Design Plans

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Property of Game Development Club of Dixie State College

Contents

Game World and Physics

Movement

All characters and creatures within the game should be able to move freely and should stay above the ground at all times. Object may obstruct paths but the character should be able to move about any where in the world that is designated as "exploreable" (see Desert Prison). The player character is moved around by the player using the keyboard (see User Control). Also if the right and left mouse button are pressed and held at the exact same time the player character should move forward.

Collision

For our player character threre should always be atleast 2 collisions checking. One should check to see if a charater has moved through the ground. The second should check to see if a character has moved through a collideable object.

• Ground Collision
The collision for the ground should be always checking to see if a character has fallen through the ground. If the character also moves on an uneven surface it should readjust the character to the new height so as to appear climbing or descending the terrain. If it does not use up to many resources there should also be a failsafe to check and see if we have fallen through the ground. If we have fallen through the fail safe should readjust the character's high back up to the surface.

This collision should not only apply to the character but also to any creatures that are in the game.

• Object Collision
The collision for objects should always be checking to see if a character has collided into a solid object. This collision should not adjust a characters position, but rather prevent them from moving any further.

This collision should not only apply to the character but also to any creatures that are in the game.

Water

At this time swiming will not be implemented into the game. All water surfaces should be built only to ankle high depths so that our character and creatures can run through the water without appearing the need to swim. When a character or creature runs through water, appropriate sound should be played.

Camera

The camera should be the main looking glass into our world. Its position should be able to be changed, but should always remain a ponit on a sphere with its center located at the player character. The radius of the sphere is determined by the user.

The range of radius should be able to go from a couple a units away from the character to a substancial distance from the character. The minimum should be close enough to be able to see detail on the character, but not so close as to enter into the player character model. And the maximum should be far enough that the character only takes up approximately 1/3 of the window. The radius will act as a type of zoom. The smaller the radius of the sphere the closer the character will appear, the larger the further away.

The camera should also collide with the terrain so that it does not pass through the terrain and allow us to "see" the opposite side of geometry. This collision should also be smooth and not cause the camera to bounce when colliding. Idealy the radius of the camera sphere should be addjusted lower until the camera is no longer colliding, until it reaches the radius minimum. At that point the Angle that resides on the Z-axis should be addjusted up until no more collisions. Once there are no collisions the camera should try to return the radius back to its original setting, so long as it doesn't collide. The Z-axis angle does not need to be re adjusted. Also if any object comes inbetween the player character and the camera the radius should be adjusted until that object is behind the camera.

The camera should be controled by the keyboard (see User Control), as well as the mouse. If the right mouse button is held down and the X and Y axis is changed while it is held, the camera should move as well as the player character's H value (yaw). If the left mouse button is held down and the X and Y axis is changed the camera should move, but not the palyer character. When moving forward the player would then be able to use the right mouse button held down to "steer" their character.

Not Implemented

At this time the following features where considered but will not be implemented. NOTE: If the ability and time becomes available, some of these features may be revisited.

• Swimming
• Jumping
• Climbing
• Multiplayer
• Character Creation
• Character Selection
• Game Launcher

User Control

Default Keyboard Key Layout

[Key]	[Function]	[Section]	[Priority]
c	Opens Character Sheet	User Interface	High
b	Opens Inventory Sheet	User Interface / Items	High
m	Opens Map	User Interface	Medium
h	Opems Tome (Encyclopedia)	User Interface	Extremely Low
k	Opens Spell Book	User Interface	Medium
l	Opens Schools of Magic Sheet	User Interface	Low
u	Opens Quest Log	User Interface	Medium-High
i	Opens Social Sheet	User Interface	Extremely Low
o	Opens Achievements	User Interface	Low
p	Opens PvP Sheet	User Interface	Extremely Low
\	Returns Camera to Default Pos	Game World and Physics	Medium
[	Camera Sphere Radius (Zoom Out)	Game World and Physics	High
]	Camera Sphere Radius (Zoom In)	Game World and Physics	High
arrow_up	Camera Pitch Up	Game World and Physics	High
arrow_down	Camera Pitch Down	Game World and Physics	High
arrow_right	Camera Yaw Right	Game World and Physics	High
arrow_left	Camera Yaw Left	Game World and Physics	High
escape	if Sheets are Open, Close them else Opens Main Menut	User Interface	High
f1	Toggle Hot Bar 1	User Interface	Low
f2	Toggle Hot Bar 2	User Interface	Low
f3	Toggle Hot Bar 3	User Interface	Low
f4	Toggle Hot Bar 4	User Interface	Low
f5	Toggle Hot Bar 5	User Interface	Low
f6	Toggle Hot Bar 6	User Interface	Low
-	Cycle Hot Bar Number Down	User Interface	Low
=	Cycle Hot Bar Number Up	User Interface	Low
1	Use Hot Bar Slot 1	User Interface	High
2	Use Hot Bar Slot 2	User Interface	High
3	Use Hot Bar Slot 3	User Interface	High
4	Use Hot Bar Slot 4	User Interface	High
5	Use Hot Bar Slot 5	User Interface	High
6	Use Hot Bar Slot 6	User Interface	High
7	Use Hot Bar Slot 7	User Interface	High
8	Use Hot Bar Slot 8	User Interface	High
9	Use Hot Bar Slot 9	User Interface	High
0	Use Hot Bar Slot 0	User Interface	High
tab	Target Nearest Enemy	AI/Combat	Medium
shift-tab	Target Nearest Friendly	AI/Combat	Low
q	Strafe Left	Game World and Physics	High
e	Strafe Right	Game World and Physics	High
w	Move Forward	Game World and Physics	High
a	Turn Left / Strafe Left	Game World and Physics	High
s	Move Backwards	Game World and Physics	High
d	Turn Right / Strafe Left	Game World and Physics	High
space	Jump	Game World and Physics	Low

Default Mouse Layout

[Key]	[Function]	[Section]	[Priority]
mouse1 (left)	if held, Move Camera	Game World and Physics	High
	elif clicked on Creature, Target	AI/Combat	High
	elif clicked on Button, Use Button	User Interface	High
	elif clicked on nothing, Untarget	AI/Combat	High
mouse3 (right)	if held, Move Camera/Player	Game World and Physics	High
	elif clicked on Creature, Attack	AI/Combat	High
	elif clicked on Object, Use Object	Interactive Objects	High
wheel_up	Camera Sphere Radius (Zoom In)	Game World and Physics	High
wheel_down	Camera Sphere Radius (Zoom Out)	Game World and Physics	High
mouse1 and mouse3	Move Character Forward	Game World and Physics	High

Legend:
Key: The key listed is the Panda3D reference to that key. Any Parentheses are there for extra info.
Function: What a key should do if it is pressed. NOTE: some keys have muliple functions depending on the curcumstances.
Section: More information can be obtained from these seconds of this manual.
Priority: High: Needs to be Implemented First, Medium: Should be Implemented when it is possible, Low: Only implement if there is nothing else to do, Extremely Low: Feature will probably not be implemented but the key is reserved incase it is. NOTE: The game should be able to function properly without any Medium or Lower priority keys, all High priority keys are required.

NOTE: All keys that are not listed are open for use. If an addition key is required for a function please contact the lead programmer or your section lead to reserve a specific key.

Interactive Objects

Interactive Objects

Interactive Objects are any objects that player can "use". These objects include but are not limited to: Vendors, Quest Givers, Doors, Chests, Levers, Puzzle Objects, Environmental Combat Objects, etc. Below you will find a generalized list and details on how the objects will work. As you go through the section Desert Prison you might find more unique objects and discriptions on how they work.

Doors

Doors are the most simple and general of objects. When a door is [mouse3] (right) clicked on it will rotate on a specific axis. For this reason when building the models the origin point should also be the pivot point of the door. Rotating the door should be a simple matter of altering the object's HPR value.

Chests

Chests is a general term we use for a lootable object. Chests may include bookshelves, bookstands, tables, or even actual chests. These objects, when [mouse3] (right) clicked on, will open up a simple loot menu with some random items on it. The loot of the chest should be generated on the chests creation. When all of the loot has been removed from the chest, it should no longer be useable. The chest should still appear to be there after it is empty, so a static object might need to replace it.

Levers and Puzzle Objects

Levers and Puzzle Objects are very similar. The both are useable objects that should activate or check an event when [mouse3] (right) clicked.

An example of a lever event would be: if lever1 is clicked: perform a specific event. Levers are simple in the way that once they are used they perform an event.

Puzzle Objects are a bit more complicated. Some Puzzle Objects will perform an event when clicked, but most will be checking if an event can occur. An example of this is our slider game. The pieces of the slider will be Puzzle Objects. When the piece is clicked it will perform an event (moving to a new position) and it will also check to see if an event can occur (if all pieces are allligned correctly: open door). Since Puzzle Objects are hard to generalize you will need to look at the Desert Prison section to get more information on individual Puzzle Objects that will be in the game.

Vendors and Quest Givers

Generaly both Vendors and Quest Givers will be NPCs. When they are [mouse3] (right) clicked they will open their corrisponding windows. Vendors are alot more complex than the Quest Givers.

The Quest Givers will just simply open up their Quest Dialog (if the player is not on quest/or completed quest) and give the information to the player. The player then can accept or decline the quest. If a quest is

completed and the player interacts with the corrisponding Quest Giver, then the quest turn in dialog will be given, rewarding the player for the quest. A Quest Giver should not open any dialog if a player is not eligable to turn in or accept a quest.

