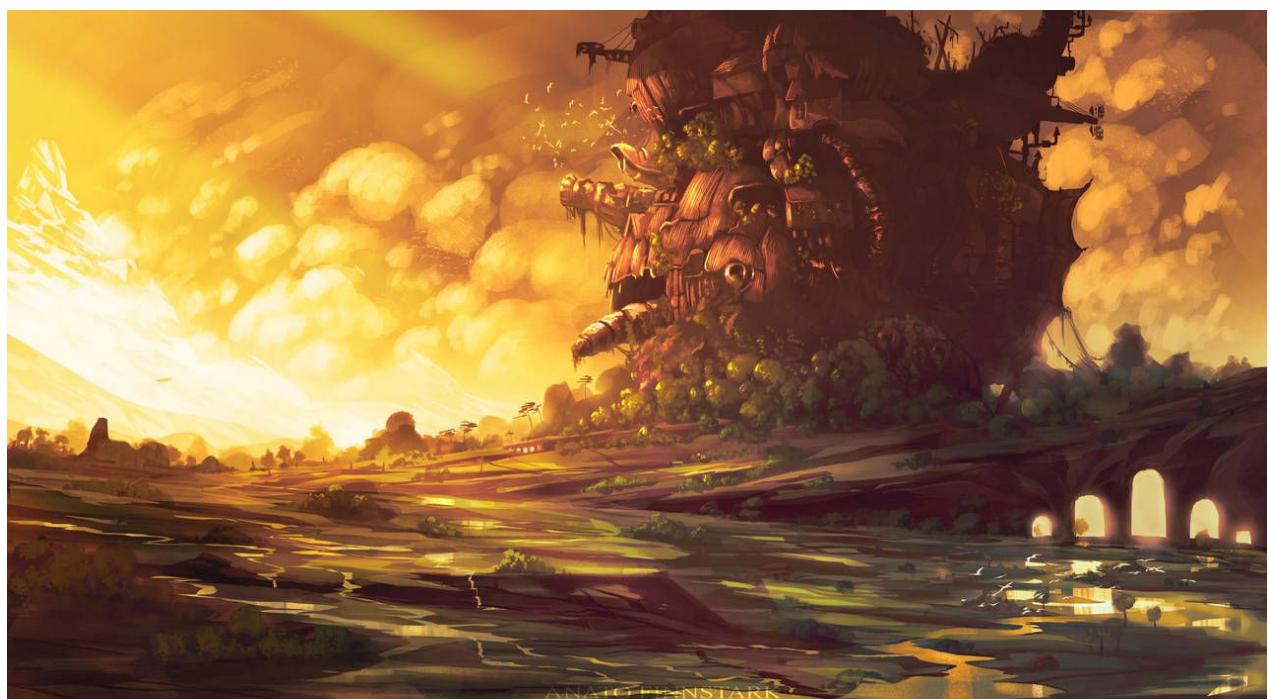


GAME AND LEVEL DESIGN - LEVEL DESIGN DOCUMENT

Howl's Moving Castle and the Bloomstone Valley



RUINS ON THE RIVER



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OTHER REFERENCE MATERIAL

More reference material (not present in this document) can be found at:

<https://drive.google.com/open?id=1EZgCGYvIWvQniWsc4XmUZLSDUhu2qoPk>

CHANGELOG

Revision History		
Who	Date (YY/MM/DD##)	Comment
Alessandro	18/12/11	Added changelog to the document. Future changes will be notified here.
Alessandro	19/01/04	Some plot elements have been corrected and reviewed. The "Characteristic Elements" section has been inserted.
Alessandro	19/01/10	Merged all working documents
Giacomo	19/01/19	Minor corrections
Alessandro	19/01/23	Enemies behaviour diagrams updated
Giacomo	19/01/23	Merged Gameplay Stats
Bearded Animals	19/01/24	Document reorganization and final changes

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GAME DESIGN PART

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. His tormented soul is 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.

CORE ELEMENTS AND TROPS

The periodic table of storytelling is a graphic representation of all the tropes, archetypes and clichés found in literature, synthesized into a chart.

Will follow some tropes that will summarize the main concepts of the story.

.06 3as Three Act Structure	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 e final act. In the epilogue the true nature of things is revealed and the action unfolds leading to the resolution of the story.
6.0 Dae Darker and Edgier	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.
9.8 Ccl Cloud Cuckoolander	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.
.43 Cal Call To Adventure	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.
4.7 Re The Reveal	All assumption Sophie made up during her journey takes a more tragic resolution after old Simon reveals his true nature and purpose to her. Finally, Sophie understands the gravity of the situation and the real effects her actions will have.

THEMES

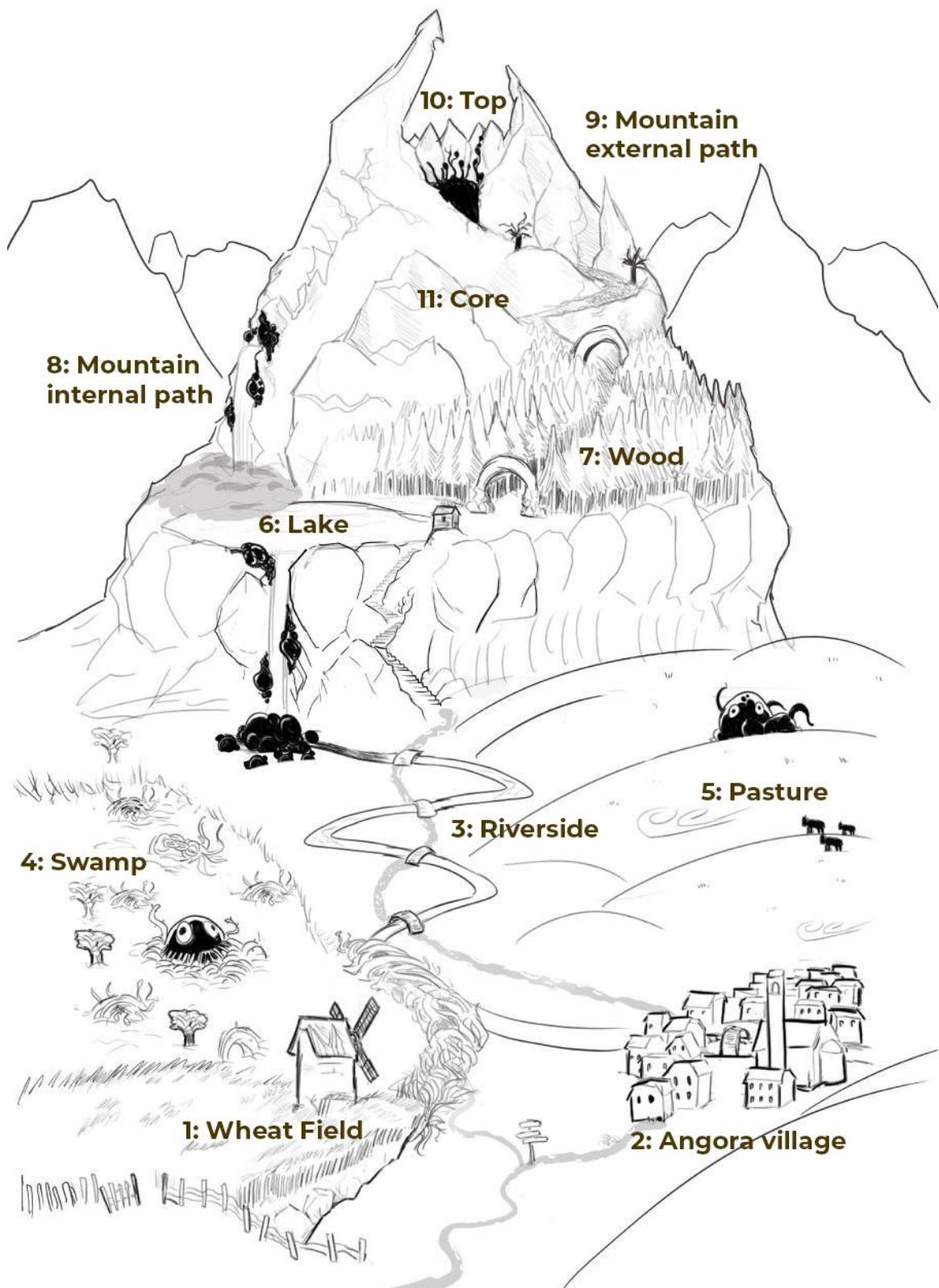
Good and Evil: The main theme of the story is the comparison with a reality where good and evil are not clearly separated, but fade into each other.

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

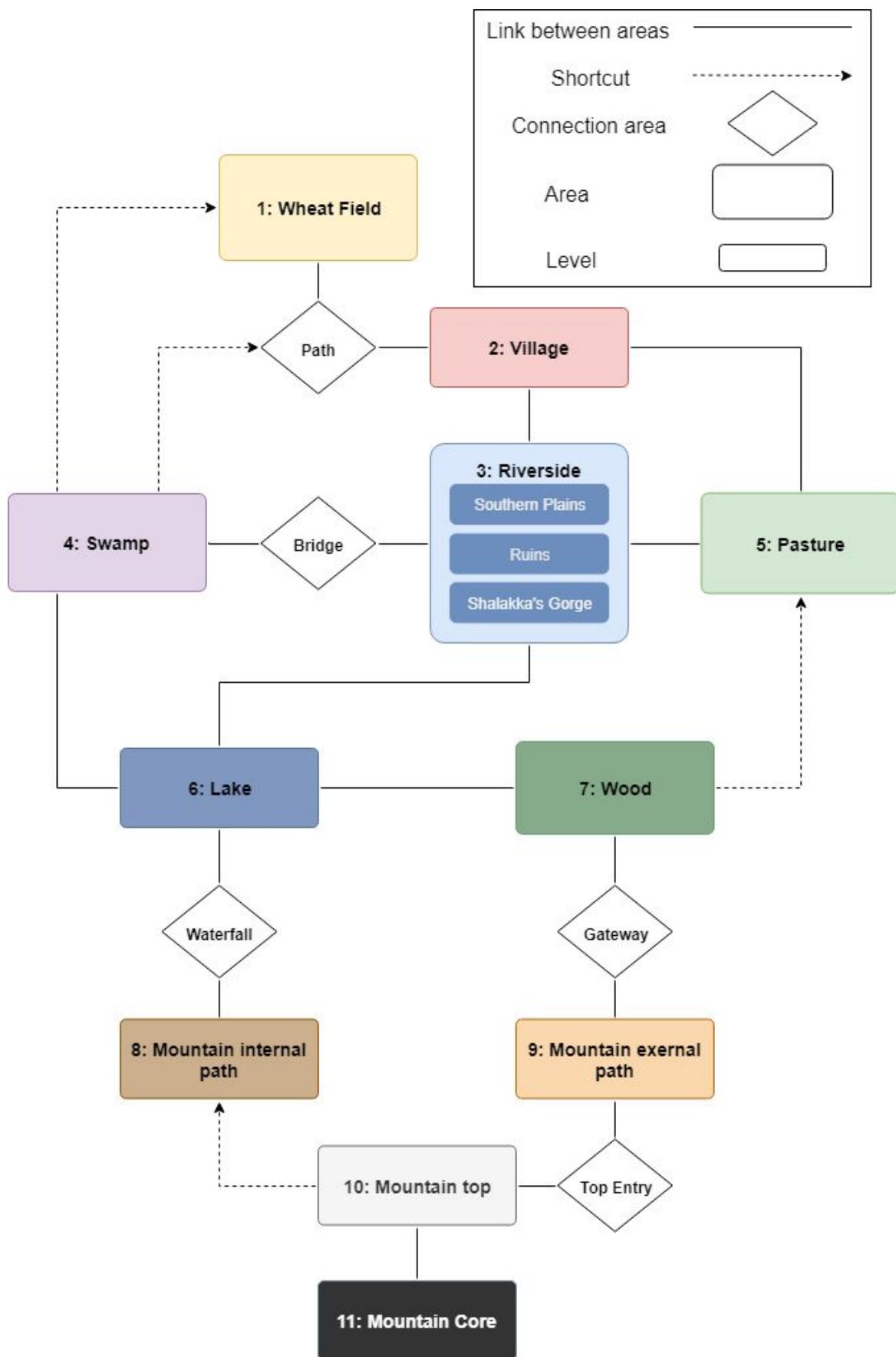
Power: The search of power for egoistic reasons or devoted to a higher good.

WORLD: BLOOMSTONE VALLEY

WORLD MAP



WORLD DIAGRAM



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.

THE MOUNTAIN

The Bloomstone Mountain is the highest peak in the region. In its core lies a powerful artifact and the whole mount it's like its chest. There are numerous caves but the only entrance to where its treasure lies is somewhere in the top, hidden by the snow and protected by strong enchanted doors. The path through the mountain top is marked by dilapidated buildings that still seem to be permeated by a feeble magical aura. The path starts at the base of the mountain ,in the woods, and it is marked by a great magical gateway. The sides of the mountain are covered by a thick vegetation which thins out towards the top. The interior of the mountain consists of an impervious labyrinth of tunnels with traps and dangers to protect the powerful artifact buried there.



THE WOODS

The woods cover the area from the foot of the mountain up to the sides. The vegetation is thick and it is extremely easy to get lost.

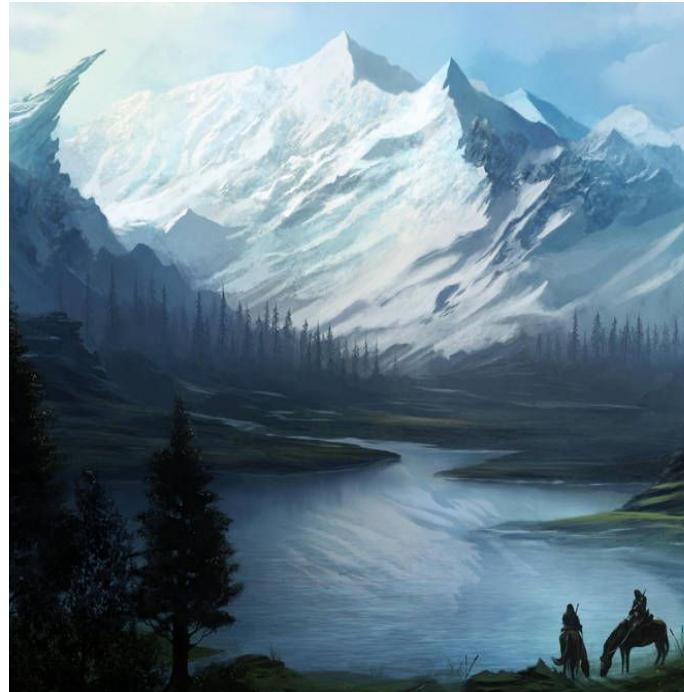
Given the proximity to the epicenter of corruption, the woods on the

side of the mountain were completely hit by the evil aura, transforming both flora and fauna in a horrible way.



THE LAKE

At the base of the mountain, fed by the snow of the summit, gushes a vast lake. The lake is bordered by the woods on its north coast, while the southern one is surrounded by a thin strip of land before falling from the plateau on which the lake is located, forming a high waterfall. Even the waters of the lake are influenced by the dark aura, corrupting the animals that inhabit its backdrop and its banks.



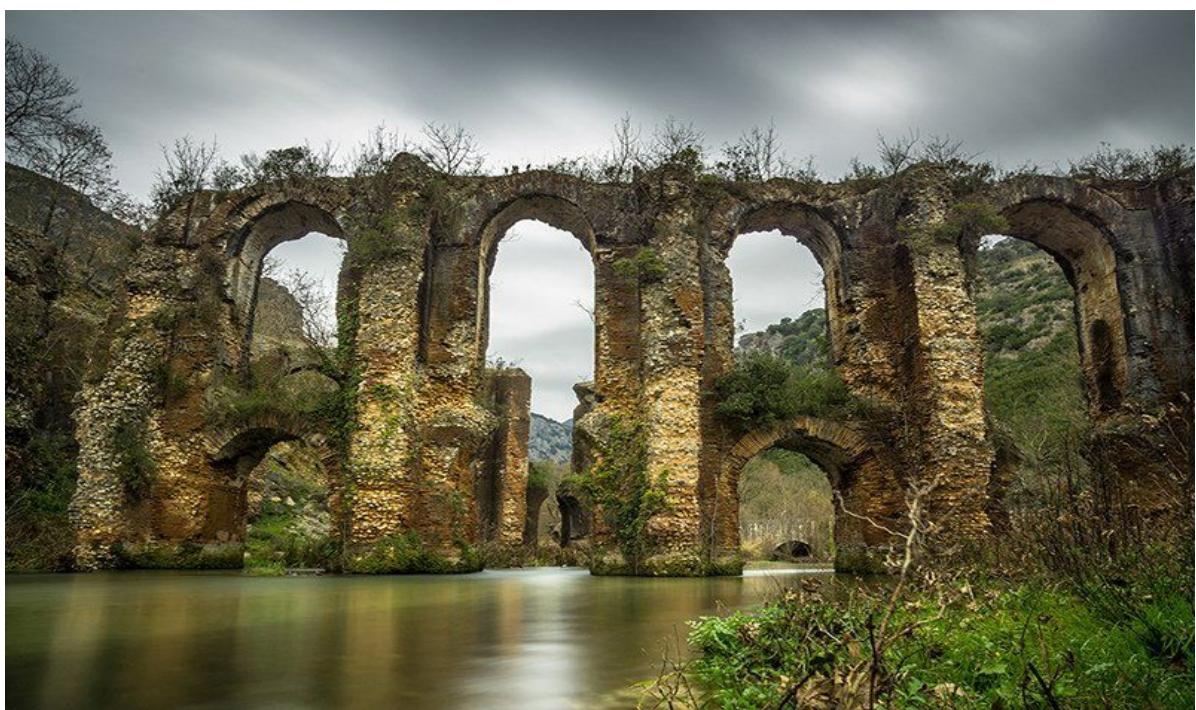
THE RIVER

After the waterfall the waters of the lake form a long river that runs through the whole region reaching even the only human settlement present.

In a first stretch the river flows at the bottom of the plateau gorge, surmounted by steep walls dug by the waters over the centuries.



The river then continues to the south and is incorporated by the thick forest vegetation of the valley. In this tract appear structures in ruined stone that surmount the river forming a dense network of bridges and platforms.



THE SWAMP

In the region to the west of the river the waters stagnate forming a swampy area. The humidity forms a thick, perennial fog that limits sight and makes orientation difficult. At the center of the area there is a series of



dilapidated buildings but from which springs a not indifferent magic power. The only way to reach these buildings is through wooden bridges and piles that come out of the murky waters.

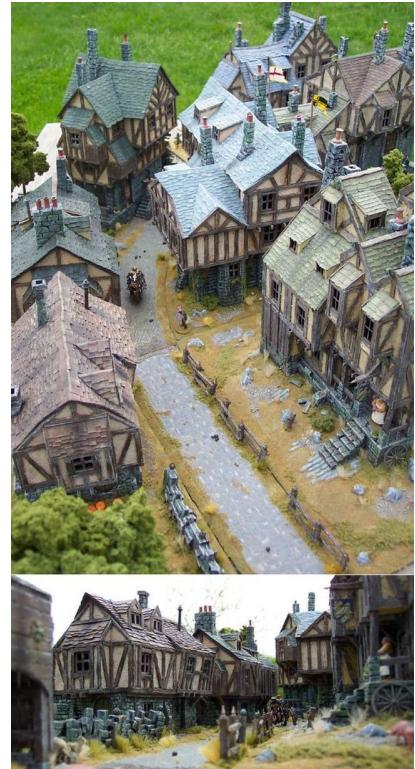
THE PASTURE

To the east of the river is a hilly area with green meadows used for pastures. On each hill there are stone structures visible from great distances. The fields extend as far as the eye can see. The hills make the landscape irregular in shape, but the almost total absence of trees or other types of vegetation, except for the high grass blowing in the wind, recall the movements of a green ocean rippled by currents and disturbed by gigantic emerald waves.



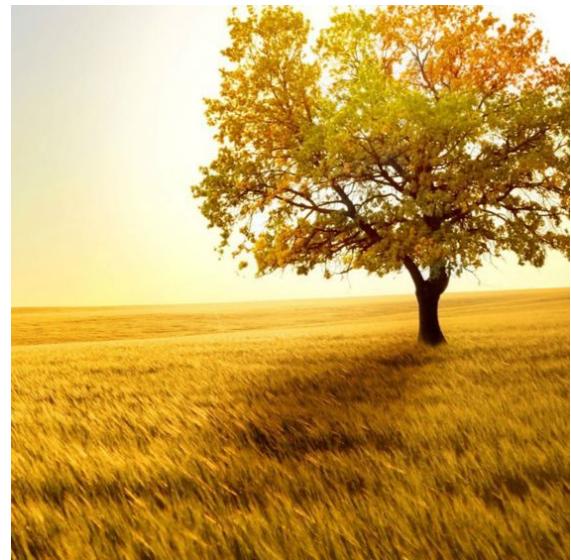
THE VILLAGE

To the south of the region there is a small village in which almost all the inhabitants of the region live. The village seen from the plateau to the southwest seems a homogeneous conglomeration of wood and brick buildings disconnected only by an intricate network of streets and alleys. The only buildings that stand out above all others are located near the only square. The village is cut in half by the passage of the river that is intensely exploited by the inhabitants for fishing, the displacement of materials and to move the poles of the many mills. The two banks of the river are connected by three wooden bridges that connect the east and west of the village.



WHEAT FIELD

Sophie and Calcifer begin their adventure on a plateau located near the village, coming out of a windmill overlooking large cultivated fields. The fields extend to the south while looking northward you can have a good view of the entire region. The north-western rocky wall of the plateau descends precipitously towards the swamp below and to the east the steepness is less and there are several beaten paths that allow you to easily reach the nearby village.



CHARACTERISTIC ELEMENTS

Now some of the characteristic elements of the setting and the scenario will be illustrated and discussed in more detail.

RUINS

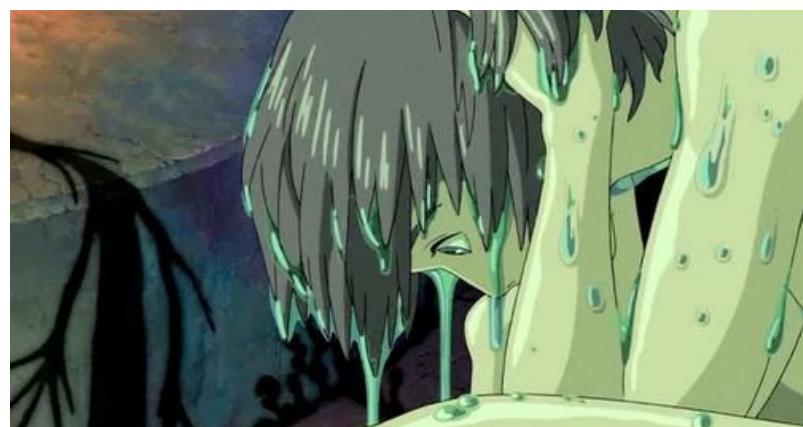
The ruins are a recurring element in the Bloomstone Valley. Scattered throughout the region are the last witness of the people who lived in the area centuries ago and which has now mysteriously disappeared. The ruins are formed by parts of massive buildings now



almost entirely destroyed, built entirely of stone that is now covered with moss and other vegetation. Many of the different areas of the region have these imposing ruined structures at their center. The inhabitants of the region feel a deep sense of respect and awe of these buildings and almost never come close to them. In addition to firm structures, the ruins sometimes contain ingenious mechanisms that can be activated using magic.

CORRUPTION

Corruption is a dark aura arising from the collision of the powers of the artifact with those of the wizard Howl. The magician's mind is overwhelmed during the battle, leaving the body helpless in a state of perpetual sleep. The soul torn apart



by the power of the amulet disintegrates, sublimating itself into a dark mist and flowing from the body of the magician like a dark shapeless mud. From the center of the mountain corruption is dispersed throughout the region. Breathe by animals and

absorbed by plants, corruption tends to condense in living beings, transforming them in a grotesque way. These beings, absorbing what is nothing but a fragment of the young magician's tortured soul, absorb some of their magical powers by acquiring supernatural abilities. Once defeated these creatures release the fragment of the soul of the young magician in the form of a black piece of rock similar to coal.

THE AMULET OF ABUNDANCE (THE ARTIFACT)

The amulet of abundance is an artifact whose origin is adapted to the vanished people who also built the ruins in the region. The incredible powers of the object protect all those who live under its influence, absorbing all the evil directed towards them. Through the amulet an impenetrable barrier is formed that prevents all that is evil from entering the region of influence of the object. The whole region has thus remained impregnable to the egoistic aims of the two kingdoms and protected by the effects of war. In the centuries since its creation, the amulet has stored the "evil" absorbed, making the object as beneficial as it is potentially dangerous. The moment the wizard Howl came into contact with the object, the precarious balance in which he was poured broke, pouring his evil content against the unfortunate magician.



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 the 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 (Areas: Wheat Field, Village)

Howl has not returned to the castle for weeks. Sophie is waiting in the castle with Calcifer and all other Howl's friends totally unaware of what happened to the young mage, until she hears the call of the magical ring given to her by Howl himself, and notices that a new color has appeared on the castle door. She then decides to cross the threshold 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 (Areas: Riverside, Swamp, Pasture, Lake, Mountain internal path, Mountain external path)

The place where Sophie was transported soon proves to be the victim of an unknown plague. Investigating Sophie discovers that for some time a dark aura has descended from the mountain like an evil mist and has condensed into the beings that inhabit the area corrupting their appearance and behavior.

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, sublimated into the mist 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 (condensed and solidified in the form of small coal-like black rocks), Sophie begins to free the region from the dark aura.

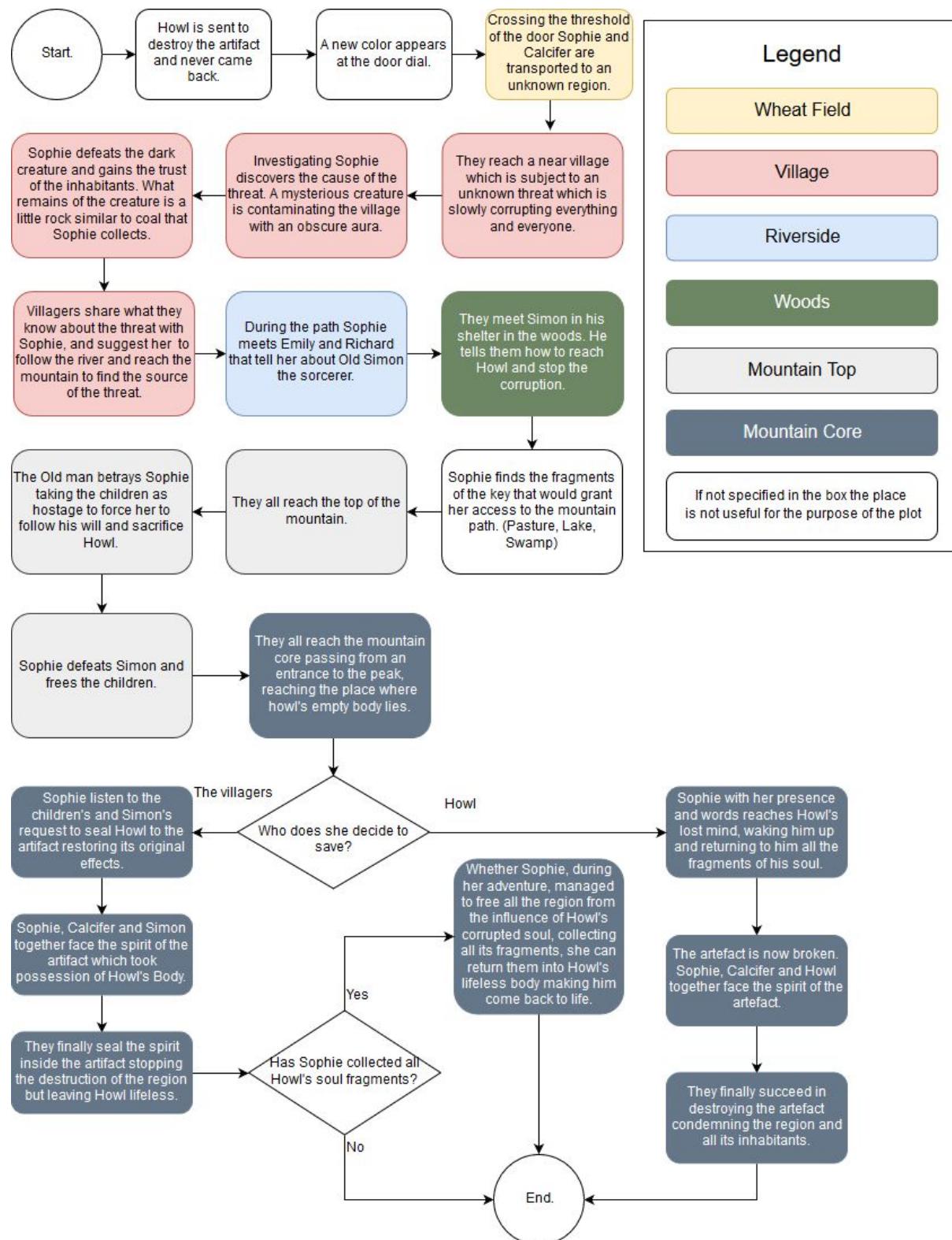
Sophie's ring leads the two towards the climb of the mountain that overlooks the region. Along the way they meet Emily and Richard, two brothers traveling in search for Old Simon the Mage, a powerful wise man that seems to be the only one able to stop the corruption that is slowly destroying their village 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. Otherwise if the amulet were destroyed all the evil from which the region had been preserved would be released, leaving no hope for its inhabitants.

