Step 1/3 - Missions

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| --- | --- | --- | --- | --- | --- |
| Player left | Player right | Code | Mission Name | Player Level | Beast |
| ⃝ | ⃝ | mis\_010\_main | PlayGo | 1 |  |
| ⃝ | ⃝ | sms\_010\_main | The Sacred Flame | 1 |  |
| ⃝ | ⃝ | smh\_010\_main | Animal Tracking | 1 |  |
| ⃝ | ⃝ | smc\_010\_main | The Trap | 1 |  |
| ⃝ | ⃝ | smc\_020\_main | The Magic Stones | 1 |  |
| ⃝ | ⃝ | smw\_010\_main | Meet The Warrior | 1 |  |
| ⃝ | ⃝ | vm\_040\_main | Spoiled Source | 1 |  |
| ⃝ | ⃝ | mis\_020\_main | The Udam Provocation | 2 | Dhole, Dire Wolf |
| ⃝ | ⃝ | smg\_020\_main | The Sick Herd | 2 |  |
| ⃝ | ⃝ | vm\_050\_main | The Birth | 2 |  |
| ⃝ | ⃝ | mis\_030\_main | Rescue Izila Slaves | 3 | Jaguar, Snow Leopard, Cave Lion |
| ⃝ | ⃝ | mis\_040\_main | Udam Escape | 3 |  |
| ⃝ | ⃝ | mis\_050\_main | Steal Izila Mask | 3 |  |
| ⃝ | ⃝ | smcn\_020\_main | The Healer | 3 |  |
| ⃝ | ⃝ | vm\_020\_main | The Missing Gatherer | 3 |  |
| ⃝ | ⃝ | vm\_100\_main | Village Blessing | 3 |  |
| ⃝ | ⃝ | owma\_020\_main | Urkkk - The Armor | 3 |  |
| ⃝ | ⃝ | str\_010\_main | Stronghold A | 4 | Brown Bear, Cave Bear |
| ⃝ | ⃝ | str\_050\_main | Stronghold B | 4 |  |
| ⃝ | ⃝ | smcn\_030\_main | The Assassination | 4 |  |
| ⃝ | ⃝ | smg\_040\_main | Daemon Fish | 4 |  |
| ⃝ | ⃝ | owma\_030\_main | Urkkk - The Bear Repelent | 4 |  |
| ⃝ | ⃝ | vm\_060\_main | The Sidekick Hunter | 4 |  |
| ⃝ | ⃝ | vm\_010\_main | Missing Hunter Twins | 5 | Honey Badger |
| ⃝ | ⃝ | vm\_030\_main | The Missing Scout | 5 |  |
| ⃝ | ⃝ | vm\_120\_main | Wenja Landmarks | 5 |  |

Step 2/3 - Epic Hunts

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| Player left | Player right | Code | Mission Name | Player Level | Beast |
| ⃝ | ⃝ | Teleport -2441 -153 500 | Epic Hunt: Sabertooth | 3 | Dhole, Dire Wolf, Jaguar, Snow Leopard, Cave Lion |
| ⃝ | ⃝ | Teleport -1818 2121 451 | Epic Hunt: Mammoth | 4 | Brown Bear, Cave Bear |
| ⃝ | ⃝ | Teleport 72 -928 433 | Epic Hunt: Cave Bear | 4 |  |
| ⃝ | ⃝ | Teleport -1495 -2180 177 | Epic Hunt: Direwolves | 5 | Honey Badger |

Step 3/3 - Quests

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| Player left | Player right | Code | Mission Name | Player Level | Beast |
| ⃝ | ⃝ | SQBH\_G4\_MAIN | Bounty Hunting | 3 | Dhole, Dire Wolf, Jaguar, Snow Leopard, Cave Lion |
| ⃝ | ⃝ | SQES\_G3\_MAIN | Escort | 3 |  |
| ⃝ | ⃝ | SQHO\_E3\_MAIN | Hostage | 3 |  |
| ⃝ | ⃝ | SQSA\_D4\_MAIN | Sabotage | 3 |  |
| ⃝ | ⃝ | SQHE\_F2\_MAIN | Hunting Extermination | 3 |  |
| ⃝ | ⃝ | SQSR\_D3\_MAIN | Search & Rescue | 3 |  |
| ⃝ | ⃝ | Teleport 12380 | Cave – Animals | 3 |  |
| ⃝ | ⃝ | Teleport 10772 | Cave – Exploration | 3 |  |