Vendors as stated before are much more complicated. Vendors may seem simple at first. All they do when interacted with is open up a vendor dialog. This dialog is just a list of items that can be purchased from the vendor. Also the vendor should have a Sell tab, in which the player can sell objects to a small amount. The complex part will actually be the code behind the scenes. When an item is [mouse3] (right) clicked on in the Vendors window. The item should be added to the player's inventory and the correct amount of money removed from the player's inventory. Before the item is added to the player's inventory it should check to make sure that the player has enough money to purchase that item. If they do not is should print text to the screen.."You do not have enough to purchase that item." If an item in the player's inventory is [mouse3] (right) clicked on and the tab for sell is open then that item should be removed from the player's inventory and the proper amount of money added. The item then should be listed in the vendors sell tab. For now if a player [mouse3] (right) clicks on an item in the sell tab it should just print.."Buy back option not available at this time." Nothing else should happen (see Below) When a vendor is closed all of the sell items should disappear.

Time Permiting:
If time permits the following features could be added to the vendor:
• Persistant Sell Items. (when a player closes the vendor all items in the vendor's sell tab will remain there)
• Buy back option. (when a player right clicks on an item in the sell tab it is placed back in the inventory with the correct amount of money removed)
• Stack Buying (when a player Shift+right clicks an item in the buy tab a pop-up would appear allowing the player to enter how many they would like to purchase. Upon clicking "ok" the amount in the box would be added to the player inventory with the correct amount of money removed.)

Environmental Combat Objects

This section is a little misleading as there are two types of Environmental Combat Objects (interactive, and non-interactive). An Envirionmental Combat Object is an object that can be used to alter the way combat is going. This could include healing, dealing damage, removing buffs, adding buffs, etc. To find out exactly what an Envirionmental Combat Object does please see the Desert Prison section as all of the objects do different things. The difference between the interactive and non-interactive objects is simply the player has control of the interactive objects, but does not have control over the non-interactive objects.

User Interface

Top-Level Interface

Top level interface is described as being the User Interface that is visible by default on the main screen. This interface cannot me removed or moved in anyway. However, other menu's may cover up this level. There are several different items that are displayed. They are: Character HUD, Target HUD (when targeting a creature), Mini-Map, Hot Bar, and Menu Bar.

Character HUD

This is a small item located in the top left corner. This item displays the character's health, mana, name, level and portrait. The Portrait is a simple JPG showing the picture of our character. The Health and Mana are displayed as bars on the Character HUD. This should be done using a 1 pixel wide image and stretching it accross to the end of the bar. This would represent 100% Health or Mana. As Health or Mana goes down the bar can be restretched to the corisponding width. this can be done by dividing the current health by the maximum health. This will give a decimal representing the percentage need for stretch. The name of the character is also displayed on this item. It should just be a text object and should pull the character name from the character document. The level of the character is also displayed here and should also be text object with the level pulled from the character document.

Target HUD

The Target HUD is very much like the Character HUD. The difference is that the information is pulled from the target rather than the character. This item is displayed immediately to the right of the character HUD.

Mini-Map

The Mini-Map is an item displayed in the top right of the screen. This object has an over head few of the map and displays the characters location on the map. Also the character's X,Y,and Z values should be displayed below the map.

Menu Bar

The Menu Bar is an Object displayed in the bottom right corner of the screen. This object just has a few buttons on it, that when clicked open the corrisponding windows. The current buttons are: Character Sheet, Inventory, and Settings. Buttons that are planned but will only be implemented if we have time are the Spell Book, Tomb (Encyclopedia), and Magic Schools. Each button should open up the corrisponding Secondary Interface. See Secondary Interface for more Information.

Hot Bar

The Hot Bar is the most complicated of all the Top-Level items. It is located at the bottom center of the screen. When a player clicks on one of the "spells" with the mouse it should activate the spell. Also hitting the corrisponding number key should also activate the spell. There is also a lock button located on the bar. If the bar is locked clicking and draging one of the spells does nothing. If the bar is unlocked the spell should be able to be dragged. If the spell is dragged and dropped onto another slot is should be moved to that slot. If the spell is dragged and dropped anywhere else an error message should display and the spell should be returned to its original location ♦.

For now there will be two arrows located on the Hot Bar but they will be grayed out. They will be implemented if we have time †.

Hovering over a spell should produce a tool tip with the spell discription and information. Also above the Hot Bar is an XP bar that functions similar to Health and Mana.

If we have time the following should be implemented.
> ♦ If the Spell Book has been implemented, when a player drags the spell off the bar the icon should be destroyed. The player then can open the Spell Book to retrieve the spell again and drag it to the Hot bar.
>
> † If the arrows are pressed they should cycle through option hot bars designated by number. hotbar1, hotbar2, hotbar3, etc. These Hot Bars should have their own unique slots that can be used to put additional spells.

Secondary Interface

The secondary interface is defined as any interface items that are not permenantly attached to the main screen. These interfaces can typically be opened and closed by the player. There are many different interfaces and some even have sub-levels to them.

Character Sheet

The Character sheet, when opened, should display the character's model with all of the equiped items on that model. It will also display several text field. These fields include the character's name, level, strength, magic, defense, and any other statistic the character may use. It will also display the character's equip slots. Any item dragged onto the the corrisponding equip slot should then be equipped to the character, the statistics changed accordingly and the model updated. If an item is unequipped it should do the opposite.

Inventory

This should display all of the character's items that are in his bag. These items should be able to be dragged from the inventory over to the character sheet and useable items should be able to be dragged down to the hot bar. If you drag an item out of the bag and onto nothing it should ask if you wish to destroy the item and then give you a yes or no option.

Settings

This should open up a menu giving several options. These options should be: Game Settings, Video Settings, and Exit Game. If Exit Game is clicked it should exit the game. If Game Settings is clicked it should open up a sub-menu showing different options for the game (to come later), If Video Settings is clicked it should give options for video settings. These options for the moment include: Screen Resolution, V-sync, and Full Screen.
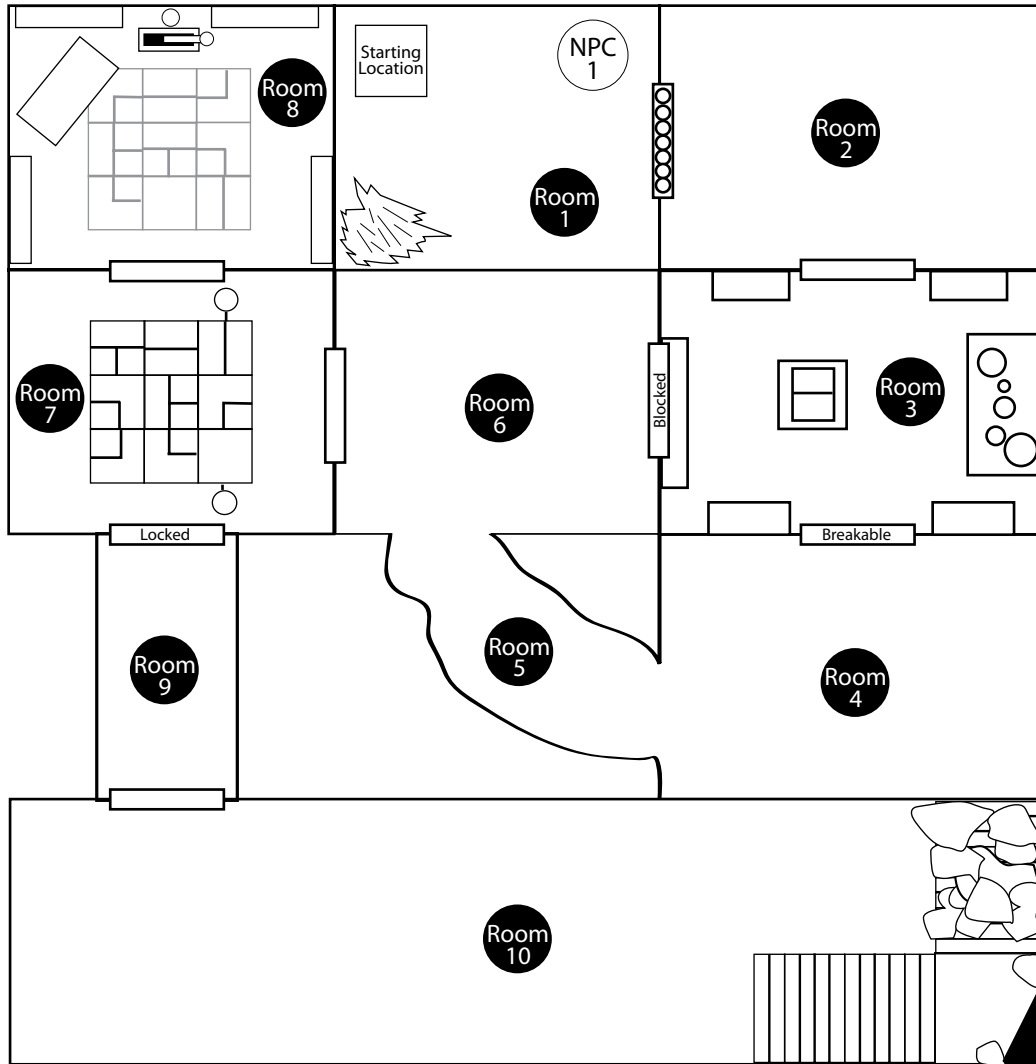
The other secondary interface information will come at a later time.