ACT 3: CONCLUSION (Areas: Mountain top, Mountain core)

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



LEVELS AND GOAL OUTLINE

CHAPTERS AND LEVELS

Chapter 1 : The mill on the wheat field

Lv 0: The bloomstone valley (Area: Wheat field)

Chapter 2: Village Rescue (Area: Village)

Lv 1: Village plague

Lv 2: Square exorcism

Chapter 3: The Riverside (Area: Riverside)

Lv 1: The great plains (Sub-Area: Southern Plains)

Lv 2: Ruins on the river (Sub-Area: Ruins)

-Ruins

-Irbrill's Bridge

-The plagued beast (Boss Fight)

Lv 3: Shalakka's gorge (Sub-Area: Shalakka's gorge)

Chapter 4: The wise sorcerer

Lv 1: All around the lake (Area: Lake)

Lv 2: Into the woods (Area: Wood)

Lv 3: The shelter (Area: Wood)

Chapter 5: The sorcerer's quest

Lv 1: Sweet lake waters (Area: Lake)

Lv 2: Putrid pound waters (Area: Swamp)

Lv 3: Green ocean's waters (Area: Pasture)

Lv 4: Waterfall gift (Area: Mountain internal path)

Chapter 6: The sorcerer's path

Lv 1: Up to the sun (Area: Mountain external path)

Lv 2: The fall of the sage (Area: Mountain top)

Lv 3: Leap into the abyss (Area: Mountain core)

Lv 4: The deepest dungeon (Area: Mountain core)

Lv 5: The first choice (Area: Mountain core)

GOAL OUTLINE

1. Find Howl
 - a. Discover where the magical door brought you and why. (**Chapter 1: Wheat Field**)
 - i. Reach the nearby village. (Lv 0: The bloomstone valley)
 - ii. Get the trust of the villagers.
 1. Free the village from the corruption.
 - b. Begin the journey to the mountain. (**Chapter 3: The Riverside**)
 - i. Follow the river through the valley.
 - ii. Follow the river through the hilly region.
 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.
 - iv. Reach the lake.
 - c. Meet the Old Simon the Sorcerer (**Chapter 4: The wise sorcerer**)
 - i. Circumnavigate the lake.
 - ii. Enter the woods.
 - iii. Search for the shelter in the woods.
 - d. Find a way to reach the center of the mountain.
 - i. Ask Old Simon for a path to the mountain core. (**Chapter 5: The sorcerer's quest**)
 - 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.
 - i. Defeat the corrupted soul fragment in the lake.
 - b. Find the second key fragment in the swamp.
 - i. Defeat the corrupted soul fragment in the Swamp.
 - c. Find the third key fragment in the pastures
 - i. Defeat the corrupted soul fragment in the pastures.

2. Purify the fragments and build the key.
 - 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. (**Chapter 6: The sorcerer's path**)
 - i. Reach the entrance to the mountain core on the top of the mountain.
 - ii. Defeat Old Simon the Sorcerer and release the children.
 - 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.

SCOPE

The duration of the main story is approximately about 12 hours long.

The table below shows the length, in minutes, of all the levels of the game.

The length of the level that we are developing “Ruins on the Riverside” (highlighted with red colour in the table) is about 1 hours 10 minutes (10% of the whole game).

Chapter	Level	Duration	Area
Chapter 1: The mill on the wheat field	The bloomstone Valley	15 min	Wheat field
Chapter 2: Village rescue	Village plague	35 min	Village
	Square exorcism	25 min	
Chapter 3: The Riverside	The great plains	55 min	Riverside
	Ruins on the riverside	70 min	
	Shalakka's gorge	35 min	
Chapter 4: The wise sorcerer	All around the lake	25 min	Lake
	Into the woods	30 min	Wood
	The shelter	25 min	
Chapter 5: The sorcerer's quest	Sweet lake waters	50 min	Lake
	Putrid pound waters	50 min	Swamp
	Green ocean's waters	50 min	Pasture
	Waterfall gift	30 min	Mountain internal path
Chapter 6: The sorcerer's path	Up to the sun	80 min	Mountain external path
	The fall of the sage	30 min	Mountain top
	Leap into the abyss	60 min	Mountain core
	The deepest dungeon	30 min	
	The first choice	30 min	

CHARACTERS

SOPHIE

Description

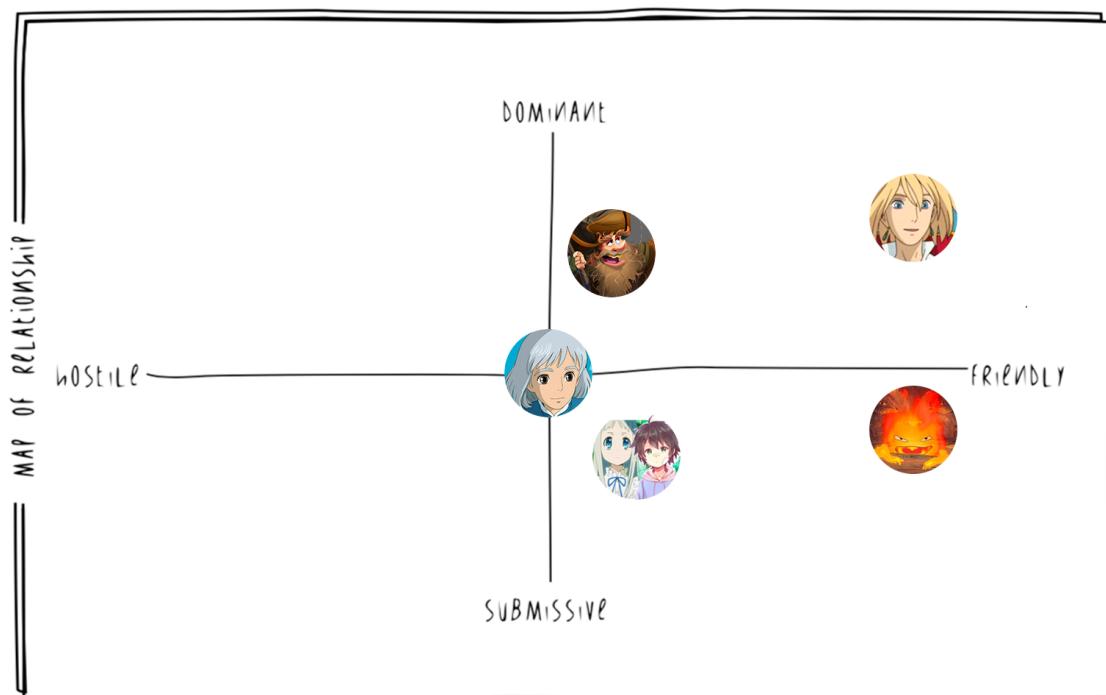
Sophie used to be a young woman with brown eyes and brown hair tied in a long braid. She wore a simple dress and a hat which made herself. At first Sophie was shy and had no confidence in herself. Things changed after the encounter with the Witch of the Waste and, more important, with Howl the wizard 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.



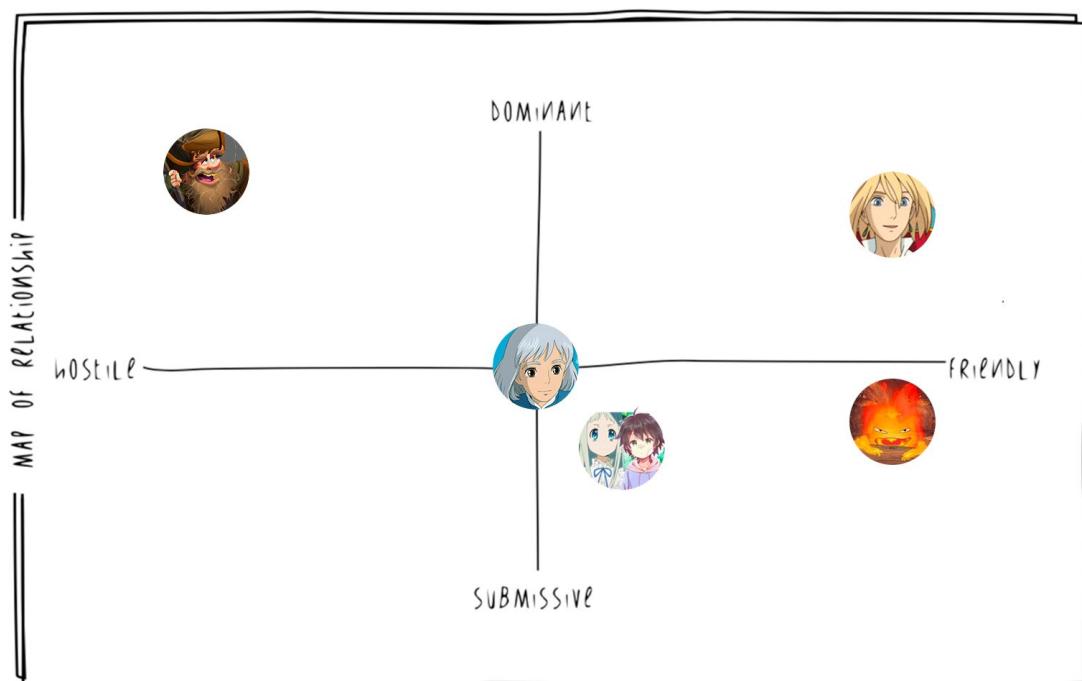
Backstory

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 a 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



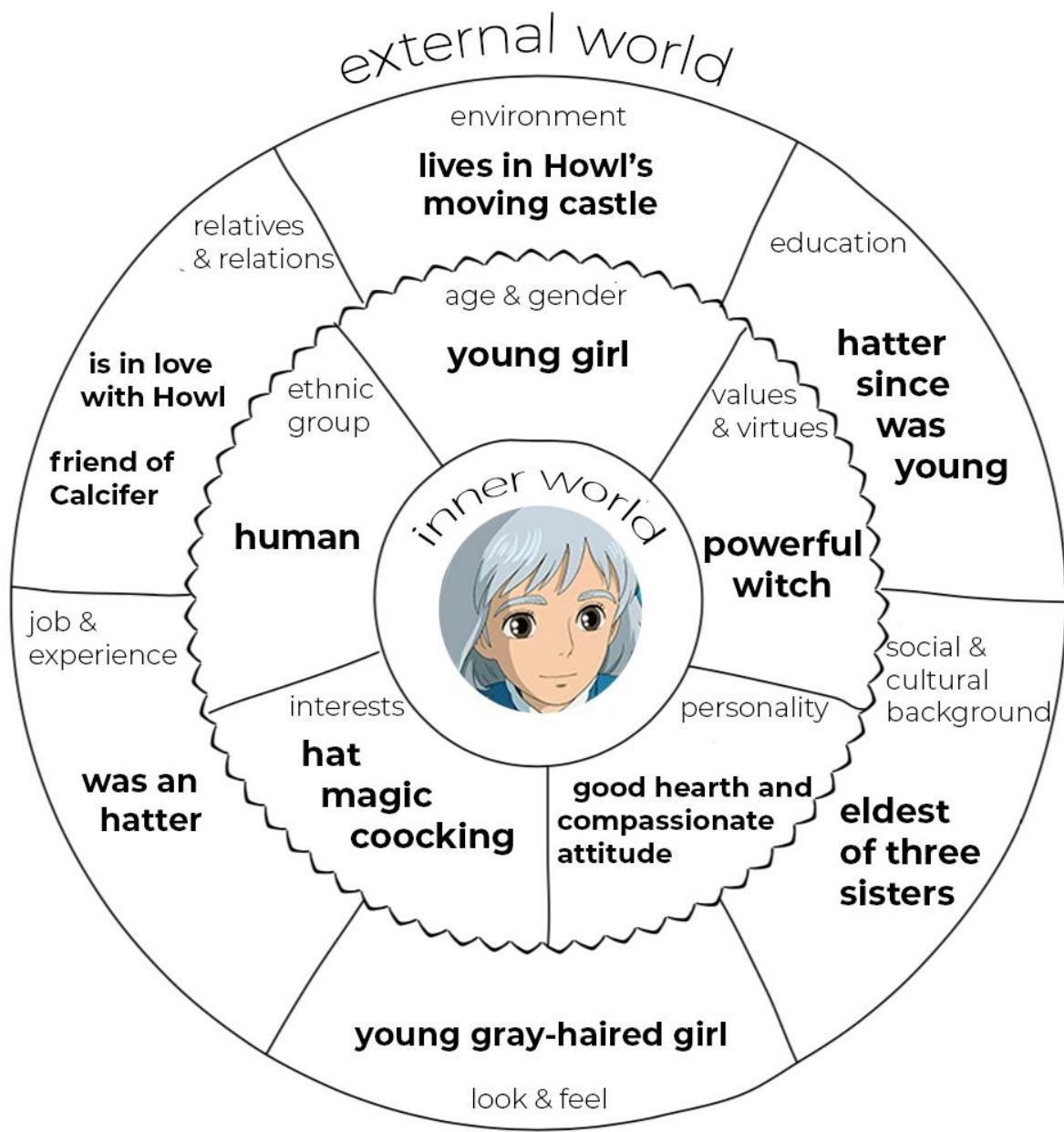
ACT 1 & 2



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 heart to Calcifer and the fire demon agreed to help Howl to heat and move the moving castle.



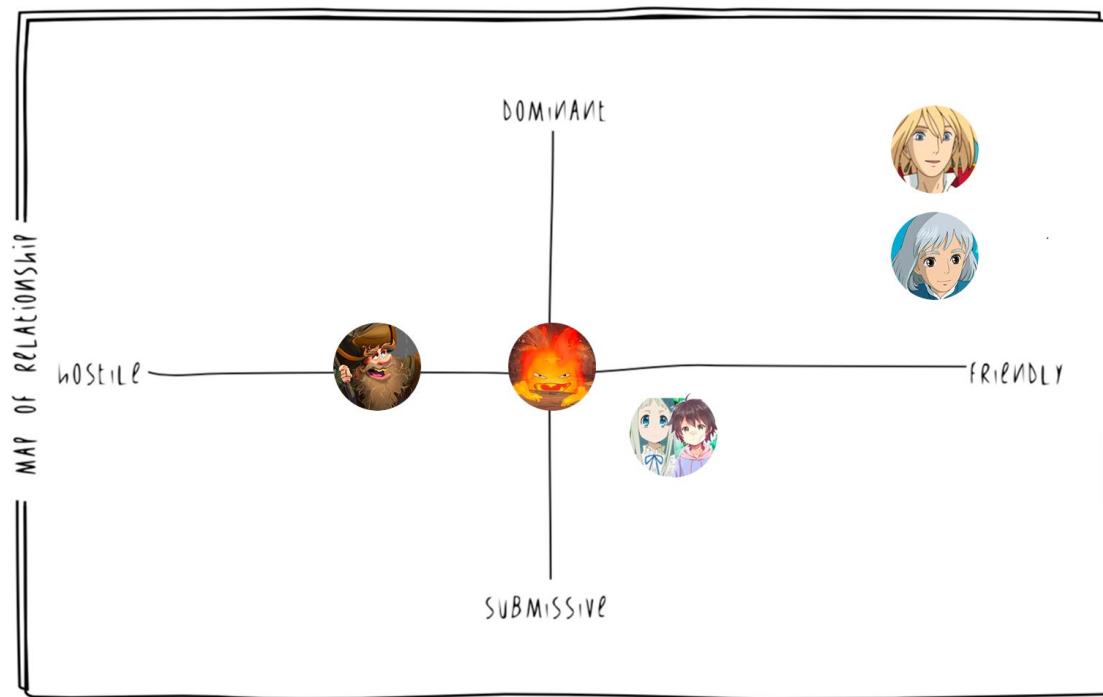
Calcifer appears as an orange-red flame with tiny licks of flame that serve as arms. Since his contract with Howl has been dissolved, he can freely move around by floating in the air. Calcifer tends to whine a lot when he is asked to perform any task related to moving the castle or that he doesn't want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

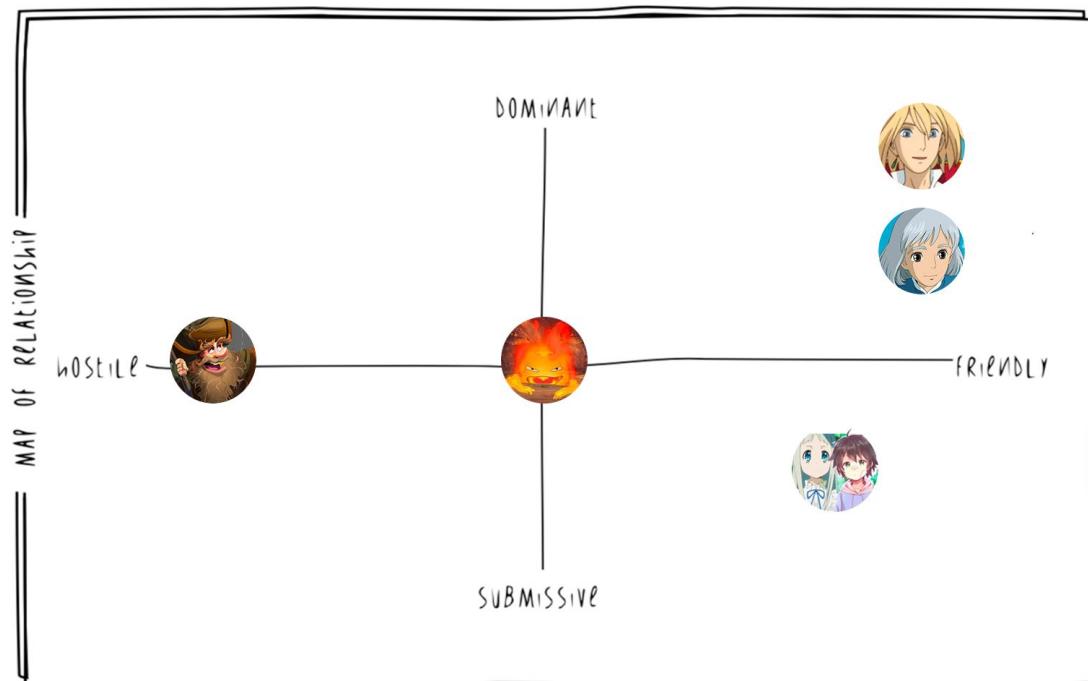
Backstory

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

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



HOWL

Description

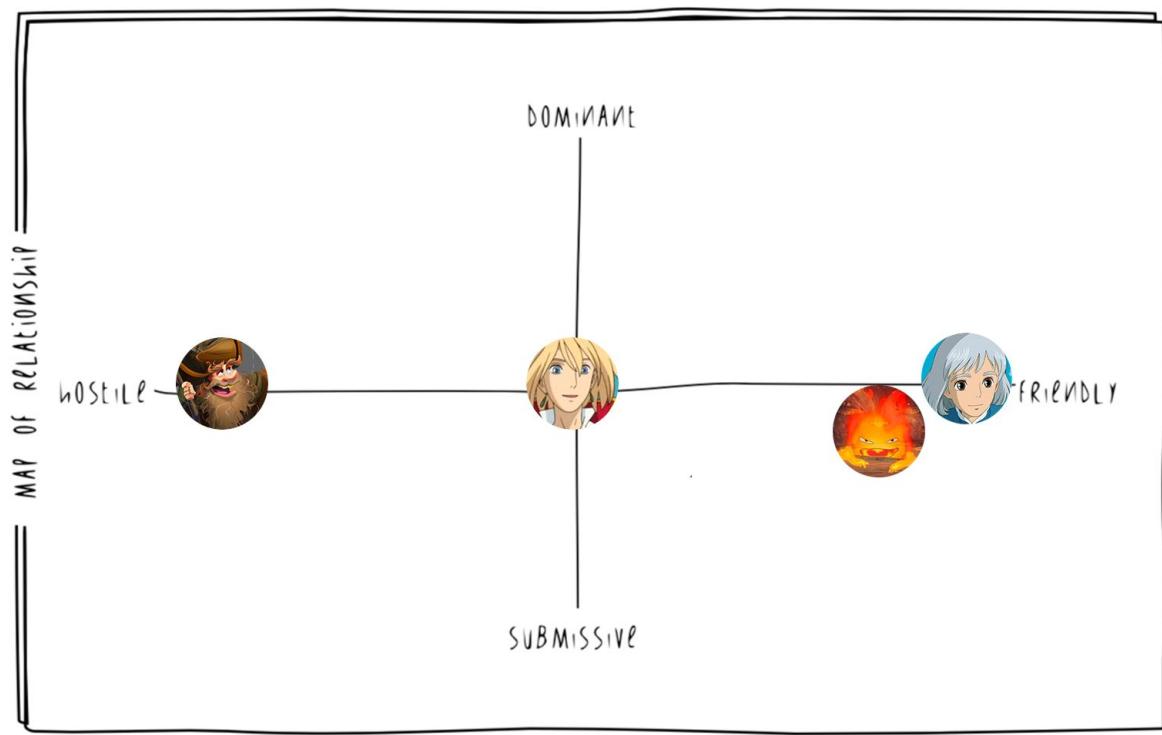
Howl is a young and talented magician who pursues his freedom over anything else. His appearance is that of a tall and slender young man, with dark hair and blue eyes. Howl is vain and gives great importance to his look. He is used to dye his hair, wear nice clothes and make use of enchantment to improve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

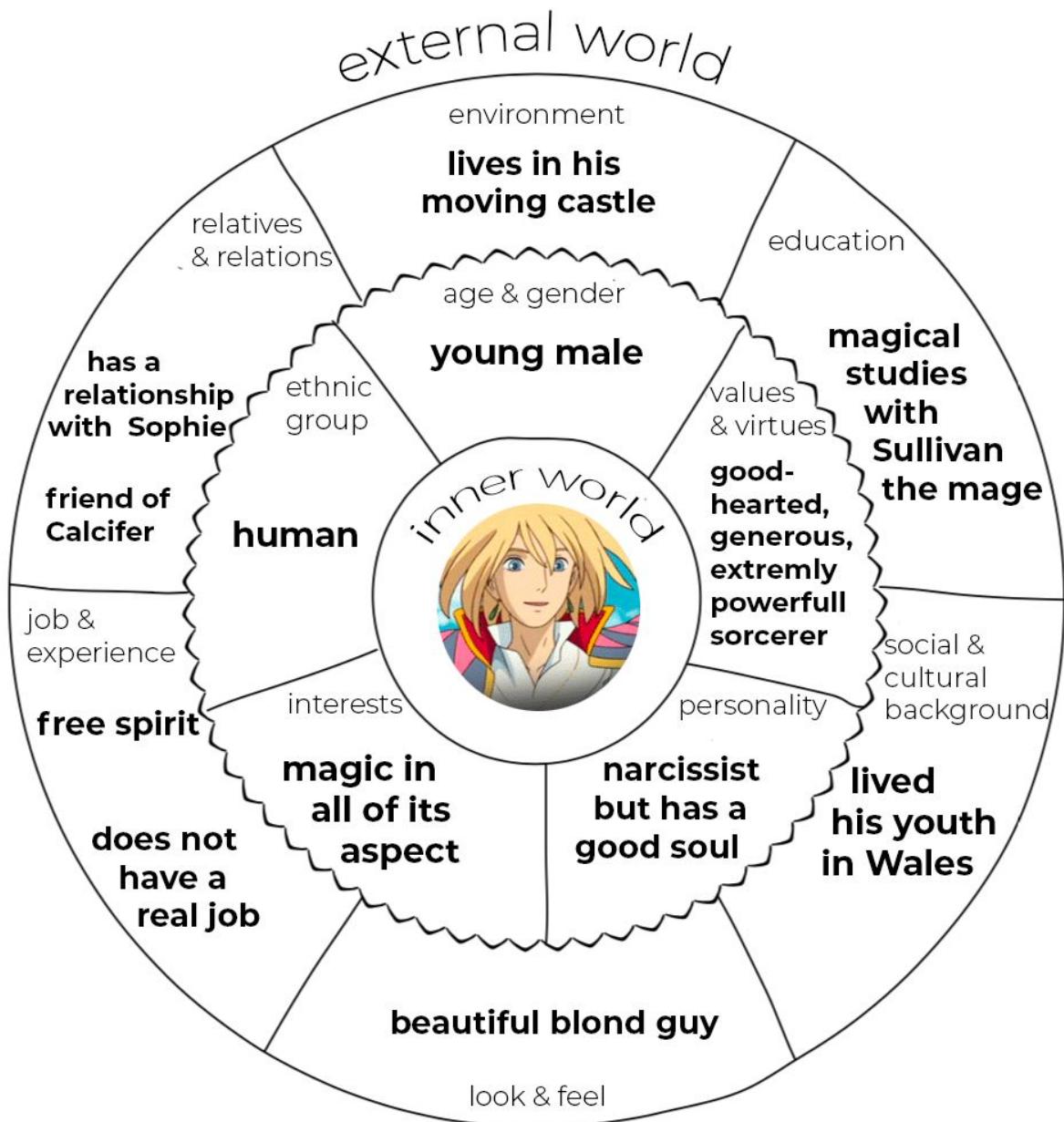
When he was just a child, Howl made a deal with Calcifer the demon, to whom handed his heart. Howl lives in a moving castle powered by Calcifer's magic, and wanders trying to escape from the Witch of the Waste. Howl also flee his teacher, the royal sorcerer who designed him as pupil and tries to impose 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 possesses 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.

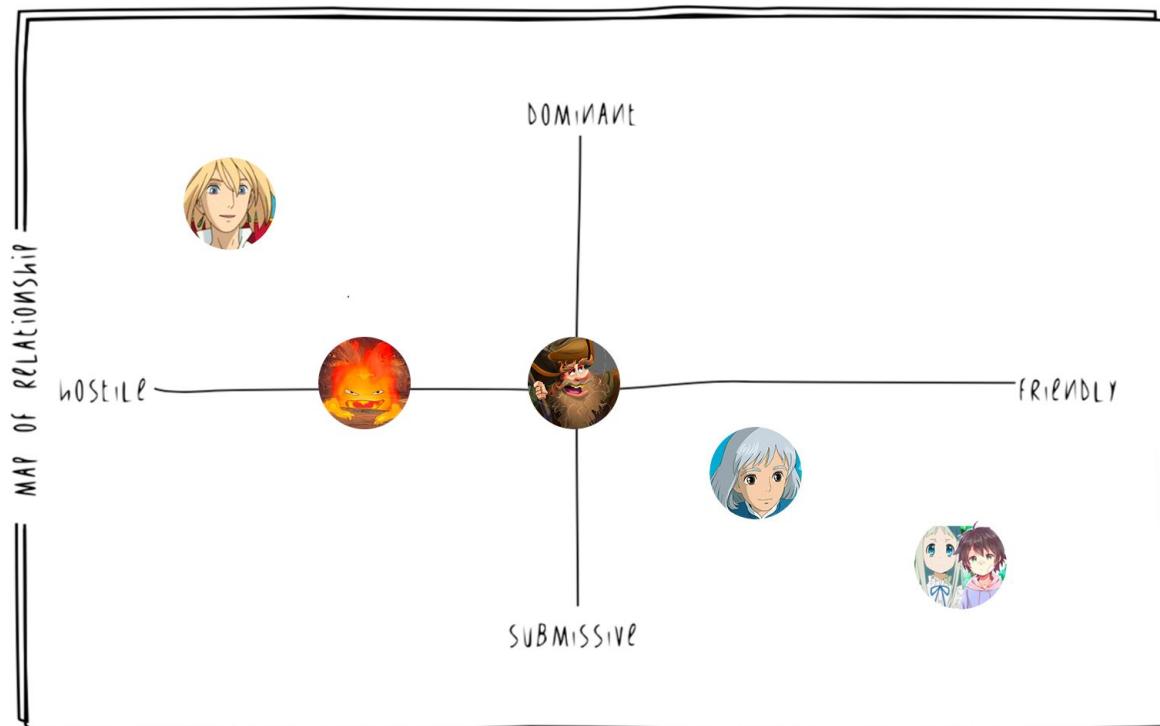
In the valley he is known to be an eccentric old man that is best to be avoided. His quirks and oddities caused by his old age were seen as strange, too strange even for an old guy. His popularity in the Bloomstone Valley is due to the stories parents tell children to keep them from adventuring into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



