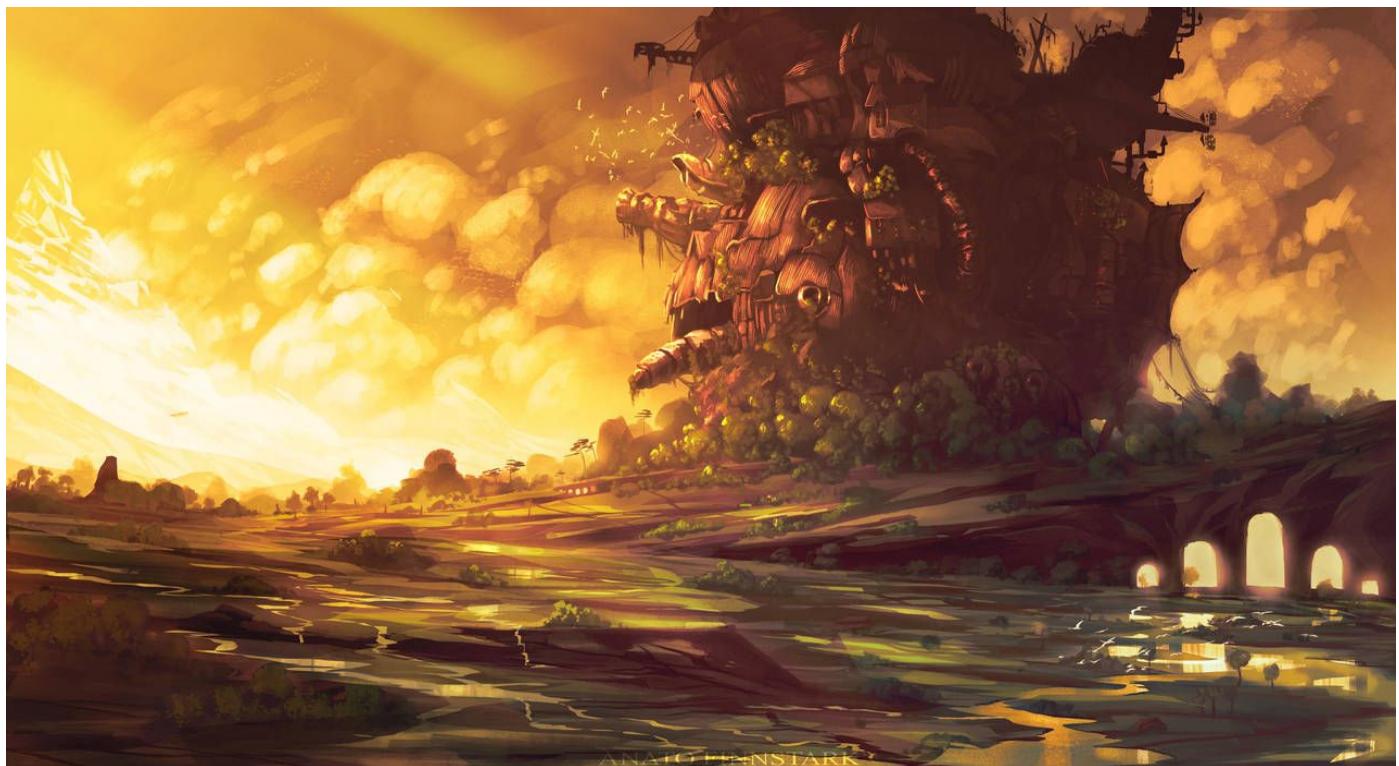


GAME AND LEVEL DESIGN - LEVEL DESIGN DOCUMENT

Howl's Moving Castle and the Bloomstone Valley



Bearded Animals

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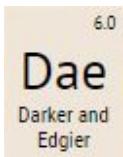
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HIGH CONCEPT

"Howl's moving castle and the Bloomstone Valley" tells about the journey of Sophie and Calcifer in search of the wizard Howl, that mysteriously disappeared during one of his travels. Howl, in fact, was sent by the king in a mysterious region called Bloomstone Valley, in order to find and destroy a powerful artifact. The artifact was kept in the heart of Bloomstone Mountain, and protected for many years by a powerful magician: the old Simon. Despite Howl managed to reach the mountain's core, when he touched the object, his spirit was crushed by the dark power of the latter. His mind, subjugated by the dark powers of the artifact, sank into an abyss of terror, doubts and regrets. After he came in contact with the artifact, his tormented soul was torn to pieces and dispersed throughout the region flowing down the mountain in form of a dark and sinister aura reaching and corrupting the entire valley, affecting the environment and all living creatures. In an instant of lucidity, Howl managed to make a new color appear on the moving castle's magic door, hoping that when Sophie had seen it, she would come to his rescue.

Upon crossing the castle's magic door, Sophie and Calcifer find themselves at the bottom of a beautiful valley surmounted by the imposing mountain that encloses the young magician. The journey of the two will lead them to face many difficulties that will grow the character and powers of the young witch. Sophie, retracing the steps of the beloved Howl on the path to the core of the mountain, will face difficult moral choices and will have to learn to support the consequences of every decision. Soon Sophie will learn that even when acting with the best intentions, the consequences of her choices won't always be painless, and she will have to live with the decisions taken, without the possibility of going back. Good and evil will become increasingly blurred and Sophie will have to decide how much she is ready to sacrifice in order to embrace her beloved.

 3as Three Act Structure	<p>The Three Act Structure is a typical and frequently-used narrative structuring template. The idea is that the story is structured so that the first two acts, during which Sophie reaches Bloomstone Valley and climbs the mountain, build up the action and tension that plays in the third and final act. In the epilogue the true nature of things is revealed and the action unfolds leading to the resolution of the story.</p>
 Dae Darker and Edgier	<p>This work takes a more serious shift to the world of Howl's Moving Castle. The characters are confronted with hard choices that don't have a clear "good" outcome. Whatever decision Sophie may take there will be consequences that may hurt others.</p>
 Ccl Cloud Cuckoolander	<p>A character with their head in the clouds. They are strangely oblivious to things that everyone else takes for granted. Simon embraces this trope, being a crazy old man but packing a lot of knowledge. This trait makes Simon more difficult for Sophie to fully understand, making this character more mysterious, and so interesting.</p>
 Cal Call To Adventure	<p>The first thing the hero learns is that he or she must leave the known world behind and venture to unknown regions. How the hero reacts to the call to adventure varies, in this case Sophie is led to answer the call made by Howl.</p>

SETTINGS

The adventure of Sophie and Calcifer takes place in a region surrounded by a long mountain range, to the north of which stands Bloomstone Mountain; an imposing mountain that dominates every other peak. In the mountain's core lies a powerful magical amulet, an artifact which was forged by an ancient civilization who lived in the region centuries ago. The amulet is the source of power that preserves the region from all kinds of calamities. The power of the amulet is so great that, despite the region being on the border between two warring kingdoms, no effect of the war contaminated the peace in the Bloomstone Valley.

The amulet is a residue of the population that inhabited the region long ago, but it is not the only one. Mysterious ruins appear a little everywhere and anyone who is sensitive to magic would notice that there is some left in them.

Since Howl is locked up in the the mountain's core, a powerful aura of corruption has begun to spread in the surrounding areas:

Given the proximity to the epicenter of corruption, the woods on the side of the mountain were completely hit by the evil aura, transforming both flora and fauna in a horrible way.

At the base of the mountain, fed by the snow of the summit, gushes a vast lake bordering the forest above. The corrupt waters of the lake affect the marine animals that inhabit it, making it a hostile and dangerous environment.

The same waters flow downstream forming a long river that crosses the entire valley reaching even the only human settlement present. Animals and people who drink the waters of the river also begin to suffer its sinister influence.

Sophie and Calcifer begin their adventure on a plateau located near the village, coming out of a windmill overlooking large cultivated fields.

in this part you were supposed to describe the settings
as the amount of environment of/in the story:

- description
- features
- image(s)

to inform who reads the gdl what to design

THEMES

better to use a keyword, followed by an explanation

The main theme of the story is the comparison with a reality where good and evil are not clearly separated, but fade into each other.

The difficulty of putting the collective good above the personal one.

The search of power for egoistic reasons or devoted to a higher good.

+ love
+ friendship

SCOPE

The duration of the game is approximately is about fifteen hours long.

SYNOPSIS

Premise

For years now the war between Castania and Cloud Port has continued undaunted. The two Nations clash to obtain "the amulet of abundance", a powerful artifact capable of giving prosperity and wealth to the kingdom of the sovereign who owns it. The artifact is kept in the core of a mountain which overlooks the entire region of Bloomstone Valley which is located on the border between the two conflicting nations. Given that the conflict was reducing the inhabitants of the two kingdoms into poverty, the two sovereigns decided to send a neutral person who could destroy the object of the dispute forever: Howl. Howl reaches the heart of the mountain and defeats the old Simon, a powerful magician who, for centuries, has been protecting the amulet, but gets trapped in the mountain because of the enormous power of the artifact.

Act 1: Introduction

Howl has not returned to the castle for weeks. Sophie, that lives in the castle with Calcifer and all other Howl's friends, unaware of what happened to Howl, hears the call of the magic ring given to her by him and notices that a new color has appeared on the castle door. She then decides to cross it with Calcifer, convinced that it will take her to Howl. The new color leads Sophie to a ruined mill, located not far from a small village.

Act 2: Progress

Sophie starts fighting the dark aura that grips the region, facing the creatures that are corrupted and controlled by it. She discovers that the source of this pestilence is the same soul of Howl, split into fragments and corrupted by the dark power of the amulet. Facing and defeating the creatures that for their misfortune have come across the magician's soul fragments (solidified in the form of small coal-like black rocks), Sophie begins to free the region from the dark aura.

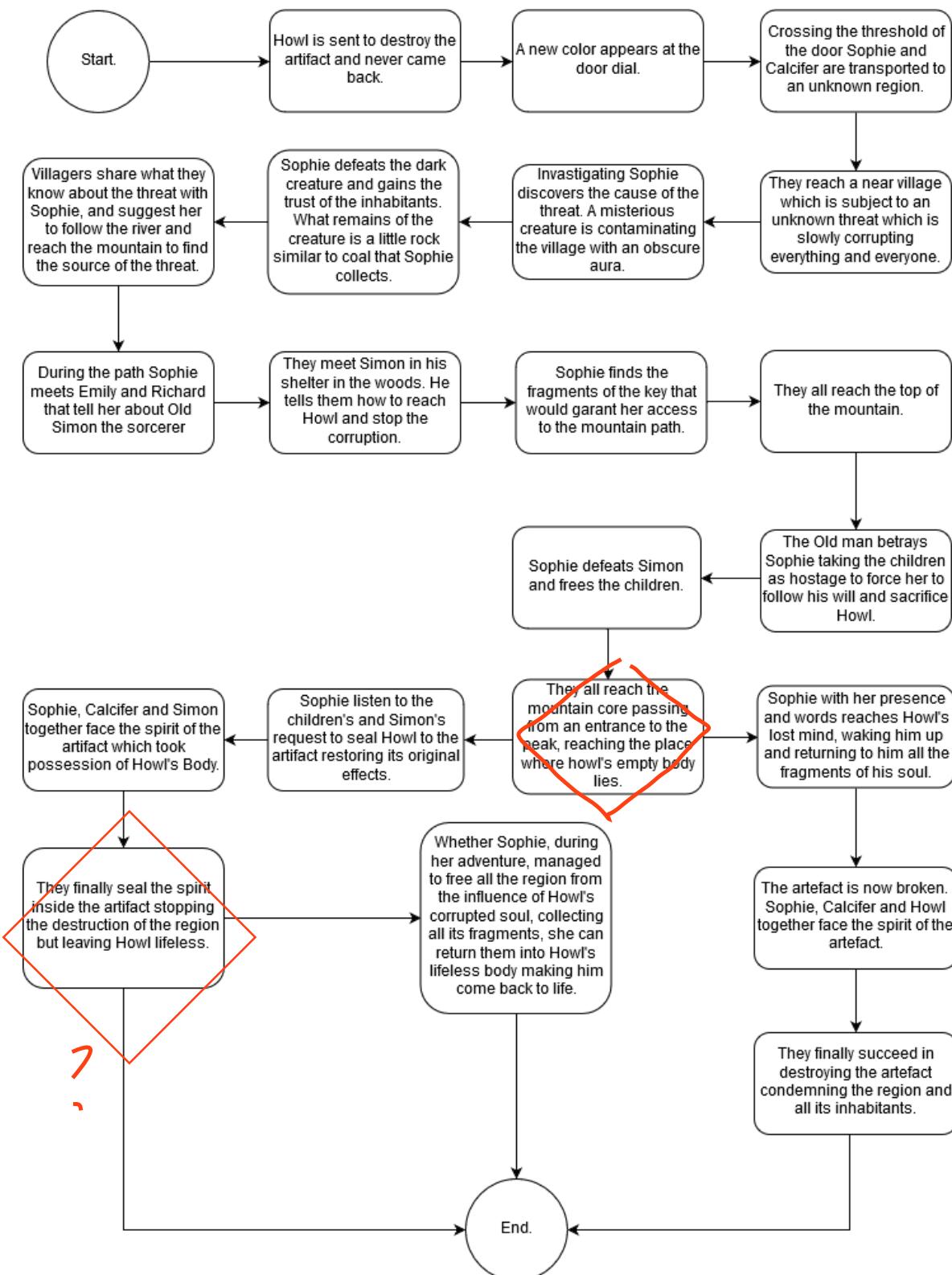
Sophie's ring leads the two towards the climb of the mountain that overlooks the region. Along the way they meet Emily and Richard, two brothers traveling in search for Old Simon the Mage, a powerful wise man that seems to be the only one able to stop the corruption that is slowly destroying their village and the rest of the valley. Only after meeting Simon and reaching the core of the mountain the four adventurers discover the truth: Howl is victim of the influence of the artifact and lies motionless in desperation, while his corrupted and tortured soul gushes out from the mountain walls and corrupts everything that meets. At this point, the old magician reveals to Sophie that the only way to save the village is to seal Howl inside the mountain forever.