The Desert Prison

Level 1
Layout

Room 1 - Starting Area
  NPC 1:
      Quest 1 - Survive and Escape Prison
          (Give short background of the prison)
  Tip Pop-Up: Movement
  Tip Pop-Up: Interacting with NPCs
  Tip Pop-Up: Basic Combat
  Tip Pop-Up: Health
  Trigger: When Quest 1 is accepted - Open Porticlus, Wolf
      enters and attacks NPC and Player.
Room 2 - Wolf's Den
Room 3 - Library
  Tip Pop-Up: Abilities
  Tip Pop-Up: Potions
  Tip Pop-Up: Mana
  Tip Pop-Up: Breakable Objects

Room 4 - Spider Room
Room 5 - Tunnel
  Tip Pop-Up: Usable Items
Room 6 - Goblin Room
Room 7 - Slider Puzzle Room
  Puzzle: Slider Puzzle
  Tip Pop-Up: Puzzles
Room 8 - Study
  Switch: Active Switch Powers Puzzle
Room 9 - Hallway
Room 10 - Boss Room
  Stairs: To 2nd Floor
  Tip Pop-Up: Leveling Up

Level 1
Traverseable

Blocked

Locked

Breakable
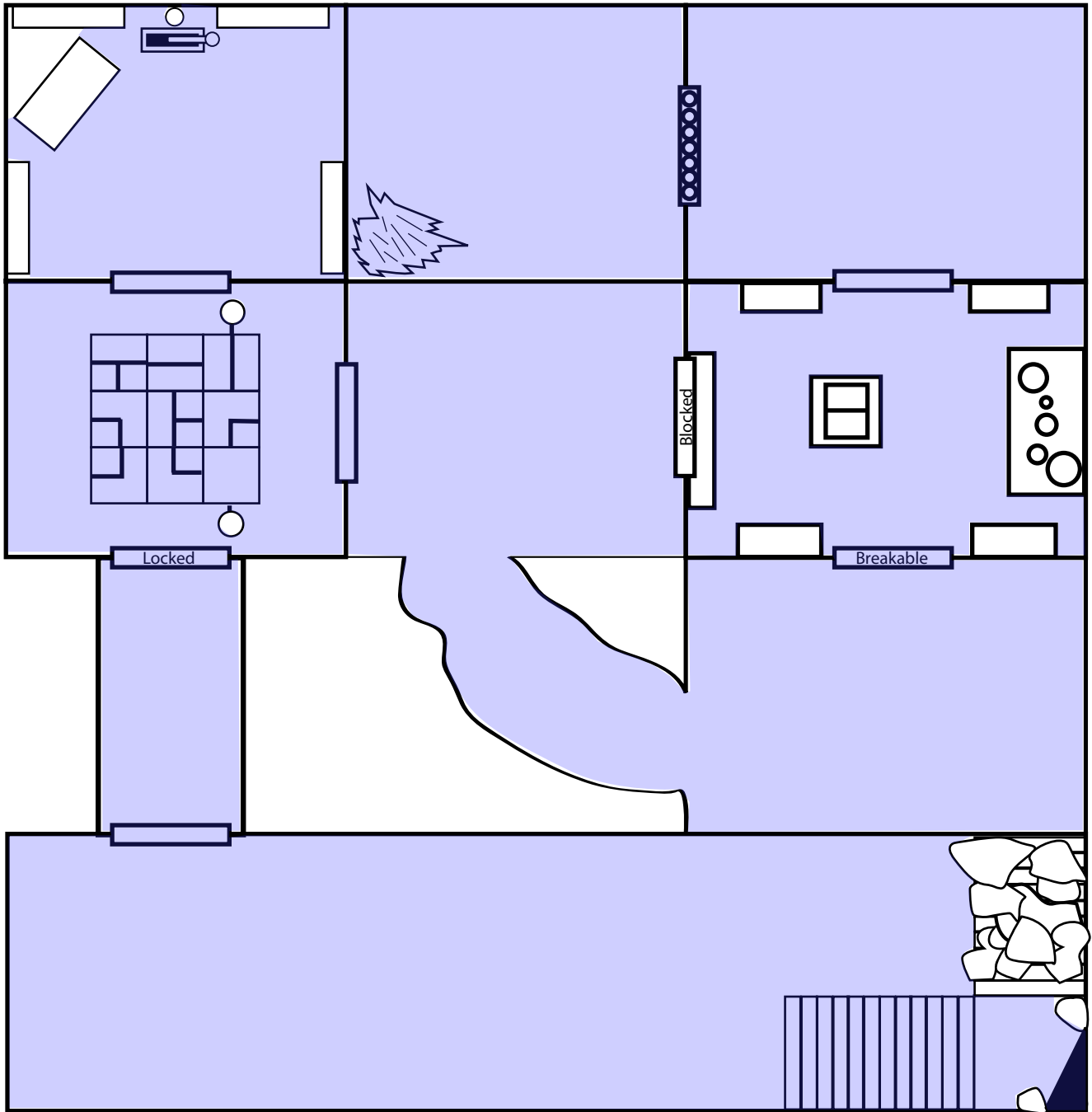
Level 1
## Useable Objects
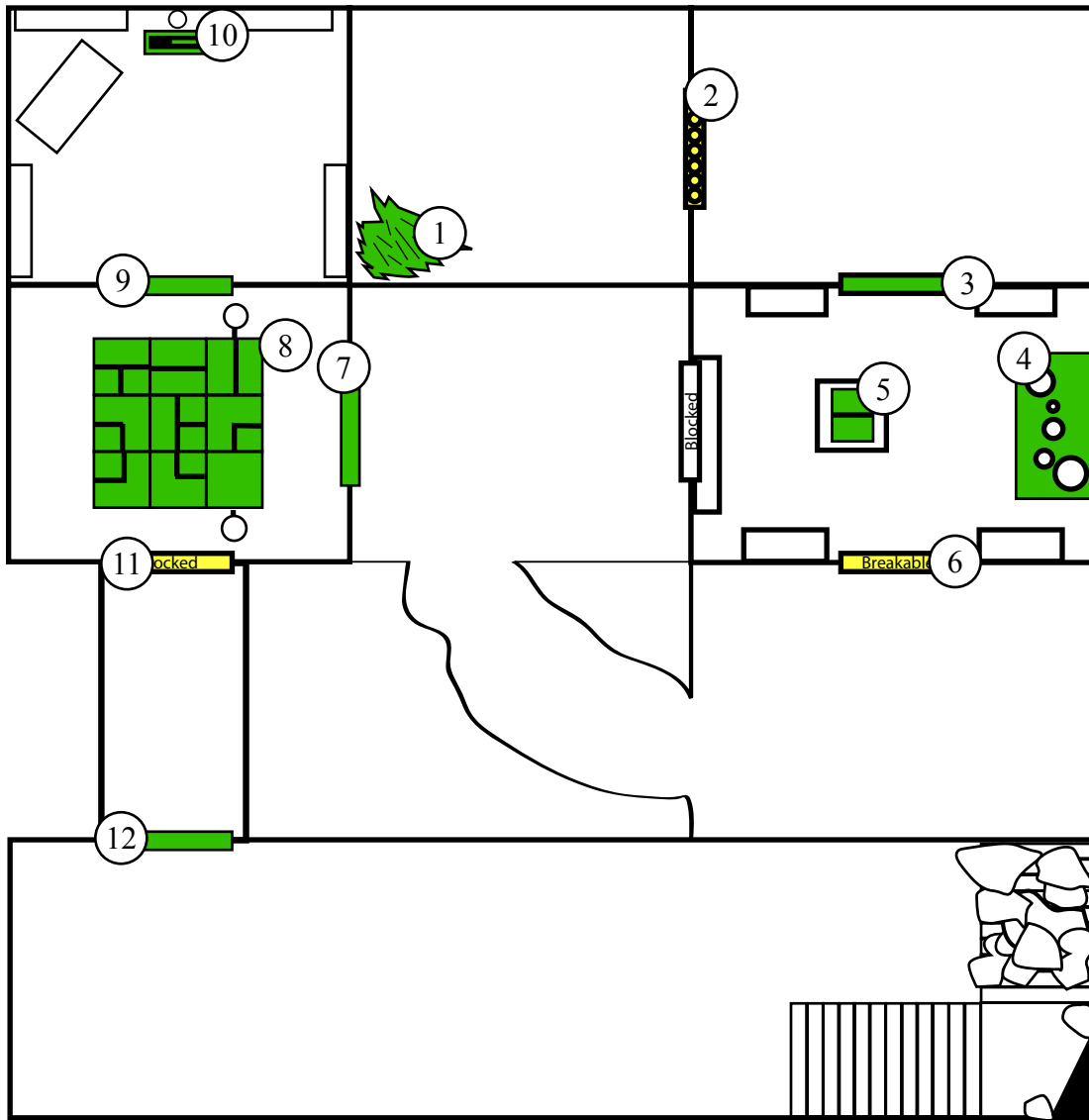
Useable Object

1. Lootable Object - Straw - Loot Table 1
3. Useable Object - Standard Door
4. Lootable Object - Alchemy Table - Loot Table 2
5. Lootable Object - Book Stand - Loot Table 3
7. Useable Object - Standard Door
8. Puzzle Object - Slider Game - See Puzzles
9. Useable Object - Standard Door
10. Useable Object - Lever - See Slider Game Puzzle
12. Useable Object - Standard Door

Event Object

2. Event Door - Opens after Player Accepts Quest from quest giver in room.
6. Attackable Object - Door - Door is destroyed upon being damaged.
11. Event Door - Opens once the Slider Puzzle has been solved.