SIGMA

Observation guide

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| **Player left**  Seat #: \_\_\_\_\_\_\_\_\_\_\_  Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | **Player left**  Seat #: \_\_\_\_\_\_\_\_\_\_\_  Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |

Methodoly : quick-launch

# MISSIONS

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| **Play Go (M01)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
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| **Play Go (Mis 010)** | |
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| **The Sacred Flame (M02)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
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| **The Sacred Flame (M02)** | |
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| **Animal Tracking (M03)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Le donneur de quêtes est à ~500m. On ne voit pas les léopards avant qu’ils n’attaquent. | | | |
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| **Animal Tracking (M03)** | |
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| **The Trap (M04)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | (« Sabotage ») : Interagir avec la boîte en X :395.5 et Y : 513.18. Le waypoint disparait à l’entrée de la zone, il faut passer par la grotte à l’opposé en X : 390.2 Y : 498.2. | | | |
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| **The Trap (M04)** | |
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| **The Magic Stones (M05)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | (Broken?) Il faut cramer les plantes sur les dolmens pour localiser la zone. Bug sur le nombre d’obsidian à ramasser et ensuite « reach the location » mais pas de waypoint. | | | |
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| **The Magic Stones (M05)** | |
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| **Meet the warrior (M06)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | (Broken?) Aller en « ? » puis revenir pour parler au PNJ qui sera apparu au point W. Il faut ensuite allumer 3 feux pour y balancer les corps, mais 1/3 feux semblent fonctionner. | | | |
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| **Meet the warrior (M06)** | |
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| **Spoiled source (M07)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | (Broken?) Aller dans la zone jaune, interagir avec les poissons crevés sur la route jusqu’à la source. Mais une fois là-bas, rien. | | | |
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| **Spoiled source (M07)** | |
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| **The Udam Provocation (M08)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Défendre le village et protéger, puis aller détruire les épouvantails des Udam. | | | |
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| **The Udam Provocation (M08)** | |
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| **The Sick Herd (M09)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | (Broken?) Examiner les ours morts dans les zones. Avec vision R, interagir avec les cacas et les cadavres. Mais 2 cacas marchent pas et pas possible de continuer. | | | |
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| **The Sick Herd (M09)** | |
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| **The Birth (M10)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Aller cueillir 5 champis qui brillent dans la caverne. | | | |
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| **The Birth (M10)** | |
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| **Rescue Izila slaves (M11)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Passer sous l’eau et aller cramer les cages pour libérer les otages. | | | |
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| **Rescue Izila slaves (M11)** | |
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| **Udam escape (M12)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | La yellow leaf se trouve sur le rocher (R vision). Dans la prison, ramasser le grappin au fond de la grotte et l’utiliser sur le prop bleu en haut. | | | |
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| **Udam escape (M12)** | |
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| **Steal Izila Mask (M13)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Les pierres qui bloquent l’entrée semblent pas pouvoir être bougées (fly à travers). Steal et escape de la zone. | | | |
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| **Steal Izila Mask (M13)** | |
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| **The Healer (M14)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Localiser et protéger le PNJ healer (une nana à poils qui court partout). Le PNJ meurt aisément (et est tué si on utilise killbadguys). Pas réussi à la passer. | | | |
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| **The Healer (M14)** | |
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| **The Missing Gatherer (M15)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Trouver les cadavres et tuer le mamouth. | | | |
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| **The Missing Gatherer (M15)** | |
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| **Village blessing (M16)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Parler au groupe de PNJs et les escorter sur tout le chemin (wording incorrect : protect hostages). | | | |
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| **Village blessing (M16)** | |
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| **Ukk the Armor (M17)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Chercher les 3 coffres et tuer Urkk après lui avoir parlé. | | | |
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| **Ukk the Armor (M17)** | |