Act 3: Conclusion

Simon takes the children as hostages to force Sophie, the only one who can solve the situation, to choose for the salvation of the valley. After defeating the old sorcerer Sophie[✓] will face the crucial decision:

1. Sophie, on Simon's advice, decides to seal Howl in the heart of the mountain, saving the lives of the two brothers and all the villagers, at the expense of the life of her great love.
2. Sophie decides to save Howl. She thus destroys the amulet and awakens Howl from the state of unconsciousness in which he had fallen. The destruction of the artifact, however, decrees the end of the village and the death of all its inhabitants.

STORY FLOWCHART



GOAL OUTLINE

1. Find Howl
 - a. Discover where the magical door brought you and why. (Tutorial)
 - i. Try to understand where you are. (**1 - Wheat Field**)
 - ii. Reach the nearby village.
 - iii. Get the trust of the villagers. (**2 - Village**)
 1. Free the village from the corruption.
 - a. Defeat the minions and help the villagers in danger.
 - b. Defeat the boss (corrupted soul fragment) of the area and expel the corruption.
 - c. Collect the soul fragment.
 - iv. Get information about Howl.
 - b. Begin the journey to the mountain. (**3 - Riverside**)
 - i. Follow the river through the valley. (**3-1**)
 - ii. Follow the river through the hilly region. (**3-2**)
 1. Go through the ruins that emerged from the river.
 2. Meet Emily and Richard.
 - a. Save them from imminent danger.
 - b. Get informations about their mission and about Old Simon the Sorcerer.
 - iii. Follow the river through the gorge. (**3-3**)
 1. Climb the gorge.
 - iv. Reach the lake. (**6 - Lake**)
 - c. Meet the Old Simon the Sorcerer
 - i. Search for the shelter in the woods. (**7 - Wood**)
 - d. Find a way to reach the center of the mountain.
 - i. Ask Old Simon for a path to the mountain core. (**7 - Wood**)
 - ii. Open the gateway to the mountain path.
 1. Retrieve all the three fragments of the key for the gateway.
 - a. Find the first key fragment in the lake. (**6 - Lake**)
 - i. Defeat the corrupted soul fragment in the lake.
 - b. Find the second key fragment in the swamp. (**4 - Swamp**)
 - i. Defeat the corrupted soul fragment in the Swamp.
 - c. Find the third key fragment in the pastures (**5 - Pasture**)
 - i. Defeat the corrupted soul fragment in the pastures.
 2. Purify the fragments and build the key. (**6 - Lake**)
 - a. Purify the waterfall.
 - i. Access the path behind the waterfall.

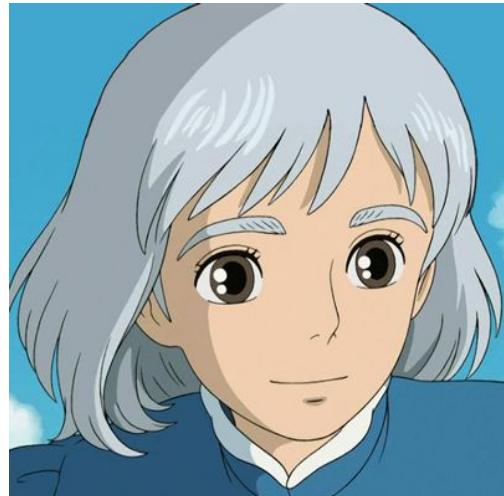
- ii. Defeat the corrupted soul fragment which is poisoning the waterfall..
 - b. Purify the key fragments.
 - c. Assemble the key.
- e. Find Howl and ends his suffering.
 - i. Reach the entrance to the mountain core on the top of the mountain.. **(Via area 8 or area 9 - Player choice)**
 - ii. Defeat Old Simon the Sorcerer and release the children. **(10 - Mountain Top)**
 - iii. Find your way to the mountain core.
 - iv. Defeat Howl's empty body OR awake Howl's lost mind and defeat the Artifact Spirit. **(11 - Mountain Core)**

CHARACTERS

Sophie

Description

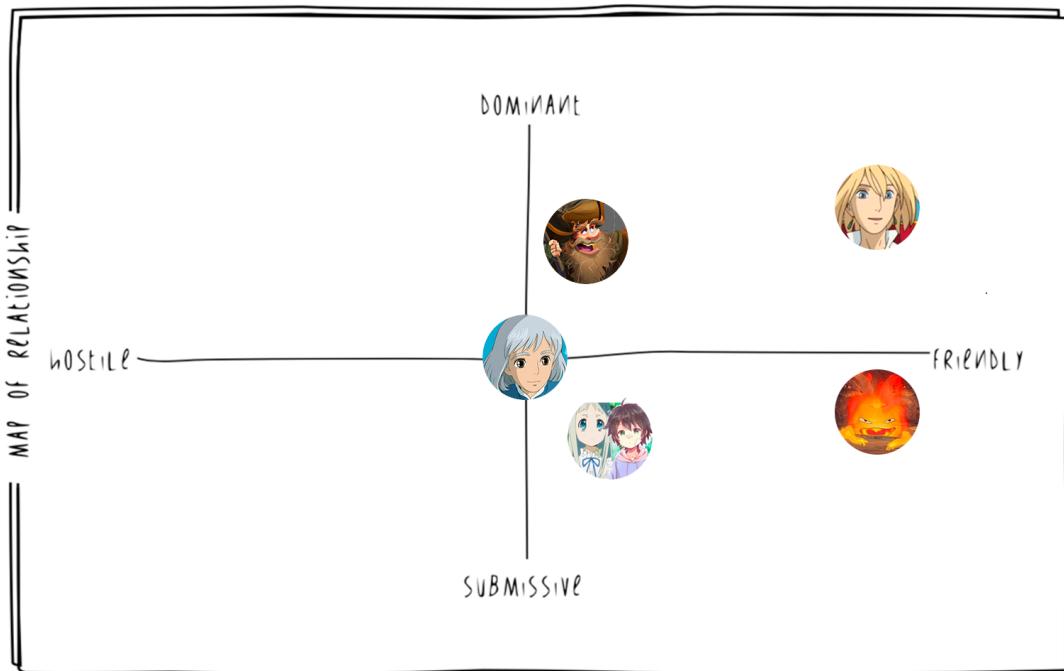
Sophie used to be a young woman with brown eyes and brown hair tied in a long braid. She wore a simple dress and a hat which made herself. At first Sophie was shy and had no confidence in herself. Things changed after the encounter with the Witch of the Waste and, more important, with Howl the wizard who would have become her husband. The new encounters and adventures made the shy girl gain confidence and discover herself to be a powerful witch. With her attitude her appearance has also changed: Now her hair are shorter and white, without the braid, as the only trace left of a powerful curse that had struck her. What has not changed is the good heart and compassionate attitude of the young girl who always tries to help whoever is in need.



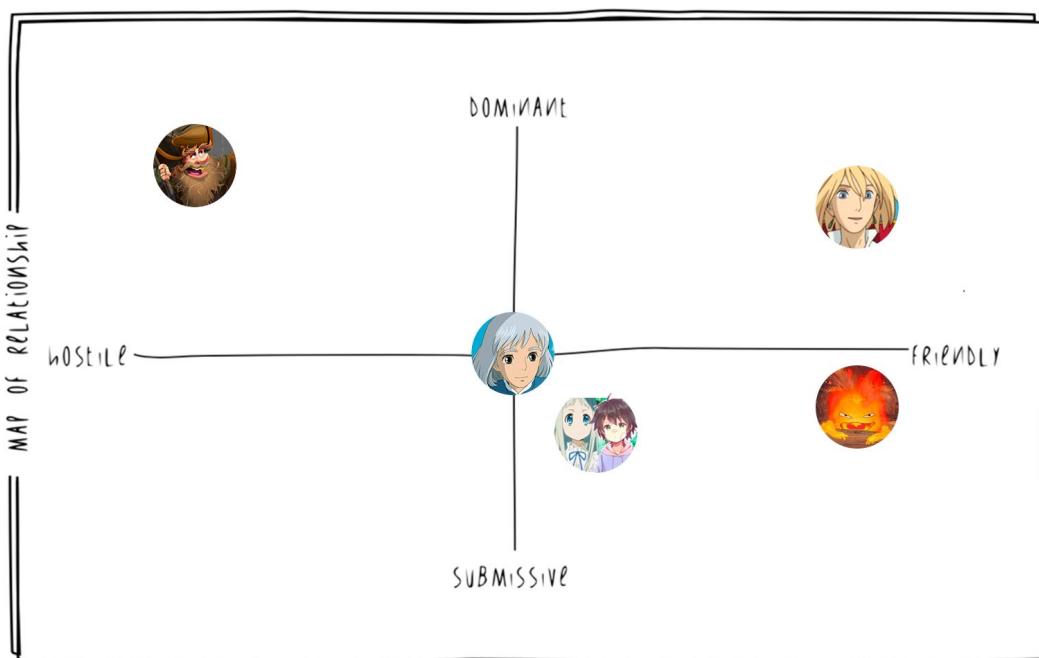
Backstory

Sophie is the eldest of three sisters and for this reason feels obliged to pursue the family activity, sacrificing her freedom and resigning herself to a simple and humble life as an hat maker. Her life drastically changed after the encounter with the Witch of the Waste who cursed her turning her into an old woman. Having nothing else to lose Sophie set off to adventure, leaving her home looking for a way to break the curse. During her journey she met Howl the magician that hosted the old lady to his moving castle. Here she worked as a cleaning lady for Howl and the other inhabitants of the castle. During her stay in the castle, Sophie fell in love with Howl, which returned the feeling, dissolving her curse. Sophie found herself to be a powerful witch capable to break the deal between Calcifer the demon and his beloved Howl.