Level 1
Encounters

Blocked

Locked

Breakable

1

3

4

2

5

Retreat Zone

Agro Zone
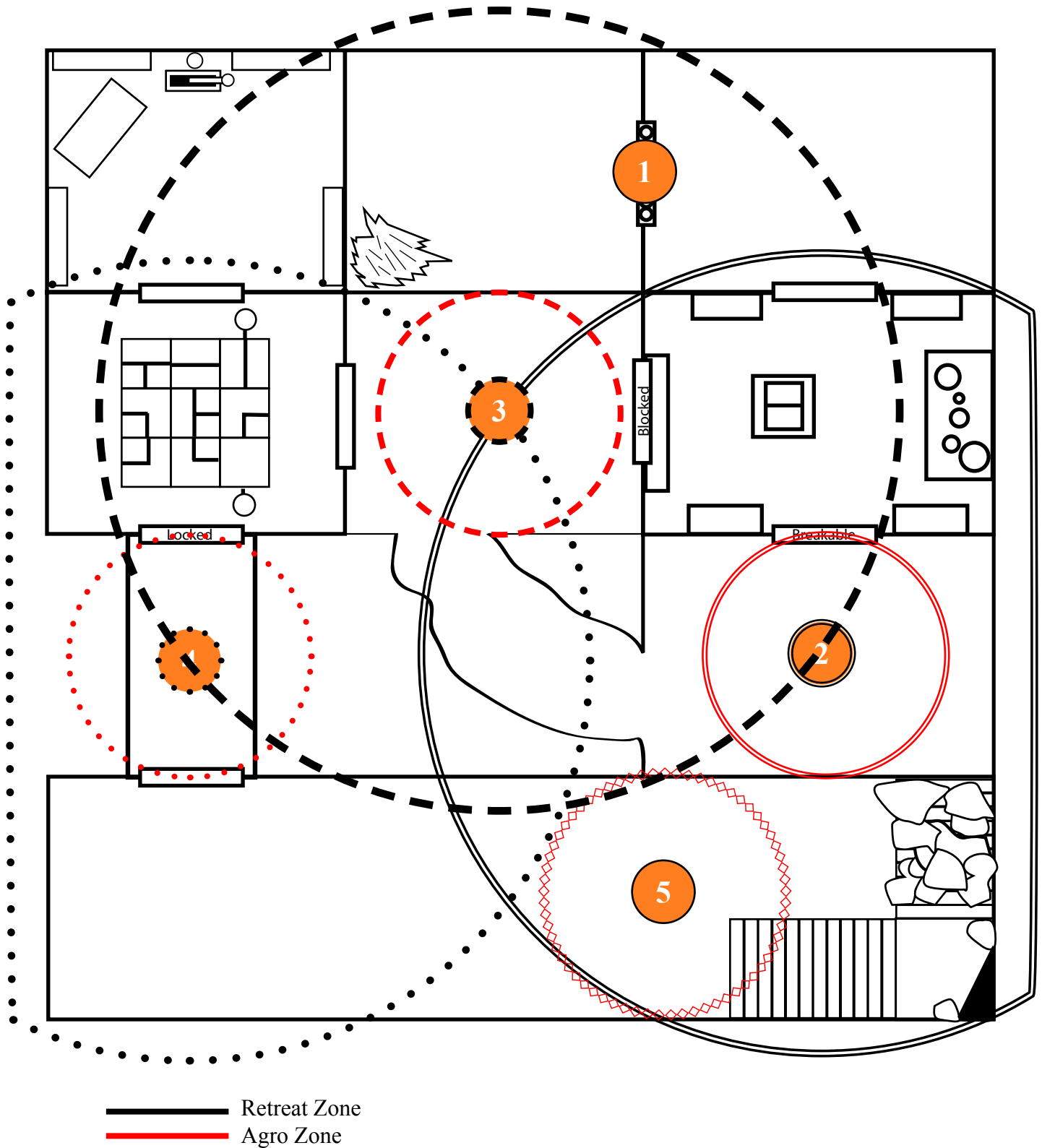
Level 1 Encounters

1.
Weak Wolf - This encounter is started when the player accepts the quest in the starting room. The wolf will enter the room when the door opens. Once initiated the wolf will not break the attack at any distance from the spawning point. There is no re-spawn for this encounter. Loot is dropped from Loot Table 4.

2.
Spider - This encounter is a typical encounter. The player when entering the Agro Radius of the spider will be attacked. There should be a long respawn time for this creature (around 15 min). Loot is dropped from Loot Table 5.

3.
Goblins (x3) - This encounter is a typical encounter. The player when entering the Agro Radius of the goblins will be attacked. There should be a long respawn time for this creature (around 15 min). Each Goblin drops loot from Loot Table 6.

4.
Bats (x4) - This encounter is a typical encounter. The player when entering the Agro Radius of the bats will be attacked. There should be a moderate reswpawn for this creature (around 8 min). Each Bat drops loot from Loot Table 7.

5.
Ogre - BOSS - This encounter is a Boss encounter. Once the player enters the Ogres Agro Radius, he cannot break from it. This creature is alot tougher than typical fights. There is no respawn on this creature. Loot is dropped from Loot Table 8.

Level 1 Puzzles

Slider Puzzle
This puzzle is similar to the standard slider game, however there is one slight difference. There is no define solution to the puzzle. Instead all the player has to do is make a connection of the lines from the northern power sphere to the southern power sphere. When the switch is activated in the study power will be supplied to the northern sphere. It will then travel down the path based on the connections.

Because of the pieces it is possible to have more than one solution. So instead of checking to see if the pieces are in the correct spot, the game should be checking to see if there is connection between the spheres. Each piece is fixed in its rotation so the pieces can have a defined IN and one or more OUTs. If an IN is connected to an OUT then the power should travel to the next piece. The line on the northern sphere can be considered an OUT and the line on the shouthern sphere can be concidered an IN.

When the southern sphere is powered up the southern door will then open.
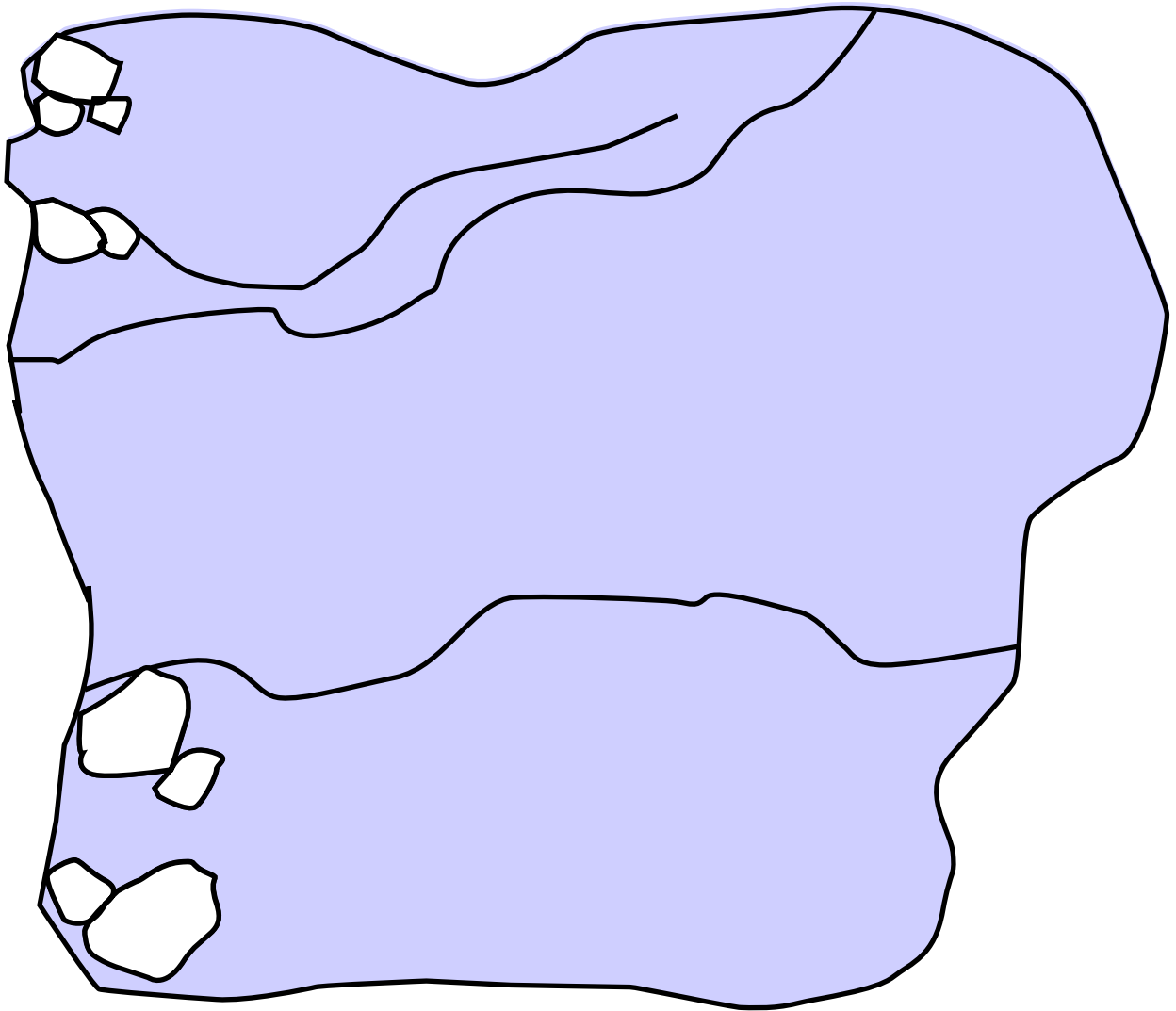
Level 2
Layout

