

**SUPER BURN OF HEAT 2: B-BURN FEEL THE HEAT - The Movie -  
The Videogame; DIURNAL CODE**

(AKA: *SBoH2:BBFtHtMtV;DC*)

Image Document!



+ Periods = 100

A. Act = 6

B. Act = 3

C. Act = 4

✓ I like this method!

Rounding up more than

$$\Delta. P_1 = \frac{100}{6} = 16 \frac{4}{6} = 16.66 \quad \text{RND UP} = 17$$

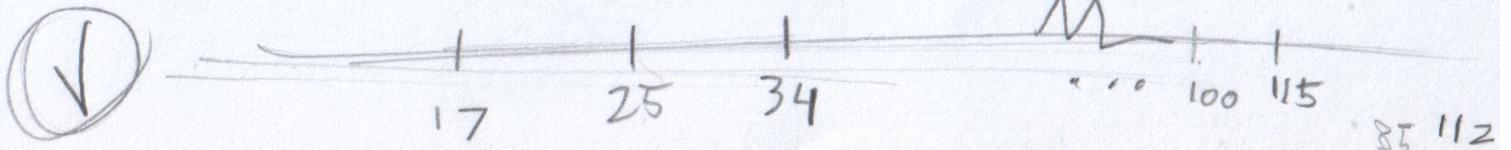
$$\Delta. P_2 = \frac{100}{3} = 33 \frac{1}{3} = 33.3 \quad \text{RND UP} = 34$$