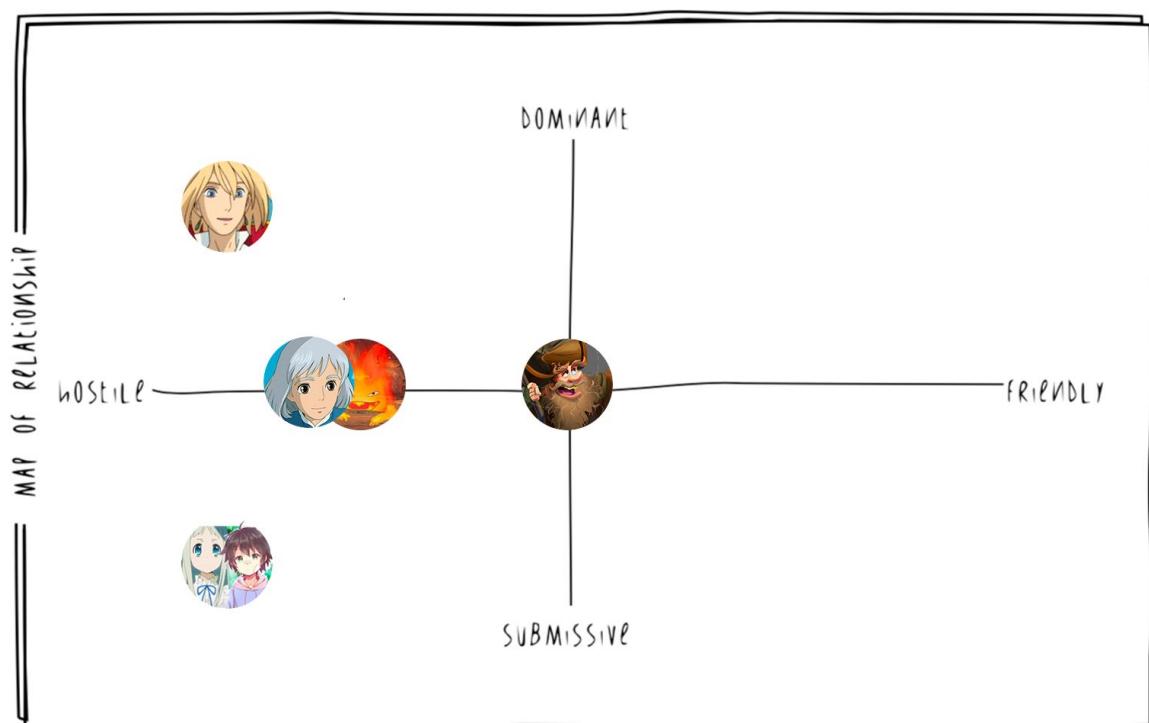
Backstory

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

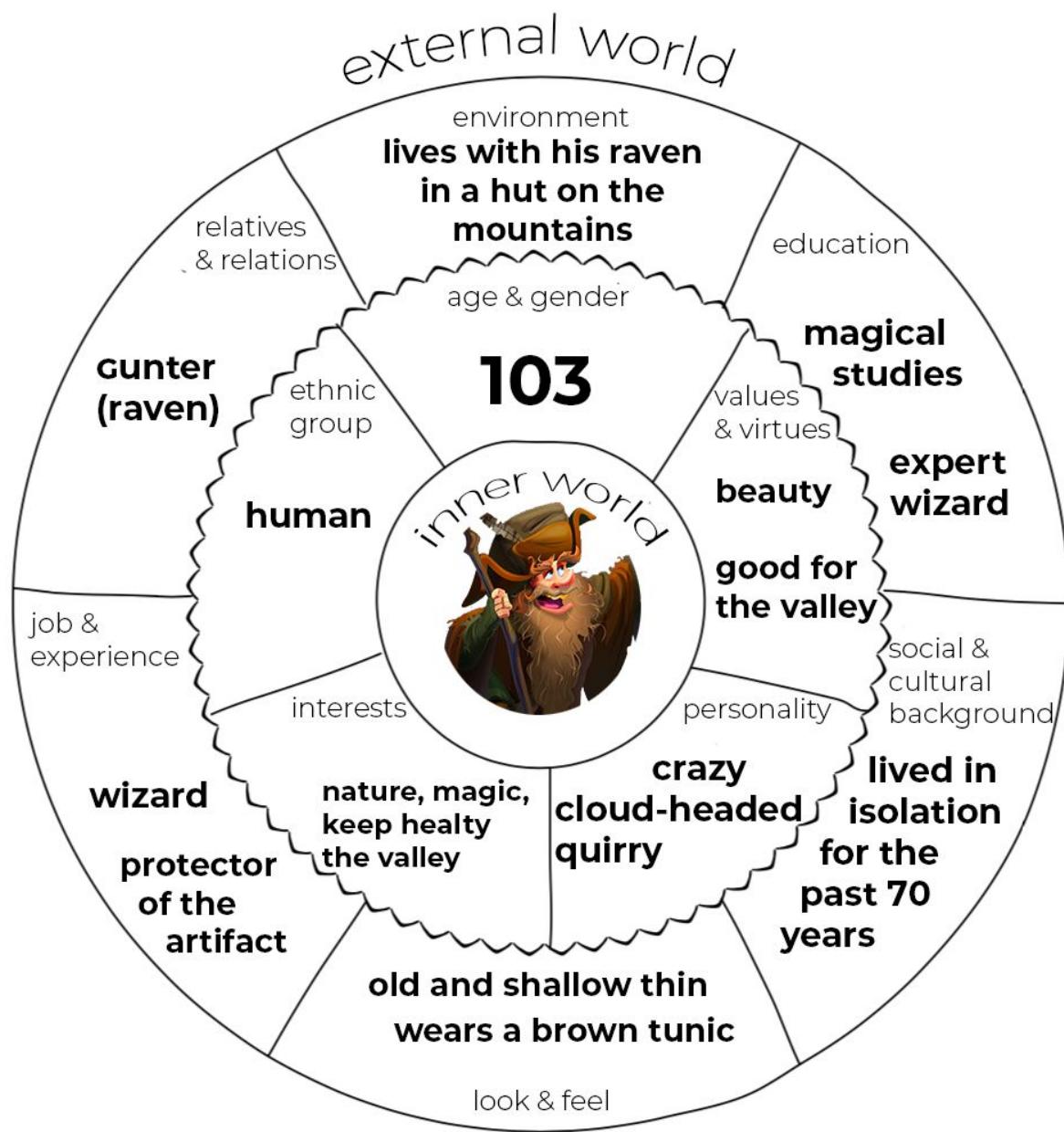


ACT 1 & 2



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

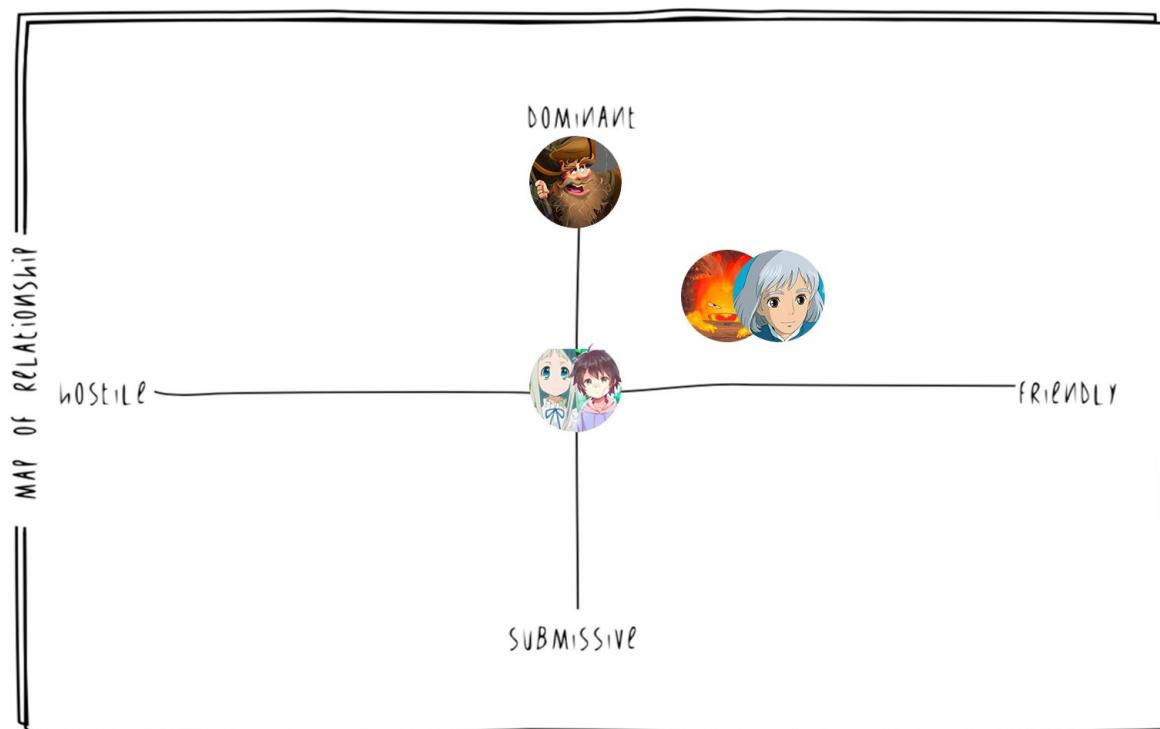
Richard is an 11-year-old boy who is short and skinny, like many kids of his age. On his head he has a bowl of black hair and two blue eyes. Rick spends his days immersed in nature reading books borrowed from the village library. His passion for reading led him to be much more mature than his years would 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.



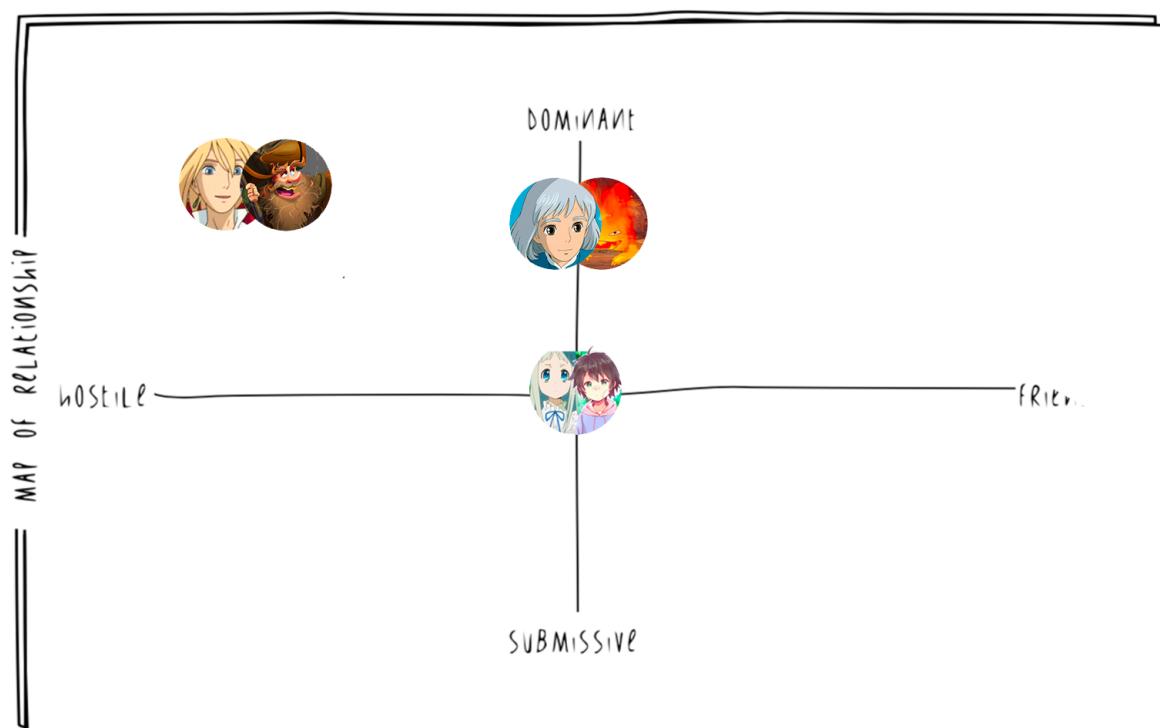
Common Background

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

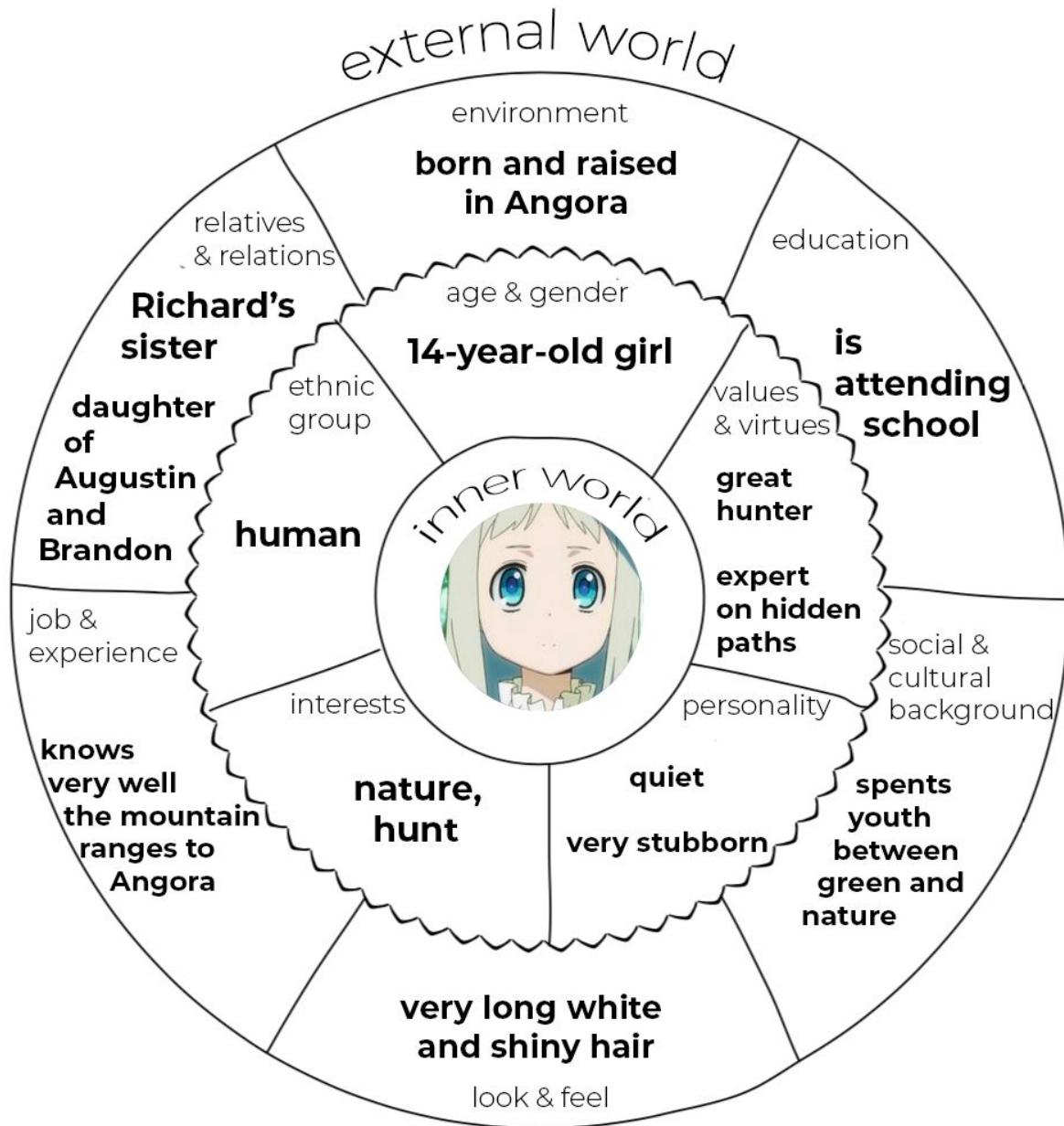


ACT 1 & 2



ACT 3

Circumplex: Emily



Circumplex: Richard



ENEMIES CHART

Area	Level	Enemies												
		Slime	Big Slime	Stompy	Ancient	Stone Golem	Corrupted Condor	Dead Adventurer	Algae Monster	Water Nymph	Forest Nymph	Centaur	Rock Burly	Frozen Incatation
Wheat field	The bloomstone Valley	X	X											
Village	Village plague	X	X											
	Square exorcism	X	X											
Riverside	The great plains	X	X											
	Ruins on the riverside	X	X	X	X	X	X							
	Shalakka's gorge	X	X	X	X	X								
Lake	All around the lake	X	X	X	X					X	X			
	Sweet lake waters	X	X	X	X				X	X	X	X		
Wood	Into the woods	X	X	X		X							X	X
	The shelter	X	X	X		X	X					X	X	
Swamp	Putrid pound waters	X	X	X	X				X					
Pasture	Green ocean's waters	X	X	X			X						X	
Mountain internal path	Waterfall gift	X	X		X									
Mountain external path	Up to the sun			X		X	X						X	
Mountain top	The fall of the sage												X	X
Mountain core	Leap into the abyss	X	X			X								X
	The deepest dungeon	X	X											X
	The first choice	X	X											X

GAMEPLAY INTRODUCTION

GAME GENRE

“Howl’s Moving Castle and the Bloomstone Valley” is a single player third person role playing game with a turn-based combat system and a real time exploration-platformer experience.

GAME MODE

The combat system is based on the rules of D&D (first edition) which have been slightly modified to allow greater freedom of movement to the player and allow him to use the setting to his advantage.

The game is divided mainly into two modes: Exploration and Combat.

EXPLORATION MODE

In exploration mode the player is free to move in real time to the game world; can explore areas without limitations, perform platforming sequences and interact with NPC. Only when in exploration mode Sophie can rest at a Sacred Tree that serve as checkpoint. If Sophie faints during her journey she will wake up at the last Sacred Tree visited. Everytime Sophie rests under a Sacred Tree or wakes up under it, all enemies in the area spawn back on the map.

The game goes into combat mode when Sophie attacks a hostile entity.

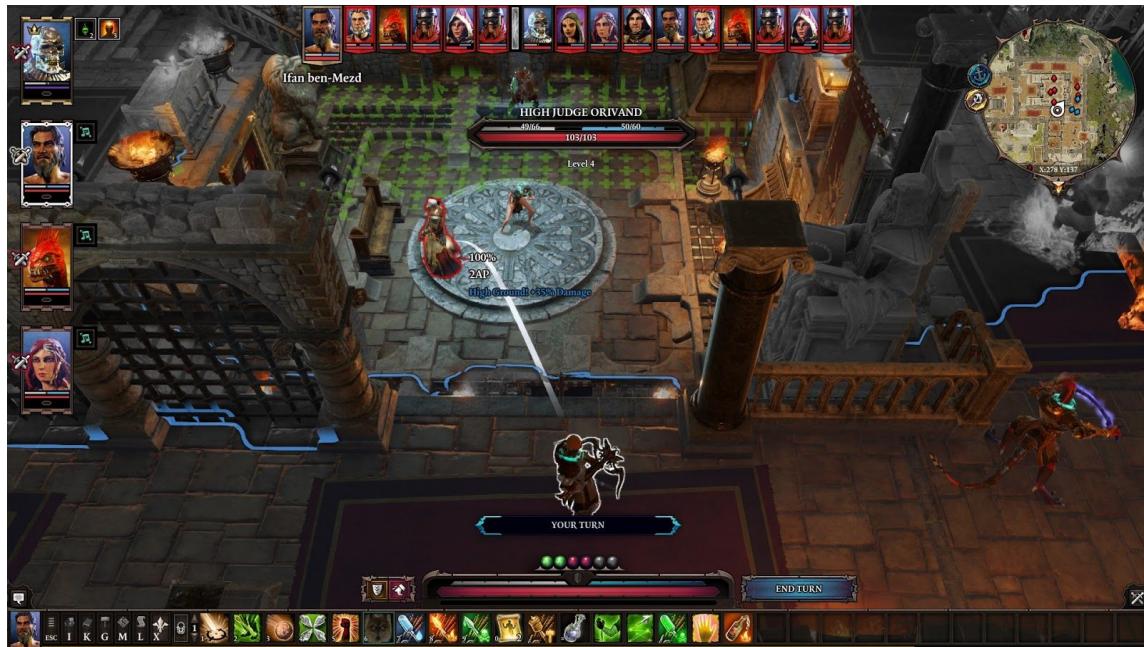
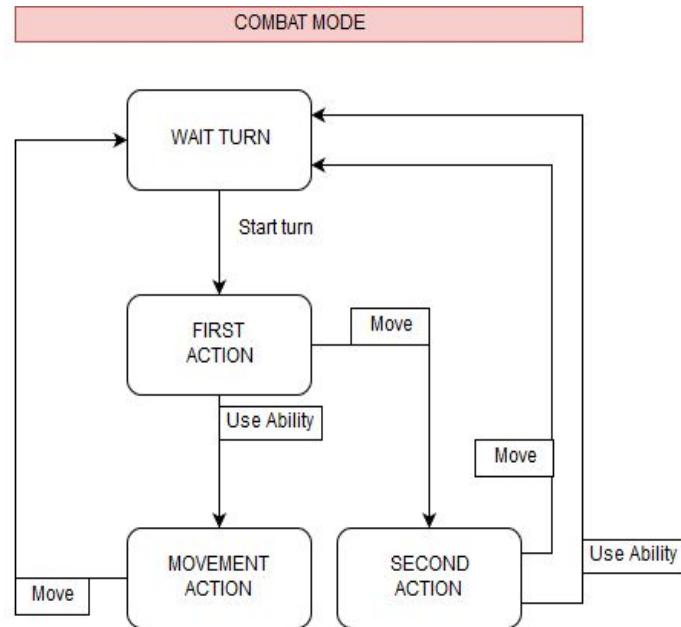
If Sophie is in exploration mode and is being hit by an enemy, the game mode remains in exploration until Sophie attacks the enemy.

COMBAT MODE

Combat mode is turn-based and begins when Sophie attacks a hostile entity.

During combat mode Sophie cannot rest under a Sacred Tree.

Each character in play can only act during his turn (there are some exceptions). During a turn, a character can perform two movement actions (based on the movement speed of each character), or a movement action and any other action (healing, using a skill, attacking etc ...).



The combat system of the game can recall that of Divinity Original Sin II. Unlike Divinity, however, the player can control only one character and not an entire team. The view is fixed on the character and the management of the turn does not use the AP (Action Points)

PLAYER REWARDS

In our level we provide rewards to many of the player actions. To reward players who tend to kill all the monsters in an area, there are many optional encounters that will reward them with items. Exploring is a strong component of the game and there are plenty of items hidden in harder to reach parts of the level that require the player to look carefully around himself.

After completing the level and defeating Squaky, the player will be empowered with a new skill, Magical Jump, that will let him reach areas inaccessible before.

GAMEPLAY ELEMENTS

CHECKPOINTS

Sacred Trees

This tree is used as checkpoint. Resting under its branches, Sophie will recover all her hit points and fill her ampoules with the healing resin of the tree. However, this will restore all the defeated enemies too (with the exception of the bosses). In case of death Sophie will be reborn under the last tree visited.

The *Sacred Trees* grow luxuriant in the Bloomstone Valley for years. Unlike ordinary trees, *Sacred Trees* don't need sunlight to grow. Because of the power given by the amulet, the resin of these trees has healing powers. Although the corruption is spreading out visibly, these trees seem to be immune to it



ITEMS

Ampoule

Description:

Small glass ampoules used by magicians to hold their potions. They can be filled with the resin of the Sacred Tree and used to recover vital forces.

Use:

Sophie can drink from the ampoule to recover 60% of the maximum life point possessed.



Simulacrum doll

Description:

Doll with the appearance of Sophie and built by the Ancients revived by Howl's soul fragment. Howl's soul, who lives in corrupt creatures, is always looking for a way to reunite with his beloved Sophie.

Use:

Sophie can throw it up to ten meters away. It attracts all the corrupt beings from the soul of Howl within a radius of 3 meters for 10 seconds.



Little soul fragment

Description:

Howl's sublimated soul condenses into small stones like smooth pieces of coal. By defeating some corrupted creatures it is possible to recover the fragment that they carried.



Use:

By purifying the fragment it is possible to use it to recover a small part of total health (20%).

Spike Bomb

Description:

Fruit of the Spike Tree, is covered with thorns and stick to any type of surface. It reacts to magic and explodes if triggered with it.



Use:

Sophie can throw it up to ten meters. Sticks to the surface on which it is thrown (even characters and enemies). It explodes if magically triggered dealing 1d8 of damage. Can be used to destroy certain types of stone.



CHARACTERS GAMEPLAY

SOPHIE

Stats

HP: 200

CLASS: Magic User

AC: 8 (9 - 1 from dex)

TAC 0: 19

SPEED: 5m per turn

STARTING EQUIPMENT:

1x ampoules

3x Spike Bombs



STR	DEX	CON	INT	WIS	CHA
8	13	9	17	15	14
-1	+1	+0	+2	+2	+1

The average damage Sophie deals comes from the combination of her empowered spell attack and her fireball. Since her fireball is available every 4 turns her damage in this level can be approximated as following when focusing on offense:

AVG = 0.75 x Empowered Spell Damage AVG + 0.25 Fireball AVG = 8.25 + 2.72 = 11
dmg per turn

Acquired Skill Chart

The table shows Sophie's abilities by indicating the areas where they are acquired and the areas where they are needed. The use of each skill is described in each level in which they are used.

	The Wheat Field	Village Rescue	The Riverside	The Wise Sorcerer	The Sorcerer's Quest	The Sorcerer's Path
Glide	○	✗	✗		✗	✗
Purify		○	✗	✗	✗	✗
Magical Interaction		○	✗	✗	✗	✗
Magical Jump			○		✗	✗
Water Walk					○	✗
Earth Blessing					○	✗
Miraculous Bloom					○	✗

○ : indicates where the skill is acquired.

✗ : indicates where the skill is required.

Basic Skill Chart

Base spell attack: 2d6 + 2 dmg Range: 4m AVG: 9 dmg per turn
Empowered (Passive) spell attack: 2d8 + 2 dmg Range: 5m AVG: 11 dmg per turn
Fireball DMG: 3d8 + 2 dmg Range: 6m Explosion radius: 2m Saving Throw: 14 Reduction for passing the ST: x0.5 Cooldown in combat: 3 turns AVG: $15.5 \times ST = 15.5 \times 0.7 + 7.25 \times 0.3 = 13$ dmg per turn
Fire Aura (Passive) Light projectile block chance = 20%
Fire Shield (Active) Light projectile block chance = 90% (out of combat 100%) Dmg on contact: 1d6 Duration in combat: 2 turn Duration outside combat: 2 seconds Cooldown: 5 turns
Make Light (passive) When Calcifer is in Utility mode he emits light in a 2m radius
Flash Light (active) Calcifer emits light in a 15m radius Enemy blinded cannot see sophie Saving throw: 12 Duration 3 turns. Target can roll every turn to remove blind status Sends flying creatures to the ground Cooldown: 3 turns

Measurements

Sophie movement abilities:

	Max Vertical Distance	Max Horizontal Distance (running)
Jump	+1m	2m
Magic Jump	+3m	4m
Glide	-0.25m every meter glided	

Max horizontal distance with *jump* + *glide* : 5m

Max horizontal distance with *magical jump* + *glide* : 13m

CALCIFER

For the creation of Calcifer we decided to insert a couple of concepts that are not present in D&D manual. Calcifer is a pet, which follows Sophie's movements and extends some skills, but he is not a real and playable character. Calcifer can perform only one action at a time. This means that while Calcifer is engaged in any of the following actions, Sophie will not be able to rely on him in any other way.



Calcifer's skills can be divided into three different modes of action: Attack, Defense, and Utility. Each skill can be used only when Calcifer is in the correspondent mode and he is not busy with another task.

It is possible to change mode of action at any time in exploration mode, but only once in turn in combat mode.

Skills

Calcifer guarantees Sophie the following skills:

Name	Description	Game Mode	Calcifer Mode
Make Light (passive)	When in utility mode Calcifer emits light in a 2m radius	Exploration/Combat Mode	Utility
Flash Light	Calcifer emits a strong flash that blinds the enemies. After the flash the light emitted by Calcifer is greater and allows to increase the distance at which it is possible to see in low light situations.	Exploration Mode /Combat Mode	Utility
Fire Aura (Passive)	Calcifer focuses on neutralizing every danger threatens Sophie. Each ranged attack against Sophie has a chance of being deflected.	Combat Mode	Defense
Fire Shield (Active)	Calcifer uses his power to create a fire shield around Sophie that last 2 seconds. Anyone who attacks Sophie at close range will suffers fire damage. The projectile block chance changes base on the mode (see above).	Exploration Mode /Combat Mode	Defense
Empower	Calcifer infuses his power in every attack performed by Sophie, increasing its effectiveness.	Combat Mode	Attack
Fireball	Calcifer turns into a huge fireball and throws himself at the enemies, striking everything around him.	Combat Mode	Attack

CHAPTER 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 a part of the third chapter of the story and fully takes place in the ruins subarea of the third area of the game: Riverside.

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

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 Ruins

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

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.

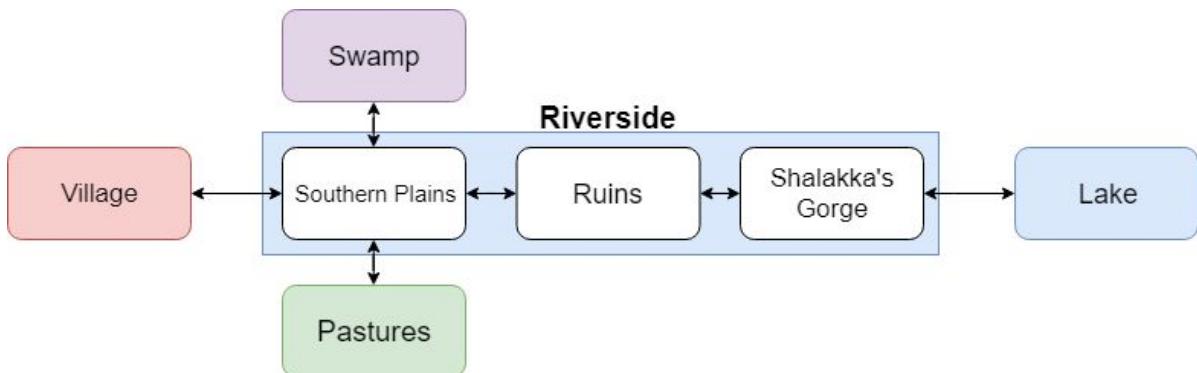
Narrative elements:

- 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

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.

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)

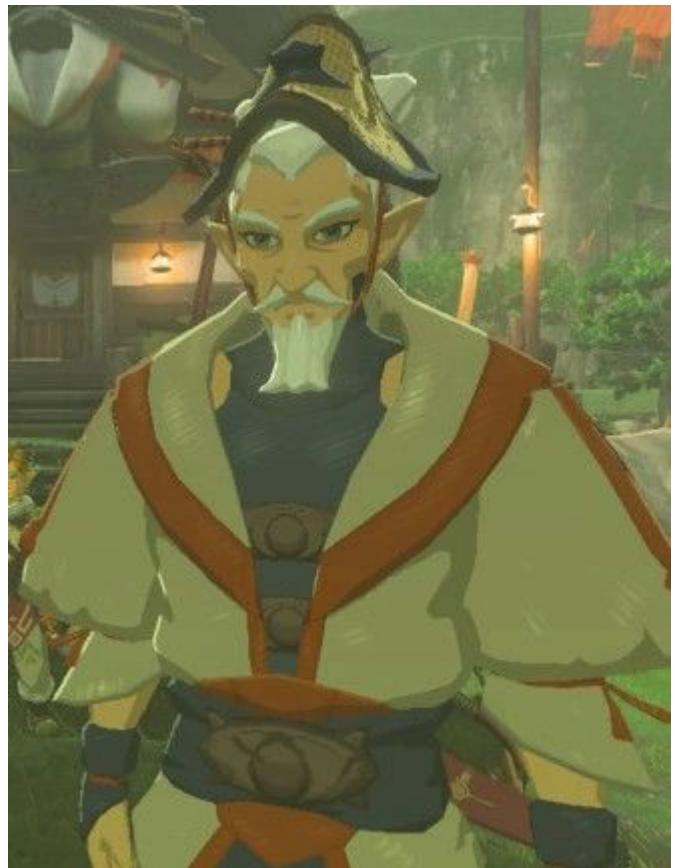
Nanananananna....

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. Here the river flows very fast, 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 and after crossing Irbrill's Bridge, 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 that pushed them in a dead end just below Sophie and Calcifer. Sophie notices that the kids are standing on top of a moving platform just like one they have already used. They lift the kids up to safety but the condor is able to reach the group with a supernatural jump.

Cutscene 1

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

Little distant, Sophie and Calcifer hear the screams

Sophie: Calcifer did you hear?

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, closed on the corner 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... SQUAAAAAAK... i will gnaw your little bones with my beak... SQUAAAAAAK...

S: Hurry up, Calcifer! Take control of that platform!

Calcifer uses his power to move the platform on which the kids are and take them to safety at the top of the ledge.

E: "Crying" Thanks! Thanks! You saved your life!

R: Fortunately, that monster can't fly!

Suddenly Squacky stands out a very high jump and reaches the top of the slope where there are Sophie, Calfier and the kids, crashing with his beak a few inches from them.

SQ: How dare you, small and succulent prey? Maybe I will not be able to fly, but I can do this ...

Squacky stands another high jump crashing behind the group. At this point Emily and Richard run for cover hiding in the surrounding bushes, and Sophie and Calcifer engage the clash.

Angry, Squacky attacks Sophie and Calcifer in order to get to the kids (end of cutscene 1). 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.

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 Simon...

E: SHHH! What the hell Rick?

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.

E: It said that is a very powerful wizard, however he is not easy to reach, 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.