Maps of relationships



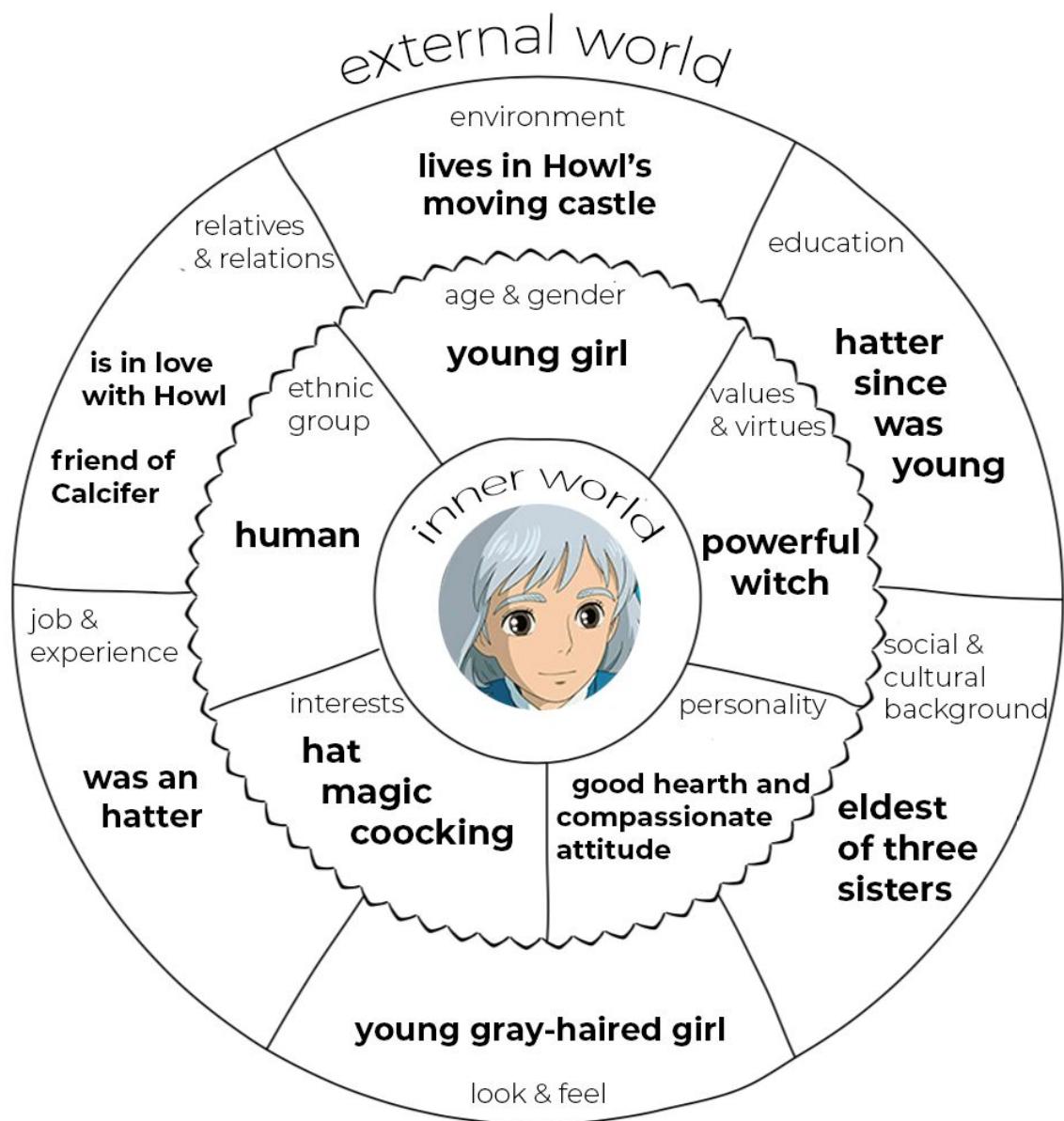
ACT 1 & 2



ACT 3

We decided to keep Howl “friendly” for Sophie, in the third act. In fact, although the Howl’s soul is corrupting the surrounding area, Sophie doesn’t perceive Howl as hostile, but only as a victim of something he can’t control.

Circumplex



Calcifer

Description

Calcifer is a fire demon with strong magical powers. He met Howl as he was a falling star that Howl caught in his hands before it could fall to earth and disappear. In that moment Howl and Calcifer made a magical contract, according to which Howl gave his earth to Calcifer and the fire demon agreed to help Howl to heat and move the moving castle.



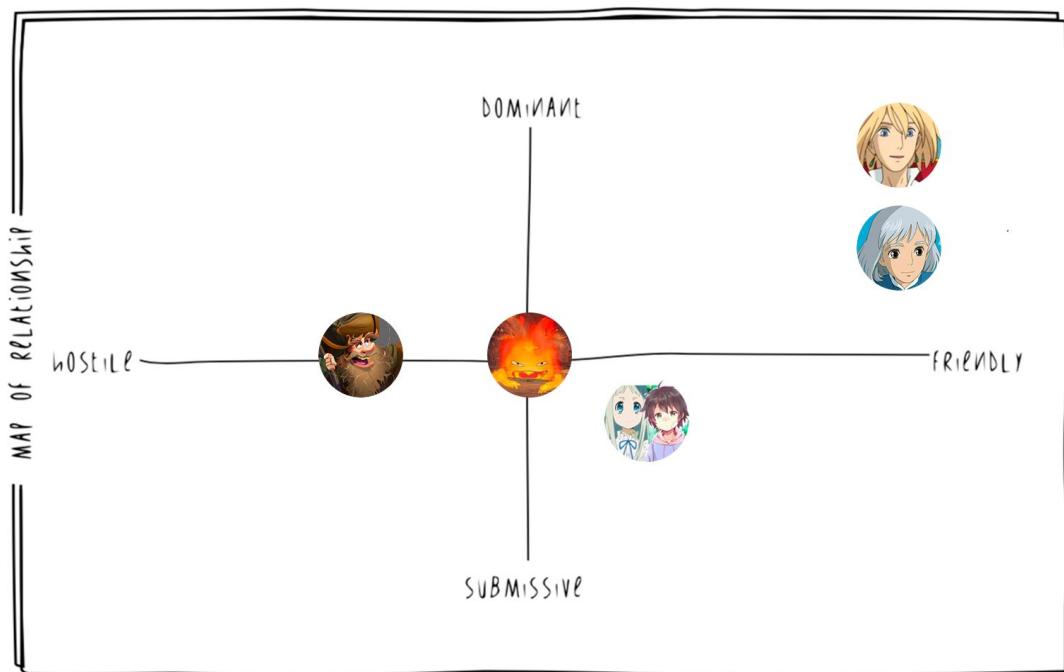
Calcifer appears as an orange-red flame with tiny licks of flame that serve as arms. Since his contract with Howl has been dissolved, he can freely move around by floating in the air. Calcifer tends to whine a lot when he is asked to perform any task related to moving the castle or that he doesn't want to do. Calcifer, being a fire demon, eats wooden logs as food and is very scared of water.

Being a fire demon, Calcifer cannot always be trusted. He may decide to keep some information for himself, even if that piece of information can be useful to others. Its nature also makes it extremely fragile with regard to liquids. Being a living flame, it can not be wet and from time to time needs something to feed it.

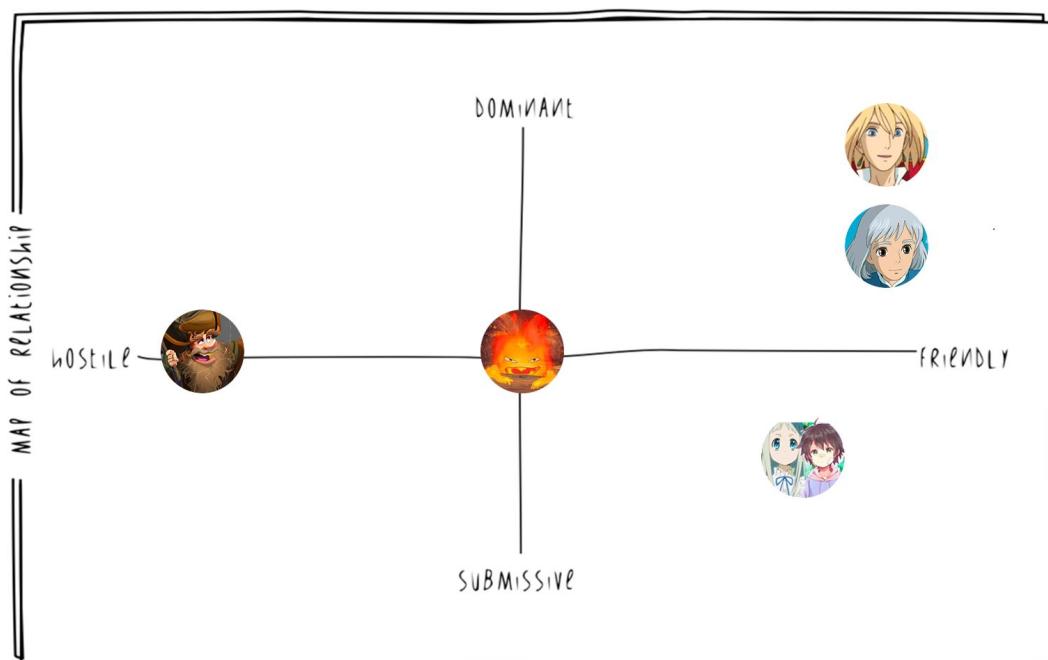
Backstory

Calcifer was initially a falling star. The night Calcifer was falling to earth he was chased and caught by the mage Howl wearing his 7 leagues boots. Calcifer will not extinguish and Howl's mercy for the poor creature made the two sign a contract. With this contract Howl kept Calcifer alive turning him into a fire demon by giving him his heart and Calcifer agreed to help Howl using his strong magic abilities. Calcifer served for many years in Howl's moving castle, being himself responsible of moving the castle and keeping it together.

Maps of relationships



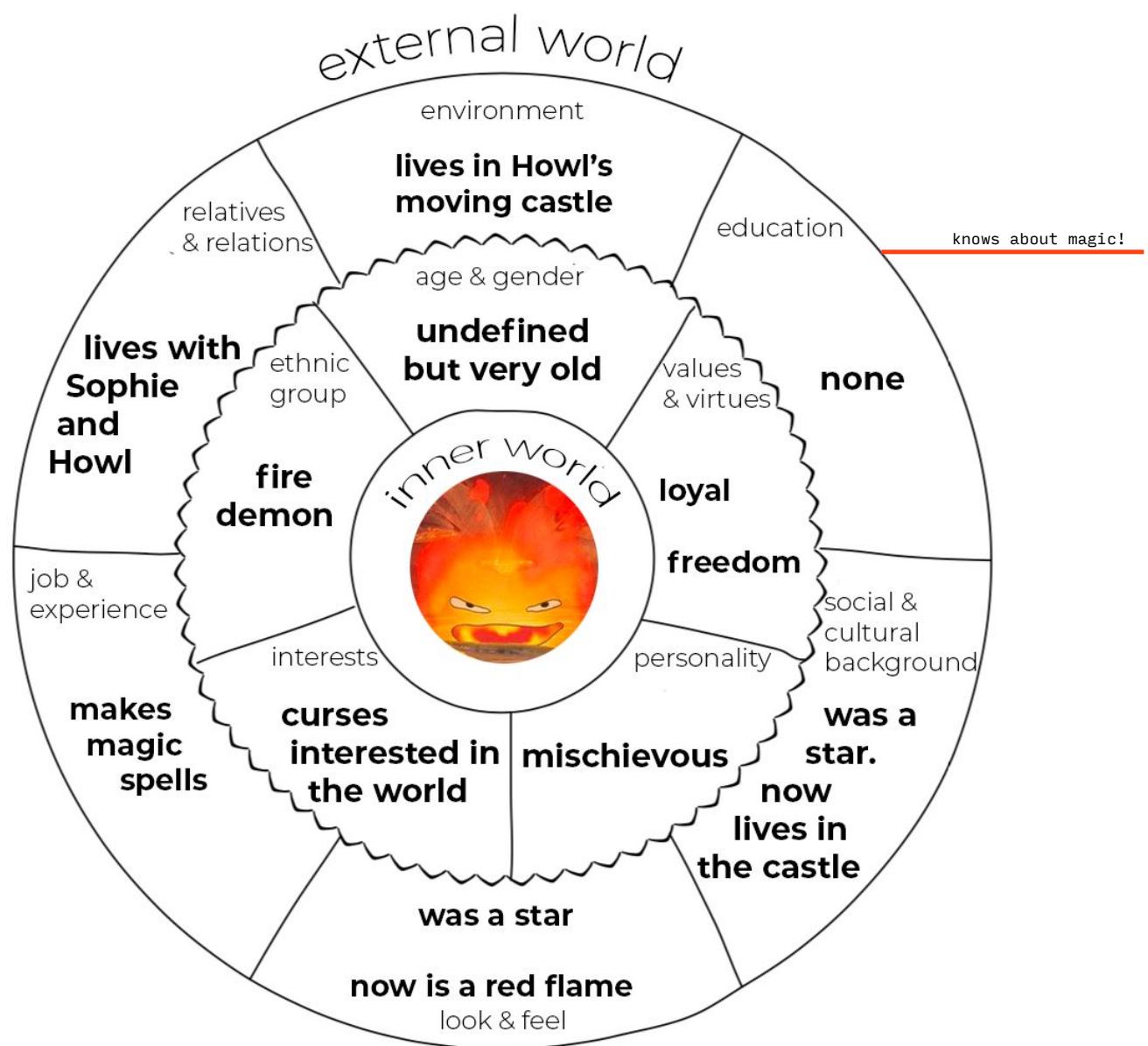
ACT 1 & 2



ACT 3

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Circumplex



Howl

Description

Howl is a young and talented magician who pursues his freedom over anything else. His appearance is that of a tall and slender young man, with dark hair and blue eyes. Howl is vain and gives great importance to his look. He is used to dye his hair, wear nice clothes and make use of enchantment to improve his appearance.