$$\Delta. P_3 = \frac{100}{4} = 25 \quad \downarrow 33$$

Start & Stop  
12:17 pm  
6 Sept 2013

Start/Ramp  
1:52 pm  
6 Sept 2013

A C AB

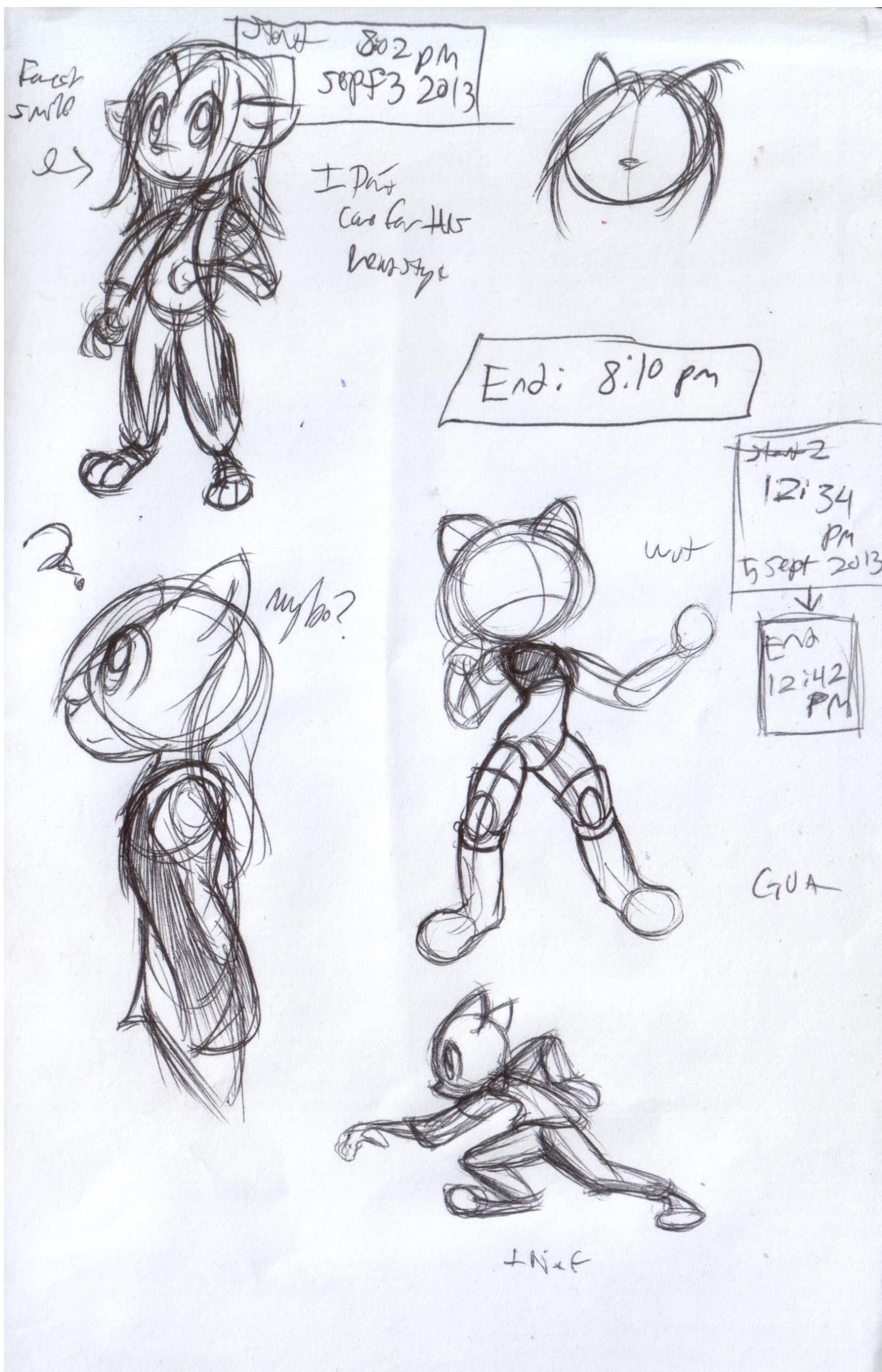


Q: Can we use modular arithmetic?

$$\text{offset?} \rightarrow 100 \text{ mod}(17) = 15 \\ 17 \text{ mod}(100) = 17$$

- On Level Up, Player gets 1 bar step first to allocate.

12:02 pm  
Stop



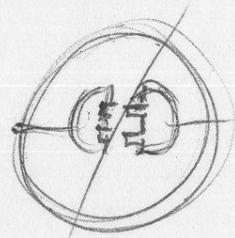






Mnar  
cure light water  
Heavy water

Heal / Harm



~~Group heal~~  
Group heal  
Protection  
Shield  
Sanctuary

22 Aug 2013  
12:32 PM

start

22  
12:50 PM

Furnace of  
water  
+  
Jelly cucumber  
+  
Hoof  
start 45

flavortext?

sports  
Guy

Vettarm

✓ ~~Balloon - Base Spellology~~  
Balloon - Base Spellology  
Balloon - (it's down)  
Enchant Balloon → ancient amulet to cast when broken  
Balloon / 5 min / glow

Balloon Branch  
"Blat Cart"  
→ Protection  
most ferocious tree



match balloon ~ (it's down) "Good thing I found a..."  
Enchant Balloon → ancient amulet to cast when broken

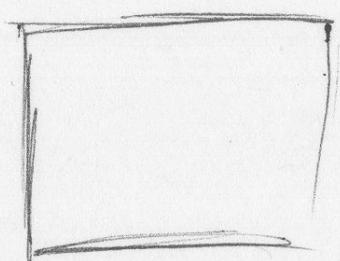
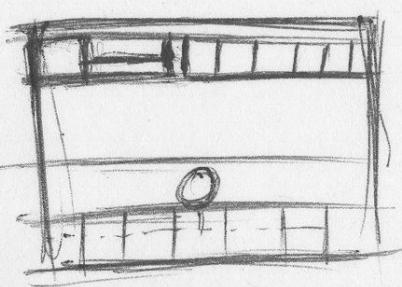
Type / Branch / Prototype

Heal  
Harm  
5 per

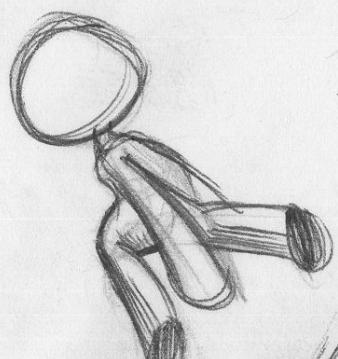
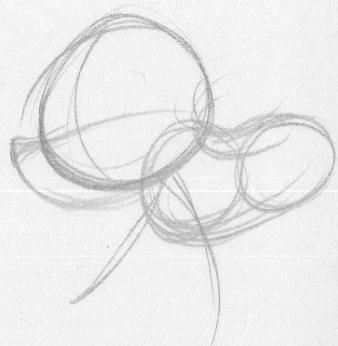
Minor Invocation

Major Invocation

lanyard orw.com/lanyard-room.php?lr=324231



5002 - 5107 pm  
23 Aug 2013



Falgarro

Air affinity

High jump

Hang attack

Double jump

Bloody Flight? ?