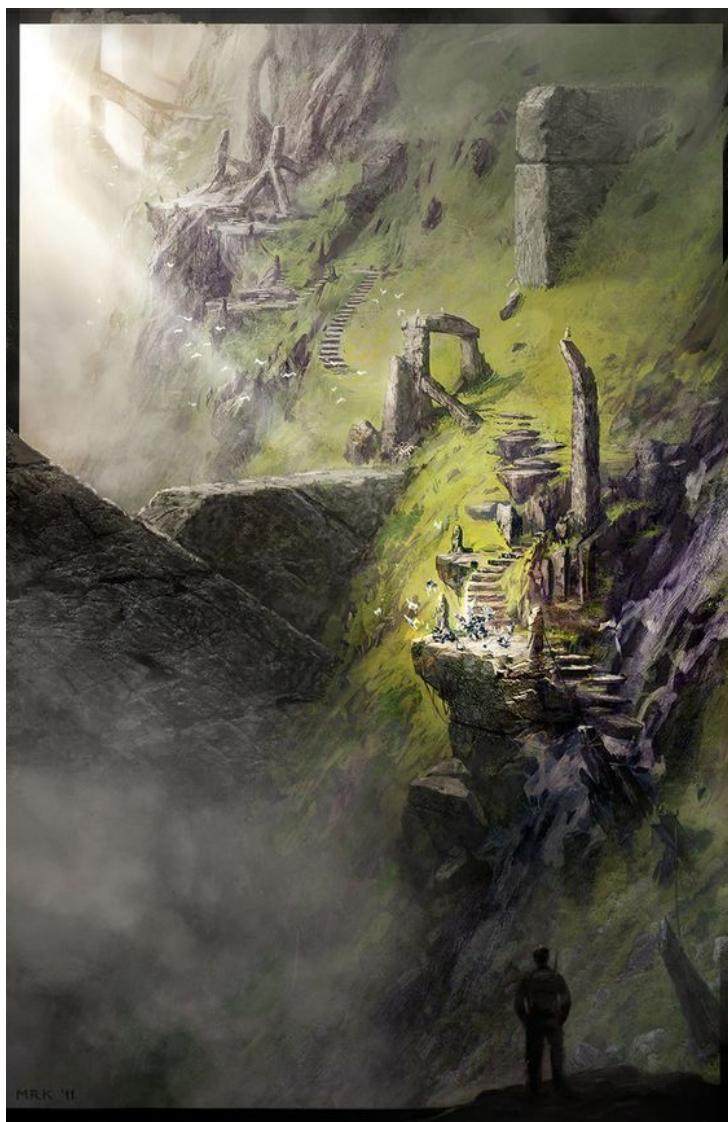
S: Mmm... Ok, let's go! But be careful...

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 feet 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!

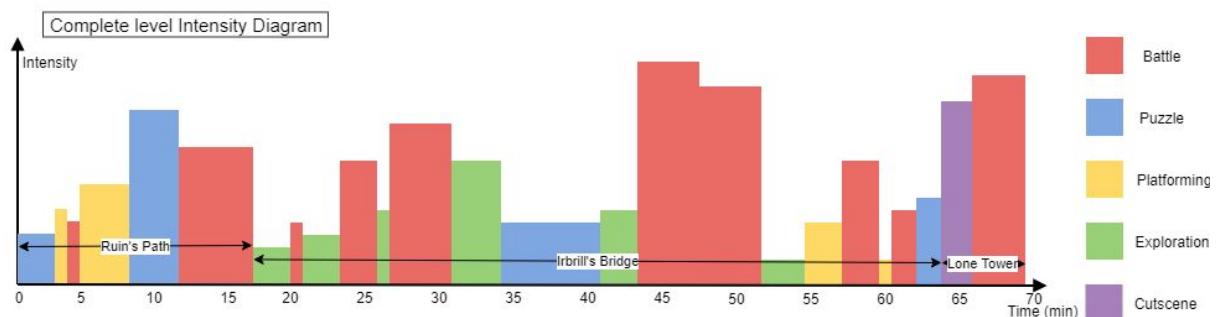
R: Anyway we finally arrived at the lake. I think we can take a little break.

S: Yeah! It could be a good idea!

DESIGNED LEVEL 3-2: *Ruins on the River*



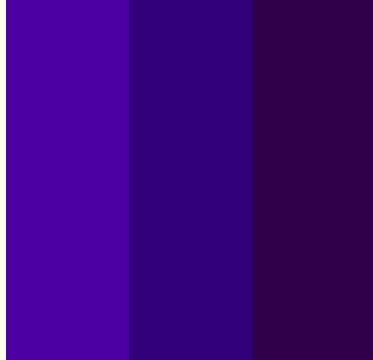
The level designed is the subarea 3-2 of the Riverside map: Ruins. It is located north of the village, past the plains. The level starts on the river, from some ruins half submerged by the river. The player is asked to jump on these ruins to proceed away from the river to the second area. The second part of the level is an open area and surrounded by impenetrable forest and high rocks. In the middle of this area there is a bridge that crosses a huge hole in the ground but the middle section is laying sideways halfway down the hole. After overcoming some challenges to move and cross the bridge, Sophie reaches the final area of the level. The final area of the level is an arena on which Sophie will fight a huge condor. In this area the player will meet Emily and Richard for the first time and acquire a new skill: the ability to jump higher.



VISUALS

The sun is always shining in this part of the valley, making the river look like a long shining snake that crosses the land. Despite the sun, there are still some dark areas on the level. In the Irbrill's Bridge section, there are some caves and tunnels scattered around, where using Calcifer to make light is suggested. The cavern on the bottom of the pit is pitch black and the only source of light present is the sacred tree that only shines light dimly.

Plettes for color reference for various objects

		
Forest	Ruins	Rocks and Vegetation
		
River	Corruption	

SOUNDS

All sounds used for reference are taken from freesound.org . The main theme for the level “Wind in the river” and the boss battle theme “Fighting in the ruins” are composed by Bearded Animals.

REQUIRED SKILLS

Glide: Sophie can glide over large distances. Sophie uses her magic to slow down the fall and run on the air as it slowly slides towards its destination.

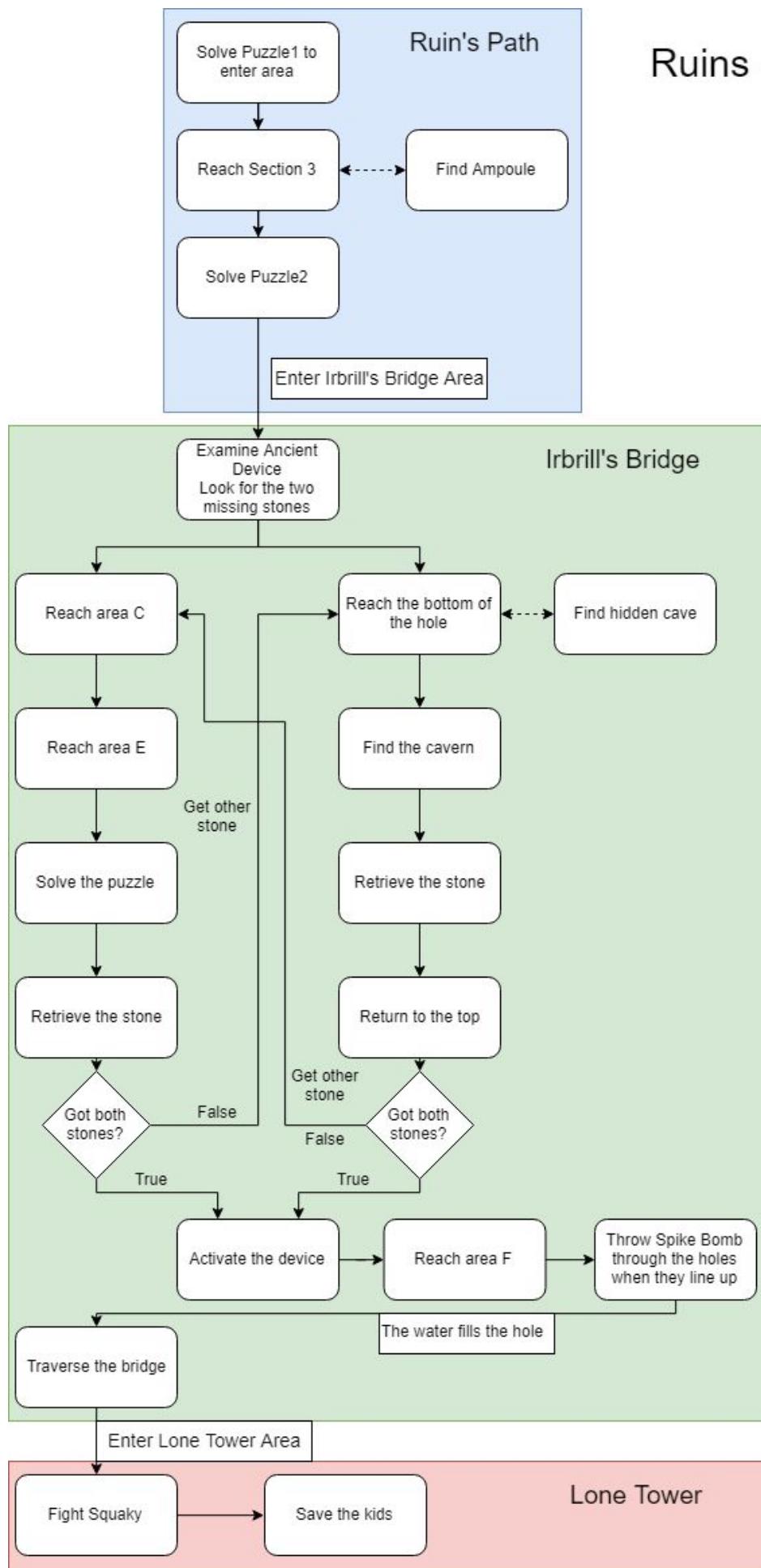
Purify: Sophie uses her magical powers to purify a corrupted object or living being. If the goal of the spell is a corrupt being it will be greatly weakened. If the target is a corrupt object it will be purified.

This skill has a limited number of uses that are restored at each checkpoint.

Example of use: Using the spell on "corrupted soul fragments" these will be purified becoming "soul fragments" which can be used to recover life points.

Magical Interaction: Calcifer enters the magical structures nearby, controlling them and moving them at will.

Ruins on the river

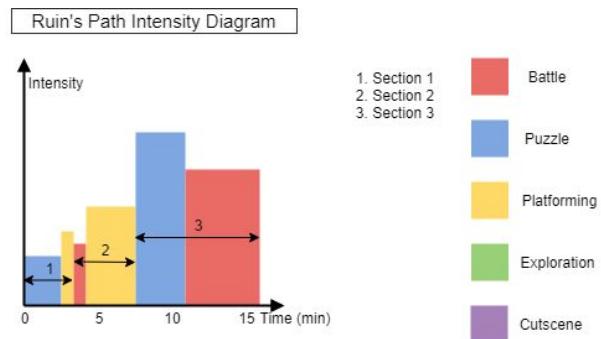


RUIN'S PATH

The area has been divided into three sections to be better described.

The whole area is about seventy-five meters long and twenty meters wide. The structures on the area can reach the height of eight meters.

As for this area, the surfaces that can be walked on by Sophie are shown in white (for the structures) and light green (for the grassy ground) in the images shown below. The brown areas represent walls and surfaces that can not be walked on. The dark green surfaces are side edges of the map, represent the steep banks of the river and can not therefore be walked on.



Main elements

Collectible items

The objects that can be found in the area are:

- 1 x Full ampoule (**C-5**)
- 1 x Simulacrum doll (**C-4**)
- 2 x Little soul fragment (**C-2, C-3**)
- 1 x Spike Bomb (**C-1**)

Mobile platforms:

The platforms can be used through the power of Calcifer. These move following a predetermined path of which the player can decide the direction. Some platforms must be activated before being used.

Puzzles

They are used to activate other structures such as mobile doors or platforms.

Doors

They must be unlocked by solving a puzzle to be opened

Sounds an themes

Below are the main environmental sounds that can be heard in the area:

Ambiental sound:

river_sound_01.wav

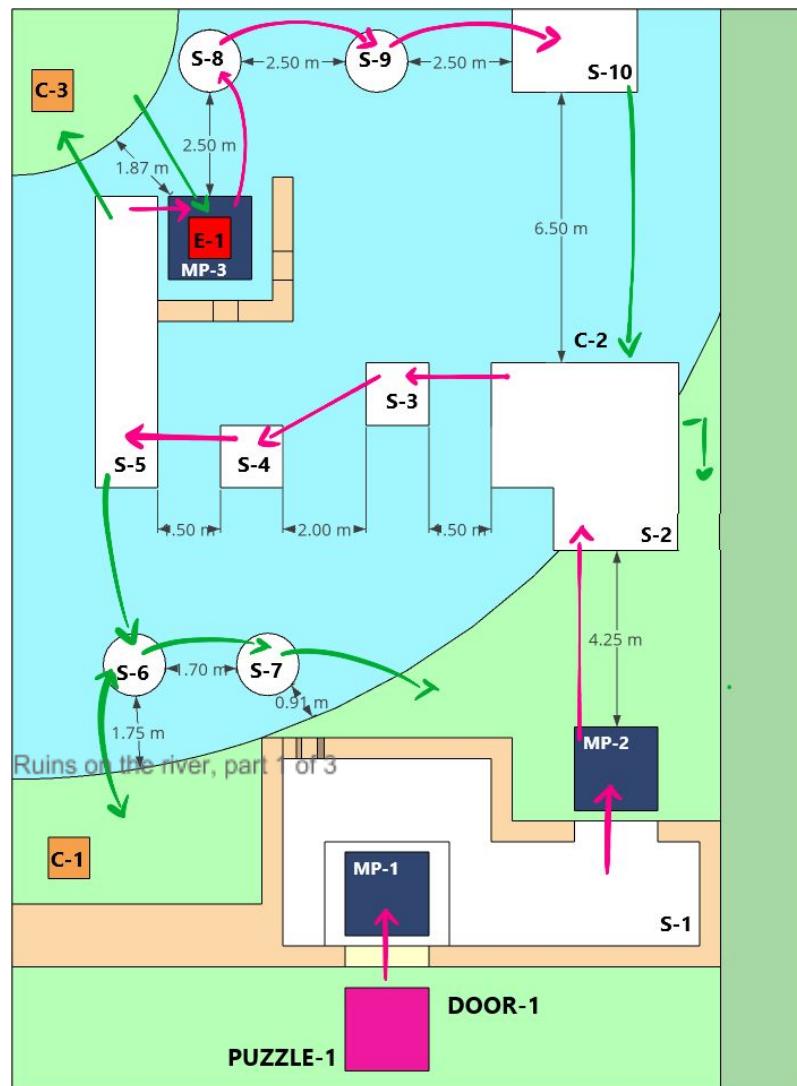
Main Theme:

wind_in_the_river.m4a



Section 01

The first section of the level presents the player with an area to briefly test the main forms of gameplay that will be present in the rest of the level.



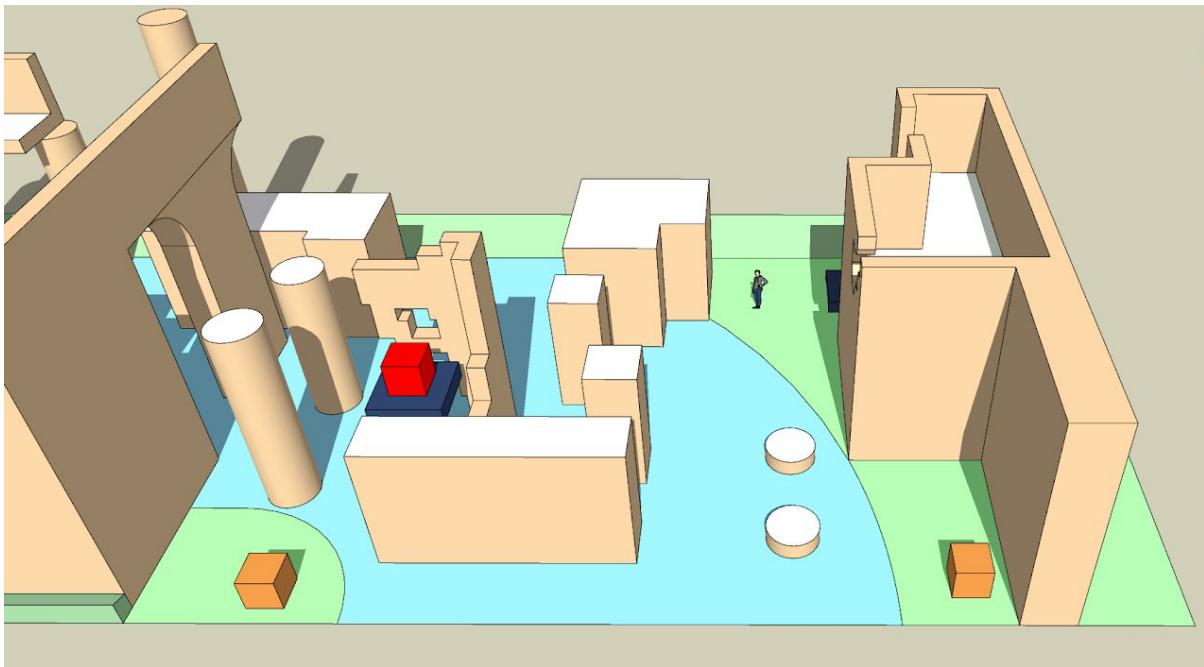
Basic route (pink path)

First, the player is required to solve a puzzle (**PUZZLE-1**) to access the area. Once the puzzle has been solved, the player will have to interact with a mobile platform (**MP-1**). It will transport the player on the top of the structure **S-1**.

Once you have accessed the top of the structure the player will be required to use the "Glide" ability to continue. The player will be free to try the jump to reach the second structure (**S-2**) safely. In case of a fall during the attempt the player will find himself in an area without danger and will not receive any kind of malus for failure. The player can try again by going back to the initial structure via the second mobile platform (**MP-2**).

Successfully achieved the second structure the player will have to perform a series of simpler jumps to reach **S-5** passing through **S-3** and **S-4**, but if he falls he will receive the malus from falling into the river.

During this phase there is an hostile entity that waits for the player on the third and last mobile platform of the section (**MP-3**) (**Battle R1**).



To complete the section the player will have to jump on the two columns (identified as **S-8** and **S-9**) and then reach the last structure (**S-10**). The columns are raised and it will be necessary for the player to operate the mobile platform to climb to the correct height.

The player will then be able to access the second section.

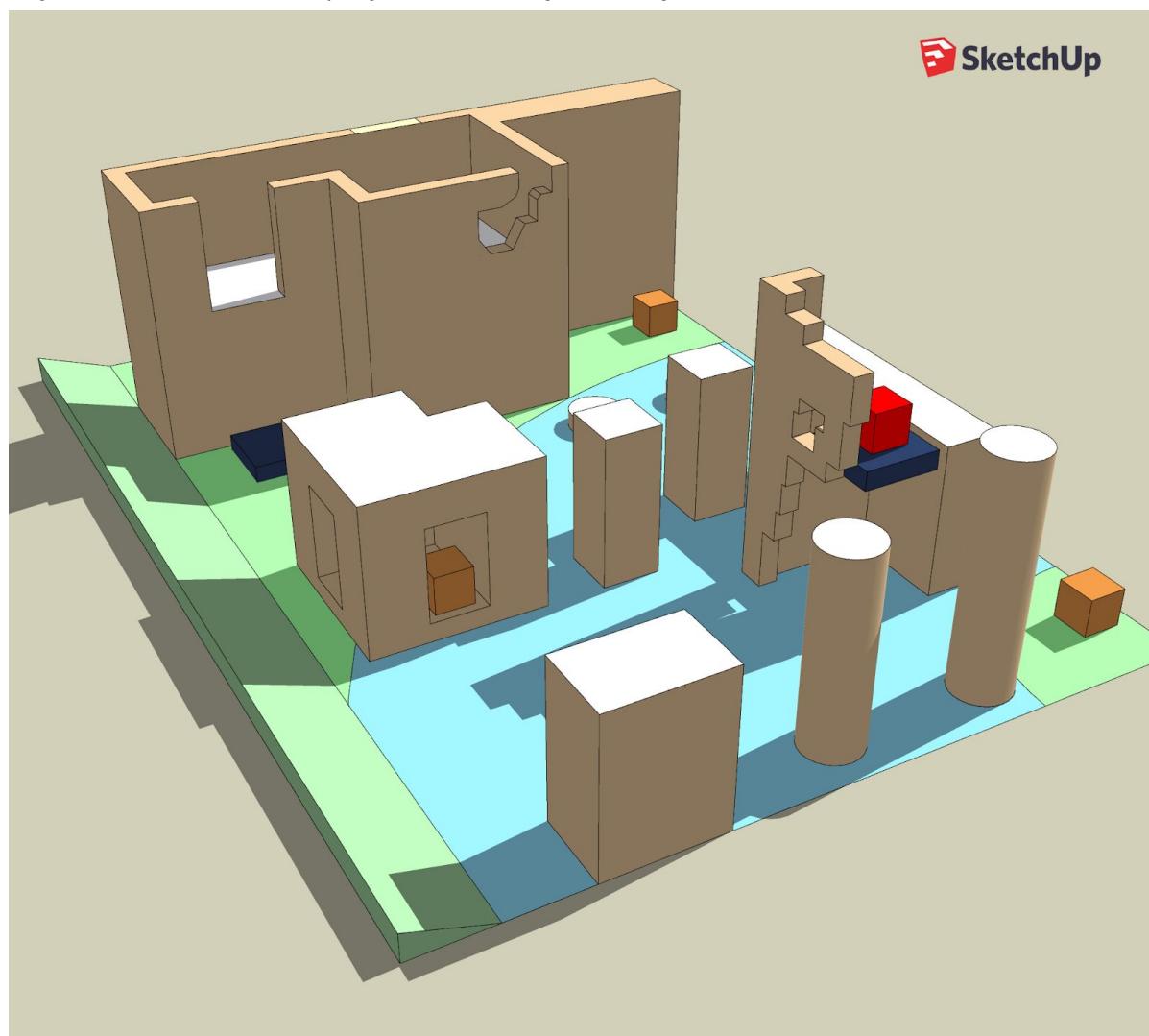
Alternative routes (green path)

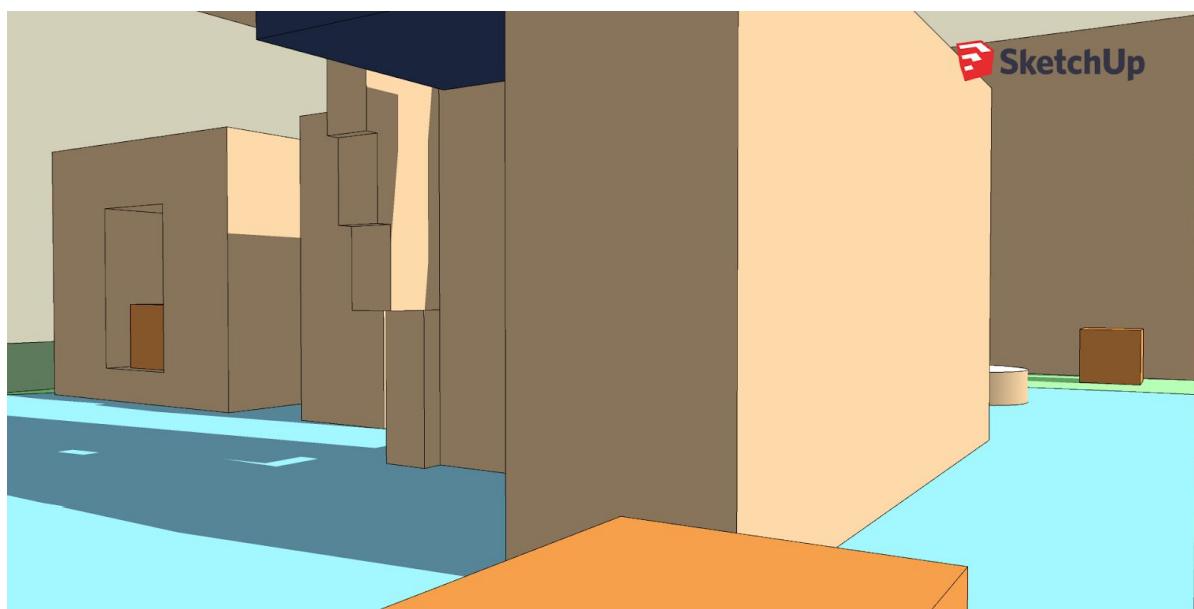
In this first area there will be some objects obtainable by making some deviations from the basic path.

The first collectible object (**C-1**) is placed at the foot of the entrance wall of the area. The player can reach it by going through the **S-6** and **S-7** platforms or by gliding over the green area from the **S-5** platform.

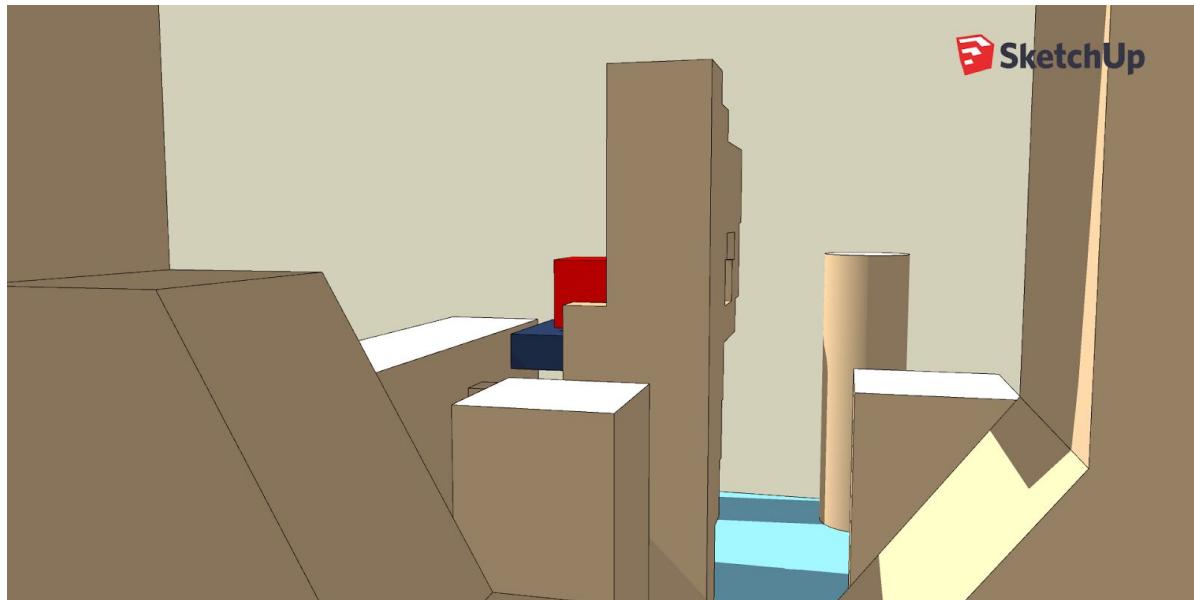
The second collectible object (**C-2**) is hidden inside the **S-2** structure. It can be reached by gliding from the **S-10** structure or simply from the base of the **S-2** structure.

The third collectible object (**C-3**) is placed near the **MP-3** platform. Once the third object is reached, the player can easily identify the other two hidden in the area.





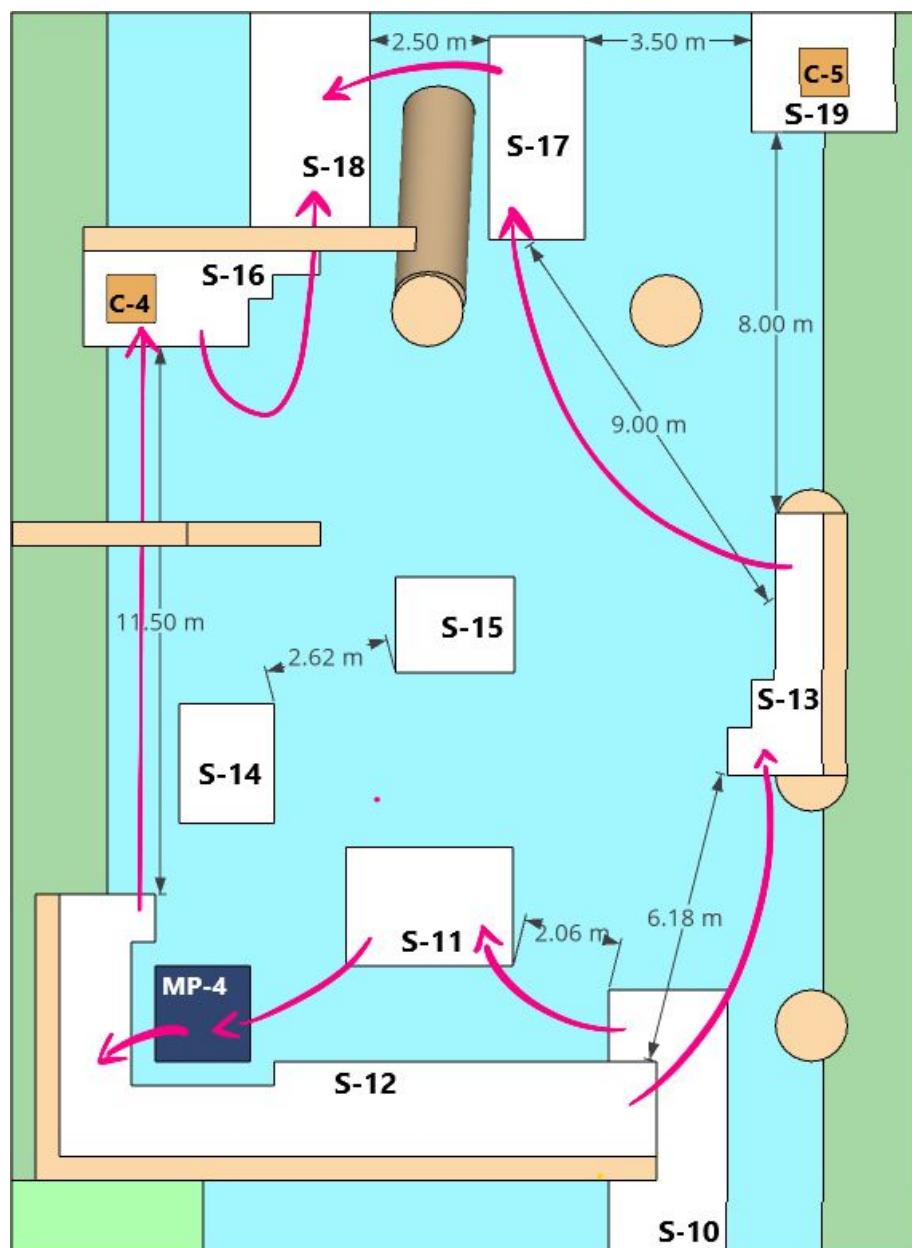
The sight of the three objects.