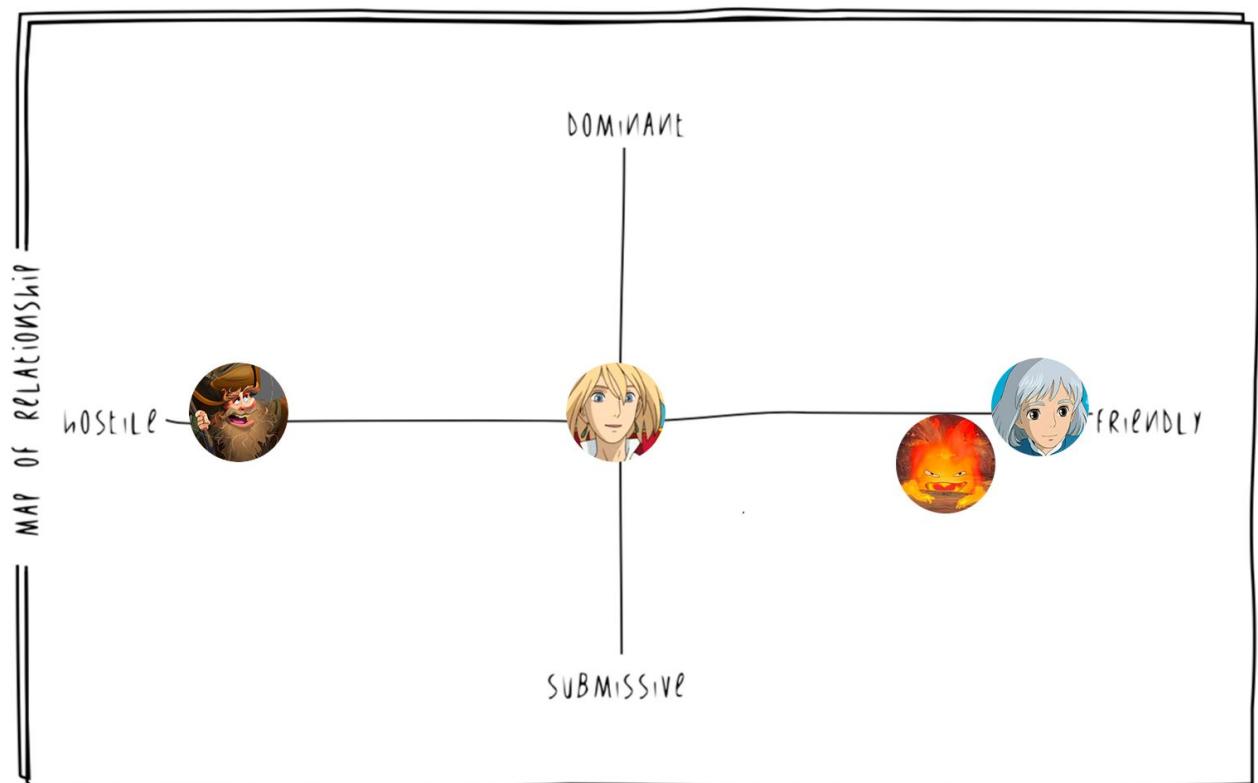


Despite his childish, narcissism and self-centered attitude Howl is also very kind, good-hearted and generous with his friends, allowing them to live with him in his castle and always trying to protect them from any danger. As a sorcerer Howl also has many abilities and is extremely powerful and talented since his childhood. One of his skills allows him to turn into a feathered beast and fly, but if he abuses his powers too much is likely to losing control and transforming forever.

Backstory

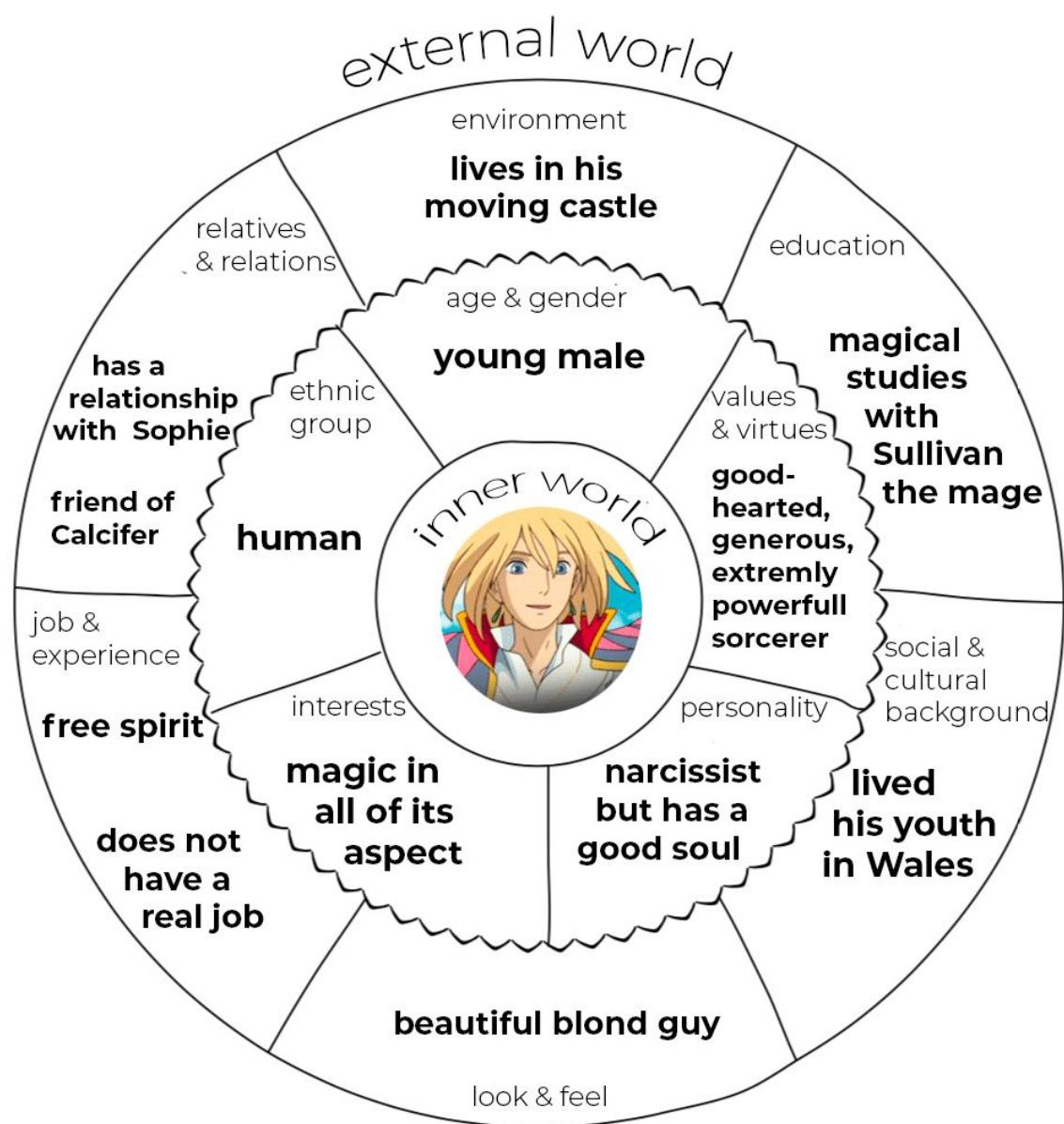
When he was just a child, Howl made a deal with Calcifer the demon, to whom handed his heart. Howl lives in a moving castle powered by Calcifer's magic, and wanders trying to escape from the Witch of the Waste. Howl also flee his teacher, the royal sorcerer who designed him as pupil and tries to impose to him his magical duties. After falling in love with Sophie and thanks to her, he is released from the deal with Calcifer and regained his heart. Once the pact with the demon was broken, Howl, Calcifer and Sophie lived happily together for a while. The love for the girl made the young wizard mature and from time to time he lent himself to absolving some of his wizard duties, in particular he undertook to facilitate a peaceful conclusion to the war, which was finally reaching its epilogue after a long time. But something goes wrong during his last mission. His task was to recover and destroy a powerful magical artifact, but once he came into contact with the object he was overwhelmed by the dark power enclosed in it, losing his mind and tearing his soul.

Maps of relationships



ALL ACTS

Circumplex



The Old Simon

Description

Simon is a man of old age, always wrapped in a brown tunic that seems even older and worn out than the wearer. He has long skinny arms and his hump makes him look shorter than he really is. Above the dull old eyes of water-green color, white and ruffled eyebrows sprout thick. The only item not fitting his shabby look is his long wooden staff, which looks shiny and clean but as the same time as old as Simon. Years spent alone on the mountain led Simon to lose a bit of sanity, further increasing his quirks. He is an eccentric guy, with his head in the clouds, strangely oblivious to things considered taken for granted. Yet he possess~~es~~ a wide and deep knowledge of magic and the whole Bloomstone Valley.

Simon lives in a hut on the slopes of Bloomstone Mountain and the only company he needs it that of his raven Gunter.

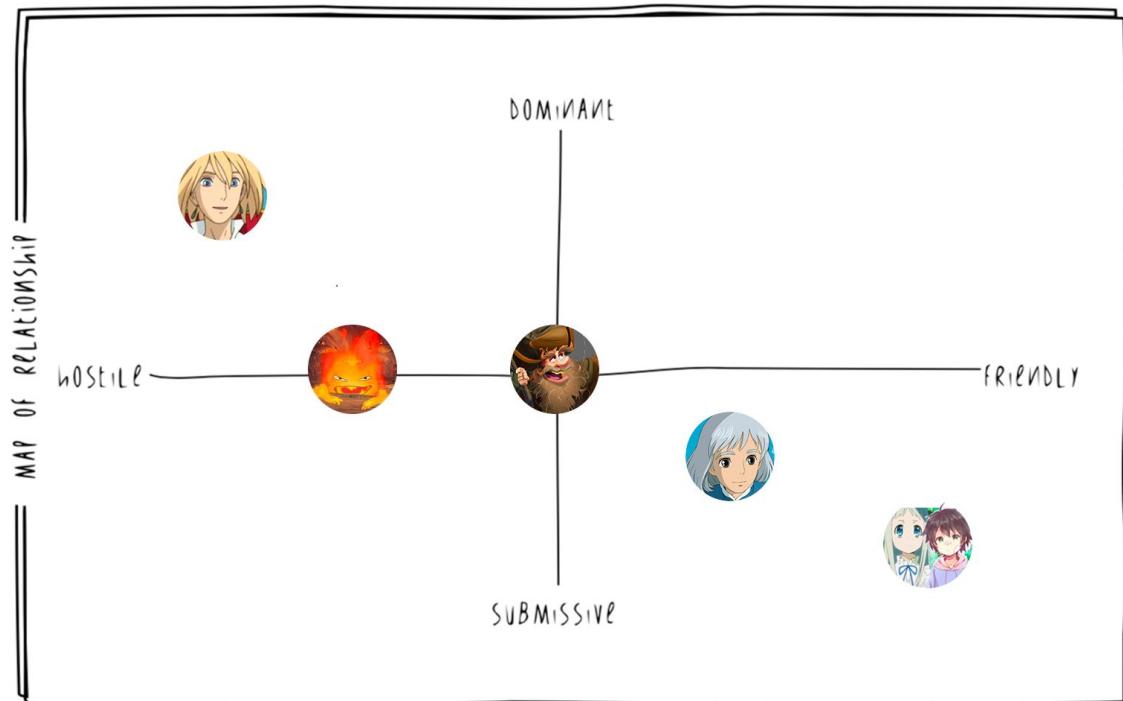
In the valley he is known to be an eccentric old man that is best to be avoided. His quirks and oddities caused by his old age were seen as strange, too strange even for an old guy. His popularity in the Bloomstone Valley is due to the stories parents tell children to keep them from adventuring into dangerous places. The main information known about him was that he was a mage a long time ago, when he came to Bloomstone Valley..



