

GAME MANUAL & ART SET

Main Gameplay

Control three little witches to face endless slimes. Use various element combinations to cast spells, try to survive and defeat the enemies. Let's see how many slimes you can defeat!

Use the **right mouse button** to move the character, **space** to release the skill, let's start!



Game Story Background

The Witch of the Stars is out for the Wizard Ceremony. Her students, three witches are accidentally involved in a special magic book, and now they need to face the endless Slimes in the book, where the magic is the only effective attack.

Origin of the Name Thank Carl

“Carl” is from the invoker in Dota2, he combines three elements to create a variety of skills. Combining the elements to form the skills is the core gameplay of the game.

Now Carl has brought you the magic, he wants you to defeat the Slimes. Let's say “thank you for the magic, Carl!”

Skills System

In this magic world, there are 5 elements: **Fire**, **Water**, **Earth**, **Wind**, and Light. In the game, as a student of the Witch of the Stars, you can use combinations of 4 elements(Light not included) to create **general skills**. Please note that the first element entered will determine the skill's principle element type, The sub-elements will produce different effects, Try to explore the different effects by combining elements!

Sometimes you can even create **special skills**. As long as your elemental combinations meet the requirements, by consuming additional mana, you can unleash more powerful skills to protect yourself or destroy your enemies, For example, launch **fire-balls**, **tracking arrows** to attack slimes, summon **phoenixes**, **magic formations**, **tornadoes** to fight, or use **walls** to slow down the attack of slimes.

In the game, the elemental combinations of **special skills** are not displayed, you have to discover them yourself, just like a apprentice of magic.

Mana System

You can release several skills in a few seconds with very fast hand speed, but because of the mana system, each casting of your skills requires a certain amount of mana. Although the mana slowly recovers, unreasonable skill casting will make you self in a passive situation.

Each time you conjure an element, **5 mana points** will be consumed. If your conjured elements match the spell combinations, the moment you press space, additional mana will be deducted to cast **special skills**, if the current mana is not sufficient, **general skills** will be released without additional consumption.

For example, if your conjured elements meets the combination of the **Phoenix** (a Fire type skill, requires additional 30 mana), if your current mana is greater than 30, the casting will be successful, otherwise no extra mana will be deducted, but only a Fire type general skill will be cast.

Player Level System

As you defeat more and more slimes, at certain amount of slimes slayed, your character will level up and you can choose one of the level-up awards. Those awards include 3-point health recovery, mana regeneration speed-up, max mana increase, moving speed enhancement. And while the level goes up, the max amount of element that you can hold at the same time will also increases.

Enemy Difficulty System

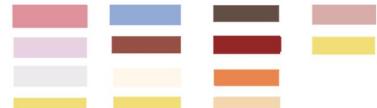
Your character are getting stronger, so are the slimes. The enemies will have more and more health point as the game goes.



THE DRAFT OF CHARACTER DESIGN



1 2 3 SP



THE MAGICIAN



The Magician always imagines that the world will be destroyed, she believes her sealed right eye will be the key to freeing the ultimate power of magic.

Of course, she always blamed her eyes for her failures.



THE MAGICAL SWORDSMAN

The magical swordsman is a princess who will inherit the throne and was sent here by her father to learn magic. No one knows why the Witch of The Stars, who dislikes nobility, would accept such a problematic student.

"Never use magic when you can use a sword."



▢▢ ♥x5



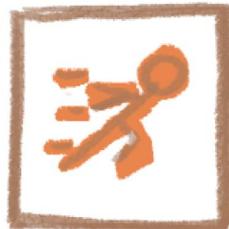
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THE NINJA

The Ninja comes from a mysterious village, the villagers were not happy to be in contact with the outside world, but they decided to change their minds when the Witch of The Stars used a powerful spell to stop the flood and saved the village.

Since the Witch of The Stars was very interested in Ninjutsu, she accepted the villagers' proposal and took the girl as her student.



THE WITCH OF THE STARS

P.S. This role has not yet been added to the game. Plan to add this role as an easter egg in the game.

The Witch of The Stars is a girl who likes to travel the world, she comes from an ancient fallen royal family and is able to use the lost light magic.

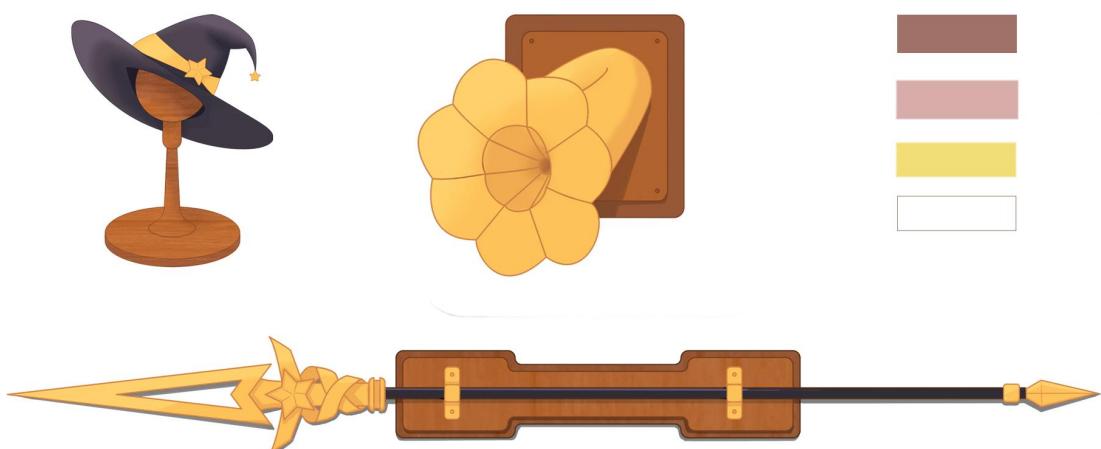
She has the power to shape the world, but she chooses to use this power to help people. She uses her powerful magic to resist kings' messengers, magicians, and even armies.