Ent. 2

Up

Water

Ent. 1
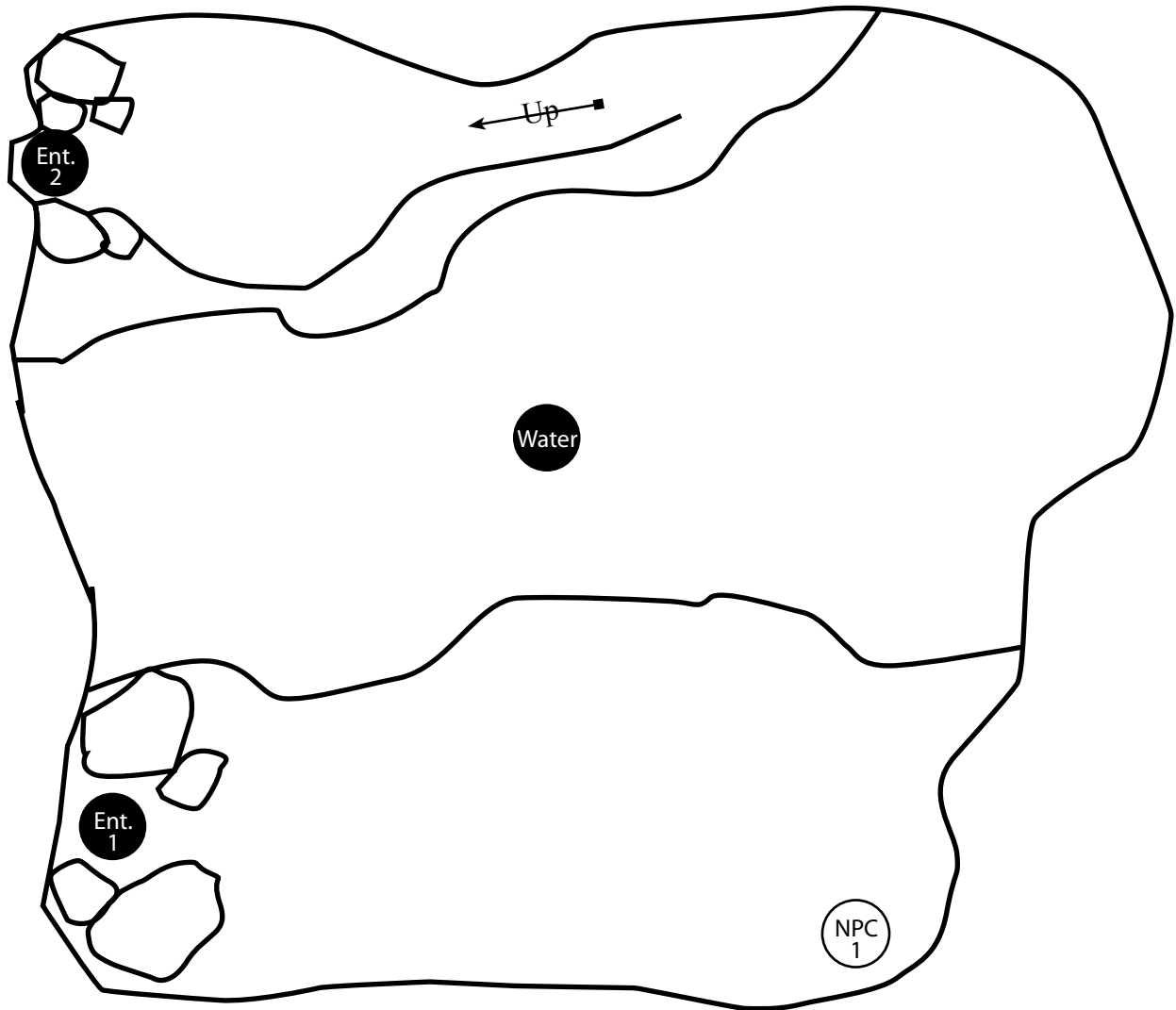
NPC 1

Entrance 1
    Entrance: Level 1
NPC 1
    Vendor (Simple Items)
Water
Entrance 2
    Entrance: Level 3

Level 2
Traversable
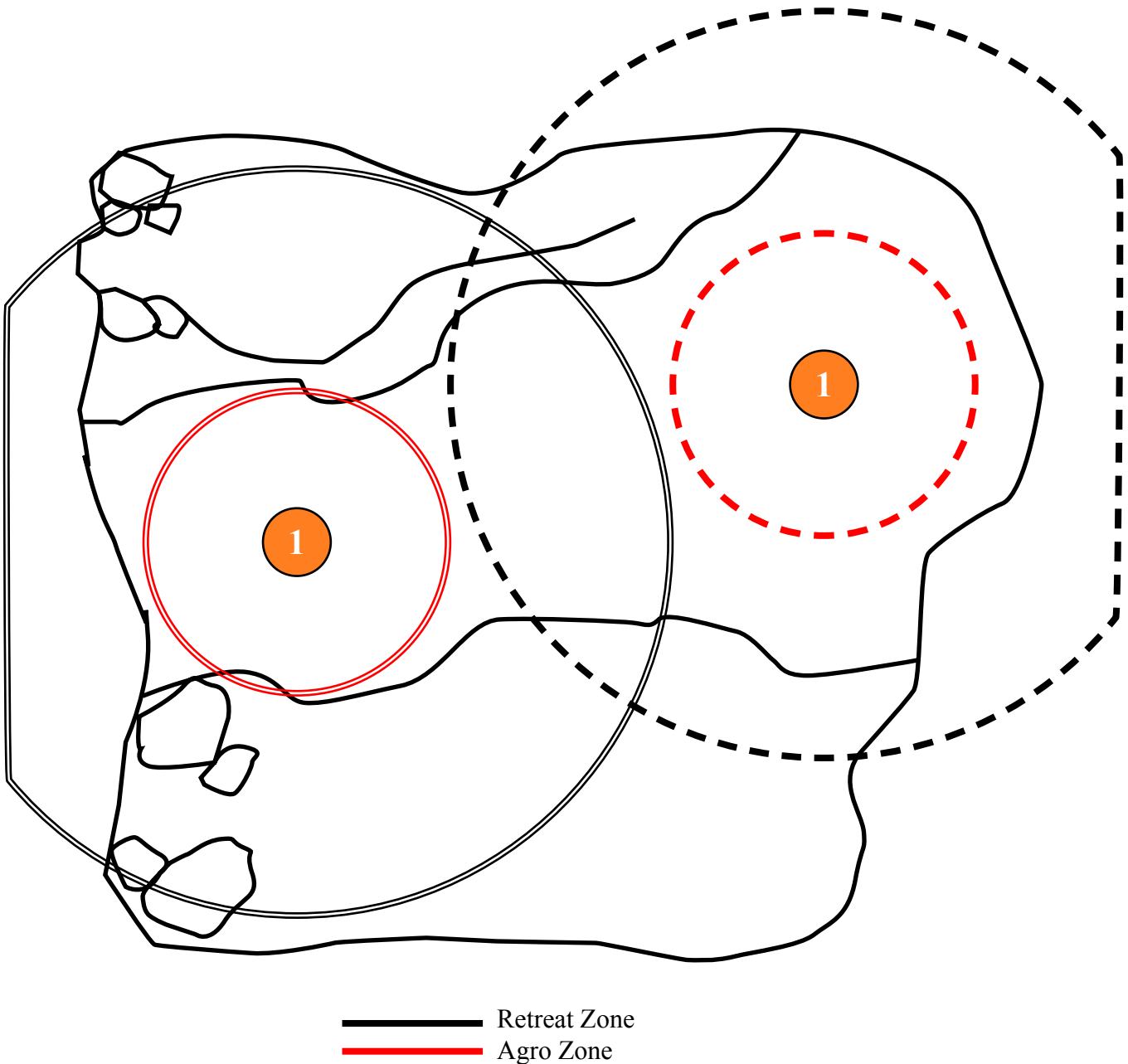
Level 2
Useable Objects
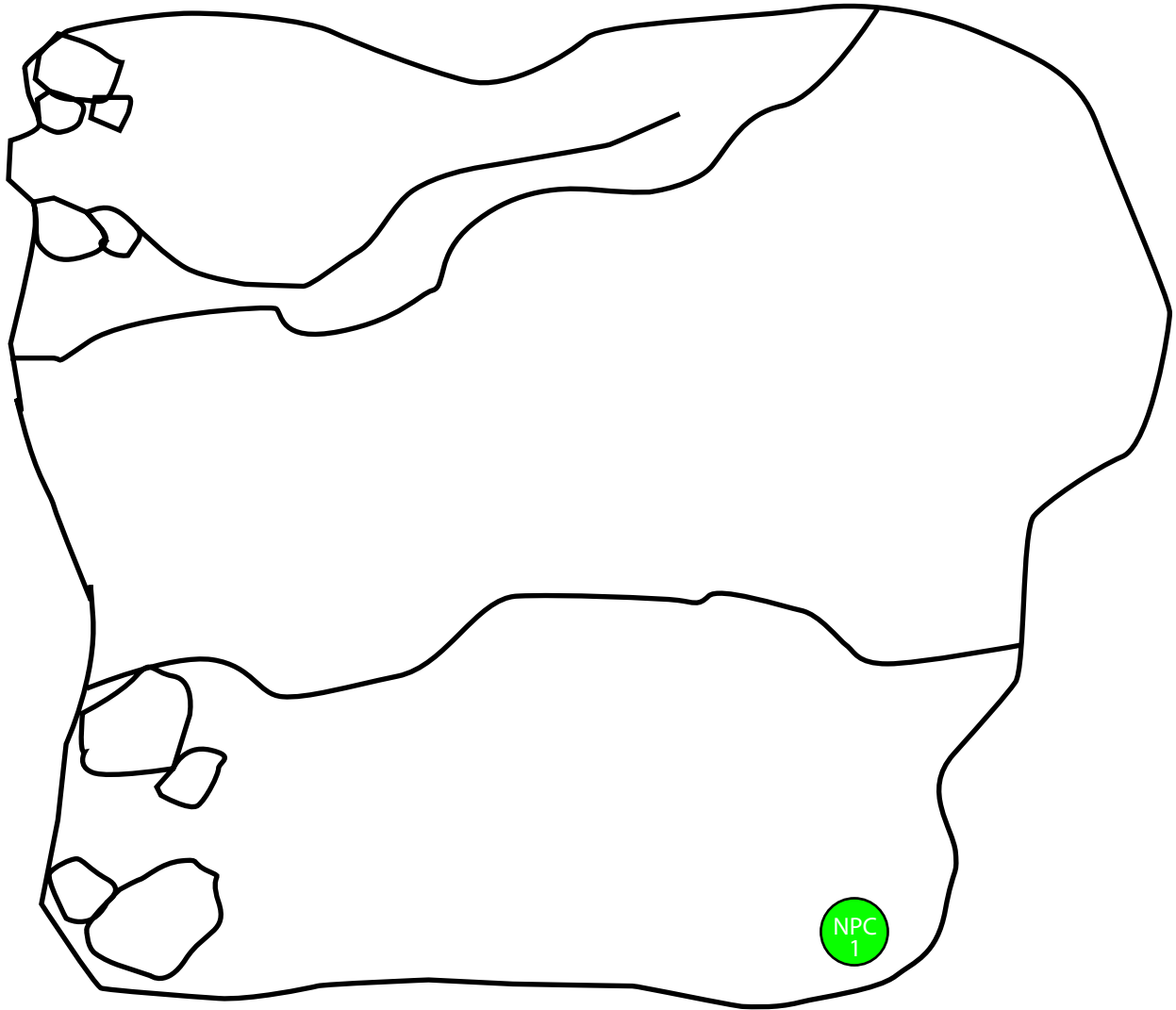
NPC 1 - Standard Vendor - Vendor Table 1