The player can easily see the monster from the crack on the wall from the S-1 surface.

Section 02

In the second section the player is required to apply the same mechanisms presented in the first part of the level to solve a more demanding challenge.

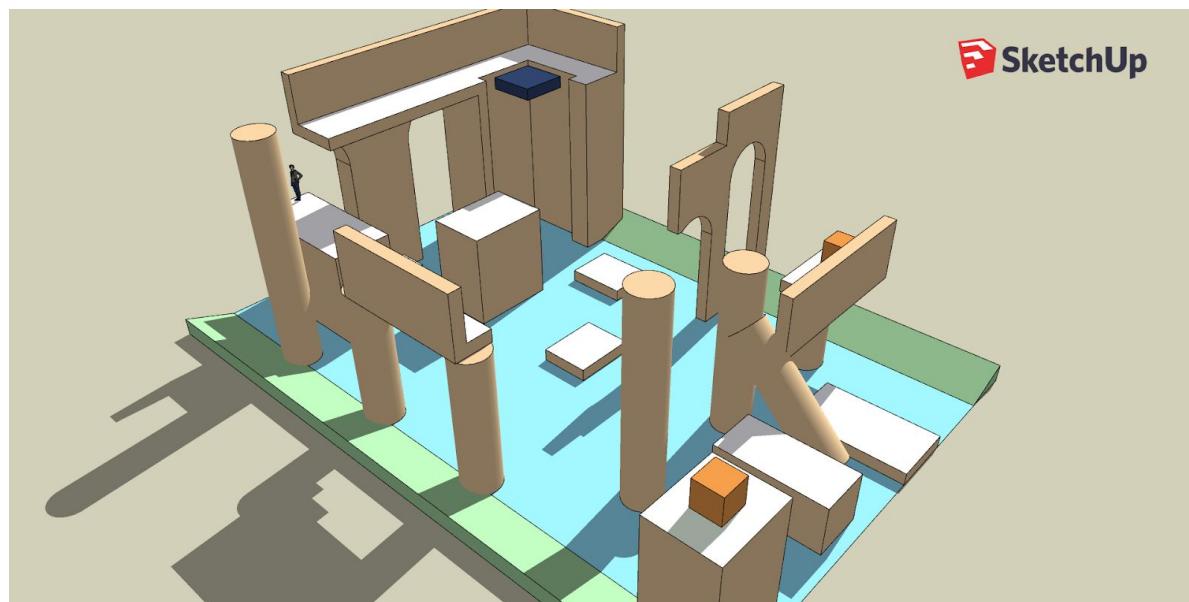
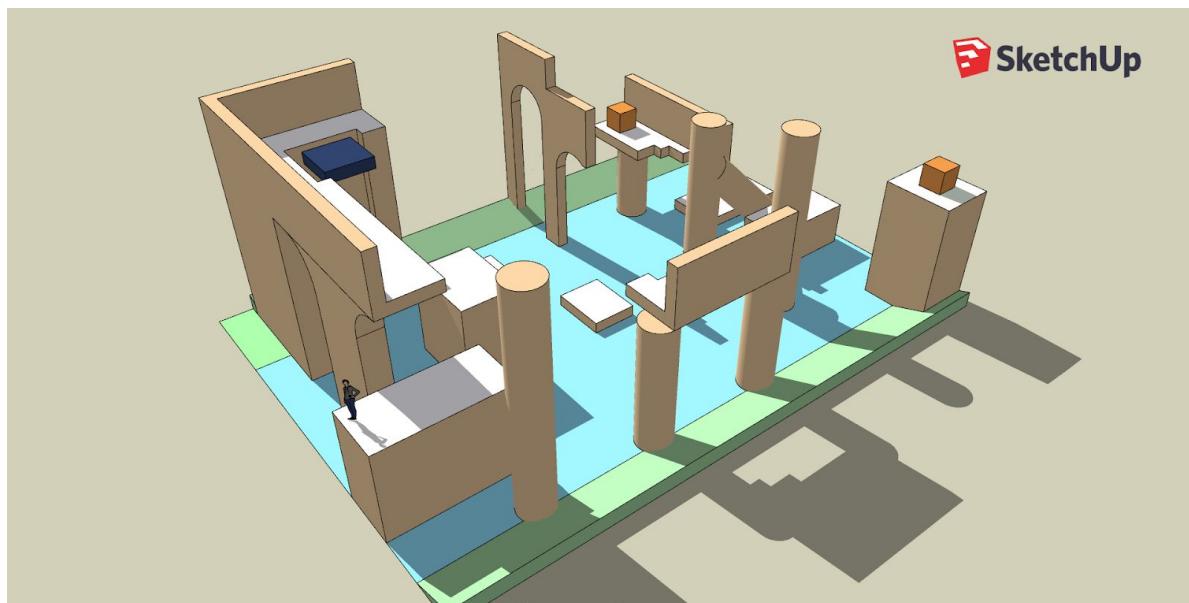


The player accesses from the platform **S-10** and in order to continue the player will need to climb in height using the mobile platform **MP-4** reaching **S-12**.

A collectible object is placed on the **S-16 (C-4)** and on the **S-19 (C-5)** structure.

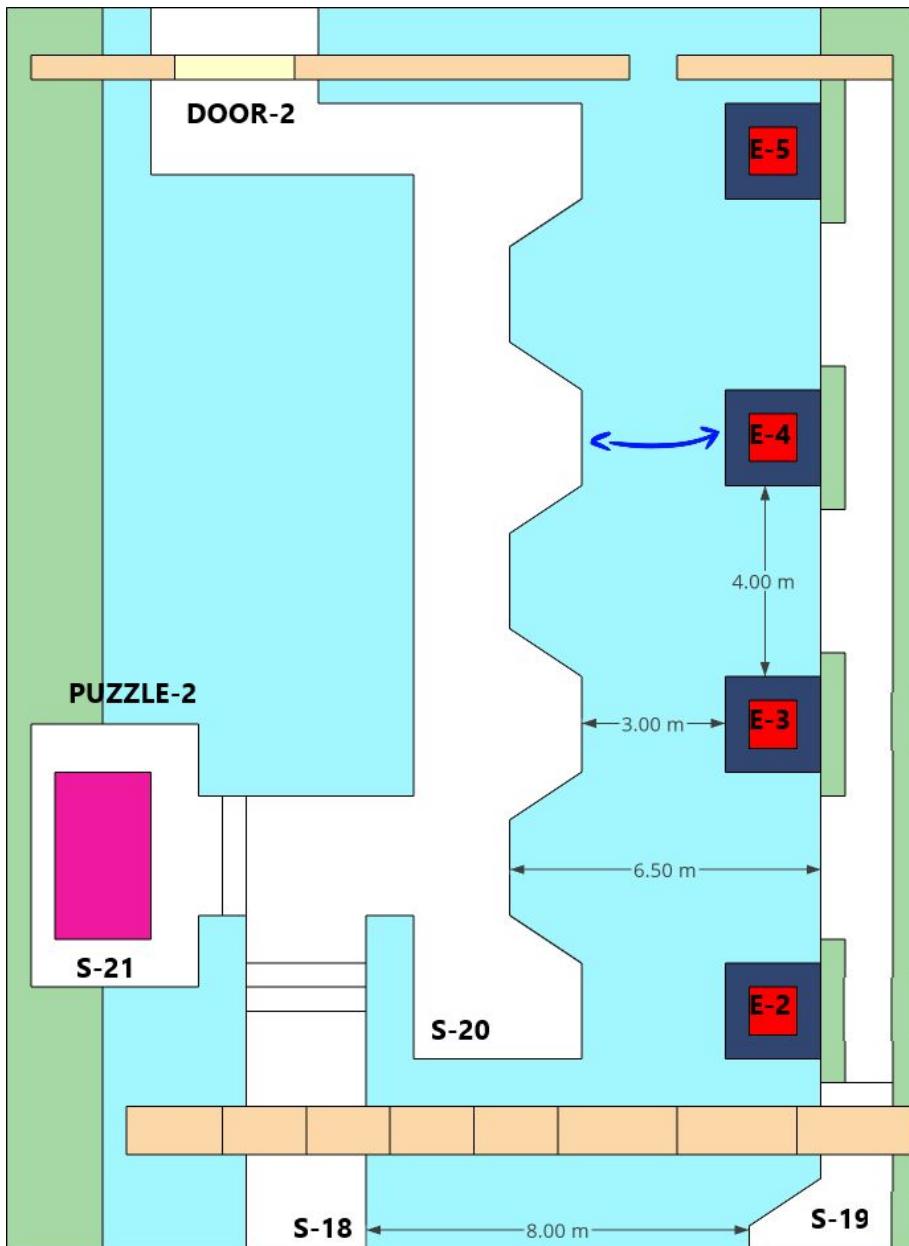
At this point the player can choose whether try and reach the treasure on the **S-16** platform by gliding from on the structure **S-12**, or reach the platform **S-13**.

If the player choose to reach the **S-13** platform she will have to jump over **S-17** in order to reach the platform **S-18**. Otherwise to reach **S-18** she will have to glide under the **S-16** structure.



Section 03

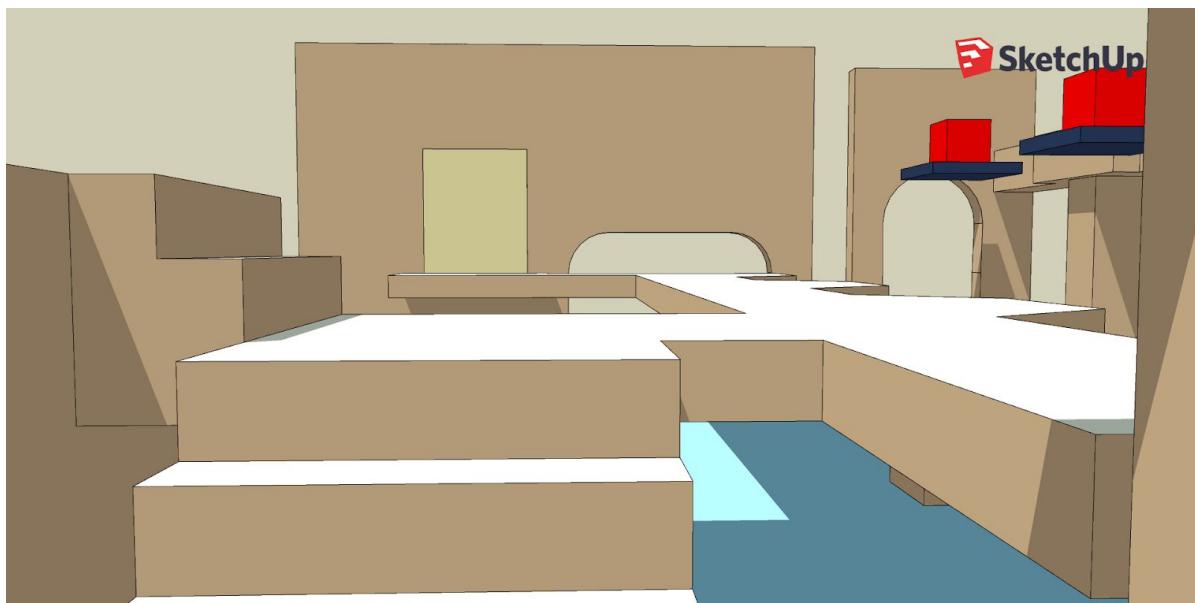
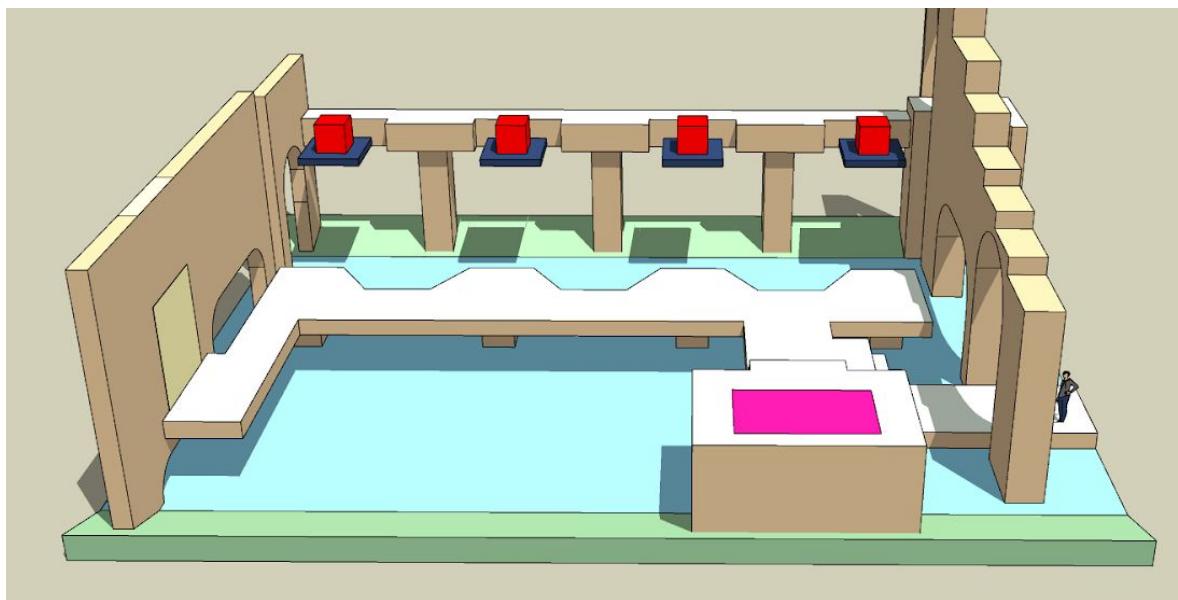
The third section focuses on fighting multiple threats, although it is possible to reach the exit even without a fight.



The player will be asked to solve a puzzle (**Puzzle-2**) from the outcome of which depends on the opening of the door that will allow the continuation.

Depending on the different outcomes that the resolution of the puzzle may have, will also be activated mobile platforms (**MP-1, MP-2, MP-3, MP-4**) which will carry hostile entities on the **S-20** platform (**Battle R2**).

The player can also voluntarily decide to activate one or more mobile platforms in order to have access to the elevated area which will allow him to reach the platform **S-20** and get the **C-5** item.

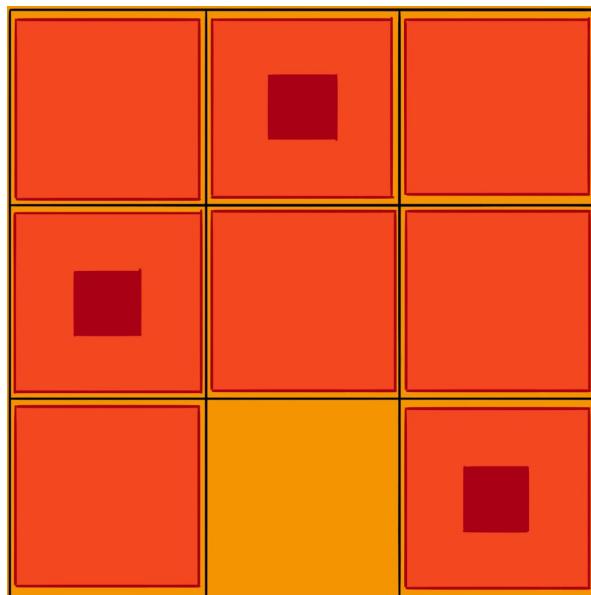


The puzzles

The puzzles of this first area of the level are used as door lock of to select which structure activate.

The puzzles in this area consists on a square board on which there are eight smaller squares and a free spot. In three of the eight squares is set a giant ruby. All the squares can slide on the free space if they are adjacent to it.

The player can move the squares forming simple symbols with the three giant rubies.



Some of the possible symbols will be associated with the activable structures of the nearby area that will be usable only when the corresponding symbol is formed on the board.

Puzzle 01

The puzzle on the first section of the level area associates the door lock with the following symbol:



To unlock the door the player will have to align all the three rubies in one column as indicated by the symbol that will be placed next to it.

Puzzle 02

The puzzle in the third section associates the following four symbols to four moving platforms.



The door in the area will be opened by forming on the table the next symbol:



While the following one is associated with all the activable mechanism on the section.

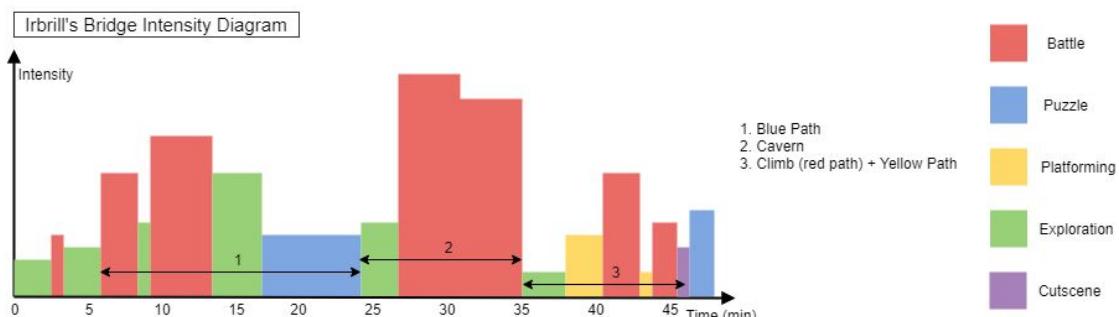


IRBRILL'S BRIDGE



SketchUp my.sketchup.com

This is an open zone situated away from the river, around 145m x 110m, a few meters above the level of the river bed. The area is mountainous and surrounded by high rocks and dense vegetation. In the middle of the zone there is a huge hole that goes 50m down below the starting point. In the middle of the area there is a long stone bridge crossing the hole, but the middle part is rotated sideways and laying on the rocks below. On both sides of the middle section there are two tall statues of godlike entities holding a long staff that ends in a circle. The reason the statues were built is long forgotten, only the name of the bridge remains: Irbrill's bridge.



Sounds and themes

Below are the main environmental sounds that can be heard in the area:

Ambient sound:

- river_sound_02.wav
- water_drop_01.wav
- cavern_water_drips.wav

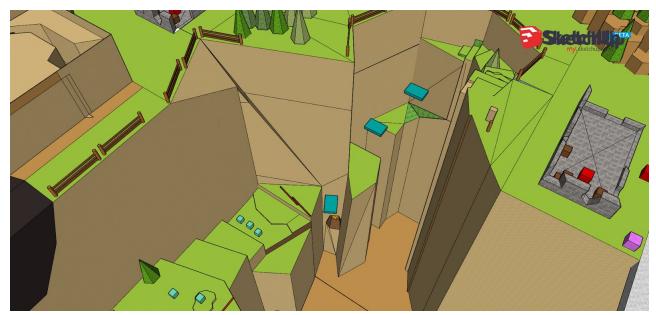


Main Theme:

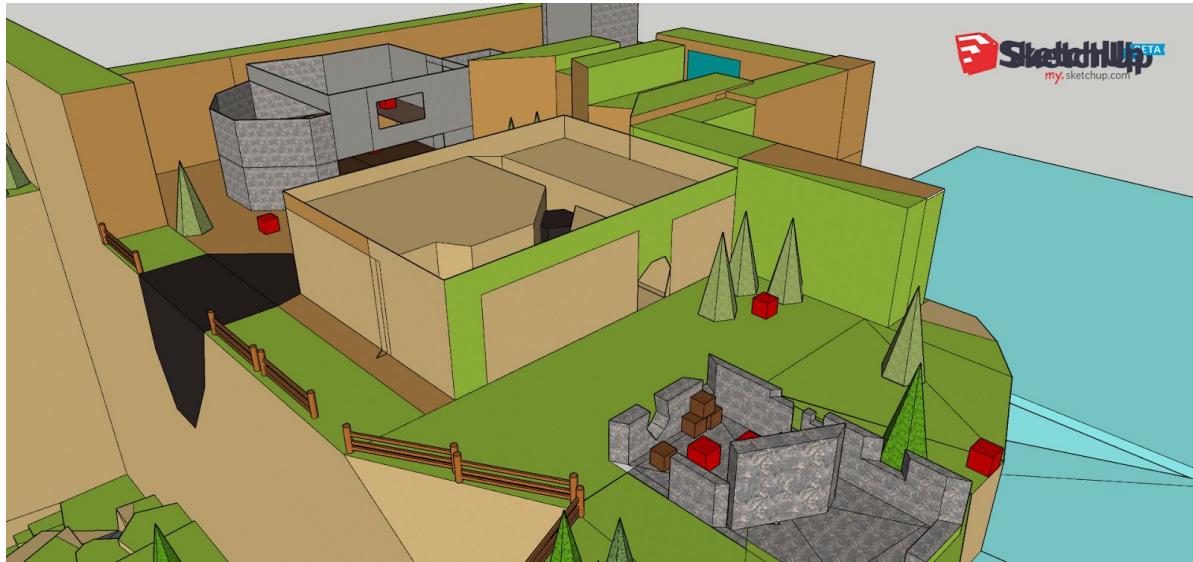
- wind_in_the_river.m4a

Area Description

The player starts on the south west side (area A) of the map and immediately notices a checkpoint tree on the right, an item on high ground on the left (Yellow Cube) and some ruins ahead. Going towards the ruins he will see the huge stone bridge. Inside the ruins there are two ancient enemies (**BATTLE IR1**). Near the ruins is a device (Purple Cube) made from the same material as the ruins, it's noticeably magic, but can't be activated by Calcifer. There are three holes in the front of the device, one of which is already filled by a stone purposely made. The other two slots are empty. The player now has to look for the two missing pieces in order to activate the device.

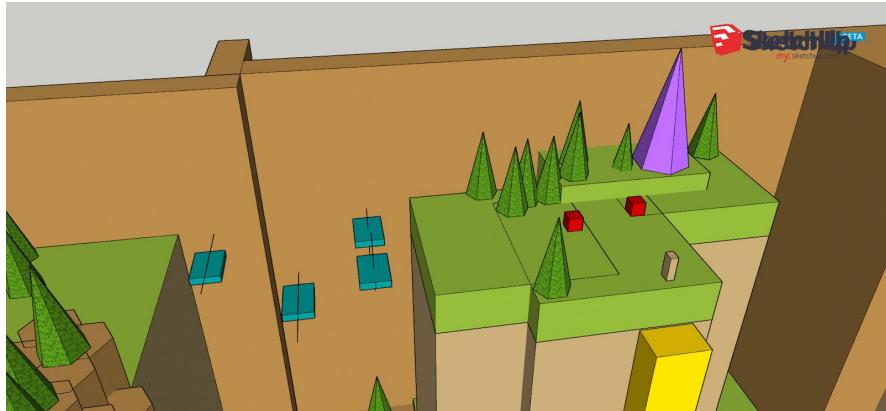


On the right side of the bridge there is a path adherent to the walls that leads down the hole (image above). On the bottom of the pit there is a cave inside which there is one of the two stones.

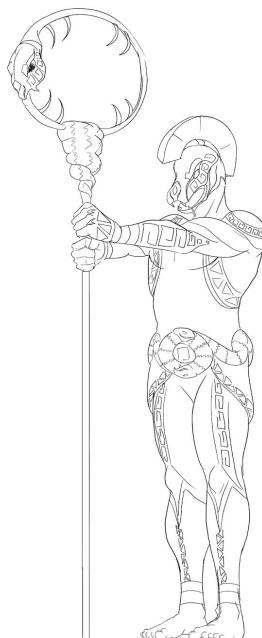


Otherwise, keeping the high ground, there is a bigger ruined building further east, reachable by going around the hole through more ruins and passing near its edge or through a tunnel. Past this zone, behind the building there is a path leading to an area where a stone is found (**Area E**).

On the left side of the bridge there is some ground that can be reached by jumping and moving the platforms (blue in the image) (**Area F**). From there, one statue can be seen

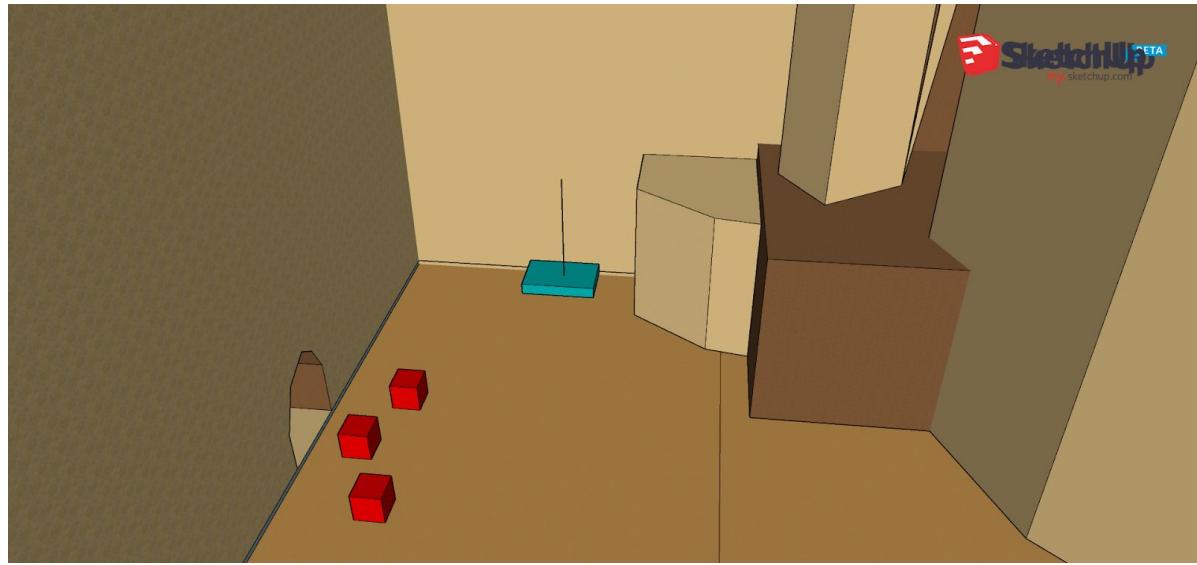


from nearby. From here the player can see the other statue through the circle on the top of the statue near him/her. The player can notice that some rocks line up behind the further statue and they look like some rocks that can be destroyed using a **Spike Bomb** (but for now the can't). The purple tree in the picture is a Spike Bomb tree that will drop a **Spike Bomb** if a player has none.



The player has to collect both stones to activate the device. One is hidden on the bottom of the pit, inside a cave (**Area K**), the other is found in a wooded area on the side of the hole (**Area E**). The player, using his gliding skills is able to reach the bottom of the pit in any way he likes, either following the path or jumping straight down. In contrast, since the player doesn't have the Super Jump skill the first

time he enters the area, there is only one path to climb back out of the hole.



Once the player has collected both stones he can activate the ancient device near the bridge. Once Calcifer activates it the middle section of the bridge rises up a few meters and starts spinning, The bridge rises too little to be able to be used to get to the other side, but the player notices that the circle in the statue's staffs are glowing. The player has to reach the zone on the west side and throw a **Spike Bomb** through the rings when the statues lineup with him. The **Spike Bomb** will grow in speed and power when passing through the rings and hit the rocks in the eastern part (shown in black). They will break and water will start flooding the pit. The water will rise and lift the middle section letting the player use it to traverse the pit by reactivating the mechanism. This way he will have reached the other side of the pit, the end of this area.

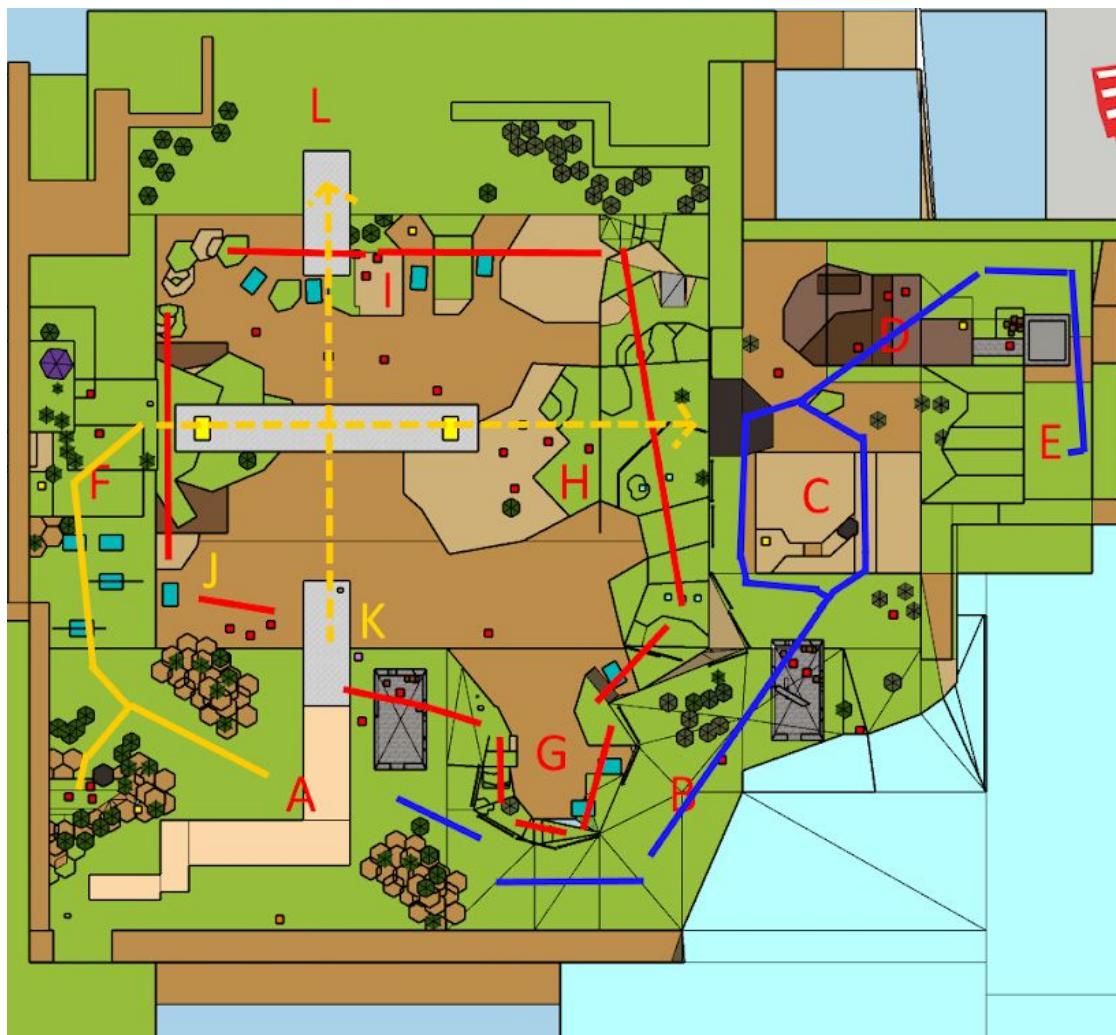
Area Goals

MAIN GOAL: Reach the other side of the bridge.