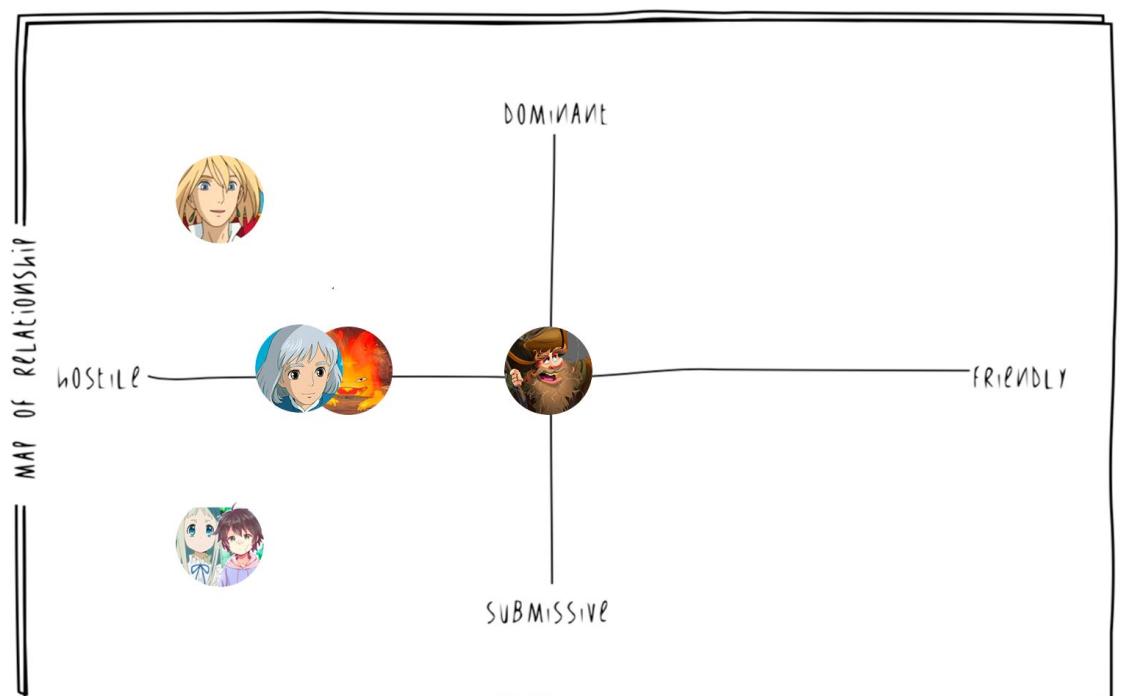
Backstory

Simon wasn't born in Bloomstone Valley. He came to this upland plateau long before the beginning of the story, while on a journey in search of some interesting places to live after finishing his studies in magic. When he first reached the valley he was struck with the beauty of the land and the amazing colors of the treetops. He also felt the magic that blows in the air of Bloomstone Valley and so decided to settle here to discover this land beauties and secrets. Driven by his thirst of knowledge he ventured to the core of the mountain. There he discovered a powerful magical artifact, hidden in the caves. And little took to him to realize that he had found the source of so much fertility and abundance.. He decided that the artifact was best kept hidden and forgotten, so he dedicated his life to exploring the mountain proximity and prevent anybody to reach the top and have access to its core. He had a feeling that if the existence of the artifact was discovered it could have been taken away from there, causing unimaginable damage to Bloomstone Valley, too much addicted to the power of the object.

Maps of relationships



ACT 1 & 2



ACT 3

Circumplex



Emily e Richard

Description: Emily

Emily, the eldest of the two brothers, she is a 14-year-old girl, tall and thin with very long white and shiny hair, a white that is rarely seen around. Ever since she was a child, Emily has developed a great passion for hunting. Endowed with a good aim, she delights in hunting the wild animals that live in the woods of the mountain chain that surrounds the village.



Among the people it is considered one of the most promising hunters in the region. Emily knows very well the mountain ranges to which Angoria stands, having explored them over and over again with the sole exception of the great mountain that dominates the entire region. This makes her an expert of hidden paths and secret routes, which allows her to move between the mountains and the surrounding areas with great ease. Emily is a extremely active girl, always ready for any kind of adventure and constantly looking for new places to explore or animals to hunt. She has a profound respect for nature and the animals themselves. She is very stubborn and it is not easy to change her mind.

Description: Richard

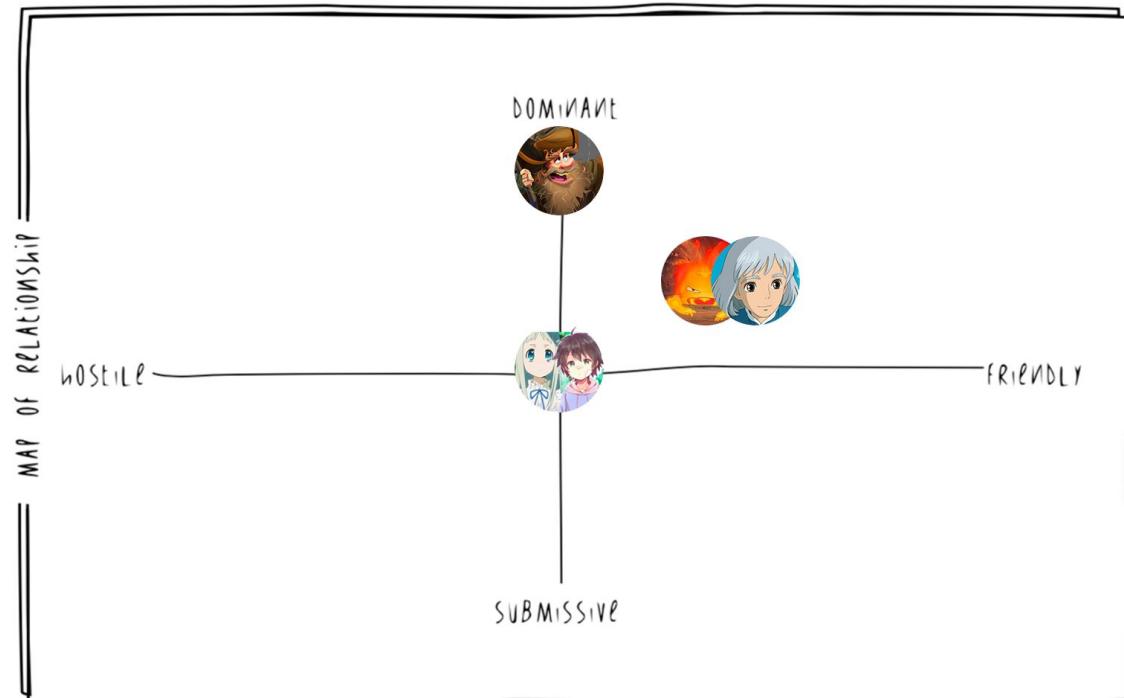
Richard is an 11-year-old boy who is short and skinny, like many kids of his age. On his head he has a bowl of black hair and two blue eyes. Rick spends his days immersed in nature reading books borrowed from the village library. His passion for reading led him to be much more mature than his years would suggest as well as "voice of reason" of the inseparable and much more adventurous sister. Compared to Emily, Rick is much more calm and thoughtful. He does not particularly appreciate the adventure, if not that narrated on the books he reads. He loves tranquility and would tend to spend his days in the neighboring areas of his home, perhaps sitting under some fruit tree if it were not for the energetic sister who always urges him to go looking for new places for the whole region.



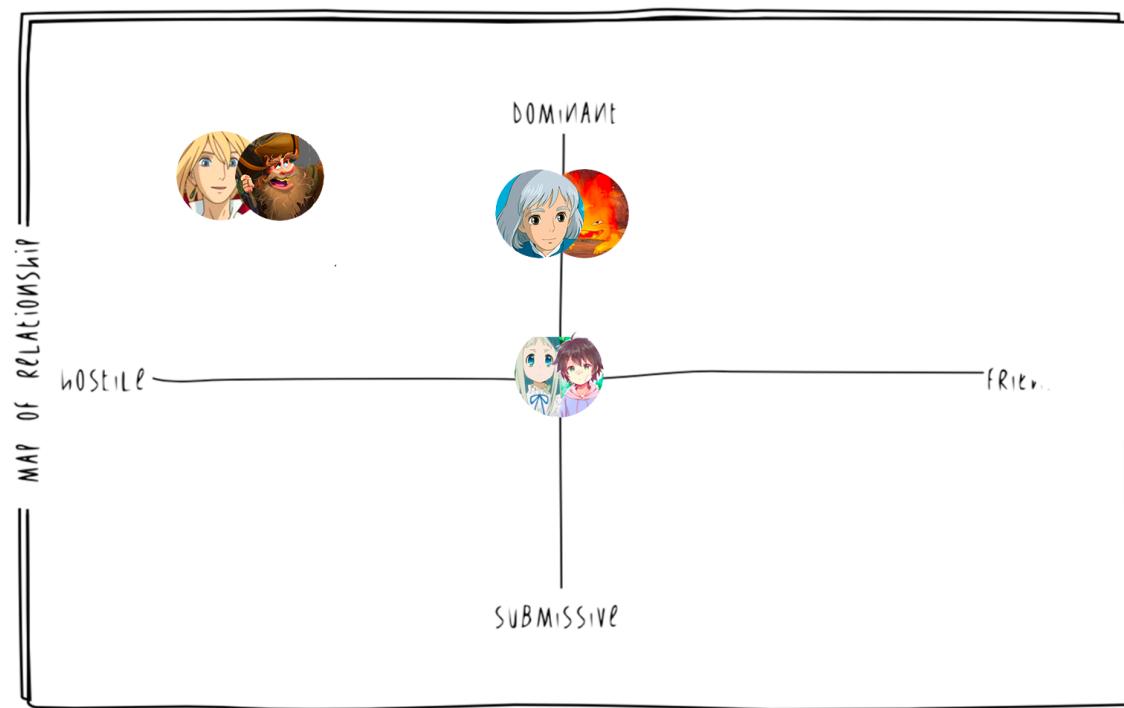
Common Background

Emily and Richard, sons of Augustin and Brandon, are two siblings of 14 and 11 years respectively. The two siblings live in the village of Angoria since they were born. They spent their youth between green and nature and as the majority of the villagers they never left the region. The children are used to roam the countryside near the village and sometimes, even if it is forbidden to them, they go further by coming to the lake at the foot of the mountain. The lake and the adjacent forest are absolutely forbidden and considered very dangerous because frequented by the terrible sorcerer who does not let anyone approach, at least according to the adults of the village. Emily and Richard, however, with the ingenuity and curiosity typical of children of their age, have repeatedly seen and interacted with the old man who lives in the woods and now they do not consider anything but an old and funny man who knows everything about the forest and the mountain above them. At the village the two boys are known to be inseparable and always run in company with each other.

