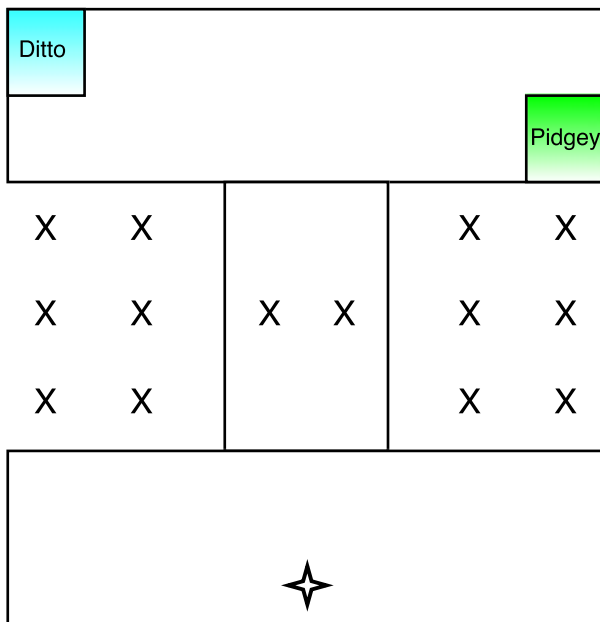


## Stage 1



I'm a nice guy and I'll let you transform into me so you can fly across. However, don't expect everyone to do the same...

**X** = Impassable Terrain

**Ditto** = Adventurer

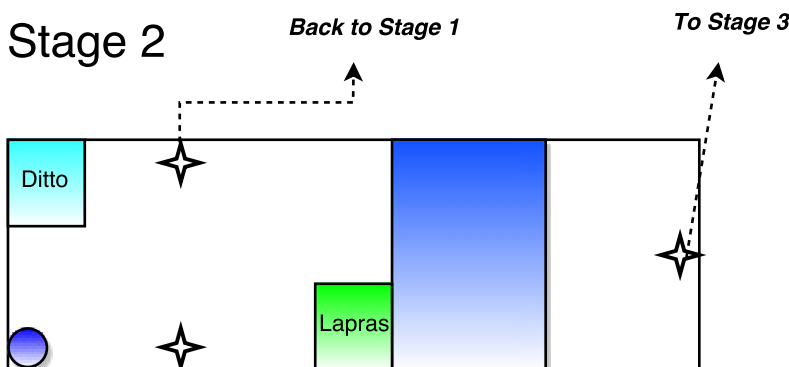
**Pidgey** = Pokemon NPC

★ = Transition Point  
(Upon Reaching, sends adventurer to the next room accordingly)

First Stage/room depicts a situation where Ditto (the player) is on one side of a cliff where the bridge connecting to the other side is broken. Ditto needs to get to the other side, but he does not know how.

**Objective:** Talk to Pidgey, transform into Pidgey, fly across the broken bridge, and reach the transition point to the next room.

## Stage 2



● = Berry, Pickable and Usable item for the Adventurer

**Lapras** = NPC Pokemon,  
Type: Water

Water Terrain, impassable unless one pokemon uses **Surf**

**Objective 1:** Talk to Lapras, learn about its needs, and complete its "quest"

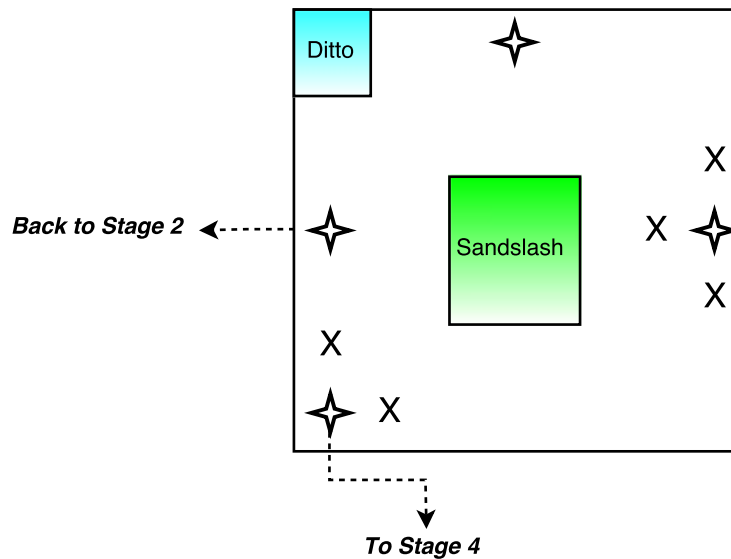
**Objective 2:** Transform into Lapras, use surf to get across water terrain, reach Transition point on the right (to Stage 3)