Lava floor

Tower thigh

Strength  
Perception  
Resilience  
Growth  
Intelligence  
Agility  
Luck

+1  
+1  
+1  
+2

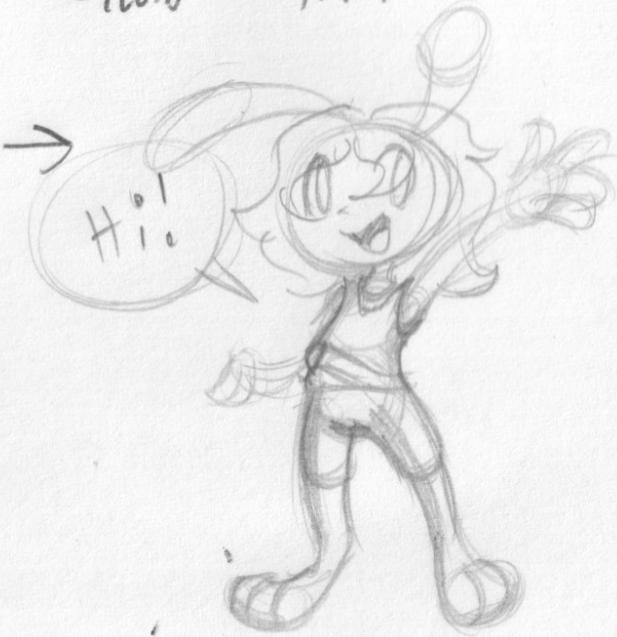
6  
5  
6  
6  
7  
5



The · Gavid - Anubis Series.

1:18 pm

16 Aug 2013



Zebra

M-301

0.5

↑ Pen 1/2px  
↓ Back.