Maps of relationships

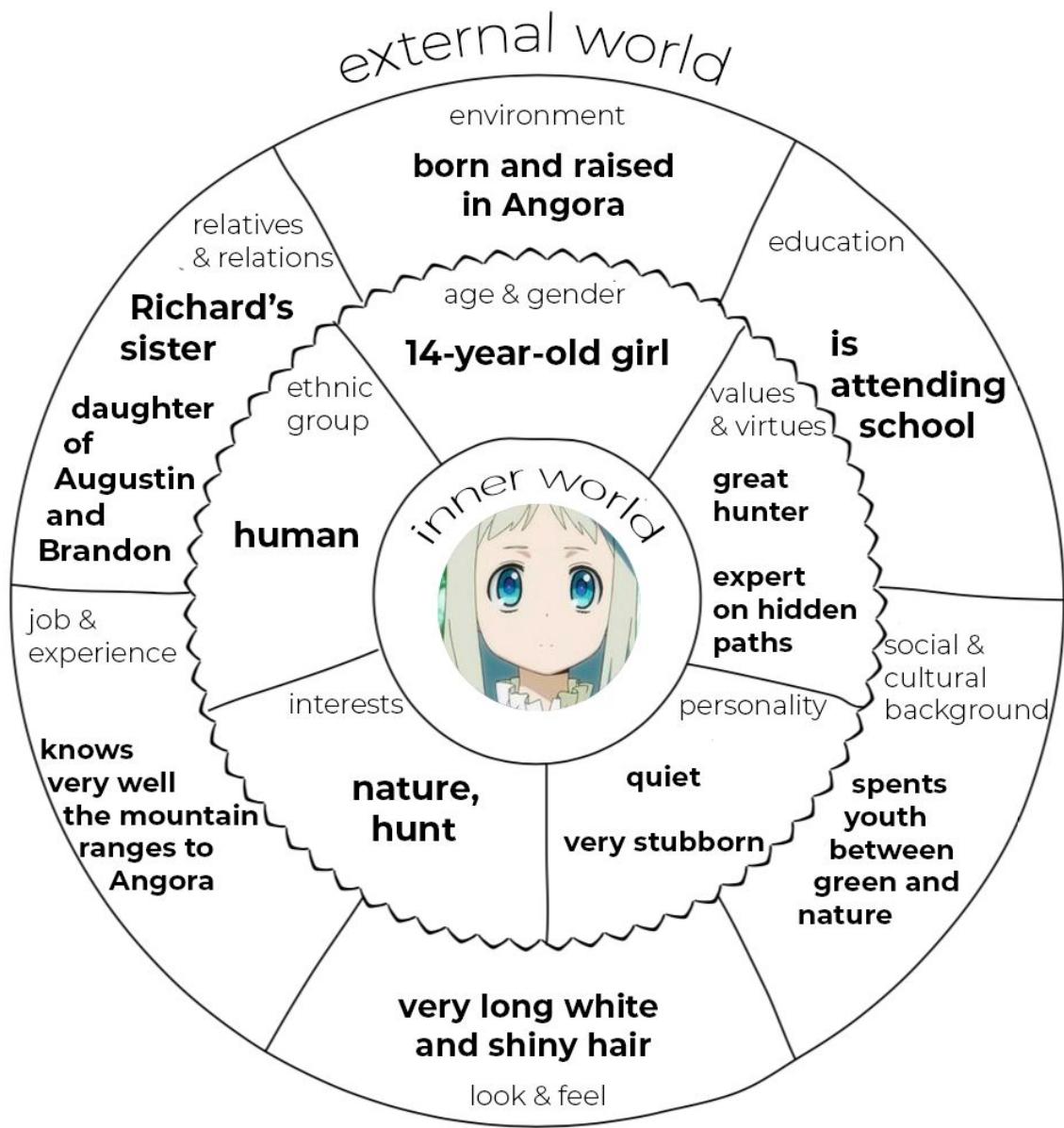


ACT 1 & 2

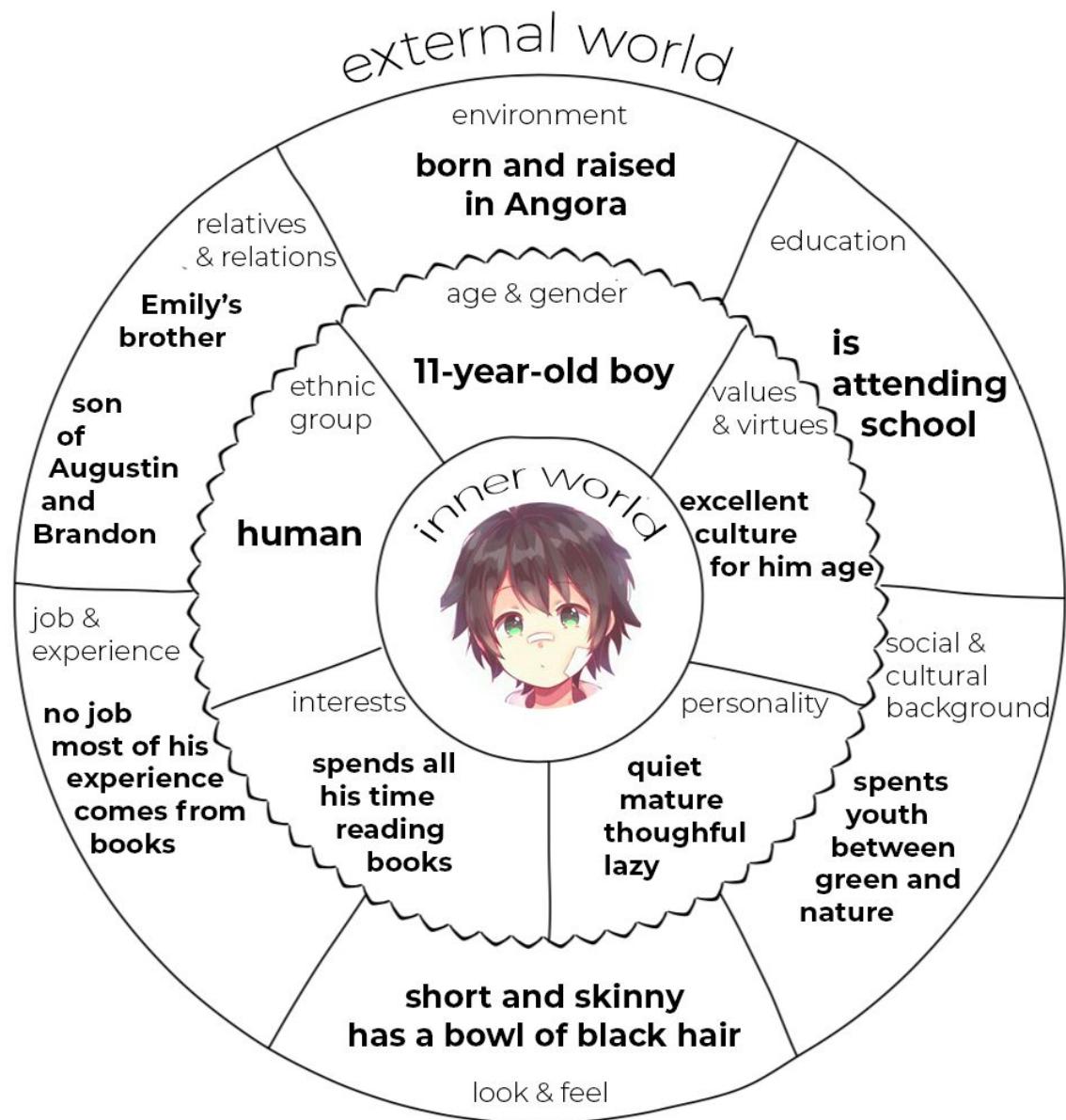


ACT 3

Circumplex: Emily



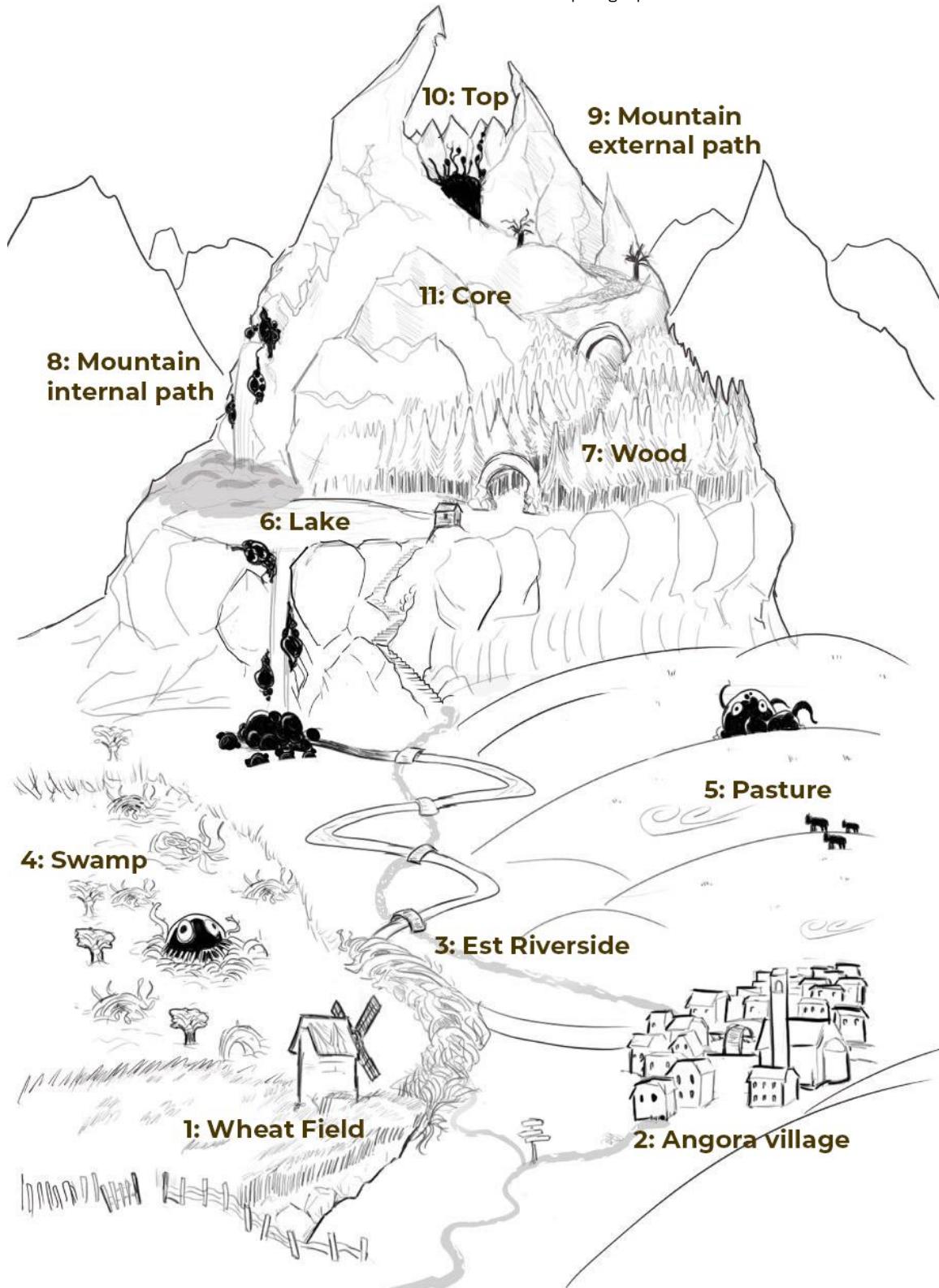
Circumplex: Richard



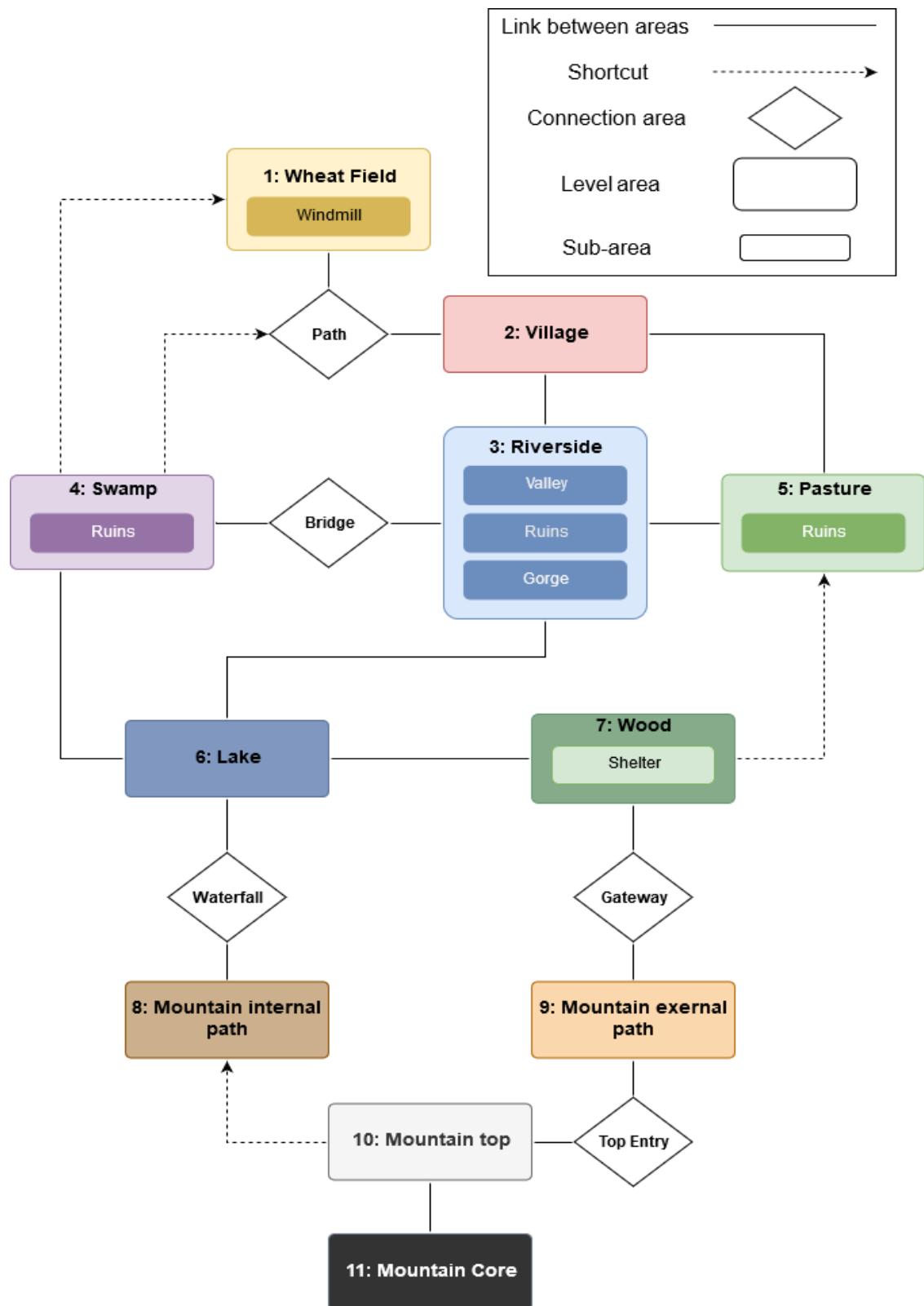
WORLD: BLOOMSTONE VALLEY

WORLD MAP

uniform with the levels described in
paragraphs >> their title



WORLD DIAGRAM



THE LEVEL: 3 - RIVERSIDE

The story of the game is divided in chapters, each chapter can take place in one area or across multiple areas.

