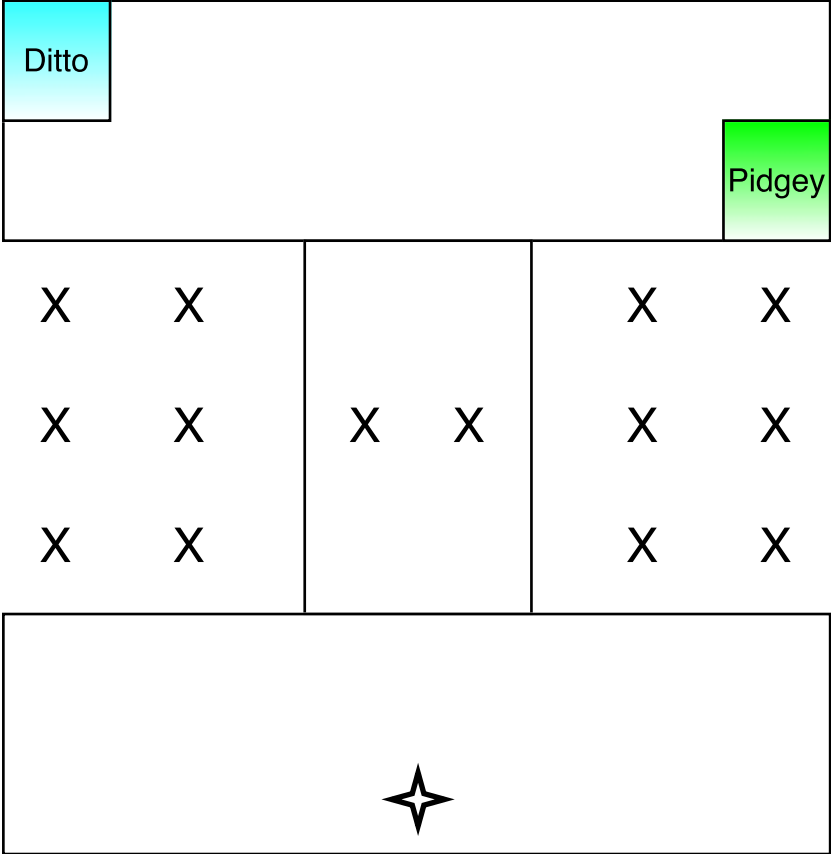


Stage 1



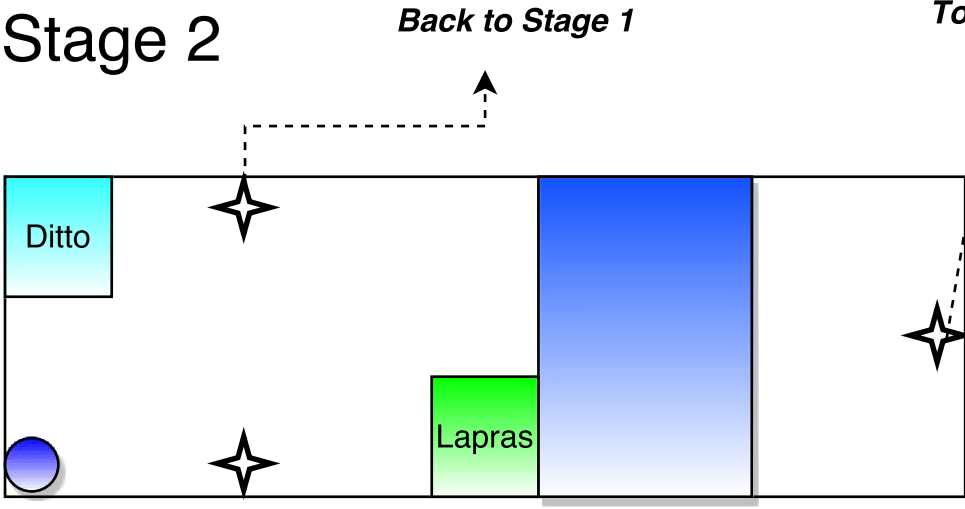
I'm a nice guy and I'll let you transform into me so you can fly across. However, don't expect everyone to do the same...