1:23 pm  
16 Aug 2013



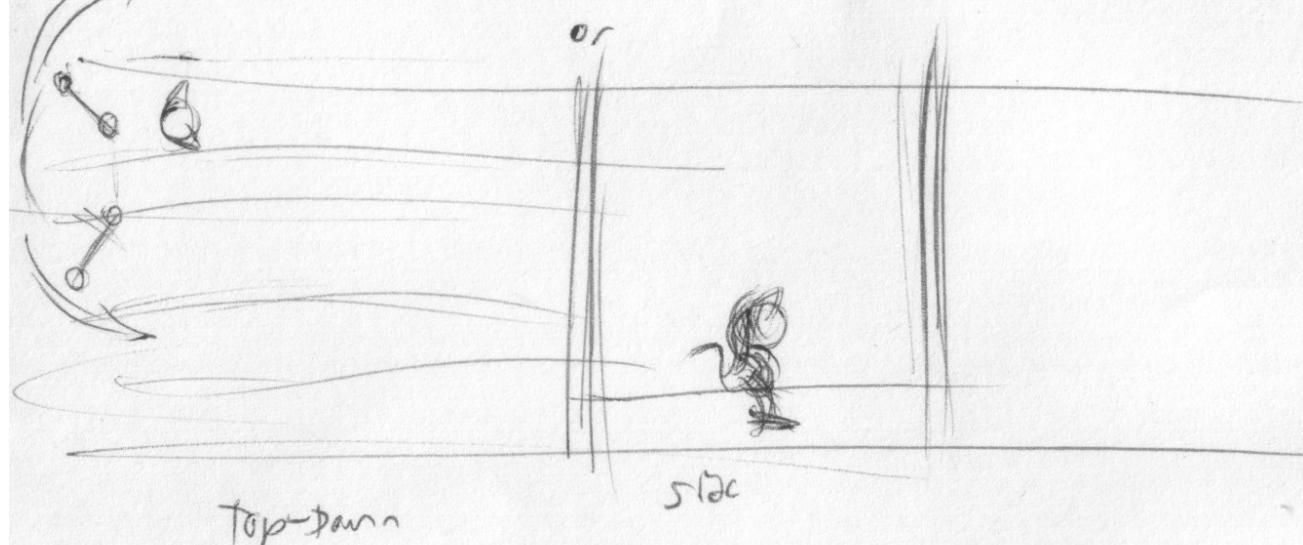
Zebra

F-301

0.7



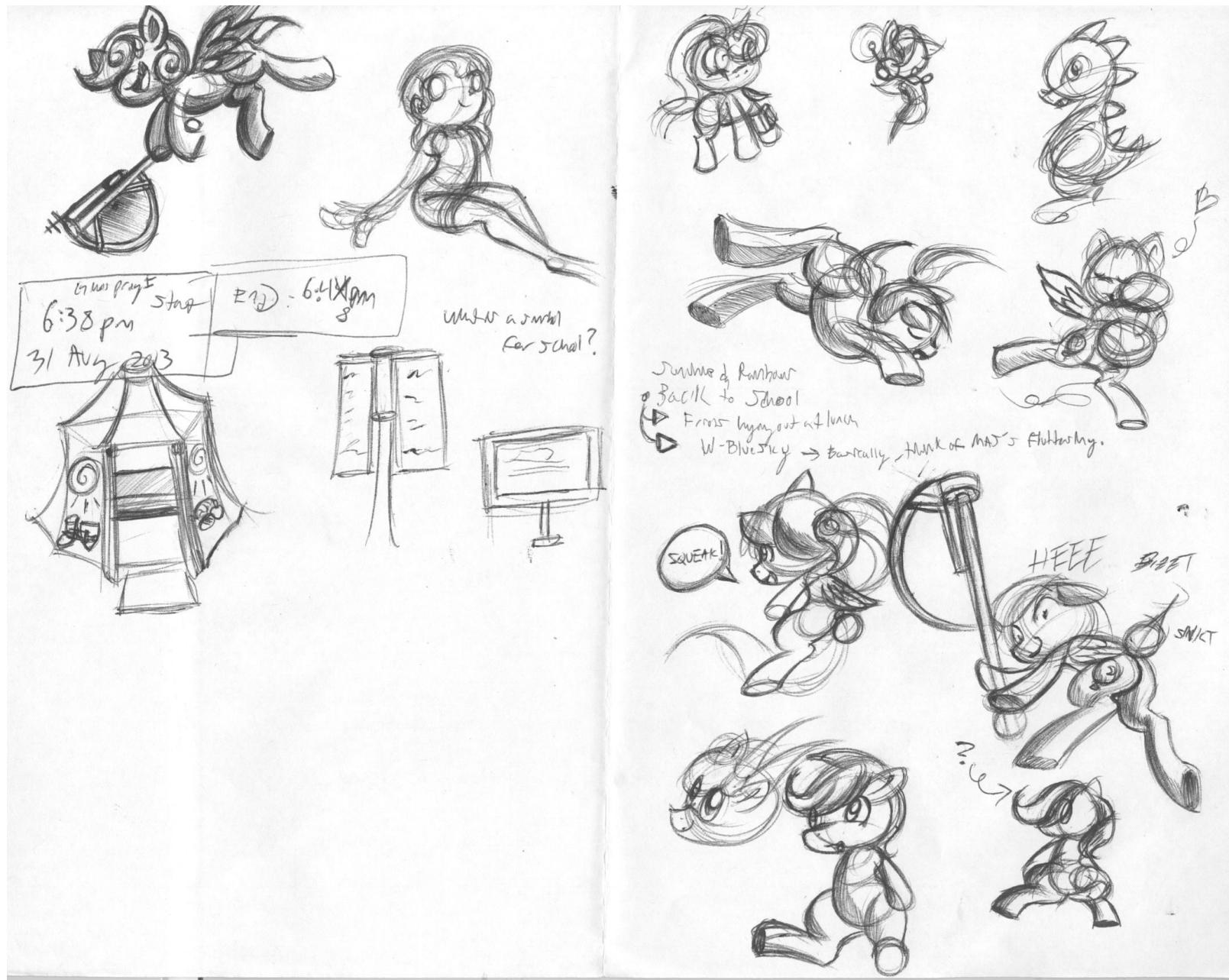
1:24 pm  
Bw - 5tr  
1:25 pm  
Reme →  
1:31 pm  
→ top -



Top-down

Side

Rafter will be nice, but  
turn-base would play better



How Should AIs work?  
who knows?