GOALS:

1. Find the two missing stones
 - a. Find the stone on the top of the map
 - i. Reach area E.
 - ii. Solve puzzle
 - iii. Collect the stone.
 - b. Find the stone on the bottom of the map
 - i. Reach the bottom of the hole.
 - ii. Find the entrance to area K.
 - iii. Retrieve the stone.
 - iv. Return to the top of the hole
2. Activate the device
3. Break the stones
 - a. Reach area F.
 - b. Shoot **bomb** through the rings to hit the rocks.
 - c. Traverse the bridge.

Level Description



Legend:

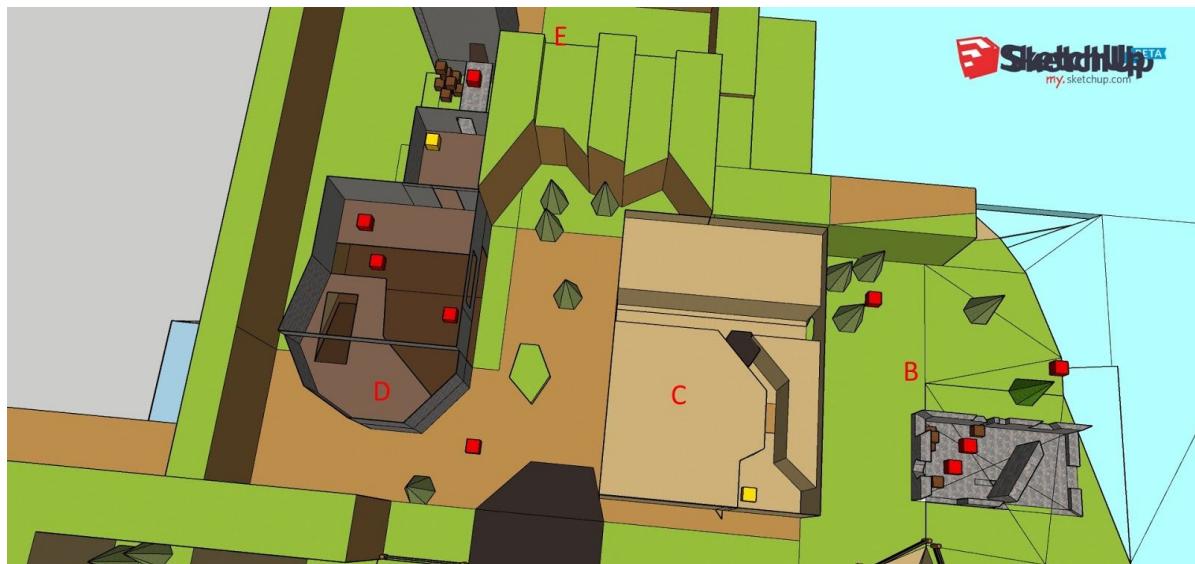
RED PATH: Path to climb up from the bottom of the hole.

BLUE PATH: Intended Path to reach area E, where a stone is found.

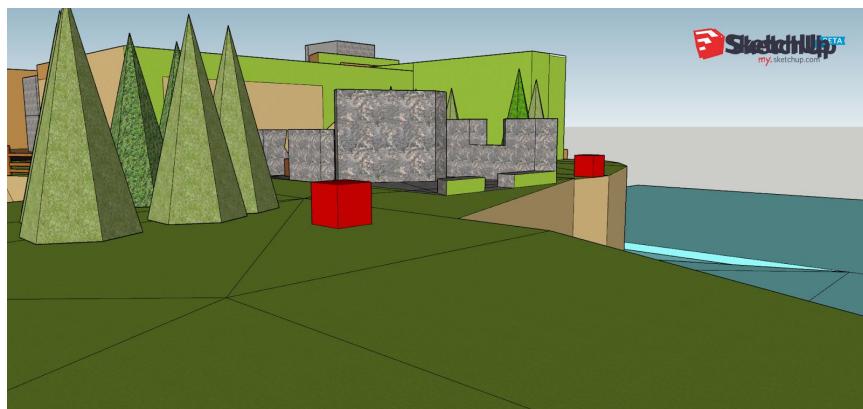
YELLOW PATH: Activate the mechanism and traverse the bridge.
(and fight some slimes)

Blue Path

The blue path is the intended path to reach the stone in area E.



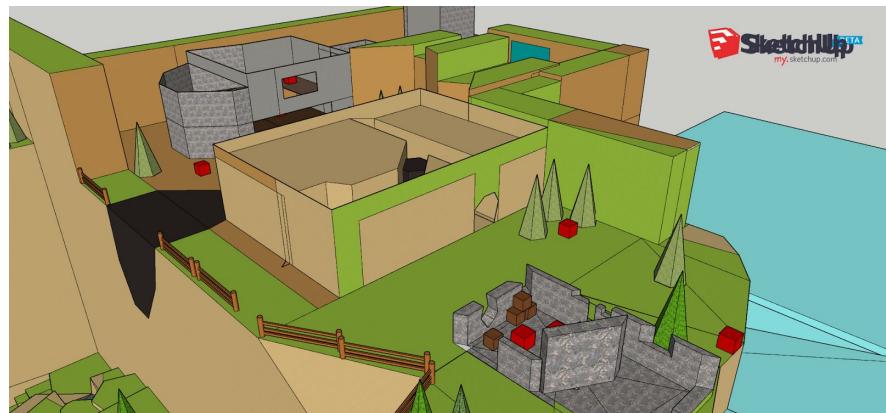
Area B



Going towards area B the player will see two ancients, one standing in front of him and one behind the structure, near the river. When Sophie will go towards them the ancient will start attacking moving backwards, starting battle **IR2**.

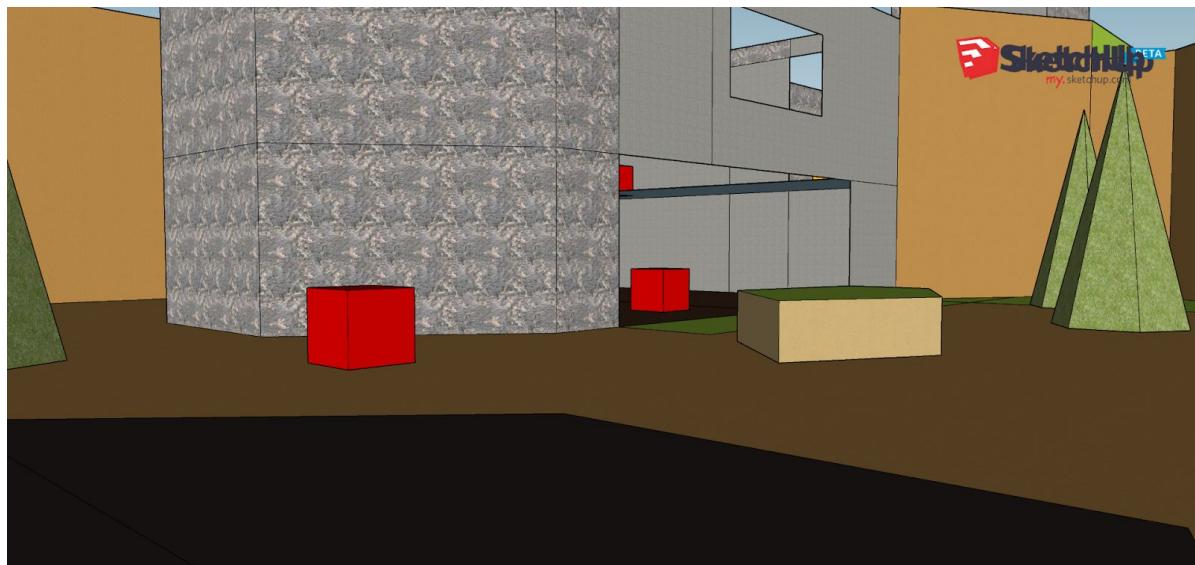
Area C

In order for the player to reach area D, he has to go around the pit and enter area D from the edge of the pit or via a hole in rocks. Inside the gallery it's pretty dark and there is a breakable rock (in black) that can be destroyed



with a **Spike Bomb**. Since this gallery is pretty dark, the dark rock is hard to stop if the player doesn't use Calcifer to light the area. Behind the rock the player will find a Little Soul Fragment. Near the wall, shown in the picture, there is the big group of cracked rocks that need to be broken (after collecting the stones).

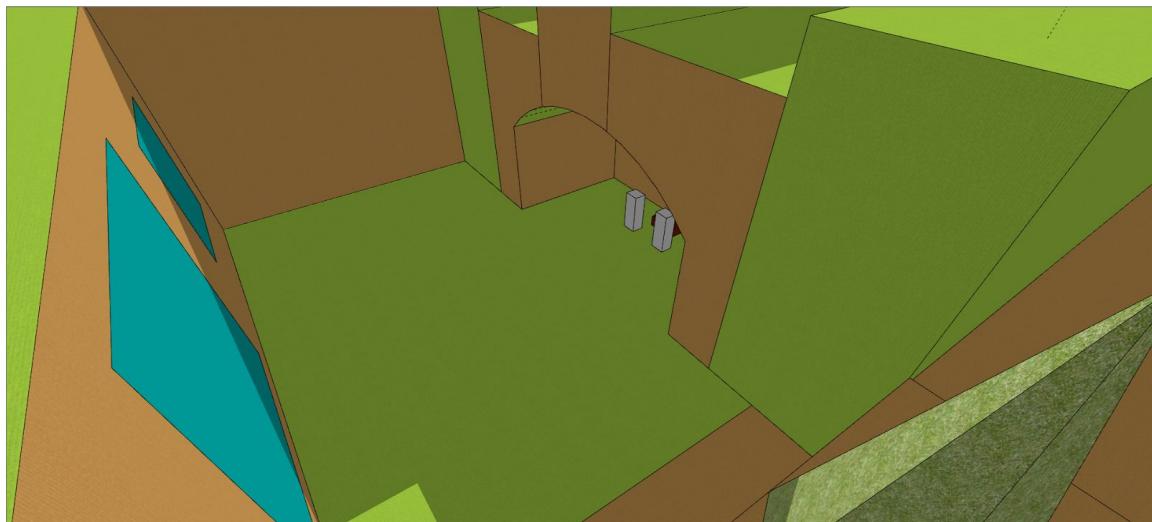
Area D



There is a high building with an elevated floor. This building is ruined as the others but still has the stairs and the second floor can be accessed. From the side of the building a stone golem with other monsters come out to attack Sophie. **(Battle IR3)**. On the second floor of the building Sophie can find 2x little soul fragments. The door to the tower behind the building is closed and the tower cannot be accessed.

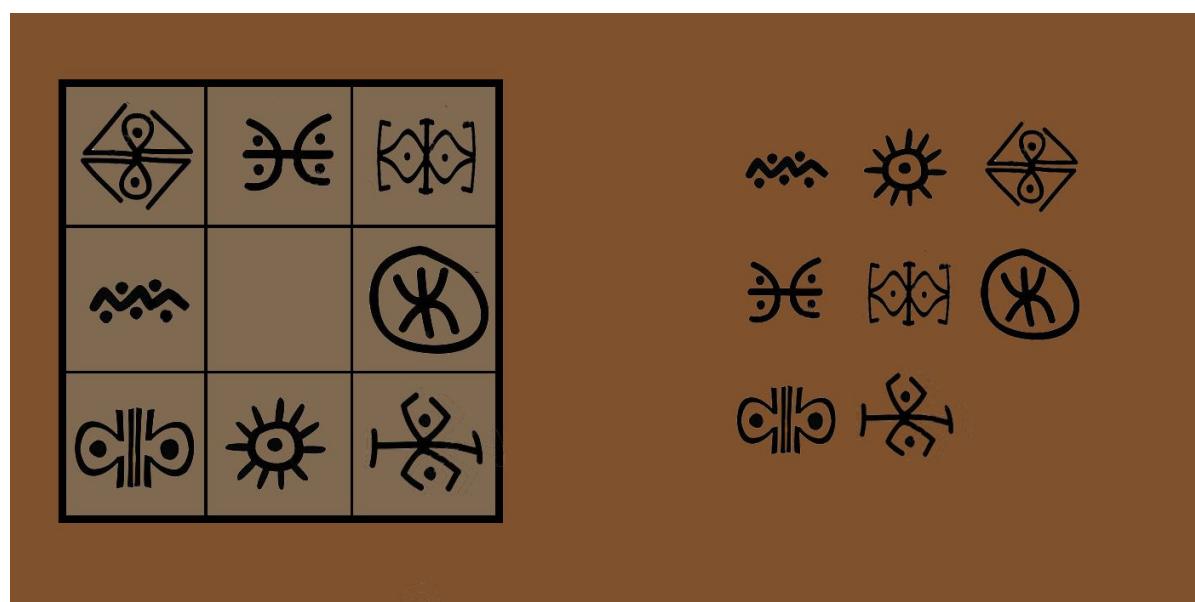
Area E

This area contains the first stone, that is sitting on an altar protected by two statues that prevent access to it. In order to collect the stone the player has to solve the puzzle situated on the opposite wall from the altar. Upon completing the puzzle, the statues will move slightly and let the player collect the stone.



The eight glyphs

In the wall facing the altar, there is the puzzle depicted in the image below



The puzzle is a modified version of “the game of 15”, but with only 8 tiles instead of 15. The symbols depicted within the cells of the puzzle are the same glyphs that can be seen on the walls of the ruins, once inhabited by “the Ancients”. In the left side of the wall the player can see the puzzle to solve, in the initial configuration. Instead in the right side he can find the final configuration, that he will have to get. The puzzle will be considered solved when the tiles inside the grid will be in the same position as the solution shown. As for “the game of 15” the tiles can be moved in the four main directions, but only if the box on which you want to make the move is free. To move the tiles must be used the power of Calcifer “Magical Interaction”, the same that allowed him to move the castle. Below will be presented the solution that solves the puzzle in the fewest possible moves. Each of the nine cells are indicated with a number (as shown in the figure). At each step, in the algorithm, is indicated the cell and the direction in which to move the card. The cells are numbered horizontally from 1 to the top left corner to 9 in the bottom right corner.

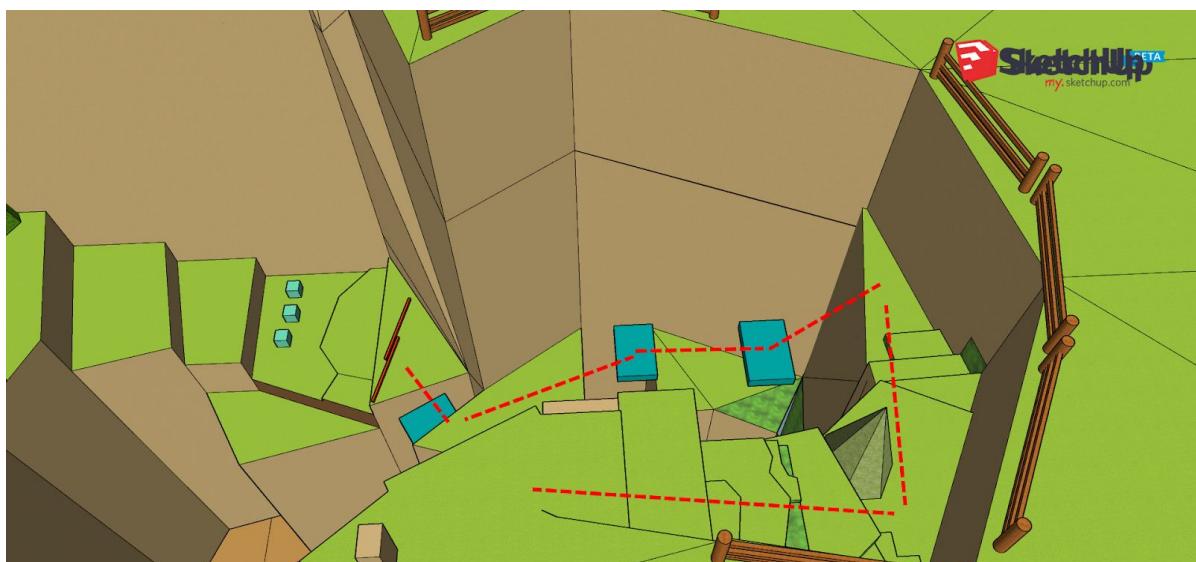


2↓
1→
4↑
5←
8↑
9←
6↓
3↓
2→
5↑
6←
9↑

Red Path

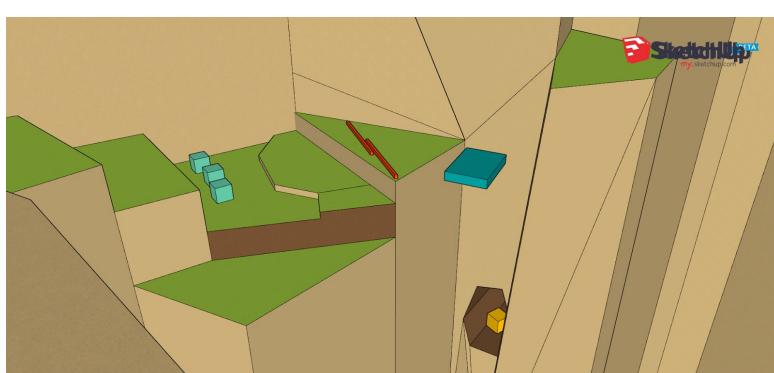
Since the player and his ability to jump and glide give him wide freedom of movement, he can reach the bottom of the hole in many different ways. The red path shown in the figure is the path the player has to follow in order to climb back to the top of the level and it is meant to be practicable in both ways. For purposes of clarity, it will be presented following a descending route, from the top to the bottom of the pit. Platform challenges and puzzles may be not necessary to reach the bottom, but are mandatory to use to climb back up.

Area G

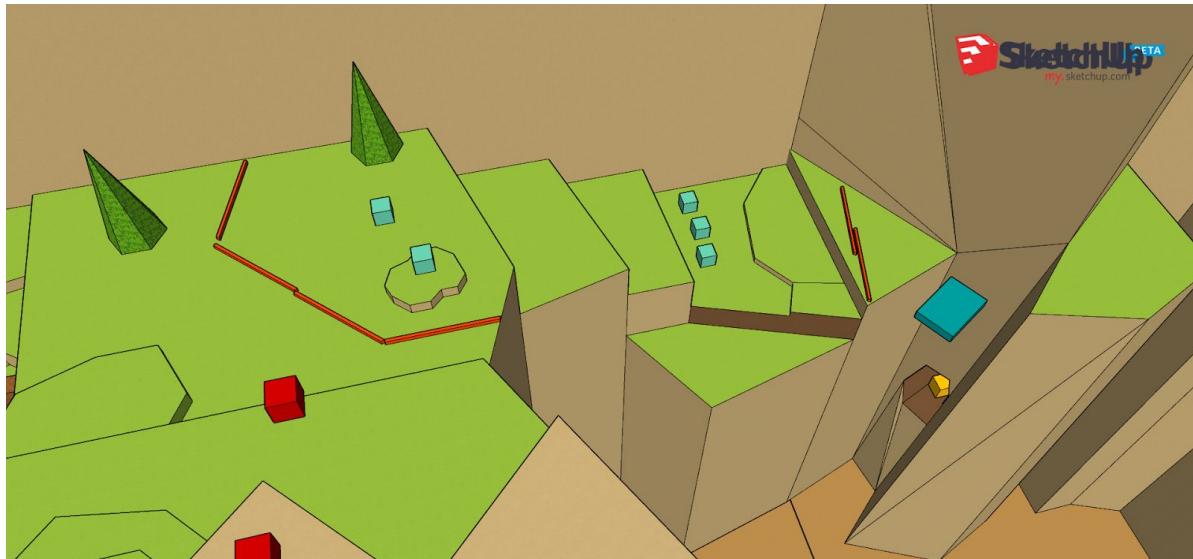


In this area the player is able to move up and down thanks to the use of moving platforms (shown in blue) that Calcifer can rise and lower. Below the left most

platform there is a hole in the wall, leading to a very small cave with a 1x Simulacrum Doll. The zone after this one is **Area H**.



Area H & Area I



In this area, the player has to climb very high steps that can't be reached by jumping. In order to proceed he has to stack the azure boxes on top of each other using Calcifer to have higher ground to jump from. The boxes are magically constrained inside the area delimited by the red blocks and can't be moved outside it.

Reaching the top of the area will let the player reach the bridge that lays on the rock and proceed through **Area I**. Near the bridge there are two big slimes and three slimes (**Battle IR4**). If the player decides to fight these slimes and succeeds, can safely step on the bridge to take a closer look at the



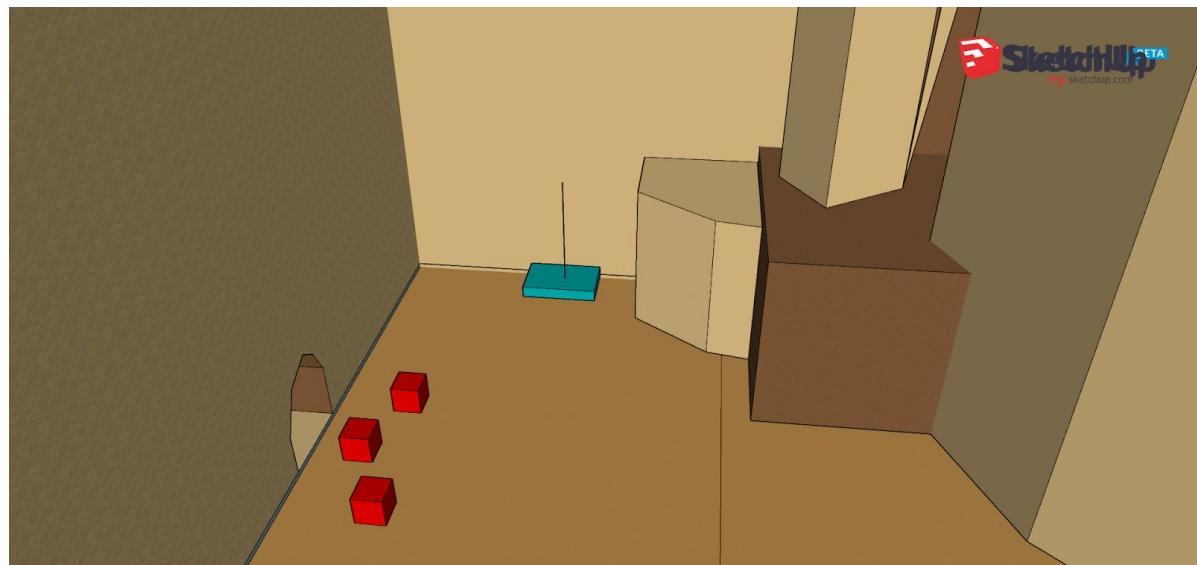
statues. On the left of the further statue the player can drop down from the bridge and collect 2x Spike Bombs from below **area F**.

After coming back to the east side of the bridge the player can continue his path towards the stone.

Going down the steps, after a couple of moving platforms, there is a group of three stompy that will start throwing **Spike Bombs** at Sophie. (**Battle IR5**). Going forward will lead to **Area J**.



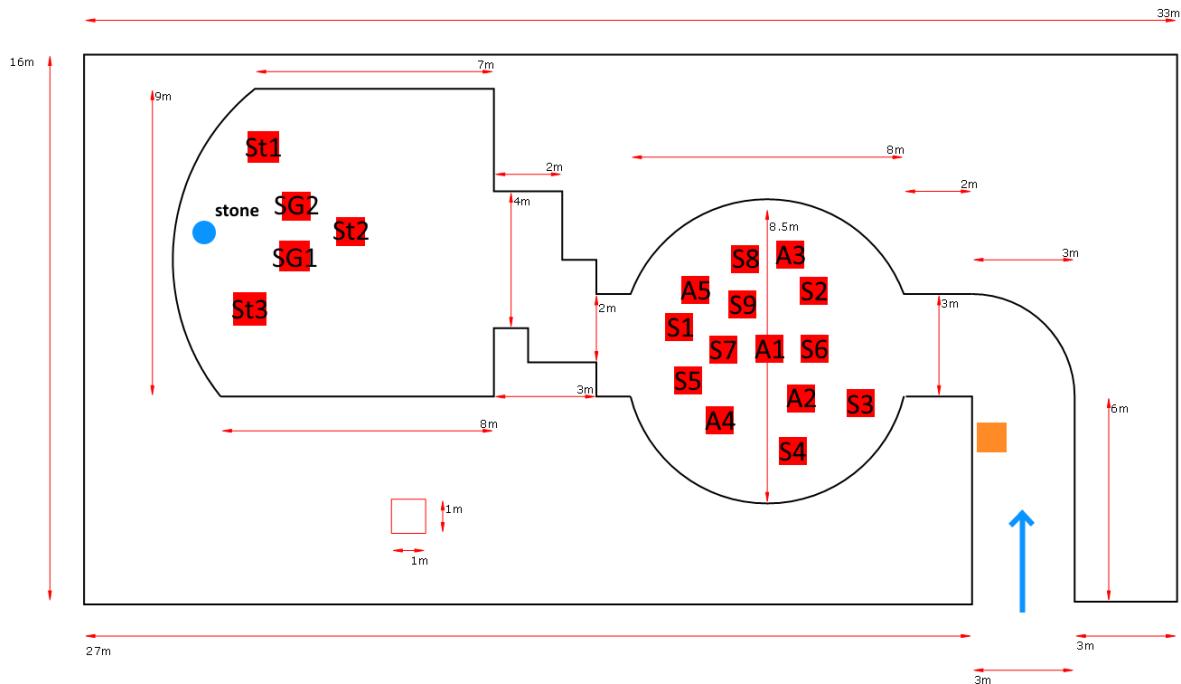
Area J



Coming from **Area H**, At the end of the area, the path continues inside the rock but quickly exits the other side showing the last moving platform, showing the player the entrance to the cave where the second stone is hidden.

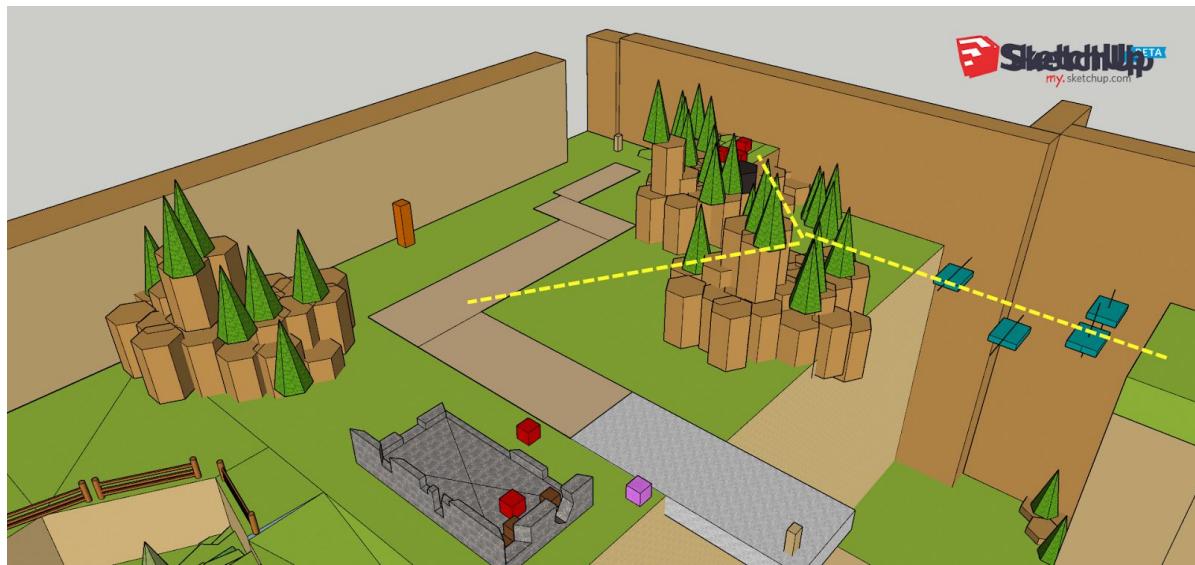
In front of the cave there is a stone golem with two stompy blockin Sophie's way. (**Battle IR6**). On the bottom of the hole there are some monsters wandering and there is a **Simulacrum Doll**. See **Battle IR11** for the details.

Area K

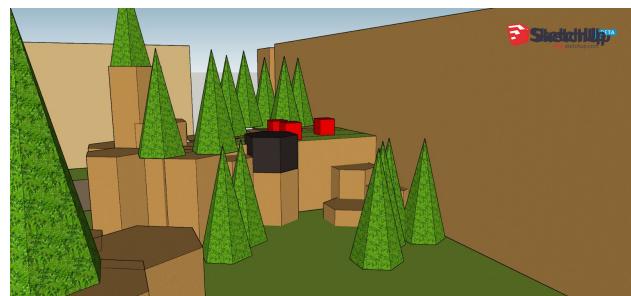


Leading to the first room of the cavern there is a Sacred Tree before the turn on the left. The first room is rounded and hosts a group of enemies (**Battle IR7**). The second is a bit bigger than the first one and much darker. In the cave Sophie has to use Calcifer to light the rooms to see in the distance. In the further side of the second room shines the stone, protected by some strong monsters that engage combat with the player as soon as they see him entering the room (**Battle IR8**). After defeating the monsters Sophie can collect the stone and can start her climb to the top of the pit following backwards the red path shown.

Yellow Path



If the player chooses to get the item first he will find a group of slimes standing on the high ground. In order to reach the high ground Sophie has to destroy the black rocks with a **Spike Bomb** (**Battle IR9**). He will find a little soul fragment on top of the rocks. Turning around Sophie will see that she has to use four magic platforms to reach **Area F**. On top of the platform the player can see two stompy standing in front of a Spike Bomb tree (**Battle IR10**).



Activate the device

After collecting both stones, they player can insert them in the device and tell Calcifer to activate it. When activated the bridge will rise a few meters and slowly starts spinning. The holes in the statue's staffs starts glowing with magic and the platforms used to reach area **F** start moving by themselves (still following their original guidelines). The player is asked to leave Calcifer behind to keep the bridge rotating and reach area **F** via the moving platforms. The player won't be able to directly move the platform because he left Calcifer behind but it is not necessary now because the platforms are already moving by themselves.



After reaching area **F** he has to wait for the statues to line up and shoot a bomb through the statue's circles to hit the rocks on the other side of the hole. Whenever the player runs out of Spike Bombs he can get one more from the Spike Bomb Tree behind him. When the rocks blow up Calcifer stops spinning the

bridge and water starts spilling from the mountain and quickly fills the hole, causing the middle section of the bridge to be lifted up. They player can now go back to the starting area, and upon activating the device again he is able to get to the other side of the pit.