- 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

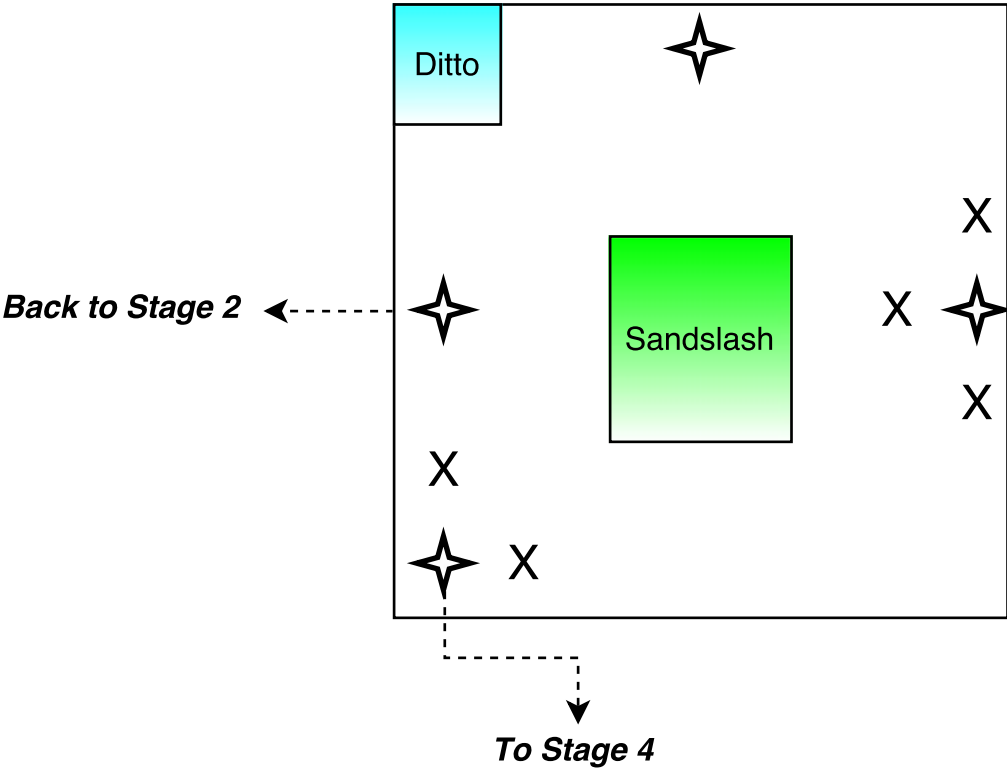
Water Terrain, impassable unless one pokemon uses **Surf**