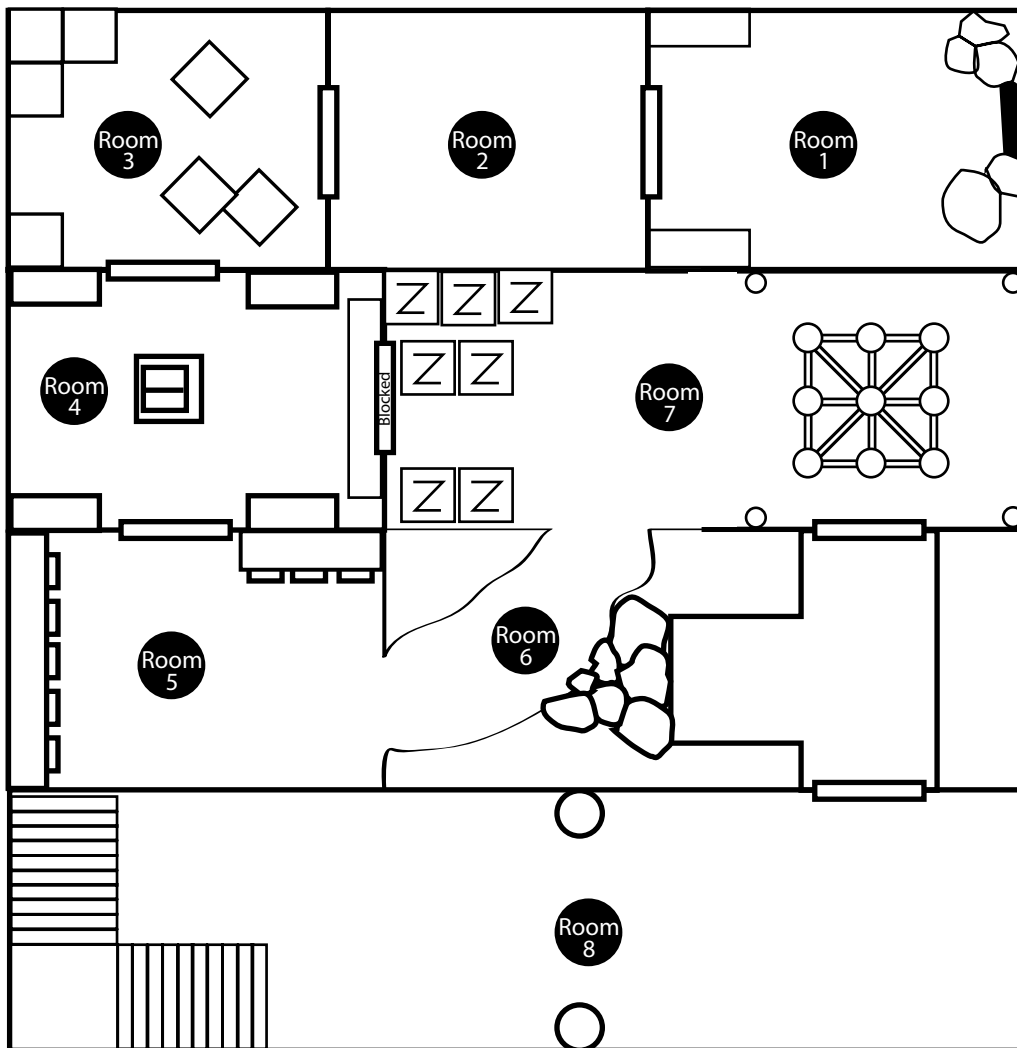# Level 2
Encounters

Retreat Zone
Agro Zone

Level 2 Encounters

1.
Water Snake - This encounter is a typical encounter. The player when entering the Agro Radius of the water snake will be attacked. There should be a moderate respawn time for this creature (around 8 min). Each Water Snake drops loot from Loot Table 7.

Level 3
Layout

Room 1 - Entrance
      Entrance: Level 2
Room 2 - Mini-Boss Room
Room 3 - Spider Room
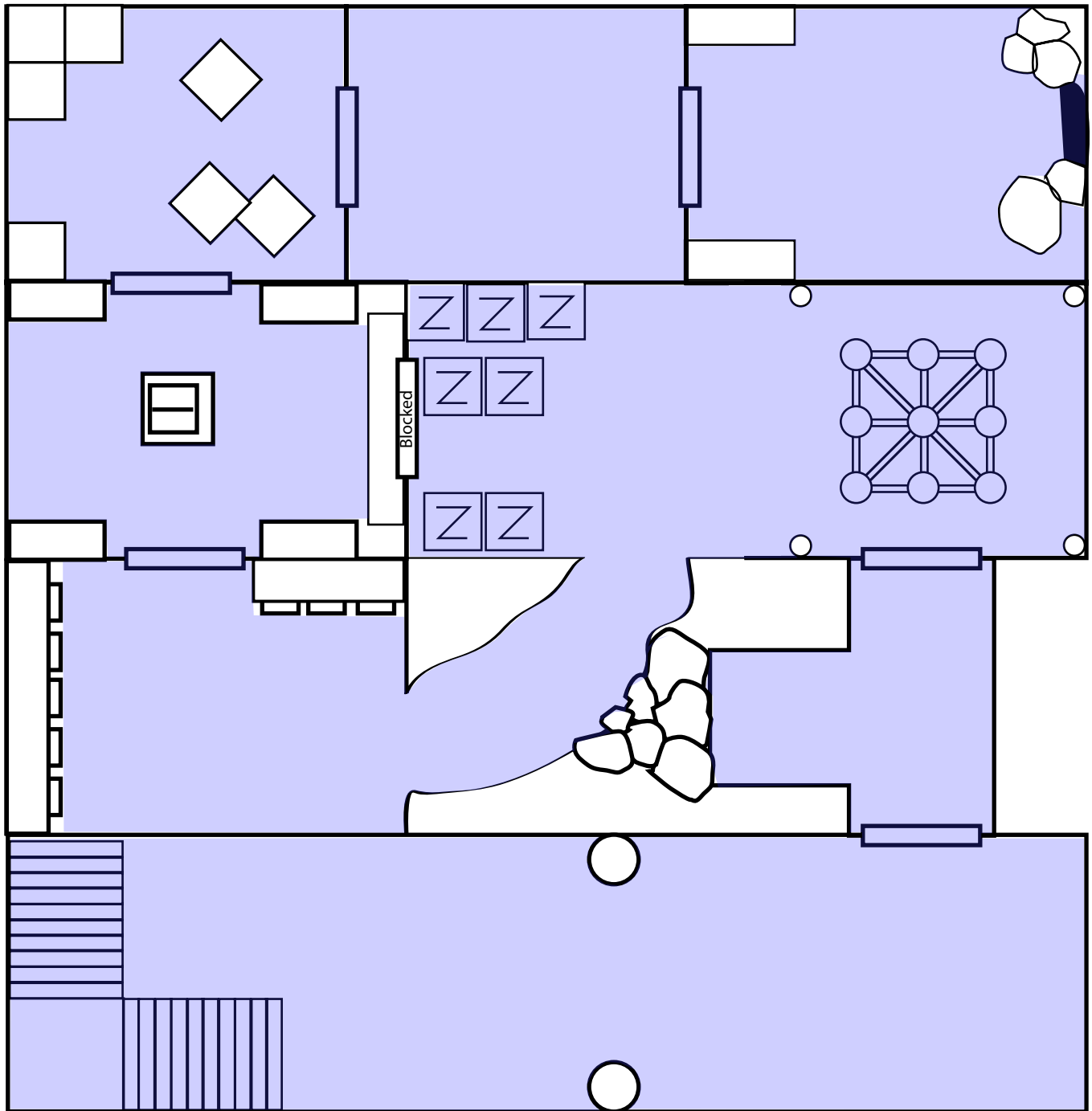Room 4 - Library
Room 5 - Goblin Room
Room 6 - Tunnel
Room 7 - Storage Room - Box Puzzle
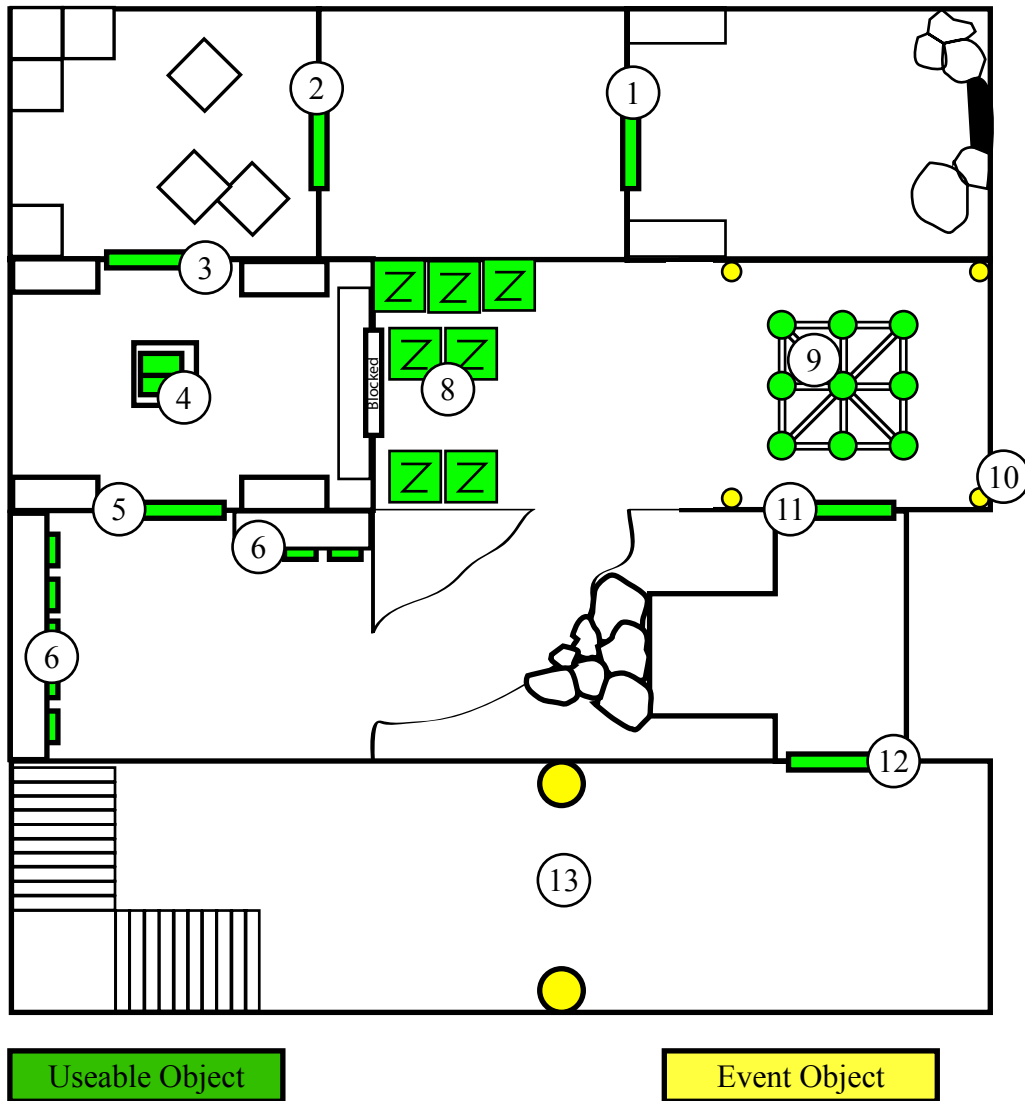Room 8 - Boss Room
      Entrance: Level 4