6:33 pm  
start  
16 Sept 2013

- Thief → move fast to start of Lane quickly.  
only attack if working nearby  
HAt by Ron!

- Bastard → Attack! Attacked.
  - Focus on one opponent
  - Fight until 1/4 HP, then flee.

- Raidar → Lure Individual (Monsters only, 1)
  - Kill (or try to) kill single target.
  - Fight to death.
- Mvn Clusitor → Focus on Nuke - Page Mvni
  - If Low HP, Nuke/Kawaza/Hacks
- Mvn Masser →
  - Barricade on first turn (call all troops)
  - Group them all under alts.
- ---
- NPC Generie → Run & talk!

END  
6:45 pm

start  
11:50 am  
22 Sept 2013

Heal → select target (by number) →  
Aid → select target → Heal HP, unkilly, DISPLAY.  
(takes just one token) ↴ bottom  
Energy

(Energy the turn should be left to the caller,  
not to the tech user.)

Should I have to know of ATTACK  
(max ATK, damage)  
Does the caller further check caller's skills?  
↓ Caller parses in values for effectiveness & cost.

-----  
(Laughter get scored. )  
Howt grw = ~~Laughter~~ per hour  
-----  
} for anti checks  
} for Laughter so howt it  
} hurts.

5:45 pm  
 7 Sept 2013  
 Start

	HP	MAX	POT	DEF	ACT			"charger"	
T	start	EN	start	EN	start	EN	start	EN	EN
H	+0	+25	+1	+50	+2	+100	+1	+50	
P		/10		/25					
D									
A	3	27	3	13	2	12	2	12	

Base padding = 20

EN2  
 6:05 PM

IF DEF > my Atk deal 1 DMG.

6:40 - 6:417  
 Pause

STAT TABLE

Tutorials

- How to do → ~~summon~~ Substitute
- Healing

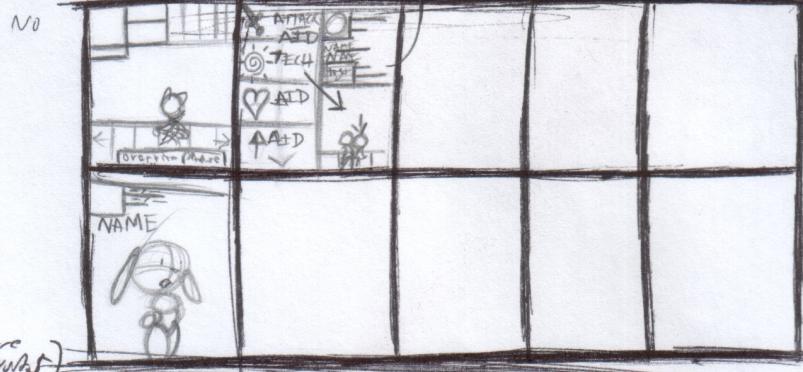
5:28 PM Start  
3 Sept. 2013

Attack, AID? Level 12

Sacrifice (auto. transfers EXP from)

Substitute Summon

Substitute Recall Mysid target



• Monk teacher heavily (max curc)

• Cleric teacher lightly (By spawning)