The level presented is the third chapter of the story and fully takes place in the third area of the game: Riverside.

The duration of the level is about one tenth of the total duration of the game, therefore about 90 minutes.

Structure of the Area

The level includes many areas of the region crossed by the river. For this reason the level develops mainly in length. The macroarea is subdivided into three consecutive sub-areas. Except for the first area ('Southern Plains') there are no branches that lead to other areas of the game world.

3 - 1 Southern Plains: Technical description

The plain is the introductory area of the level and a crossroad of connections to other areas (different levels) of the game world. In an initial phase of the game, many areas will still be unreachable to the player through gating mechanisms. This area is open and allows the player to roam freely.

Narrative elements:

- There are NPCs with which the player can interact to acquire information.

Gameplay elements:

- There are no particular challenges of puzzle solving, platforming or interactions with hostile entities related to the story.

3 - 2 The Ruins: Technical description

The structure of this area follows the river bed and therefore develops more in length, thus limiting the player's freedom of movement, channeling it into a forced path. The river crosses a dense and impenetrable hilly undergrowth, constituting the limits of the area that can be walked on by the player.

Narrative elements:

- Meeting with the NPCs Richard and Emily.
- Encounter with unique enemy, bearer of an Howl's soul fragment.

Gameplay elements:

- To continue her adventure, the player will have to take advantage of some ruins emerging from the river.

This section of the level provides a series of puzzle solving challenges combined with elements of platforming.

There will be a series of clashes with minor hostile entities until reaching the peak of the level where it will be necessary to defeat a more challenging enemy.

- Minimal skills required:
 - Glide (Sophie).
 - Magical Interaction (Calcifer).
- Skills acquired during the level:
 - Magic leap (Sophie).

Note:

The acquisition of the ability will also allow the player to retrace the level more easily if he needs to go back.

3- 3 Shalakka's Gorge: Technical description

The level develops vertically, going up the gorge at the base of which the river flows. The walls of the gorge rise perpendicular to the river below, forming the surfaces on which Sophie and Calcifer will travel.

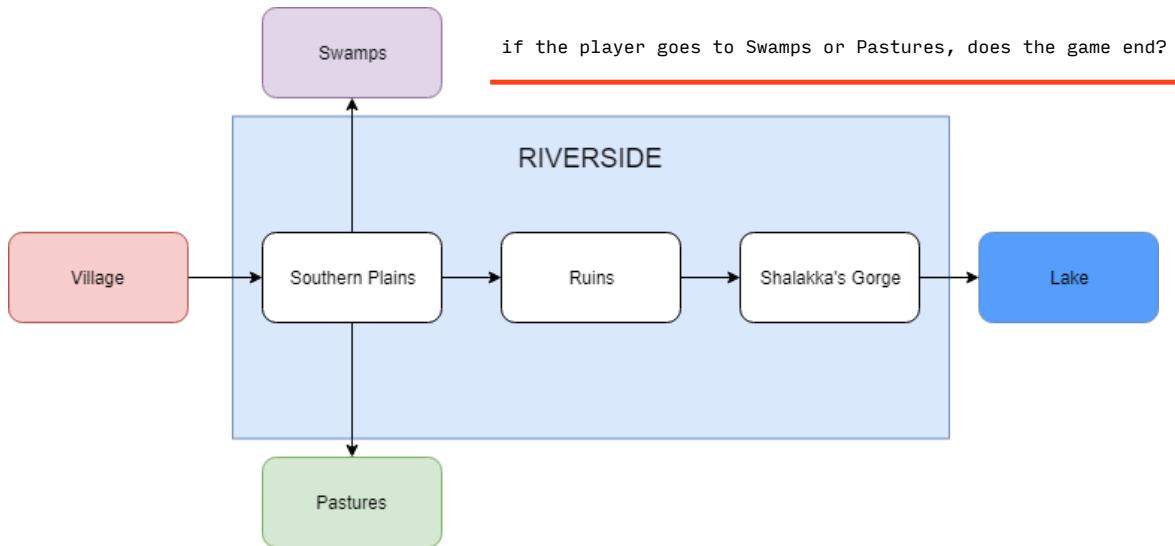
Narrative elements:

- There are no main narrative elements in this area.

Gameplay elements:

- This section of the level mainly involves a platforming component allowing the player to explore and exploit the skill learned in the previous section of the level (Magic Leap).
- Minimal skills required:
 - Glide (Sophie).
 - Magical Interaction (Calcifer).
 - Magic leap (Sophie).

Chapter Story



SETTING FROM LAST CHAPTER (2 - VILLAGE)

[The day after Sophie and Calcifer save the village from the corruption monster, they decide to continue their journey following the river that crosses Bloomstone valley, following villagers directions]

They reach the northern gate early in the morning, eager to leave in search for Howl. The encounter of last night left a strange feeling on Sophie and Calcifer. Seconds after they reached the closed gate, it began opening. Through the gate Sophie could see a huge field of grass ranging from the hills in the east, to the muddy swamps in the western part of the region. Towering above the field stood Bloomstone mountain. Towards the end of the grass field, populated by sparse farms and watermills, Sophie could see the beginning of the steep climb that leads to the lake above, surrounded on three sides by a dense forest. Sophie and Calcifer exit the gate to enter the plains.

They now enter the area 3-1: RIVERSIDE - Southern Plains

CHAPTER 3 - “FOLLOWING THE RIVER”

3 - 1 THE GREAT PLAINS



The chapter starts with Sophie and Calcifer exit the gate and enter the riverside area.

Sophie: How wonderful, Calcifer! The sun that rises in the morning gives me a sense of peace and serenity.

Calcifer: I do not know... I can't stay calm after the Howl's disappearance. Rather, what about the ring?

S: It continues to indicate the top of the mountain. Anyway, I'm sure Howl is good. He is very powerful...

C: I hope so...

S: Come on Calcy! Let's not waste time! A long journey awaits us.

C: Let's go!

Sophie and Calcifer are free to roam in the area and they quickly find a sign post with the indication of: Swaps to the left (west), Pastures (east), Sam's Watermill forwards (north). (The player can turn around and change path anytime, the area is open and fully walkable)

OPTIONAL PATH WEST - Towards the Swamps

OPTIONAL PATH EAST - Towards the Hills (Pastures)

INTENDED PATH NORTH - Towards the Watermill (River)

WEST - TOWARDS THE SWAMPS

Sophie and Calcifer decide to go west towards the swamps. As they walk west following the road they notice that small ponds start to appear in the grass field, turning the landscape more and more into a marsh the wester they got. On their way to reach the long bridge that leads to the swamps our heroes meet a peculiar character. A rainbow colored frog was sunbathing on a rock on the side of a small grassy pond. The frog informs Sophie and Calcifer that he once lived happily in the swamps, then he had to leave it because the corruption started reaching the swamp too and so he moved to the riverside. The frog informs Sophie and Calcifer that they can reach the swamp by walking on the long stone bridge but they won't be able to find much because a very thick fog has descended in the area and it's now filled with corrupted monsters (dialogue **Lc-1**). If they keep going west they will enter the Swamps area but won't be able to proceed further in that direction because they get lost immediately and find themselves back at the starting point.

EAST - TOWARDS THE HILLS

Sophie and Calcifer decide to go east towards the hills. They follow the road passing by huge grass fields and some farms. The terrain started having some low hills and bushes and they see a group of buildings in the distance, in the middle of which stood a modest windmill. The last building of this small group is a farmhouse, a little wooden house with a big fence surrounding a herd of a few sheeps. Sophie and Calcifer enter the house to meet Robert, an humble farmer that informs them that they can reach the pastured walking through the hills but they won't be able to reach the lake on the mountain from there because of a recent rockslide on the path (dialogue **Rb-1**). If she wants to reach the lake she has to go through the canyon to the north.

NORTH - TOWARDS THE WATERMILL

THIS IS THE INTENDED PATH FOR PROCEEDING WITH THE STORY

Sophie and Calcifer decide to go north, following the road to Sam's Watermill, knowing that this will lead them to the river, which they were suggested to follow.

They slowly walk the grass plain, crossing huge fields of flowers and that slowly became fewer and fewer the more she got away from the village. Some windmills and low huts were visible in the walkable distance, but most of the landscape was tall grass and some group of trees. Only the river stood in contrast, shining bright in the distance. Following the road towards the river Sophie and Calcifer meet a couple of corrupted creatures that attacked them.

They were an easy match for the two but confirmed them the effects of the corruption on the creatures of the land. The road finally crossed the river with a long stone bridge, in the middle of which a man was sitting on the edge fishing (dialogue **Fb-1**).

Past the bridge the road followed the long bend of the river a few meters from it. Sophie and Calcifer finally reach Sam's Watermill. Sam sadly informs them that his pumpkin became rotten in the past days (dialogue **Sm-1**).

They then decide to keep following the river towards the mountain and after a few encounters they spot another bridge on the river. They reach the bridge and they find it collapsed in the middle. If the player has met and talked with Fabrizio, Calcifer will mention him when he sees the bridge. The bridge on the other side is too far to be reached with a simple jump, even if Sophie tried to glide over it. They notice that the rubble were visible on a small gravel island beneath the bridge and among them layed a strange looking rock. It was rectangular, flat and had strange marks on it, it was definitely made to be a piece of the bridge, probably the center of it, but they had never seen something like it.

Calcifer informs Sophie that he senses magic in that rock and informs Sophie that as he could move the castle, he could move the rock. Then he moves the rock in the middle of the bridge, keeping it afloat and letting Sophie reach the other side of the river by jumping over it and back off to the other side.

NPCs in the area 3-1:

LUCY, THE FROG



A rainbow colored frog found near the swamps in the Southern Plains (3-1) that lost his singing abilities because of the corruption

DIALOGUES

Lc-1 - First meeting with Sophie and Calcifer

Lucy: (singing badly)

*"Picture yourself in a boat on a river
With tangerine trees and marmalade skies..."*
...cra-craa...
*Oh what a shame, what a shame!
I didn't know you were there
Let me sing about myself
I'm Lucy, the only singer frog left.
Once I lived in the swamp
With my family and my love
With my beautiful voice I could sing
From the night to the morning.
But then the corruption came
And all my life was swept away
Since that day I'm out of tune like a bell
And this world, to me, seems like hell.
I have to ask you a favour, guys
If in the swamp you will go inside
Search about the sun of my eyes
Do you want to know how to recognize him?
He's a awesome rainbow frog, and his name is Jim.
...cra-craaa...
"Cellophane flowers of yellow and green
Towering over your head..."*

Calcifer: What a strange creature.

Sophie: Maybe she may seem a little bit crazy, but she is desperate and needs help.

Lc-D - Default dialogue

Lucy: *If in the swamp you will go inside
Search about the sun of my eyes
Do you want to know how to recognize him?
He's a awesome rainbow frog, and his name is Jim.*

ROBERT

An humble farmer living outside Angoria village in a small farm on the eastern side of the Southern Plains.