Level 3
Traversable

Blocked

Z Z Z

Z Z

Z Z

Level 3
Useable Objects

Useable Object (green legend box)

Event Object (yellow legend box)

1. Useable Object - Standard Door
2. Useable Object - Standard Door
3. Useable Object - Standard Door
4. Lootable Object - Book Stand - Loot Table 9
5. Useable Object - Standard Door
6. Lootable Object - Barrel - Loot Table 10
8. Useable Object - Box Puzzle
9. Useable Object - Box Puzzle
11. Useable Object - Standard Door
12. Useable Object - Standard Door

10. Event Object - Glowing Sphere - Box Puzzle
13. Event Combat Object - Glowing Spheres - Box Puzzle

Level 3
Encounters
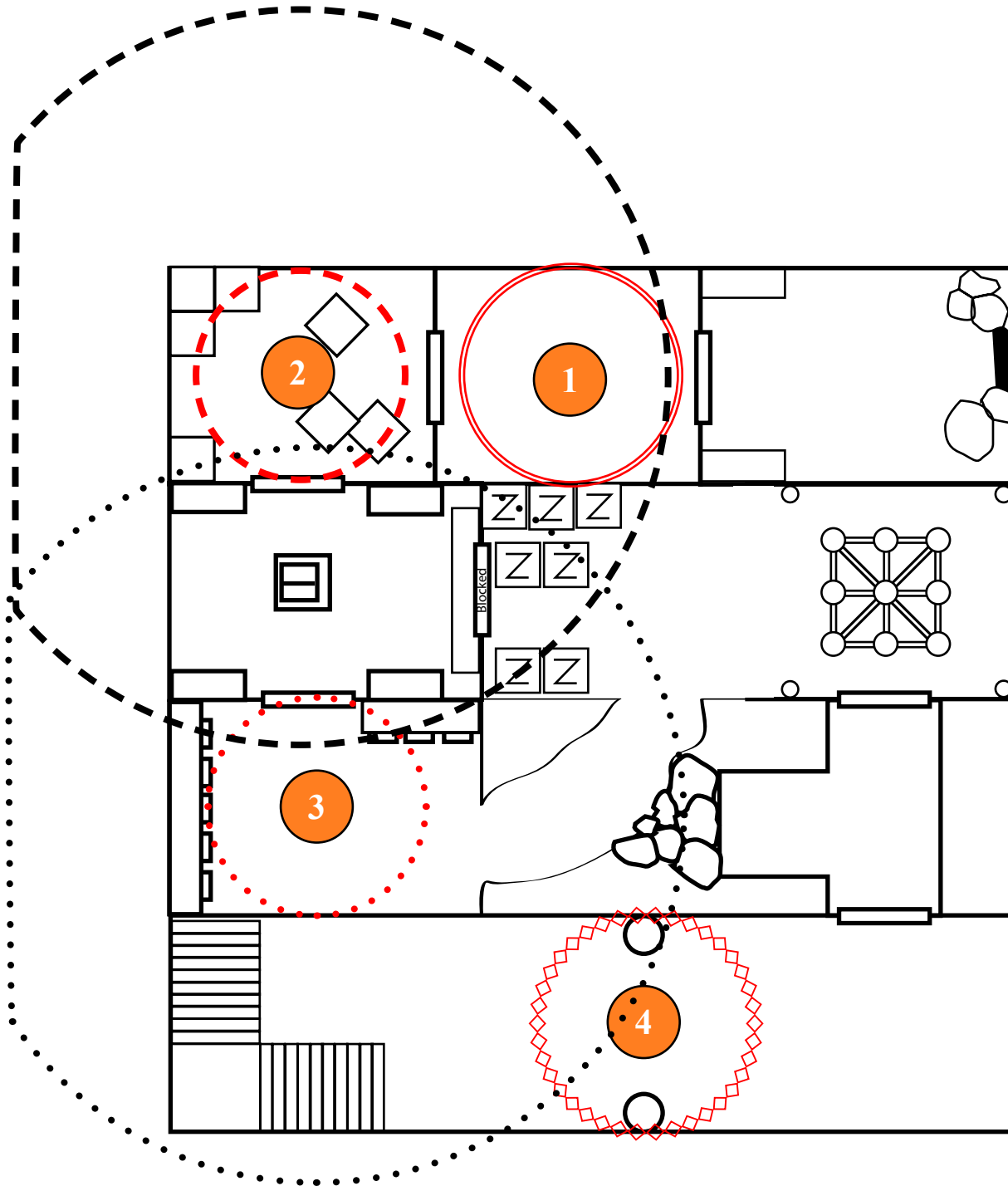
	Retreat Zone
	Agro Zone

Level 3 Encounters

1.
The Butcher - This encounter is Mini Boss and is started when the player enters The Butcher's agro radius. Once initiated The Butcher will not break the attack at any distance from the spawning point. There is no re-spawn for this encounter. Loot is dropped from Loot Table 8.

2.
Spiders (x3) - This encounter is an ambush. The player when entering the Agro Radius of the spiders, the spiders will appear and will attack the player. There is no respawn for this character. Each spider drops loot from Loot Table 5.

3.
Goblins (x3) - This encounter is a typical encounter. The player when entering the Agro Radius of the goblins will be attacked. There should be a long respawn time for this creature (around 15 min). Each Goblin drops loot from Loot Table 6.

4.
Boss - This is a boss fight. When the player enters the agro radius they will be attacked. There is no re-spawn on this encounter. Loot is dropped from Loot Table 8.

Level 3 Puzzles

Box Puzzle
The Box puzzle is a fairly simple puzzle. All the player has to do is place the boxes over the correct switches to the east. The correct switch to be pressed down are 1, 2, 3, 5, 7, 8, 9. The player can right click on the boxes and they will move away from the player. These movements should only be north, east, south and west and should not move diagonal.

Once the correct switches are activated and the rest are up then the spheres located around the room will light up. Also the spheres in the Boss room will light up. During the Boss Fight a burst of energy will come from the spheres and drop the bosses defenses.