↳(Later) Retracted teachers Balloon Cherry/

REVISITING  
THUMB

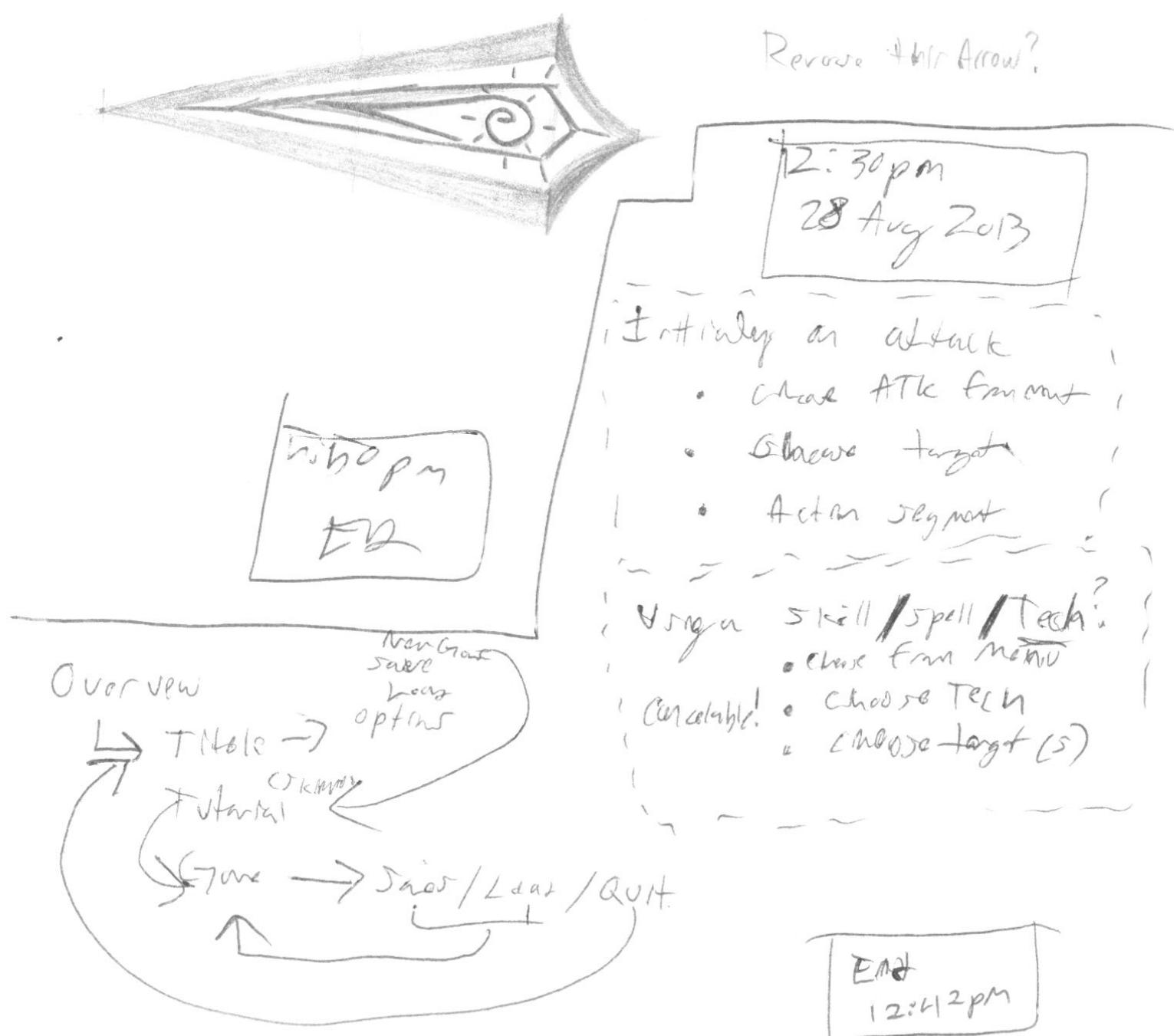
5:21pm  
Aug 27 2013

## Code of Sun / Kilgarn

Dialogue  
/ / — Buck-Button  
Actions Auto Actions?