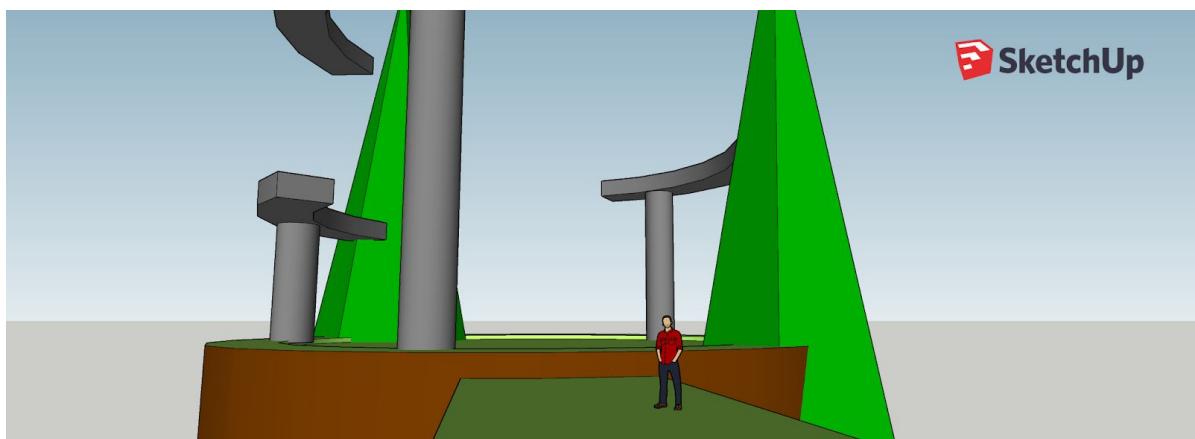
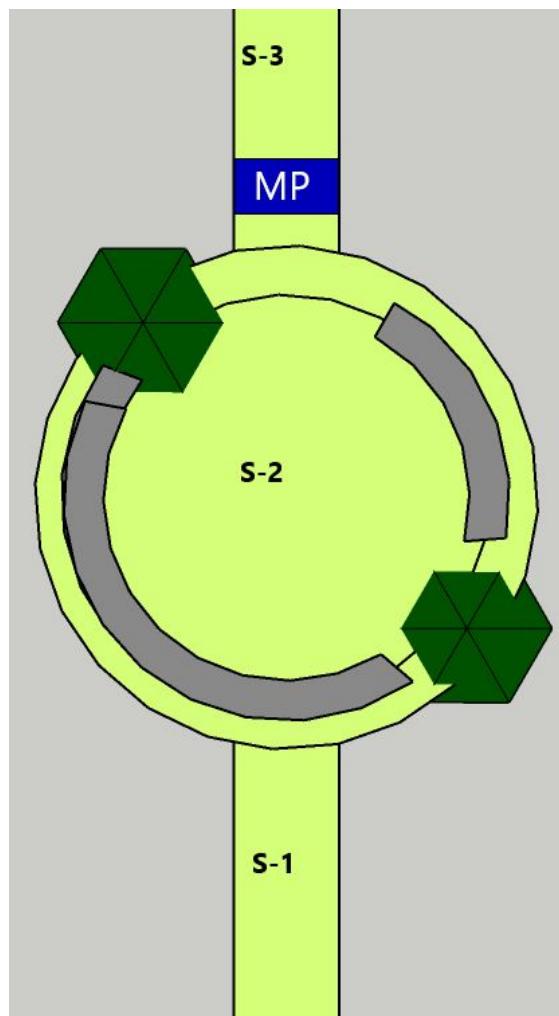


LONE TOWER

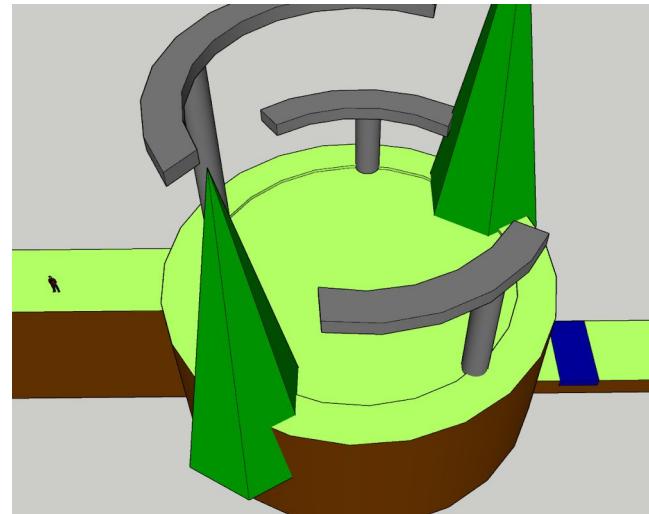
After crossing Irbrill's bridge a cutscene is played and Sophie enter the last area of the level where the fight with Squacky occurs.

The player enters the area from the **S-1** surface and sees the two kids standing on the blue platform (**MP**). The kids are in danger of being attacked by Squacky and are saved by the player lifting up the platform. Shortly after the boss makes a very big jump and lands nearby the party. Here the bossfight takes place.

After defeating the corrupted bird the player is given the ability to perform a magic jump that can lift him much higher than a normal jump.



There are two Spike Trees in the arena, they will provide Sophie Spiky Bombs to disrupt the three structures on which Squacky will rise to hit Sophie from above. Each structure is destroyed with 2 Spiky Bombs.



Sounds an themes

Below are the main environmental sounds that can be heard in the area:

Main Theme:

intro_boss_battle.wav
battle_in_the_ruins.m4a



ENEMIES IN THE LEVEL

Interpretation of diagrams

Finite state machines have been used to represent enemy behavior. Some additions have been made to the chosen model:

If percentage values appear on the transactions, these represent the probability that this transaction will take place in the event that all other possible transactions with it in conflict are executable at that moment. If not all the expected transactions can be executed at a given moment, the probabilities of selection of the other competing transactions will increase proportionally.

Slime

Description

Born from the slimy corruption that flows down from the mountain, a Slime is a simple creature that can be found everywhere in Bloomston Valley. It is not dangerous alone but a group of slimes can merge into a bigger threat.



Stats

HP: 8 + 1d4 AVG: 10.5

AC: 12

TAC 0: 20

SPEED: 3.5m per turn

STR	DEX	CON	INT	WIS	CHA
10	10	8	8	9	8
0	0	-1	-1	-1	-1

Item Drops

Little Soul Fragment x1: 2%

Moves

Base melee attack: 1d6 + 0 (STR) AVG: 3.5
Base ranged attack: 1d4 + 0 (STR) range: 4m AVG: 2.5
Merge with other Slimo: A Slimo can merge with a target Slimo or Big Slimo becoming the same entity. If the target is a Big Slimo and is already of the max size it can't be merged with. The other creature gains the Slimo current hp + 3 bonus hp and becomes a Big Slimo (if it isn't already). This move ends the creature turn.

DPS melee: 3.5 dmg per turn

DPS ranged: 2.5 dmg per turn

$$\text{Average DPS} = 3.5 \times 0.8 + 2.5 \times 0.2 = 3.3$$

Slime Damage Dealt

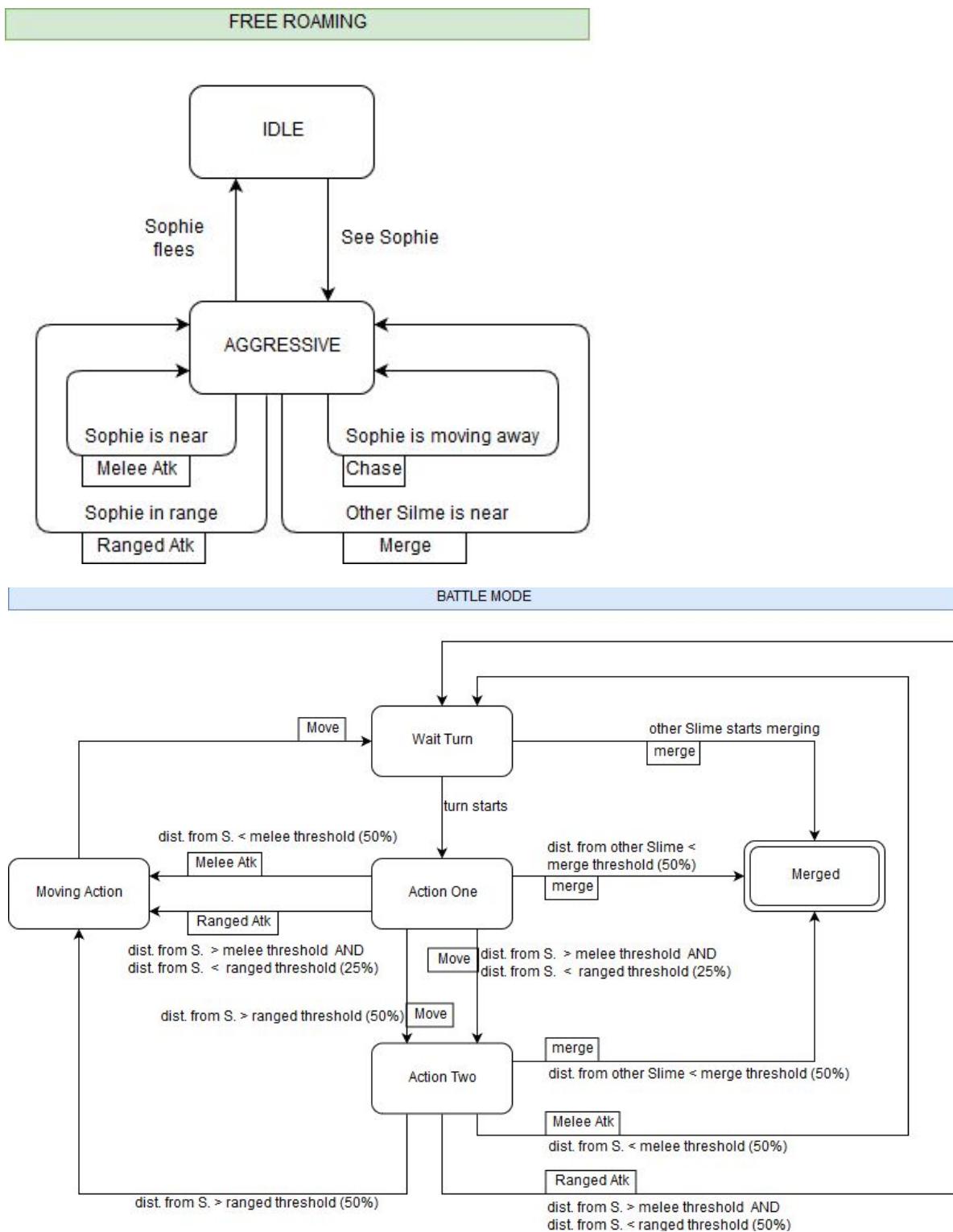
Move	Average DMG	Hit Chance (AC 8)	Damage per Round
Melee	3.5	0.45	1.575
Ranged	2.5	0.45	1.125
Average	3.3	0.45	1.49

A Slimo has an average of 10.5 hp, this means it can be killed by a single attack. The probability of a fireball to deal 11+ dmg is 0.89 and the slime will fail the saving throw is 0.7. The probability of a single fireball to kill a slime in a single turn is $0.89 \times 0.7 = 0.623$. It can also be killed with a single Empowered Spell with 0.56×0.7 (hit chance) = 0.39 probability. (chance to deal at least 11 dmg) x (hit chance).

Slime Damage Taken

CHAR	DMG	Hit Chance (AC 12)	Damage taken per Round
Sophie	13	0.7	9.1

Behaviour



Big Slime

A Big Slime is a creature born from the combination of smaller slimes.
Max size: 4. A size 4 Big Slime gains +2 STR and is slower. See “merge with other slime” for hp gained for size 3 and for.



Stats Size 2

HP: 17 + 2d4

AC: 11

TAC 0: 19

SPEED: 3.5m per turn

STR	DEX	CON	INT	WIS	CHA
13	13	10	8	9	8
+1	+1	+0	-1	-1	-1

Stats Size 3

HP: 25 + 3d4

Other stats as Size 2

Stats Size 4

Cannot be found in the wild

HP: see “merge with other slime”

AC: 11

TAC 0: 19

SPEED: 2.5m per turn

STR	DEX	CON	INT	WIS	CHA
15	13	10	8	9	8
+2	+1	+0	-1	-1	-1

Item Drops

Little Soul Fragment x1: 5%

Moves

(damage are shown for size 2)

Base melee attack: 1d8 + 1 (STR)

AVG: 5.5

Base ranged attack: 1d4 + 1 (STR) range: 4m

AVG: 3.5

Slimo Cannon: The big slime divides himself and shoots a Slimo in the direction of the target. If the Big Slimo was size 2, it becomes a Slimo, else he loses 1 size. To cast this spell the Big Slimo must have at least 9hp, the caster loses 8hp and the created Slimo has 8hp.

Damage: 1d6 + 1 + 1(STR)

Self damage: 8

Range: 4 + (size -1) m

AVG: 5.5

DPS melee: 5.5 dmg per turn

DPS ranged: $(3.5 \times 0.6) + (5.5 \times 0.4) = 4.3$ dmg per turn

Big Slime Damage Dealt

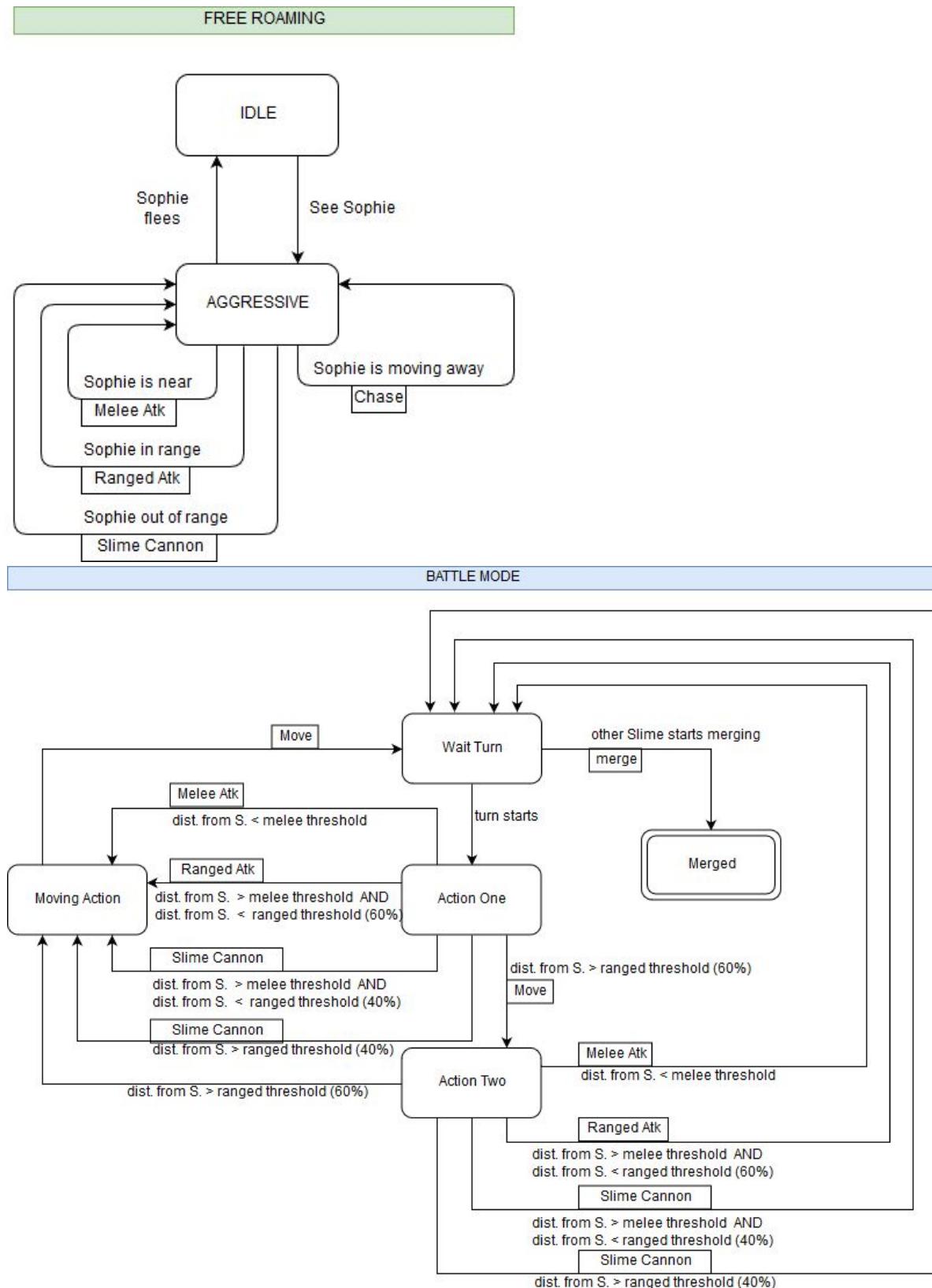
Move	Average DMG	Hit Chance (AC 8)	Damage per Round
Melee	5.5	0.5	2.75
Ranged	4.3	0.5	2.15
Average	4.9	0.5	2.45

BigSlime Damage Taken

CHAR	DMG	Hit Chance (AC 11)	Damage per Round
Sophie	13	0.65	8.45

Sophie DMG	Size	AVG HP	AVG TURN TO KILL	DAMAGE DEALT BACK
8.45	2	22	2.6	6.37
8.45	3	32.5	3.8	8.82
8.45	4	45	5.32	13

Behaviour



Stompy

Stompy are creatures born from trees with the purpose to protect the forest they inhabit. Because of the spreading corruption some have gone mad and started attacking humans indiscriminately. Their short legs makes them pretty slow but they have a wide range of abilities to make up for it. They can send a spike bomb flying from their mouths to blow up distant targets or snare an enemy with their long roots.



Stats

HP: 30 + 2d6

AC: 11

TAC 0: 19

SPEED: 2.5m per turn

Item Drops

Little Soul Fragment x1: 5%

Spike Bomb x1: 20%

STR	DEX	CON	INT	WIS	CHA
13	8	10	11	13	10
+1	-1	+0	+0	+1	+0

Moves

Base melee attack: 1d8 + 1 (STR) AVG: 5.5
Spike Bomb: 1d8 dmg - 1.25m radius Range: 8m AVG: 4.5
Root Grab: Stompy extends his roots and tries to grab the target. If the target fails the saving throw, he can't move until he succeeds a saving throw the next turn or this Stompy stops holding him. If the target passes the saving throw this move fails. Range: 8m Saving throw: 10 Damage: 3
Tribal Dance: Stompy starts a tribal dance that gives all friendly stompy +3 damage on every dmg roll for 2 turns. This move cannot stack

Stompy Damage Dealt

Move	Average DMG	Hit Chance (AC 8)	Probability to use	DMG
Melee	5.5	0.5	30%	0.82
Spike Bomb	4.5	0.5	20%	0.45
Root Grab	3	0.45	20%	0.27
Tribal Dance	0	0	30%	0

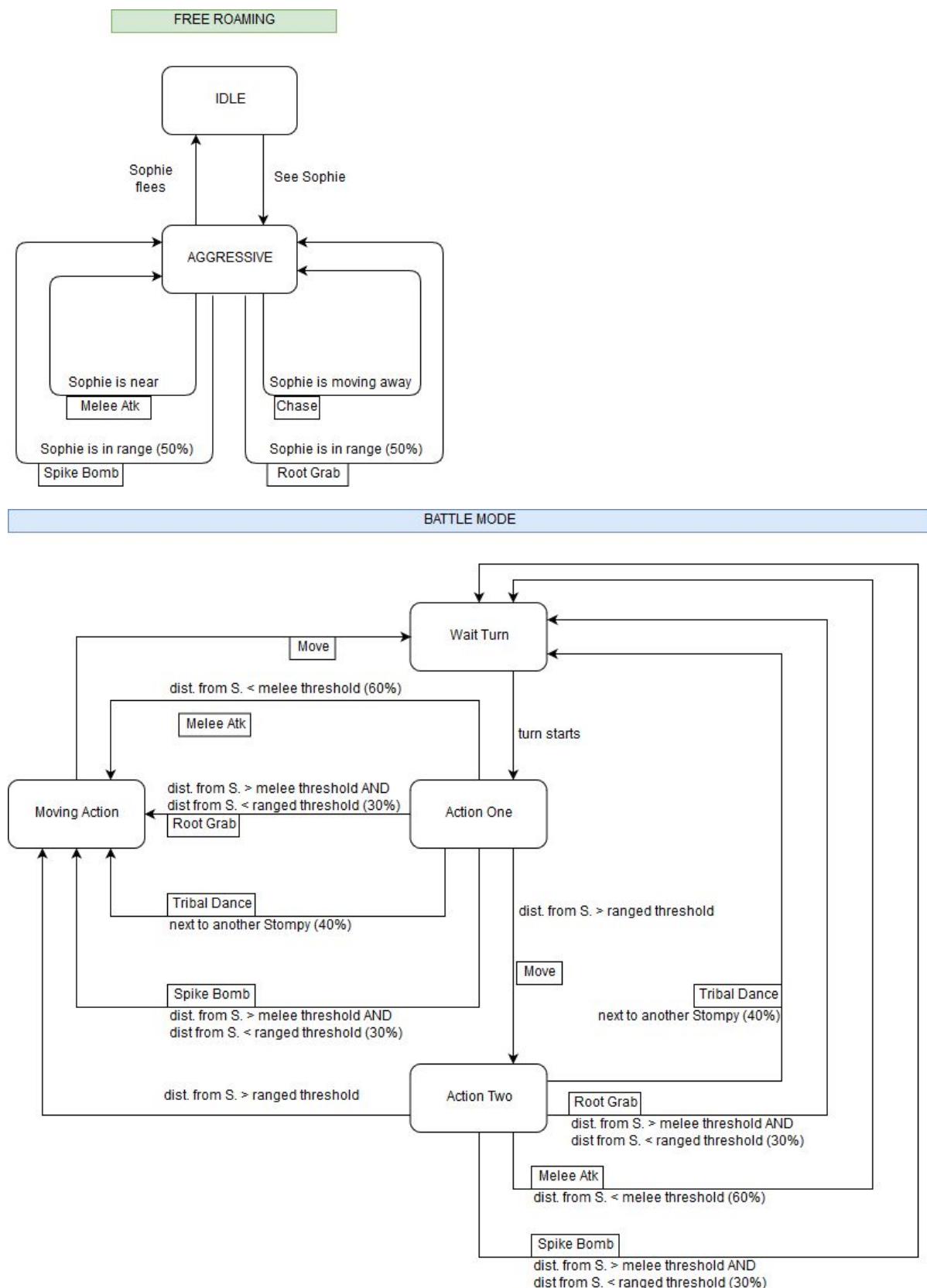
Stompy Average DMG = 0.82 + 0.45 + 0.27 = 1.54

Stompy Damage Taken

CHAR	DMG	Hit Chance (AC 12)	Damage per Round
Sophie	13	0.65	8.45

Sophie DMG	AVG HP	AVG TURN TO KILL	DAMAGE DEALT BACK
8.45	37	4.4	6.8

Behaviour



The Ancients

Background

The ruins found along the River where once inhabited by a highly technologically advanced population, to whom the legends refer to as The Ancients. Through an array of magical glyphs, this ancient civilization invented a complex system of spells and charms, activated by their eyes, that allowed them to prosper for several centuries in the region. Albeit almost void of their magical power, these magical runes are found on the walls of the few buildings which survived the relentless flow of time. For unknown reasons this ancient people lost their precious eyes and with them its enormous power. However they managed to survive a few centuries. They wore heavy stone masks to cover their empty orbits, but that did not help them recover their magic. In the end however, they were brought to extinction as they were not able to activate their enchanted glyphs. With the arrival of the corruption, the magical glyphs stirred, thus resurrecting the souls of the ancient folk of the village.



Description

As of the present, the Ancients manifest themselves as sprites of small/medium size that fluctuate around. Their ethereal body is mostly transparent but has a bluish hue. Although they do not have lower limbs, they do have small arms and hands with four sharp claws but do not use them to fight, as they are not keen on hand-to-hand combat. The most eye-catching part of their aspect is the mask that covers their faces. The masks are triangular-shaped and have two utterly black orbits in place of the eyes. Moreover, On the masks is engraved a great number of magical glyphs, which had their power restored after being polluted by the corruption. Even though the Ancients are now void of eyes, they are able to cast their old enchantments, albeit less powerfully, using a particular glyph positioned in the center of the forehead, similarly to a third-eye.

Stats

HP: 15+ 1d6

AC: 11

TAC 0: 19

SPEED: 3.5m per turn

STR	DEX	CON	INT	WIS	CHA
7	10	9	16	12	12
-2	0	-1	+2	+1	+1

Item Drops

Little Soul Fragment x1: 5%

Moves

Ancient prefer to fight at range and don't use any melee attack. Each spell displays a different glyph when cast.

	<p>Fire Glyph: the ancient creates a green circle of fire around himself dealing $1d4 + 2$ (INT) damage and inflict a burn status to the targets hit if they fail the saving throw. Range: 2m radius around self Burn damage: $1d4$ per turn Burn duration: 2 turns Burn ST: 14</p>
	<p>Wind Glyph: the ancient throws a magic claw in the direction of the target dealing $2d4 + 2$ (INT) damage. If the target is hit the spell pushes it away and the ancient gets a movement speed buff. Range: 4m Speed Buff: +3m per turn Buff duration: 2 turns</p>
	<p>Earth Glyph: the ancient enters a meditative state and becomes invisible and can't be targeted. It reappears the next turn with his hp fully restored but gets a malus to his AC AC debuff: +3 AC Debuff duration: 2 turns (from cast)</p>
	<p>Sun Glyph: this spell requires the presence of three ancients to be casted. A huge fire snake erupts from the ground smashing into the target. This move has a 20% fixed chance to miss. If the target is hit all the casters get a bonus to their AC. All ancients that casted this spell can't cast it again in the next turn Range: 7.5m Damage: $4d8 + 2$ (INT) AC buff: -2 AC Buff duration: 3 turns Spell ST: 15 ST reduction: x0.5 Cooldown: 1 turn (applied to every of the 3 casters)</p>

Ancient Damage Dealt

Sun Glyph available once every 2 turns on average and Ancient is damaged around 50% of the time for this approximation.

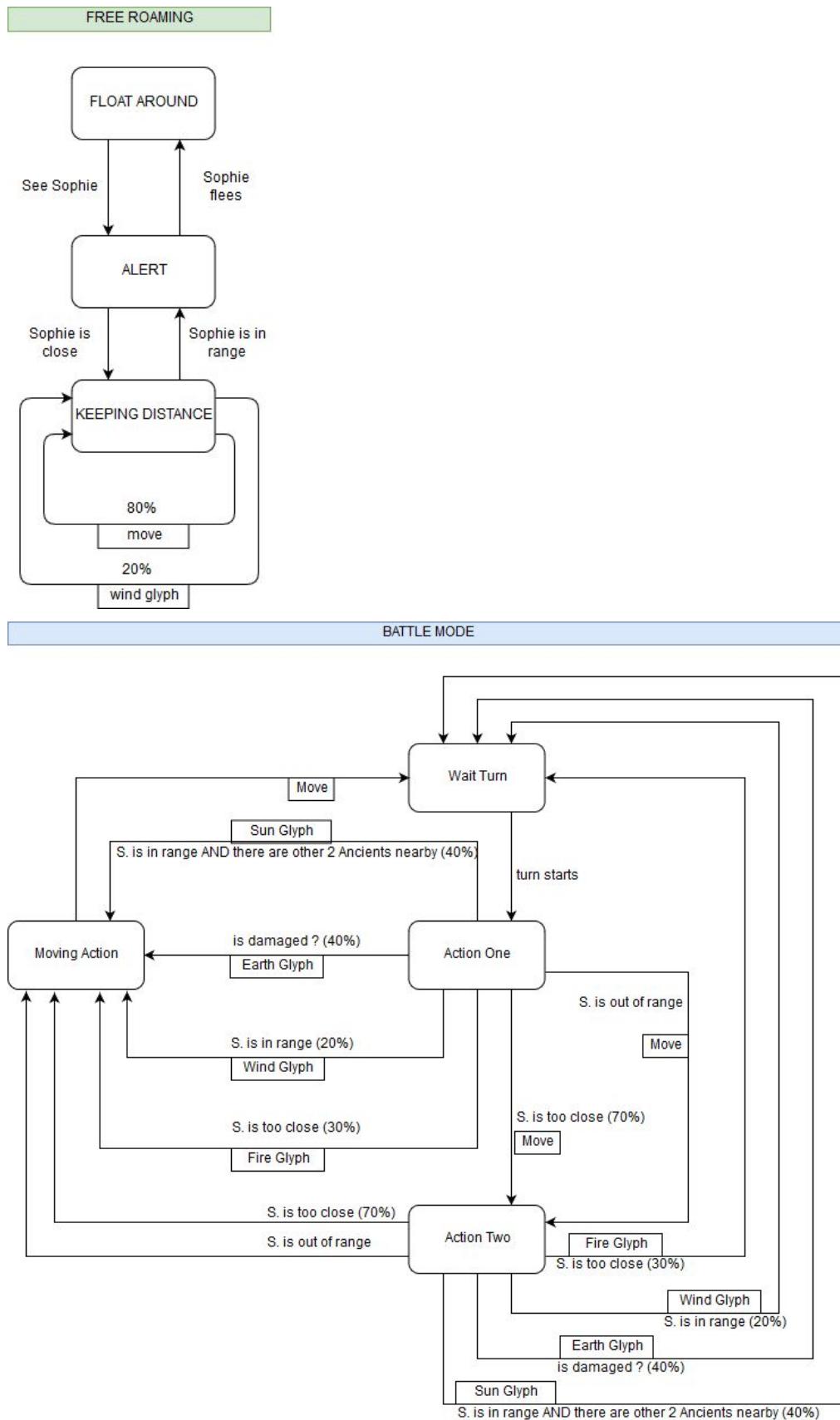
Move	Average DMG	Hit Chance (AC 8)	Probability to use	DMG
Fire Glyph	2.5	0.7	15%	0.82
Earth Glyph	0	1	20%	0.45
Wind Glyph	7	0.5	40%	0.27
Sun Glyph	19	0.8	25%	0

Ancient damage vary much on their number, the average damage per fight is shown in the graph

Ancient Damage Taken

CHAR	DMG	Hit Chance (AC 12)	Damage per Round
Sophie	13	0.65	8.45

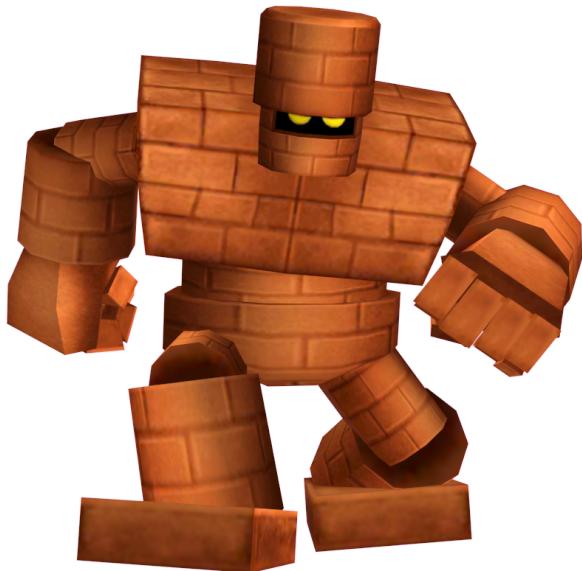
Behaviour



Stone Golem

Description

Stone golems appear as huge humanoid figures, about 4 meters in size. Golems are a creation of the ancients. Using the magic released by the powerful glyphs, the ancients gave life to these gigantic stone shells. The stone of which they are composed is the same one that makes up the remains of the ruins.



