**[General Tutorial - Aspen speaking]**

**[page 1, image: gt1 | emote: jolly]** Hello and welcome to JMCEE Inc's Capstone Project: Cry of Gaia! I'm Aspen, your Nature Guardian, here to guide you through the basics of the game!

**[page 2, image: gt1 | emote: encouraged]** The game's main goal is for us to defeat enemies and help bring back all of Nature to its original state! That's right! We’ll be working together to defeat the evil power destroying nature!

**[page 3, image: gt2 | emote: smileA]** In general, you'll be familiarized with this in-game UI. Each mission, however, has their own unique sub-mechanics!

**[page 4, image: gt3 | emote: talk]** This is the Life Bar. It gets reduced every time an enemy lands an attack on us; once its depleted it's game over so let's do our best in fighting them!

**[page 5, image: gt3 | emote: default]** The item I'm currently holding and the Trivia Scrolls we've collected along the way will also appear under it!

**[page 6, image: gt4 | emote: smileA]** This is the Mission Status Window that will show our current progress on every mission objectives we go on along with the Pause Button.

**[page 7, image: gt5 | emote: talk]** These are the Movement Arrows. Tap and hold on the direction you wish me to go towards.

**[page 8, image: gt6 | emote: smileA]** The Basic Action Buttons are the main controls: tapping on any of these will make me shoot a Ranged Fireball, execute a Melee Attack, or Jump!

**[page 9, image: gt7 | emote: jolly]** Finally, the Skill Buttons are my special powers; my gift from Gaia!

**[page 10, image: gt8 | emote: smileB]** My first skill is "Great Fireball". Upon cast it will shoot a massive fireball that will pierce into every enemy it crosses through! Fiery!

**[page 11, image: gt9 | emote: smileA]** With my second skill "Summon: Angel's Trumpet", I will plant a seed that soon will grow into a flower- then release a toxic gas around its area!

**[page 12, image: gt10 | emote: encouraged]** Every enemy hit by the moment this special flower blooms will get stunned for a few seconds. Take this as a chance to strike back or escape!

**[page 13, image: gt10 | emote: talk]** However, Bosses are immune to this skill so be wary on using this against them, as it also takes time for this skill to arm and take into action.

**[page 14, no image/gt1 | emote: jolly]** That's it for the basic controls of the game! If you ever forget about some stuff, you could always check back on this tutorial at the game Settings! Let's Go for Gaia!

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**[Campaign 1 Mission 1]**

**[Intro, image: c1m1intro - dialogue only]**

These possessed chainsaws have brought this forest to near destruction and even ate the tree's seeds! How evil!

Revitalize the forest by planting new trees and defeating all possessed chainsaws. This time, harnessing Gaia's help to make them grow faster than ever!

**[Actual instructions - Aspen speaking]**

**[Page 1, image: c1m11 | emote: default]** Let's defeat minions in search of which among them ate a seed! Once a seed drops, make me run over it and I'll pick it up!

**[Page 2, image: c1m12 | emote: smileB]** Once we've had a seed in hand, find one of the three ideal spots to plant a new tree and come close to it. I will plant it and use Gaia's powers to boost its growth!

**[Page 3, image: c1m13 | emote: smileA]** Every tree needs four (4) seeds to fully grow, but I could only carry one at a time so keep this in mind!

**[Page 4, image: c1m14 | emote: jolly]** We'll complete this mission once we've managed to fully grow three (3) trees. Let's Go for Gaia!

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**[Campaign 1 Mission 2]**

**[Intro, image: c1m2intro - dialogue only]**

These possessed chainsaw minions are not yet done with their mischief. This time, they now aim to destroy the trees we've just planted!

Let's stop every single one of them left!

**[Actual instructions - Aspen Speaking]**

**[Page 1, image: c1m21 | emote: warn]** New minions are arriving for a second wave and they want to wreck the trees down. Stay alert and defend all the trees from them!

**[Page 2, image: c1m22 | emote: encouraged]** You'll be alerted when the minions are chipping off the other trees offscreen. Use this guide for your advantage!

**[Page 3, image: c1m23 | emote: talk]** We have to stop the minions from completely destroying any of the trees! But it looks like their numbers would only last for a couple of minutes…

**[Page 4, image: c1m24 | emote: jolly]** We'll complete this mission once five (5) minutes has passed. Let's Go for Gaia!

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**[Campaign 1 Boss Mission]**

**[Intro, image: c1BM1 - dialogue only]**

We've finally found the Big Boss of these small chainsaw minions!

We now have one goal: Taking it down to end all the destruction happening in this forest!

**[Actual instructions - Aspen Speaking]**

**[Page 1, image: c1BM1| emote: talk]** This boss has some nasty tricks up its sleeves- or rather, inside its body!

**[Page 2, image: c1BM2| emote: warn]** Watch out! For it can shoot wood spikes from the two body cannons it has; Send huge boulders falling from above and – like the small ones, bite you! (but a much more painful one! Ouch!)

**[Page 3, image: c1BM3| emote: encouraged]** We'll complete this mission once we managed to get its HP down to zero. Let's Go for Gaia!

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**[Campaign 2 Mission 1]**