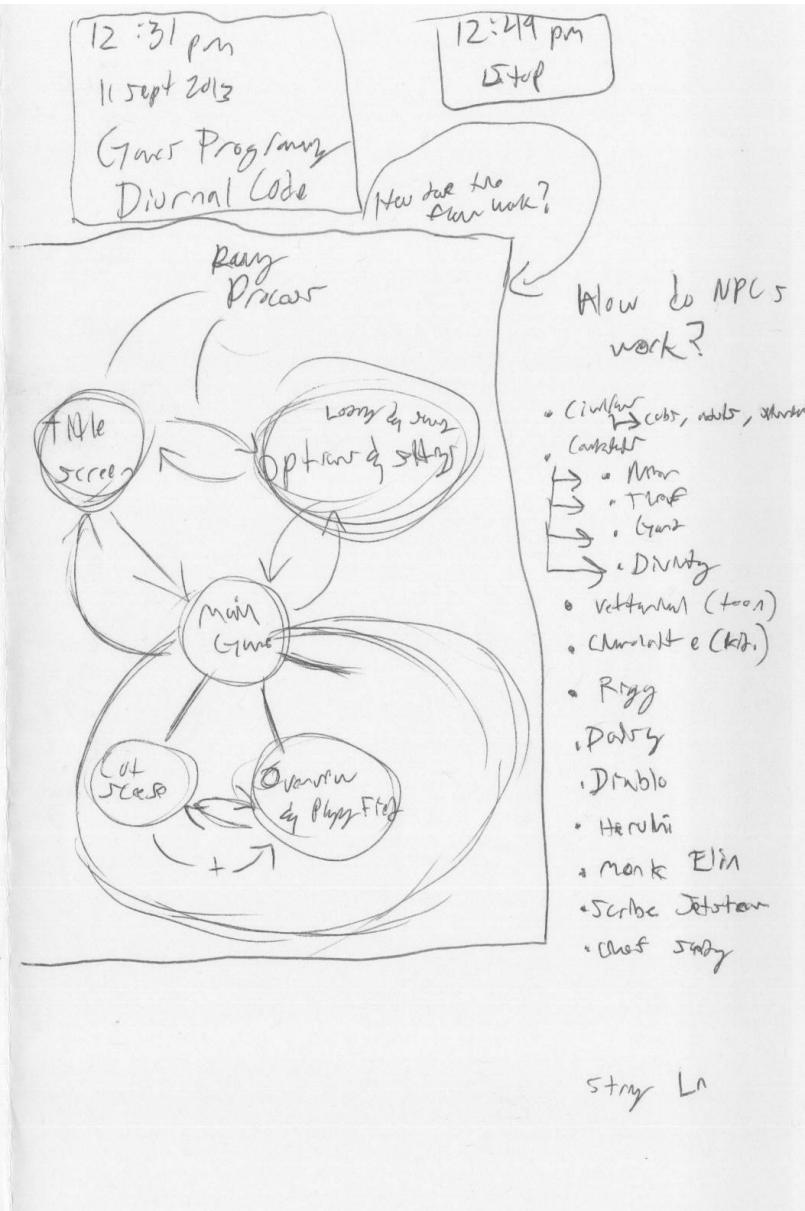
Blood is a recovery "Obstacle" token for  
Locals to give more info.  
(Locals Items can be Teleport to.)

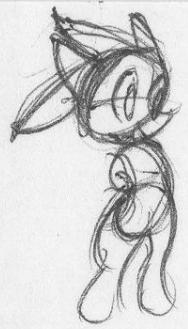
! → we need a toggle switch Token they Introducing Army  
Cutscene!



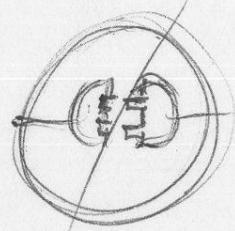
- How do we handle Multi-target??
  - probably needs to separate if the target is valid
  - Push targeting.
  - Needs a confirm dialogue.
  - Tap by Center An. like Gallery/P3 M1Hurst

4:23 pm 11 Sept 2013  
 Game play I  
 "How do NPC's work? II"  
 Charlotte (Kit) - (part 1)  
 Attack nearest unit. (player)  
 Trigger feedback/suggested courses.  
 Charlotte (Kit) - (part 2)  
 Push Player to new tile & (when)  
 Attack Thief/Bandit  
 Balloon Token  
 Each turn, we might Infect Tech. (Syzk)  
 On Defeat, Use Scan Tech (AeE)  
 Burst  
 Hit only 10% HP ( $\times \frac{3}{4}$  Mp?)  
 Move to new space. Four ~~empty~~ Exit this tile empty floor, then  
 Occupied floor  
 "Hurry Run! Don't stay & fight! FLEE!"





Mnar  
cure light water  
Heavy water  
Heal / Harm



~~Group heal~~  
Group heal  
Protection  
Shield  
Sanctuary

22 Aug 2013  
12:32 pm

start

22  
12:50 pm

Furnace of  
water  
+  
Jelly cucumber  
+ Roof  
start 45

flame x 10?

sprts  
Guy

Vettarm

Demonstrator Balloon - Base Spellology  
Innate actor, 15% faster/attacker.  
Rez absent

Balloon Branch  
"Blat Cart"  
→ "match balloon - (it's down)" "Good thing I found a..."  
Enchant Balloon → instant amulets to cast when broken  
Radiance / Sunne / Glow

most ferocious tree

→ Protection

Minor Invocation

Major Invocation

Heal

Harm  
Sprt

Type / Branch / Prototype

laundry invoc.com / laundry - room. pmp? | r = 324 231