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| **Stronghold A (M18)**  **Mission 1** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Passer par le camp en bas, aller dans la grotte et la traverser en entier. | | | |
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| **Stronghold A (M18)**  **Mission 1** | | | | |
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| **Stronghold A (M18)**  **Mission 2: Raiding Camp** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Tuer tous les PNJs du camp sur le chemin. | | | |
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| **Stronghold A (M18)**  **Mission 2: Raiding Camp** | |
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| **Stronghold A (M18)**  **Mission 3: The hunting valley** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Tuer tous les PNJs, allumer le pit of fire. | | | |
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| **Stronghold A (M18)**  **Mission 3: The hunting valley** | |
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| **Stronghold A (M18)**  **Mission 4: Udam sanctum** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Traverser la grotte et tuer le boss, Ull. | | | |
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| **Stronghold A (M18)**  **Mission 4: Udam sanctum** | |
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| **Stronghold B (M19)**  **Mission 1** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Tout péter avec la mamouth et libérer le PNJ. | | | |
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| **Stronghold B (M19)**  **Mission 1** | |
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| **Stronghold B (M19)**  **Mission 2: Training Grounds** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Libérer tous les PNJs dans toutes les zones. | | | |
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| **Stronghold B (M19)**  **Mission 2: Training Grounds** | |
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| **Stronghold B (M19)**  **Mission 3: The Temple of Queen Ibari** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** | Couper la corde, protéger les wenja pendant qu’ils font tomber le dolmen pour traverser le temple. | | | |
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| **Stronghold B (M19)**  **Mission 3: The Temple of Queen Ibari** | |
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| **Stronghold B (M19)**  **Mission 4: Kill Queen Ibari** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
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| **Stronghold B (M19)**  **Mission 4: Kill Queen Ibari** | |
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| **The Assassination (M20)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** |  | | | |
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| **The Assassination (M20)** | |
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| **Daemon Fish (M21)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** |  | | | |
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| **Daemon Fish (M21)** | |
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| **Urkkk : The Bear Repelent (M22)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** |  | | | |
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| **Urkkk : The Bear Repelent (M22)** | |
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| **The Sidekick Hunter (M23)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** |  | | | |
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| **The Sidekick Hunter (M23)** | |
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| **Missing Hunter Twins (M24)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** |  | | | |
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| **Missing Hunter Twins (M24)** | |
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| **The Missing Scout (M25)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** |  | | | |
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| **The Missing Scout (M25)** | |
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| **Wenja Landmarks (M26)** | | | | |
| **Death** |  | |  | |
| **Start Time**  **End Time** |  |  |  |  |
| **Comments** |  | |  | |
| **Tips** |  | | | |
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| **Wenja Landmarks (M26)** | |
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# Strongholds

Launch Codes & Notes

Strongholds

Note that it may be necessary to **give participants more ammo** either before or during the Stronghold missions. (LDs have mentioned that they plan to add ammo caches to address lack of ammo.) This is important because **bosses may require ranged weapons**.

                Do so using the addresource command.

Respawning after death in a Stronghold *should* take the player back to checkpoints in the Stronghold, not back to the last claimed Pillar of Fire.

If this is the case, you can launch into STR\_020, STR\_030, etc. to get them to a checkpoint in the mission.

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| **Stronghold** | **Expected Player Level** | **Command(s)** |
| **Udam** | 5 | mission\_quicklaunch STR\_010\_main |
| **Izila** | 5 | mission\_quicklaunch STR\_060\_main |

Additional Goals

                Generally

         Do participants use the tamed beasts?

o   Esp. when in stealth, do they use the beast? How?

o   Do participants use the beast inventory?

         Do participants use the owl (aka. the eagle)? How?

                Strongholds

         Do the participants understand how to engage the Stronghold Bosses?

         Do they find the Bosses difficult? Challenging?

         Do participants regard the Strongholds as imposing or scary?

         Do participants regard the Strongholds as difficult? As challenging?

         Do participants have enough ammunition to finish the Strongholds?