\***Alternative:** Reach transition point on the bottom left



## Stage 3

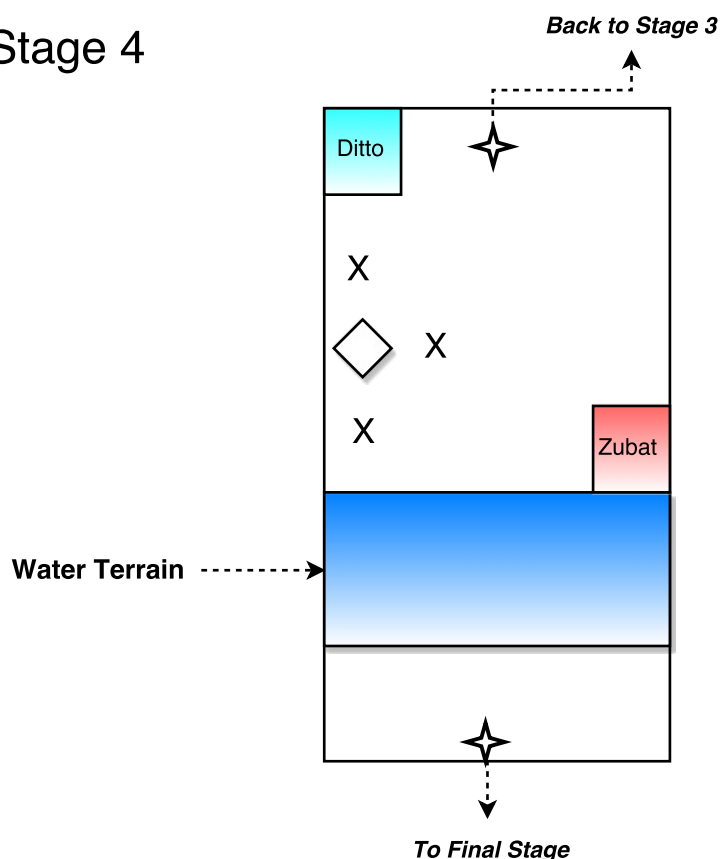
**Sandslash** = NPC Pokemon, can use Rock Smash, special dialogue game: rock, paper, scissors.




**Objective 1:** Talk to Sandslash and beat him in a game of rock, paper, scissors

**Objective 2:** Transform into Sandslash and use rock smash to get rid of rock obstacles that surround the transition point on the bottom left. Then move on to stage 4 by reaching that transition point.

## Stage 4

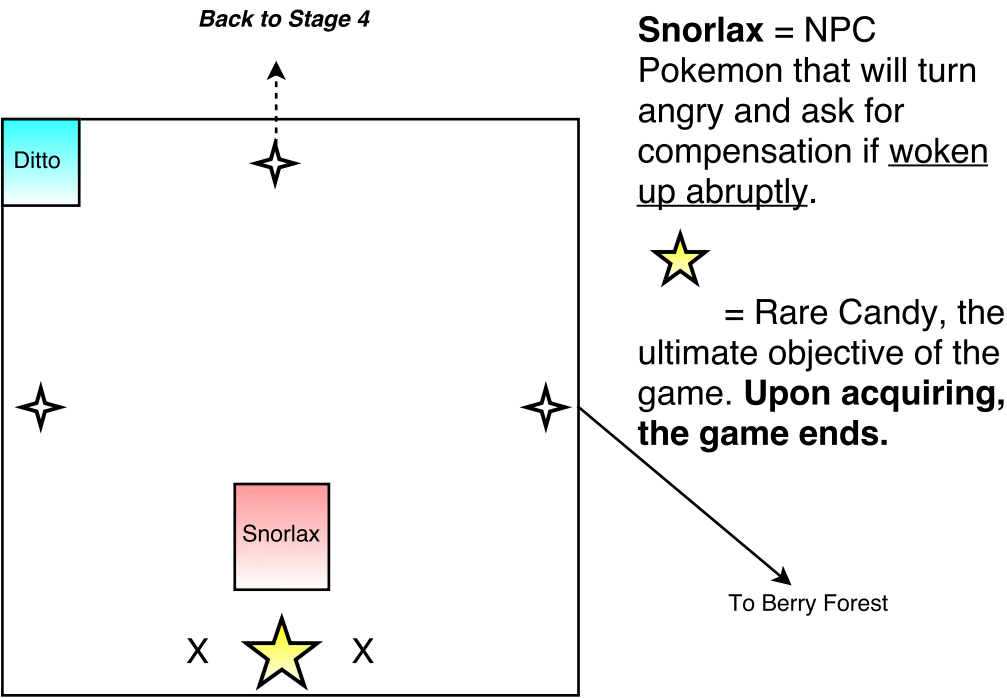


**Zubat** = Mysterious NPC

 = Pickable item for the Adventurer. (Poke Flute)



# Final Stage



The Player has the choice of gently waking the Snorlax or giving 10 berries