NOTE: This puzzle is not required to be completed to move on through the prison.
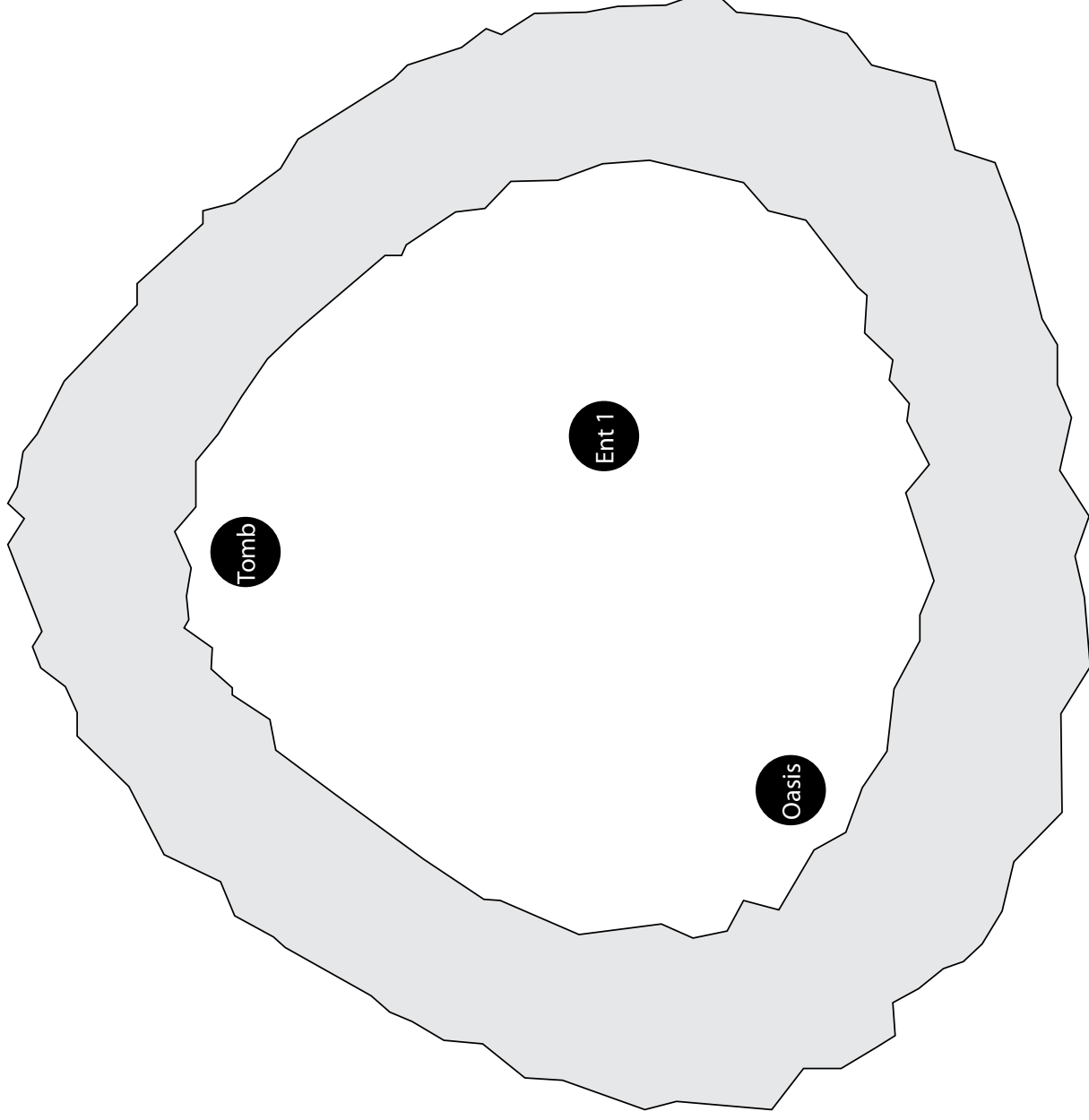
Level 4
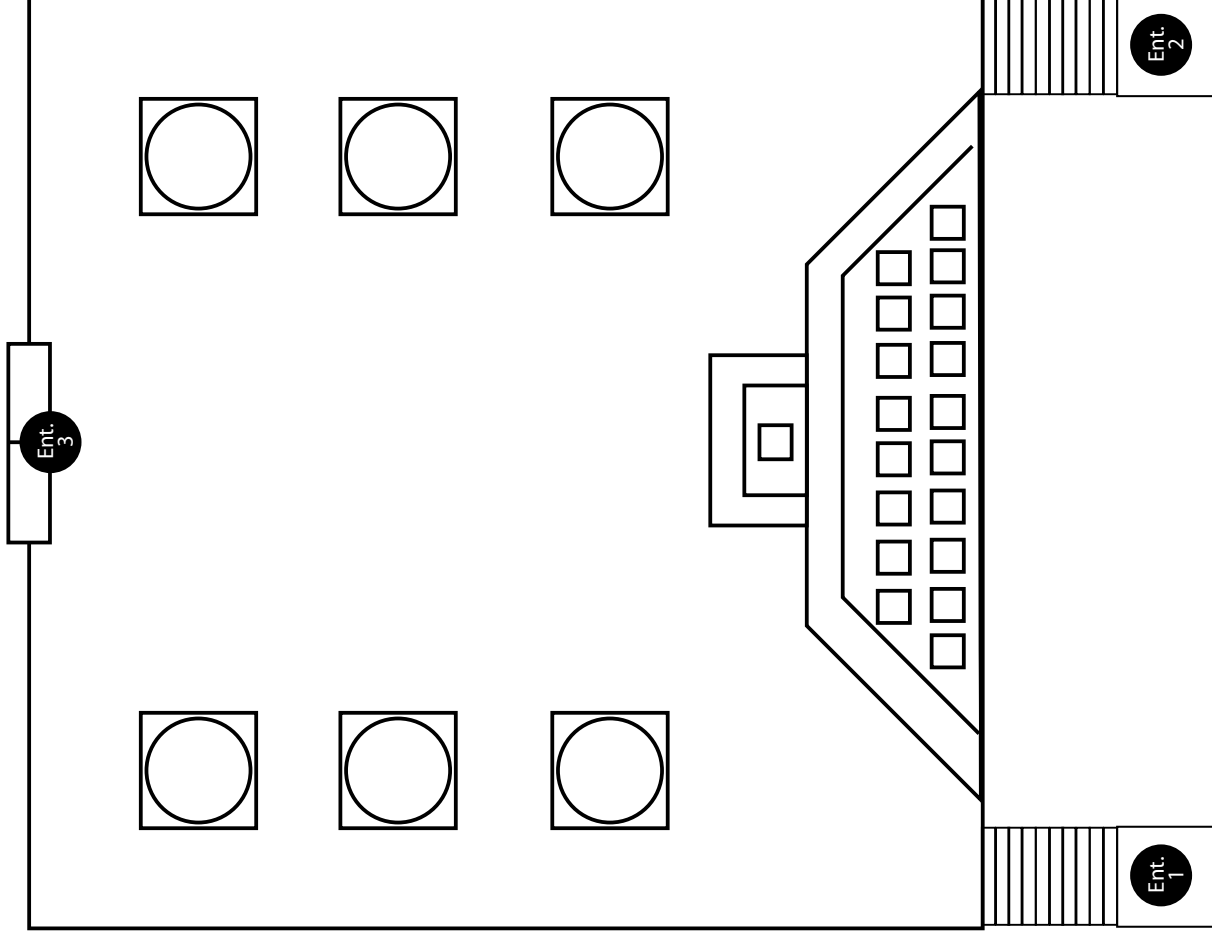
Entrance 1: Level 5
Entrance 2: Blocked Door (Future Instance)
Entrance 3: Exit to Island
Encounter: Construct Guard - Random Loot Table (ConstructBossTable)
Environment: Can attack Pillars. If Boss is near pillars when they are destroyed boss will take 10% health damage.

Ent. 3

Ent. 2

Ent. 1

Main World

Tomb **Object:** Tomb

Oasis **Object:** Oasis

Ent 1 **Entrance:** Level 6 of the Prison

Tomb

Ent 1

Oasis

Combat and Artificial Intelligence

Quests

Items

Loot Tables

Loot Table 1:
100%   Club

Loot Table 2:
100 %   Health Potion
100 %   Mana Potion

Loot Table 3:
100%   Scroll of Arcane Bolt

Loot Table 4:
(1 Item from...)
5%   Club
25%   Ragged Shirt
10%   Worf Meat
10%   Wolf Pelt
(1 Item from...)
20%   1-6 Coin

Loot Table 5:
100%   Web Bomb
(1 Item from...)
5%   Club
5%   Ragged Pants
10%   Spider Eye
10%   Venom Sack
(1 Item from...)
20%   1-6 Coin

Loot Table 6:
(1 Item from...)
1%   Short Sword (w/Stats)
5%   Short Sword
5%   Ragged Shoes
5%   Health Potion
5%   Mana Potion
(1 Item from...)
20%   1-6 Coin

Loot Table 7:
(1 Item from...)
.5%   Chain Pants (w/Stats)
1%   Chain Pants
.5%   Chain Armor (w/Stats)
1%   Chain Armor
5%   Ragged Helm
1%   Health Potion
1%   Mana Potion

Loot Table 8:
100% 20-30 Coin
(1 Item from...)
15%   Chain Boots (w/Stats)
15%   Chain Shirt (w/Stats)
15%   Chain Pants (w/Stats)
15%   Chain Helm (w/Stats)
15%   Chain Belt (w/Stats)
15%   Chain Bracers (w/Stats)
(1 Item from...)
15%   Short Sword (w/Stats)
15%   Hand Axe (w/Stats)
15%   Club (w/Stats)
15%   Mace (w/Stats)
15%   Hammer (w/Stats)
(1 Item from...)
25%   Health Potion (x2)
25%   Mana Potion (x2)

Loot Table 9:
100 % Scroll of Light

Loot Table 10:
100% Gun Powder

Vendor Tables

Vendor Table 1

Health Potion	10 Coin
Mana Potion	10 Coin
Web Bomb	15 Coin
Short Sword	25 Coin
Hand Axe	25 Coin
Club	15 Coin
Mace	25 Coin
Hammer	25 Coin
Chain Helm	30 Coin
Chain Shirt	40 Coin
Chain Pants	40 Coin
Chain Gloves	25 Coin
Chain Boots	25 Coin
Chain Belt	25 Coin

Creatures