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

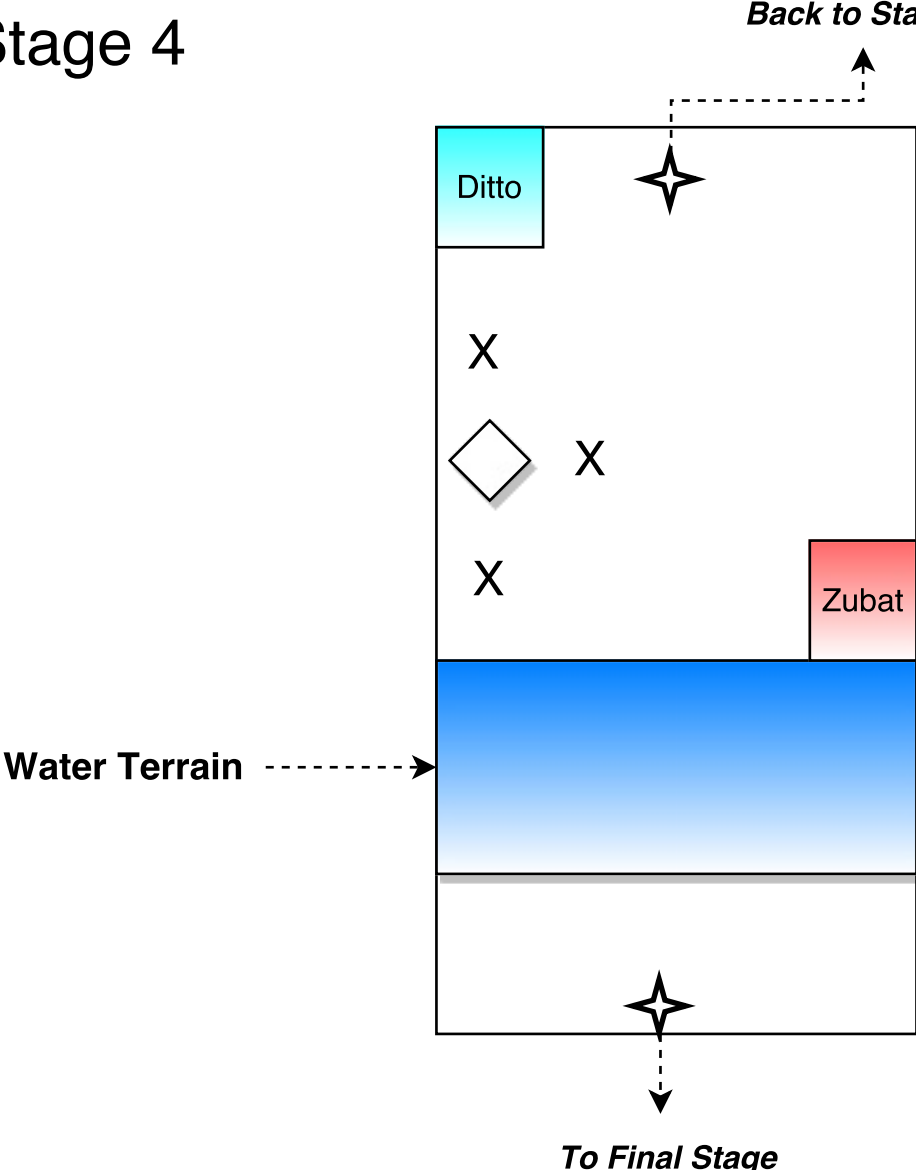


Sandslash = NPC Pokemon, can use Rock Smash, special dialogue game: rock, paper, scissors.

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.

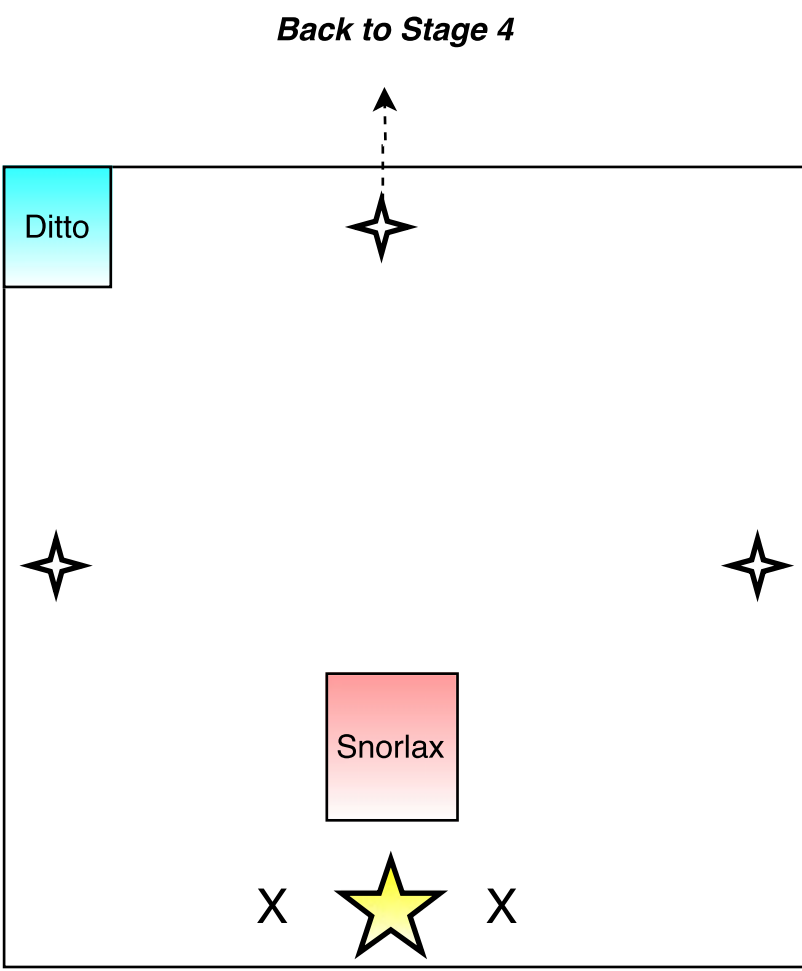
Stage 4



Zubat = Hostile NPC Pokemon that will initiate a battle upon being talked to

◇ = Pickable item for the Adventurer. (Poke Flute)

Final Stage



Snorlax = NPC Pokemon that will turn hostile and initiate a battle if woken up abruptly.

★ = Rare Candy, the ultimate objective of the game. **Upon acquiring, the game ends.**

The Player has the choice of fighting the snorlax, or finding a way to avoid it