DIALOGUES

Rb-1 - First meeting with Sophie and Calcifer

Robert: Who am I? I'm Robert the farmer. A very good farmer. Maybe the best farmer. I have beautiful hens, you know, and some dairy cows that are the envy of the whole village. Although, I must say that these days, with the corruption that is expanding, my cows can no longer graze free and their milk is not as good as before... Oh forgive me, I went into boring talk. Who are you rather?

Sophie: I'm Sophie.

Calcifer: And I'm Calcifer.

S: We are trying to reach the top of the mountain.

R: Oh well, being so, I strongly advise against passing through the pastures. Since the corruption began to expand some rocks have fallen downstream and blocked the passage. It seems that now the only place to get there is to go through the woods, but the path is too tortuous and I am old.

S: *Don't worry. When all this is finished, You will have free access to your pastures. Thanks for the tips. Have a nice day!*

R: *See you guys. And be careful.*

Rb-D - Default dialogue

Robert: *I strongly advise against passing through the pastures. It seems that now the only place to get there is to go through the woods.*

FABRIZIO, THE FISHERMAN

A fisherman that loves to play the guitar and chatting with the people passing by. He is found on a bridge in the Southern Plains



DIALOGUES

Fb-1 - First meeting with Sophie and Calcifer

Fabrizio: Ohoh! What a beautiful girl! And you what the hell would you be? A little fire?

Ohoh I'm joking! You are so cute. Let me introduce myself. My name is Fabrizio, and I am a fisherman.

Calcifer: Nice to meet you Fabrizio, we are Calcifer and Sophie. We are traveling to the top of the mountain.

no one is surprised about them going to that mountain? isn't it supposed to be dangerous/somewhere where is better not to go?

F: Oh good to know! You see, it's been a few days that the fish around here are strange, and I can not fish anything good. If it isn't too much trouble for you, could you check if there is something wrong near the river? I would go there myself, but that bridge over there has collapsed and I can't swim across with all the equipment.

Sophie: Sure, you can count on us!

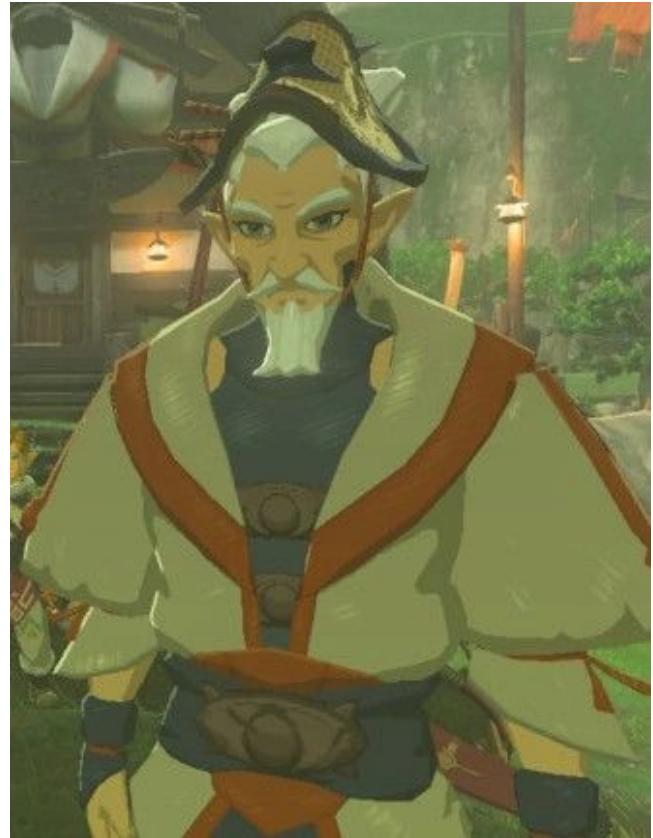
F: Thank you guys. I love you!
(playing guitar and singing)
Nanananananna....

Fb-D - Default dialogue

Fabrizio: It's been a few days that the fish around here are strange! I can't fish anything good.

SAM, MASTER OF THE PUMPKIN

Sam is a farmer that leaves nearby the watermill in the middle of the Southern Plains, he is famous for making the best and largest pumpkins in Bloomstone Valley



DIALOGUES

Sm-1 - First meeting with Sophie and Calcifer

Sam: Hello pumpkins! My name is Sam and I am the master of the pumpkin. My pumpkins are famous not only in the whole village, but they are sold in the duels of Castania and Bidonia.

Sophie: Hi Sam, nice to meet you! I'm Sophie and he is Calcifer. We are traveling to the top of the mountain.

Calcifer to Sophie: He called me pumpkin!

Sophie to Calcifer: SHH! Don't be rude Calcy!

Sam: It would be a pleasure for me, to be able to give you some pumpkins to feed you during your travel, but unfortunately the corruption has destroyed all my harvest and, at the moment, I do not have anything left... Shigh... Not even a single pumpkin.

Sophie: *Don't worry Sam. You've already been very kind. We will find a way to put an end to this corruption! You will see!*

Sam: *May the Big Pumpkin bless you!*

Sm-D - Default dialogue

Sam: *I have nothing left... Not a single pumpkin... Nothing...*

3 - 2 THE RUINS

Following the river upstream the dirt path is quickly surrounded by trees, making Sophie lose sight of the grass fields behind her. Strange ruins popping here in there reminded Calcifer of the rock used as the bridge centerpiece. As Calcifer is saying this, more ruins start appearing behind the trees and partially submerged in the river. The river flows very fast in this part of the river, having multiple water drops and rapids littered with rocks. Calcifer has to move rocks and platforms multiple times to help Sophie cross the river and proceed through the ruins. After a few minutes of platforming on rocks and broken pillars Sophie and Calcifer hear somebody screaming upstream (start of cutscene 1). They rush forward and see two kids about to be attacked by a corrupted condor. A few meters behind the condor there was a giant cooking pot, already positioned on a stash of wood.

talking
sounds very
nice.
maybe better
scaring/
intimidating
?



a little confusing. could you rephrase?

Sophie and Calcifer are able to reach the kids in time because the condor was talking to the kids, sure of having found a nice pray. During this time they can hear the condor telling the kids about his story and his intentions of cooking them (end of cutscene 1).

or how powerful and evil it is?
+ what it wants to do to the kids

Cutscene 1

Emily+Richard: Help! Help! Someone help us!

Sophie: Calcifer did you hear?

They = C can see them. >> i guess that's not what you want to say

Someone is screaming = they are not seen yet >> that's the best choice

Calcifer: Yes! they seem to scream for help. Someone could be in danger.

S: Hurry up! Come with me! We must go and see.

Sophie and Calcifer rush to the place where the screams come from and see two kids, who are about to be attacked by a big corrupted condor.

E+R: HELP PLEASE! HELP US!

Squacky: You have no way out of kids... squak... No one will hear you, even if I must say...squak... that your screams make my beak water.

Now I'll explain what I'm going to do to you kids... squak... First of all I will throw you in that big pot, then, when you are cooked, I will gnaw your little bones with my beak... SQUAAAAAAK...

S: STOP IT NOW!!

but... when Squacky prepared the pot,
what where the kids doing? waiting all put together?
it's a little unbelievable.

Sq: WHAT? Who are you?!

C: No, stupid bird, the real question is who are you!

I'm missing some motive before the explanation.

"Go away. I need to eat. They are my prays "

Sq: I'm Squacky the condor... squak... Once I lived up there, in the peaks of the mountain but as you can see from my wings I could not fly, like all the other condors. Then, one day, the corruption took me... squak... and since then I can stand high jumps. Then I went down to the valley to become a real predator ... SQUAAAAAAK... and it happens that...

S: Do not you dare put your horrible crow's feet on them.

C: Come on bird... BRING IT ON!

Angry, Squacky attacks Sophie and Calcifer in order to get to the kids. When the condor is defeated the corruption on his body starts evaporating, turning into a floating pink cloud. Suddenly the pink cloud shapes itself like a swallow and flies through Sophie's chest. Then it zips upwards with a twirl and disappears in the distance while flying towards the mountain's top. Sophie can feel something has awoken inside her, it had always been there but only now she could fully sense it. Sophie is now able to use her magic to boost her jumps, making her able to reach new heights.



that's because the mod comes from howl. but why is he not even mentioned?

The kids thank Calcifer and Sophie for rescuing them and introduce themselves as Emily and Richard (start of cutscene 2). They also reveal to Sophie the existence of Old Simon, a crazy old guy living alone on the mountain. The kids are trying to reach him as he might know something about the corruption and how to stop it. Simon was crazy indeed, but he also is a fountain of knowledge about Bloomstone Valley. At least, that's what the villagers say about him.

The kids join Sophie and Calcifer in their journey and proceed together towards the mountain (end of cutscene 2).

Cutscene 2

R: Thank you! I'm Richard.

E: And **I**'m Emily. You saved our lives.

S: Don't worry. But tell me, what are two kids like you doing alone around this place?

R: We are going to meet the Old Simo...

E: SHHH! What the hell Rick?

why do they keep calling their mutual names?

R: Ehi what's up Emily? They saved us. They are two good people, or rather, a good person and a good flame... ihih.... We can trust them!

E: You are right Rick.

So, I guess you've seen what's going on here. Once our village and all the surrounding area prospered. Then, one day, the plants began to die and the animals with them. The water of the river, once pure, is now infected and our village is in great difficulty.

R: We want to help our parents and the people of our village, for this we are trying to reach the Old Simon.

however he is not easy to reach.

E: It said that is a very powerful wizard, **but** he lives alone, hidden among the trees of the forest.

R: We are looking for him to ask for his help.

S: I think it's a difficult task for two kids, anyway we met your parents at the village and are very worried. You'd better come back.

E: We will find Simon and we will be back before night.

R: But rather, who are you? And what are you doing here?

S: I'm Sophie...

C: And I'm Calcifer.

S: We are traveling to the top of the mountain. We are looking for a friend of ours.

R: Great! Then you will do our own way. You could drive us to the Old Simon's house, in the woods, and then you will continue your journey by yourself.

E: I know every corner of this area by heart, a guide could be useful.

C: Well...

S to C: I don't think ^{it} ~~is~~ a great idea Calcy...

C to S: What's wrong? They know the way. we Will get to the top very quickly so we will find howl as soon as possible.

S: Mmm... Ok, let's go! But be careful...

E+R: Yeeee! Let's go!

E: First, we should go up the gorge that leads to the lake. Be very careful where you put your feet. The rock there is very friable.

R: Let's go crew!

3 - 3 SHALAKKA'S GORGE



Following the river uphill the landscape becomes rockier and soon they reach a fork on the path. Richard tells the group that left path follows the river staying on the bottom of the valley, leading to the huge waterfall at the end of the Shalakka's gorge. The right path climbs the rocks of the gorge leaving the river down below. The path is narrow and the drops are very high but Emily confirms that path is the only way the know to reach the lake above. Using her new abilities and the help of Calcifer, Sophie is able to climb the gorge and reach the top. There used to be a rope bridge to make the final crossing to reach the top but the wood planks were all missing and only the rope remained. She manages to cross the last gap and from the top of the gorge Sophie can look straight down and see where the water exits from the mountain and as a great waterfall crashes to the ground (start of cutscene 3). She notices that they are directly above the path leading to the waterfall. Sophie then decides to collect the rope from the broken bridge and tie one end to a rock nearby. With a simple spell Sophie stretches the rope as she throws it down the high cliff. Emily and Richard were stunned by seeing that the rope started knotting to itself every few feets while falling down the mountain.

Sophie then explains with a big smile that they could now use the rope to easily go up and down the mountain if they ever needed to (end of cutscene 3).



They then follow the narrow path that running on the side of the mountain leads them to the lake above.

Cutscene 3

Sophie: *My God! What a magnificent landscape.*

Emily: *Once this whole valley was shining green. That was splendid, not this...*

Richard: (sad) Yeah...

S: *I had an idea! I could use that old ruined bridge to create a faster passage to the riverside. Now I'll show you!*

Sophie throws a spell on the only remaining string of the ruined bridge. The rope stretches and knots, and in a few seconds becomes a long rope ladder, that descends to the bottom of the cliff.

S: *"Stretched and Twisted" et voilà! From now on we can descend and ascend without having to go through that narrow place.*

Calcifer: Nice done Sophie!

R: Anyway we finally arrived at the lake. I think we can take a little break.

S: Yeah! It could be a good idea!