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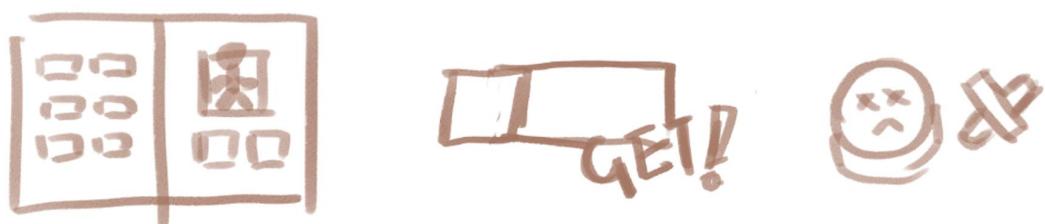


Early draft of character design

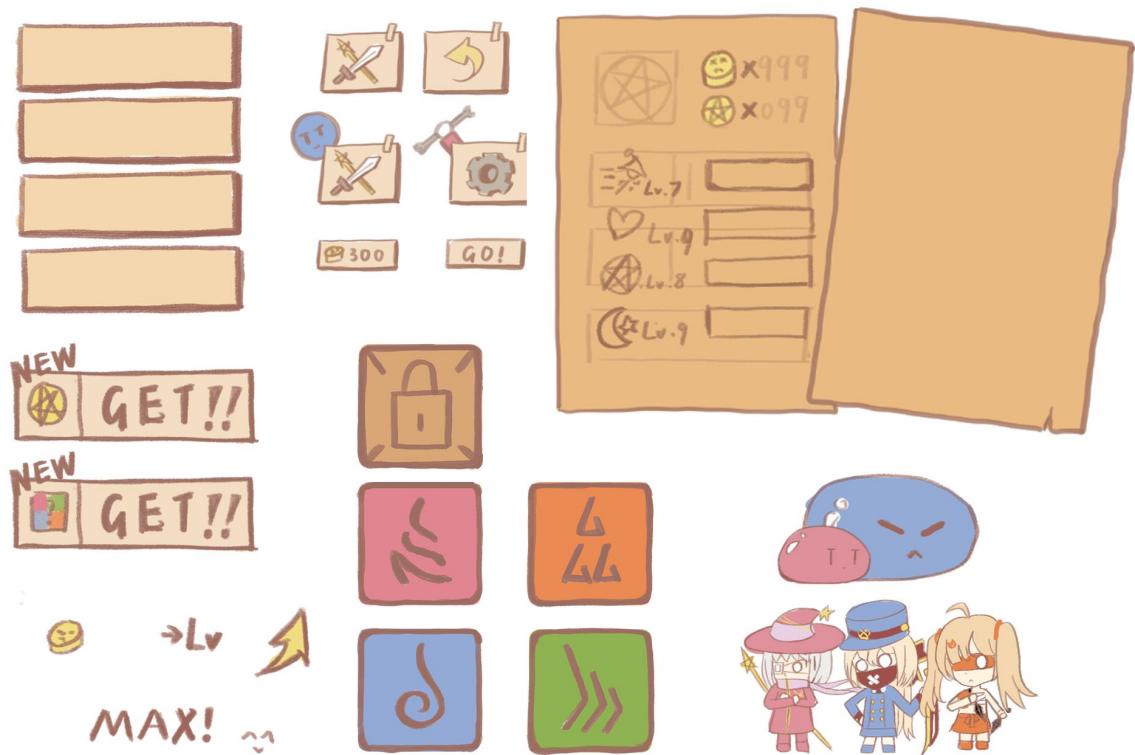
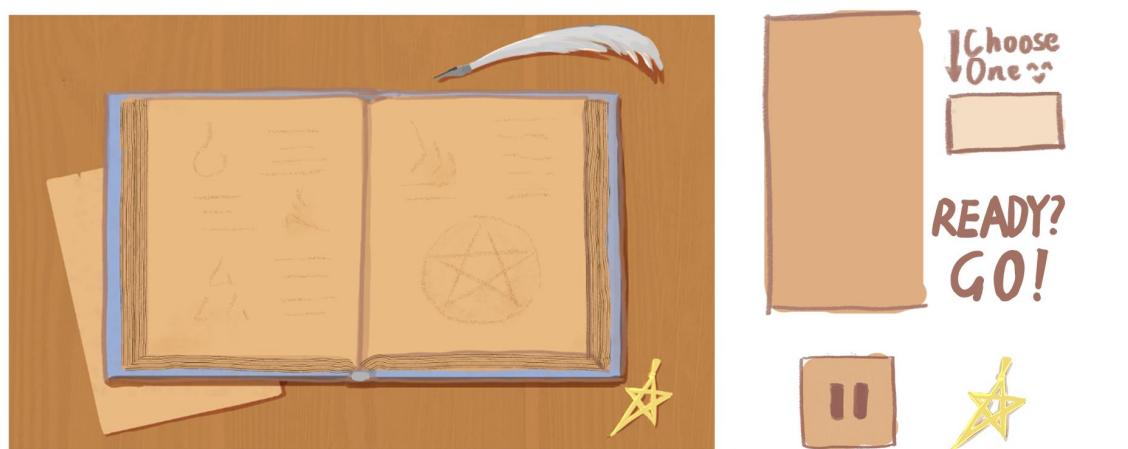


Early draft of staff and furniture
(The staff has been designed as the magician's weapon)

THE DRAFT OF THE UI



UI DESIGN



SKILLS DESIGN



ENEMY DESIGN