Stats

HP: 60+ 2d6

AC: 14

TAC 0: 19

SPEED: 2.5m per turn

Immune to Simulacrum Doll

Item Drops

NONE

STR	DEX	CON	INT	WIS	CHA
18	8	16	6	6	10
+3	-1	+2	-2	-2	+0

Moves

Melee attack: 1d6 +3 (STR) + 2	AVG: 8.5 dmg
Body Slam: 2d8 + STR	AVG: 12 dmg

Stone Golem Damage Dealt

Move	Probability	Average DMG	Hit Chance (AC 8)	Damage per Round
Melee	0.6	8.5	0.5	4.25
Body Slam	0.4	12	0.5	6
Average		10	0.5	5

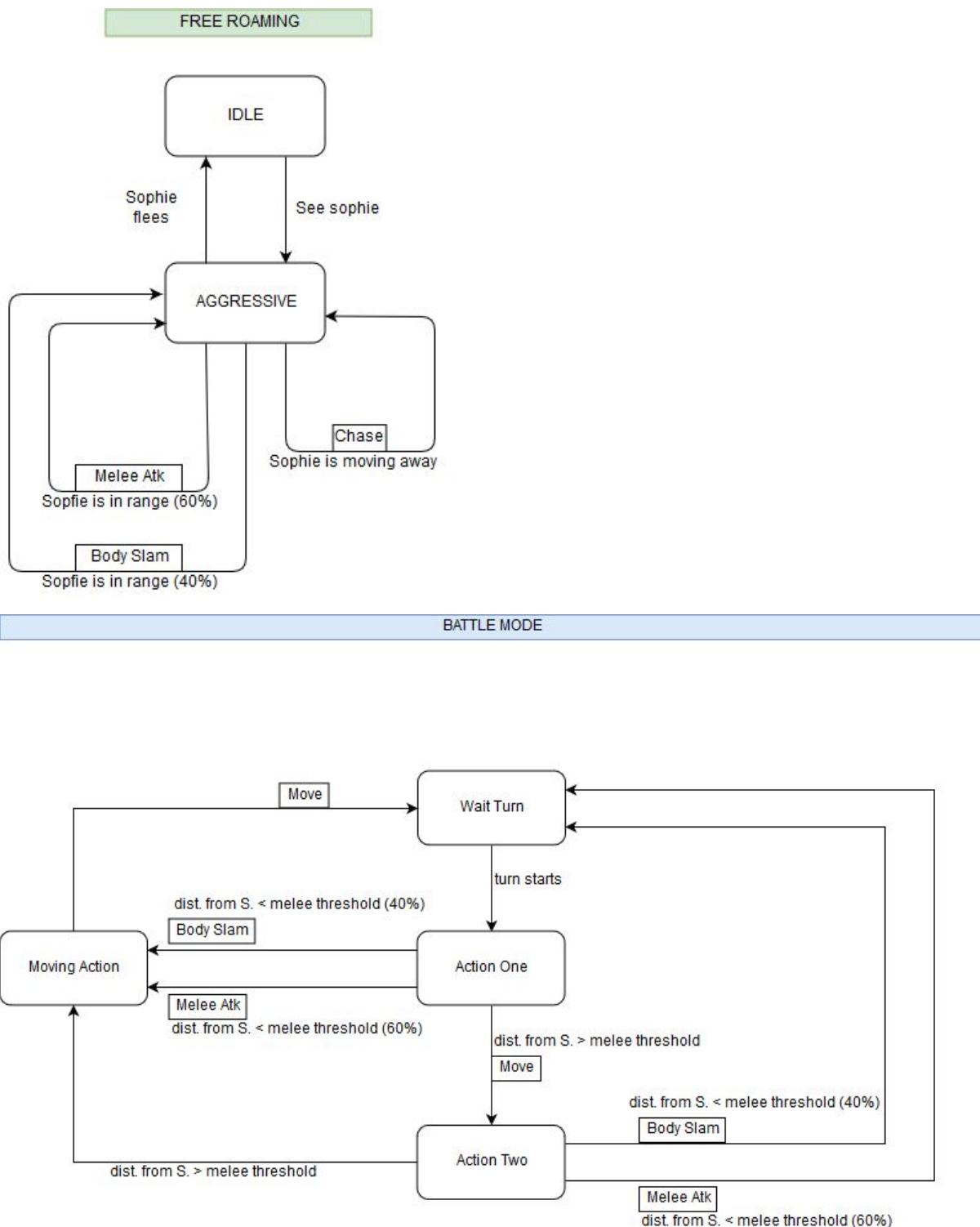
Stone Golem Average DMG = 5

Stone Golem Damage Taken

CHAR	DMG	Hit Chance (AC 14)	Damage per Round
Sophie	13	0.8	10.4

Sophie DMG	AVG HP	AVG TURN TO KILL	DAMAGE DEALT BACK
10.4	67	6.45	32.25

Behaviour



Squaky the Corrupted Condor

Description

The corrupted condor is a huge bird that gained magic powers from the corruption. The first one is seen past the Irbrill bridge hunting for Emily and Richard and is the boss of the ruins area. The corruption gave this particular bird, who refers to himself as Squaky the shredwing, the power to make very high jumps using his legs. Squaky is the boss of the Ruins area and grants Sophie the power of "Magic Jump" upon being defeated.



Background

Squaky cannot fly like the other condors because his wings were damaged when it was a chick and he could never use them to gain height, just to glide downwards, making his survival very hard in the wild. Squaky came in contact with a fragment from Howl's soul that granted some powers the wizard had (Magic Jump). Thanks to his newly gained skill, Squaky is finally able to leave his nest on the higher part of the mountain to hunt.

Stats

HP: 150

AC: 10

TAC 0: 18

SPEED: 2.5m per turn (walking)

FSPEED: 7m per turn (flying)

JUMP HEIGHT: 15m



STR	DEX	CON	INT	WIS	CHA
12	8	16	12	10	10
+2	-1	+2	+1	+0	+0

Moves

Wing Stroke: If Sophie is within reach, he hits her with one of his repulsive wings

Damage: 2d8 + 2 (STR)

AVG: 11 dmg

Charge: Charges Sophie with the weight of its entire corrupted body

Damage: 3d6 + 2 (STR)

AVG: 12.5 dmg

Slurry rain: Squaky flaps his wings towards the target to release a shower of corruption. Targets who fail the saving throw get 2d4 dmg, are slowed and get a +2 AC malus for the next three turns. This move can stack up

Damage: 2d4

AC malus: +2 AC

Malus duration: 3 turns

Spell ST: 12

Body Slam: Slams Sophie with the weight of its entire corrupted body

Damage: 3d8 + 2 (STR)

AVG: 15.5 dmg

Stompy Damage Dealt

Move	Average DMG	Hit Chance (AC 8)	DMG
Wing Stroke	11	0.55	6.05
Charge	12.5	0.55	6.87
Slurry Rain	5	0.45	2.25
Body Slam	15.5	0.55	8.52

Since Squaky will spend around half the time on the air, his damage can be approximated as following:

AVG on ground = $0.5 \times 6.05 + 0.5 \times 6.87 = 6.46$ damage per turn

AVG on platform = $0.7 \times 2.25 + 0.3 \times 8.52 = 4.15$ damage per turn

AVG damage = 5.3 damage per turn

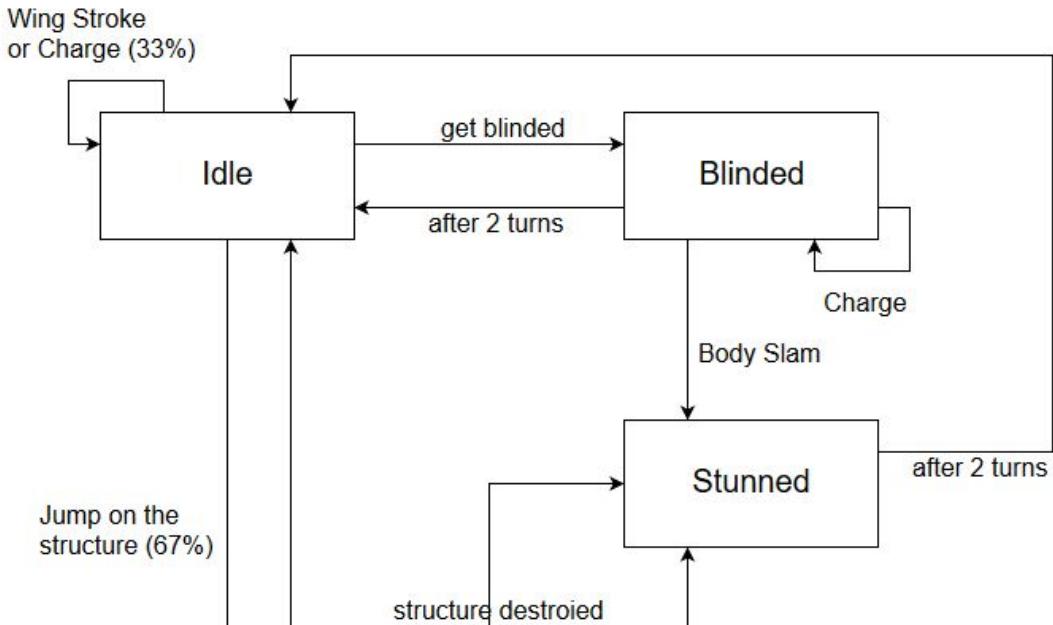
Squaky Damage Taken

CHAR	DMG	HitChance (AC 10)	Damage per Round
Sophie	13	0.55	7.15

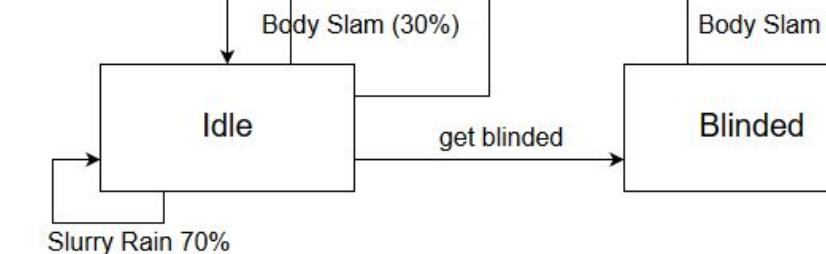
Sophie DMG	AVG HP	AVG TURN TO KILL	DAMAGE DEALT BACK
7.15	150	21	111.3

Behaviour

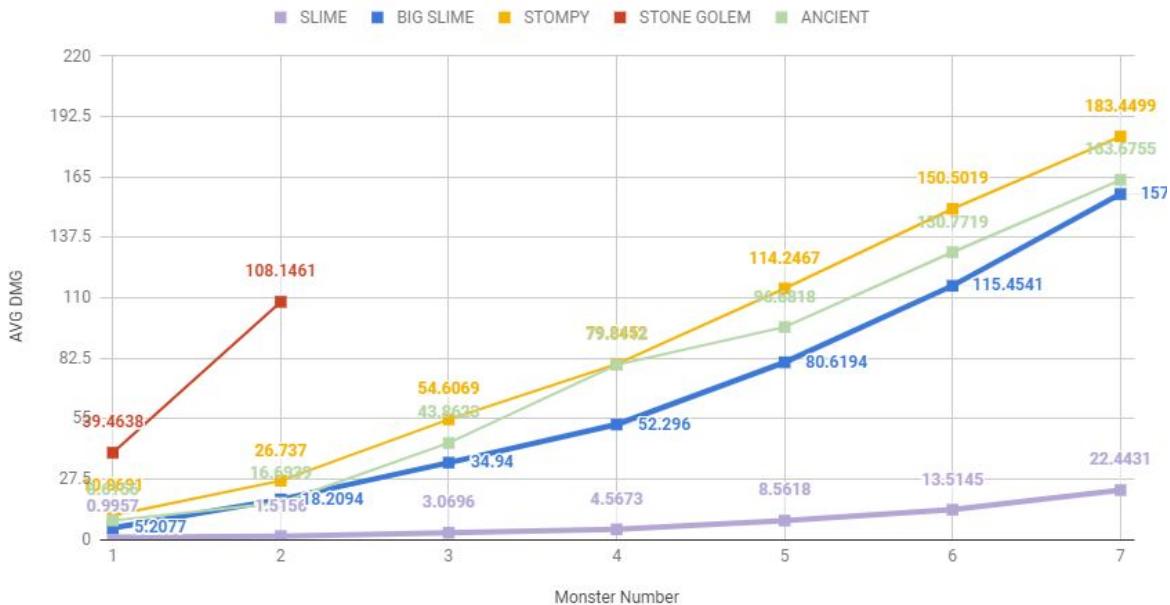
On The Ground



On The Structure



BATTLES



The image above displays some data obtained from a python script written by Bearded Animals that runs the combat simulating the monster behaviour described in the document but doesn't take distances and ranges in consideration. It is used in this section to obtain the statistics of the fight running each fight 10.000 times. In the simulation all enemies present in the battle enter at the first turn and attack Sophie regardless of their position shown in the images. In the simulation Sophie uses a simple strategy that makes use of both Fireball and Flash skills to attack the enemies. The simulation is made to get a rough value of the danger of the fight and the hp lost, not to obtain the precise result.

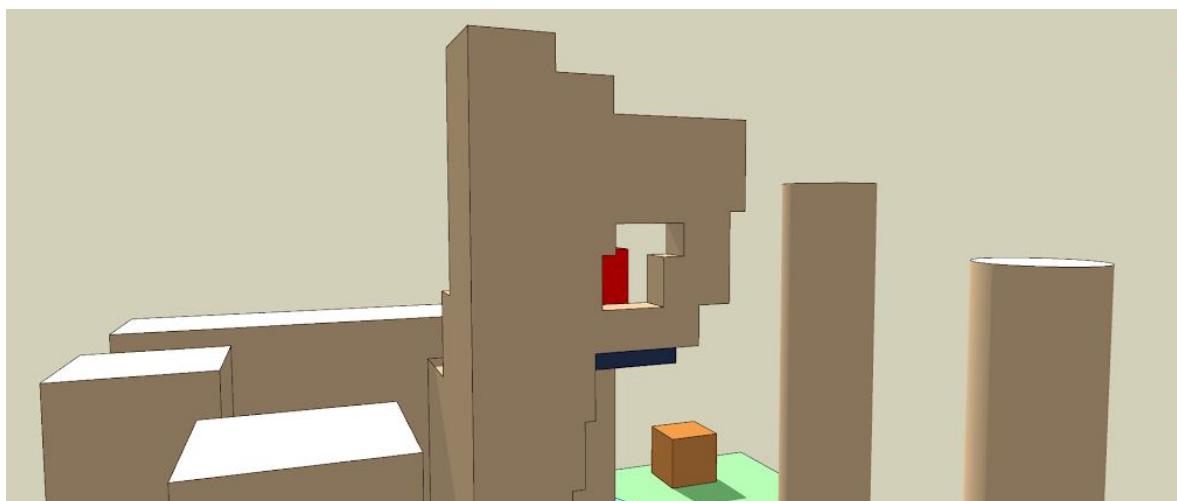
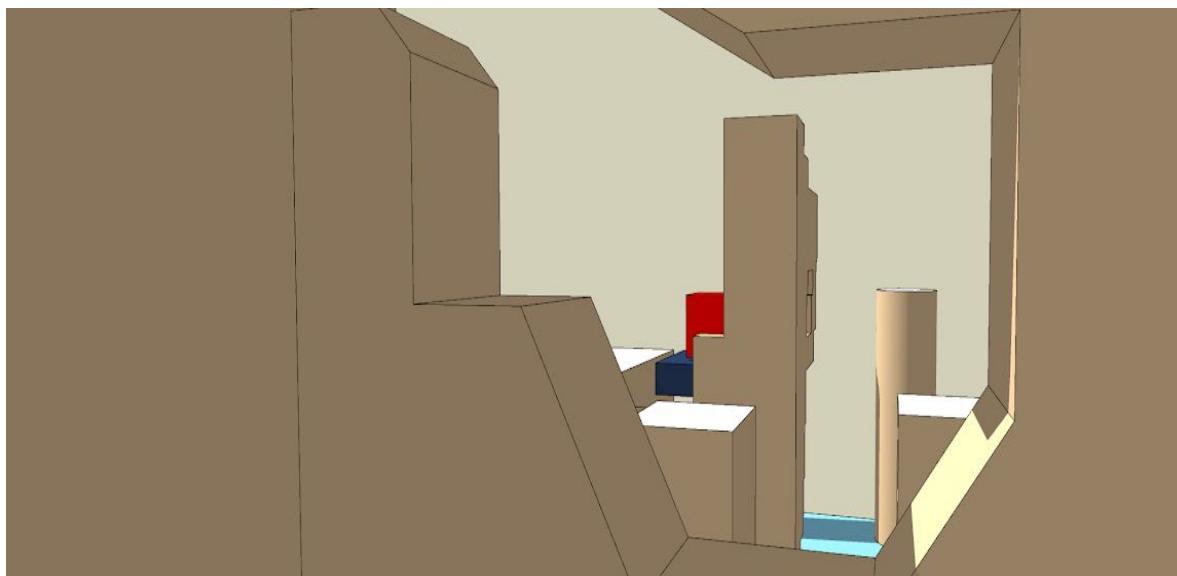
Battle R1

Enemies: 1x Big Slime (size 4)

This is the first enemy the player will encounter. The battle is very simple and allows the player to become familiar with the new environment. The player can spot the enemy well in advance without the latter noticing his presence.

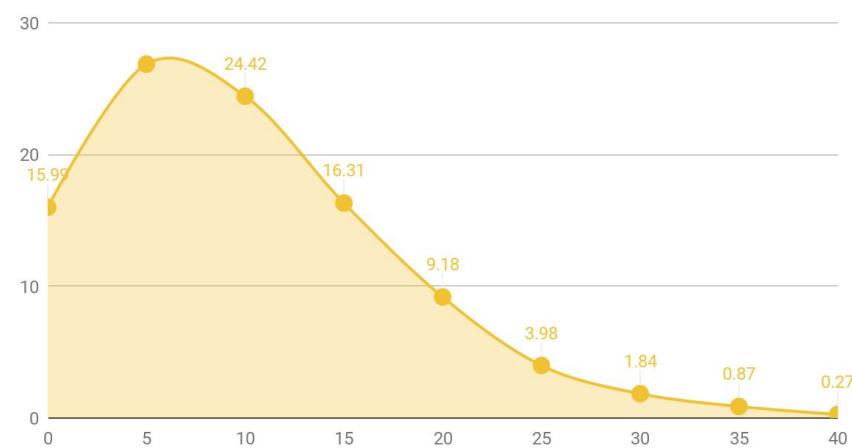
The player can choose to face the threat from the front or he can choose to lower the platform he is on to limit his movements.

The Big Slime can threaten the player with his ranged attack, or with the "Slime Cannon" ability with which he will generate additional Slimes of size 1



AVG Damage taken: 12.2	AVG Turn: 5.2
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Battle R1 - 1x Slime Size 4



Battle R2

Enemies: 4x Stompy

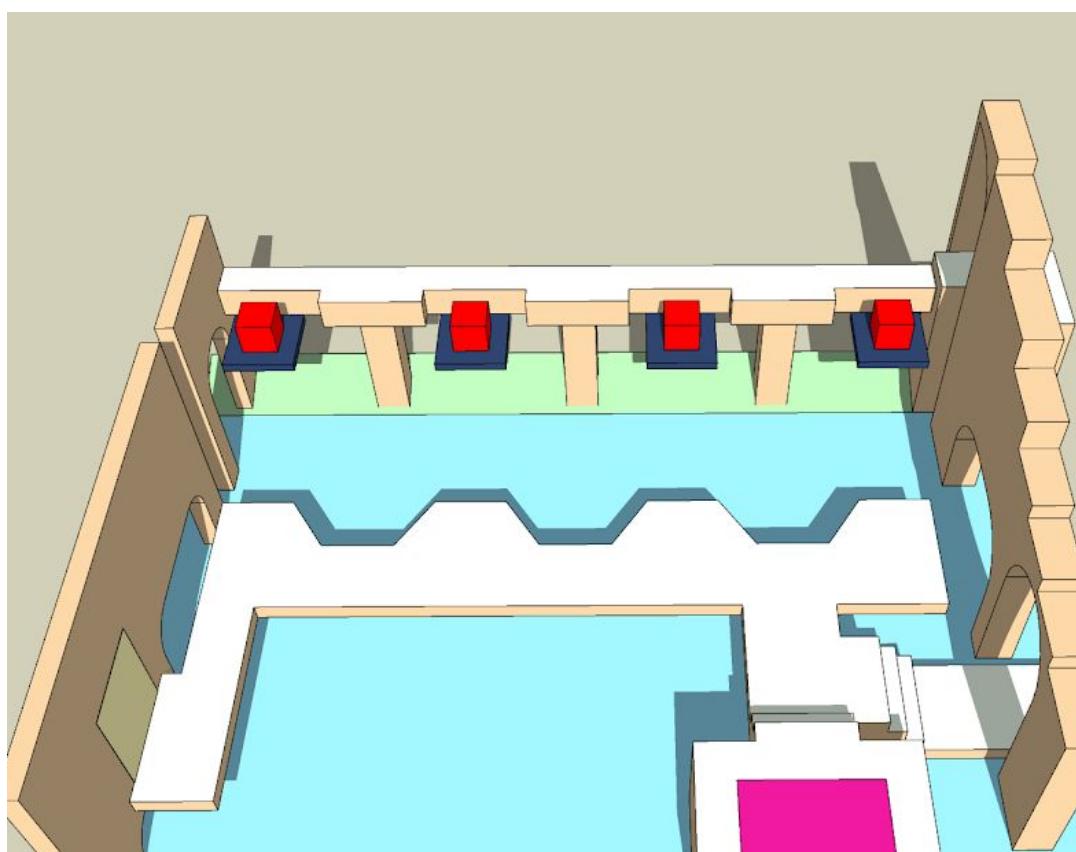
The battle is significantly more difficult than the previous one. The player has several ways to deal with the area:

If he can solve the puzzle without activating any platform then he can even decide to run directly through the unlocked door. Activating the power of Calcifer "Fire Shield" will minimize damage.

The solution to the puzzle could unintentionally activate the platforms, forcing them to face the enemies directly.

The player who wanted to face the challenge in a more secure way could voluntarily activate one platform at a time and defeat the enemies in safety.

The enemies faced are 4 stompy, which are dangerous if faced in a group because of their "Root Grab" and "Tribal Dance" skills. With the first one Stompy can immobilize the player while the others attack him. The second ability instead enhances the damage inflicted by the other Stompy nearby.



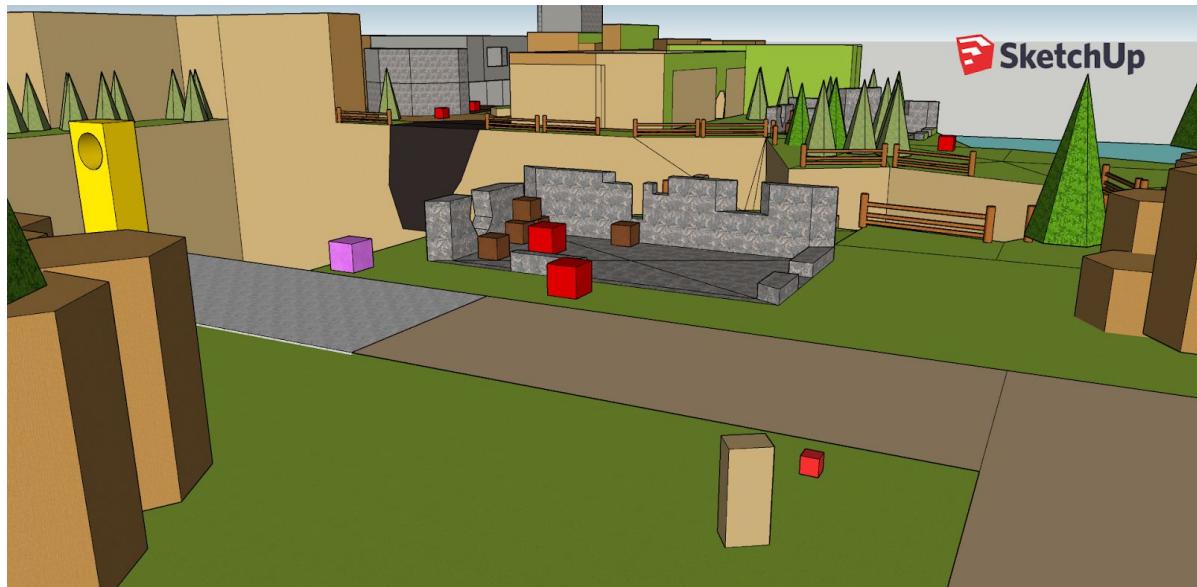
AVG Damage taken: 86.5	AVG Turn: 11.5
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Battle R2 - 4x Stompy

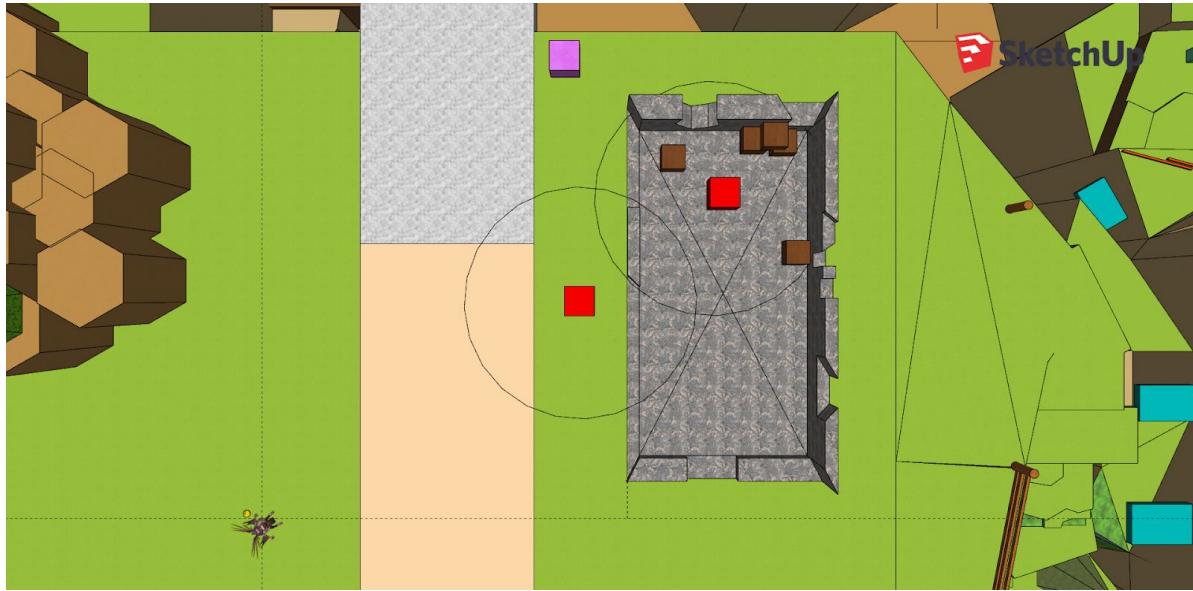


Battle IR1

Enemies: 2x Ancient



(Sophie and calcifer enter the area from the south west side)

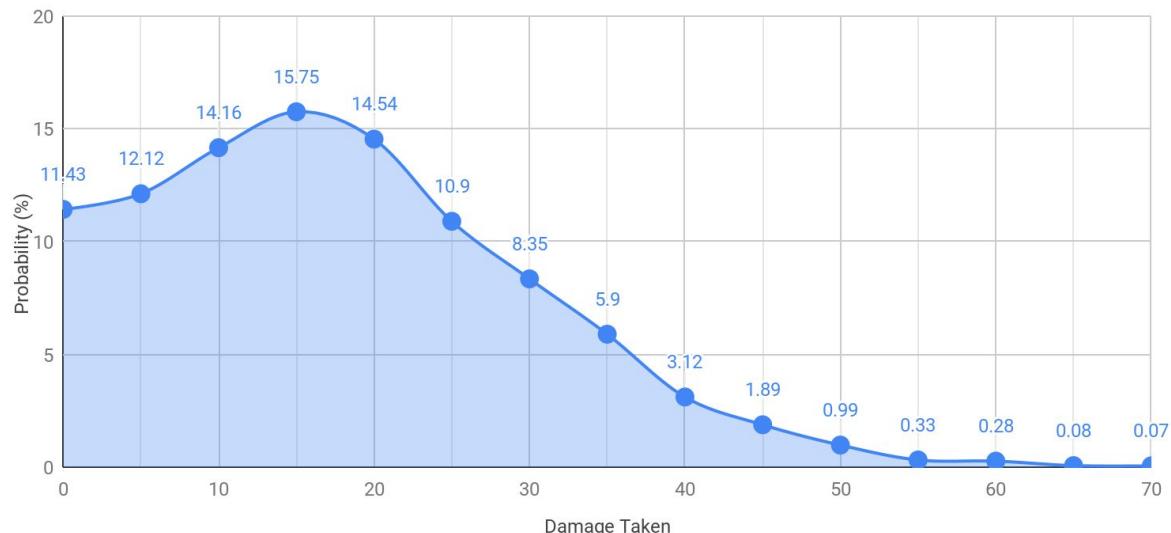


This battle takes place near the bridge device and it's first battle that stages Ancients in the entire game. One is outside the ruins, while the other one lurks in the building. Sophie is immediately spotted by those enemies that will keep their distance while attacking Sophie. There are only two ancients, this means they will not have access to their move Sun Glyph, making the encounter pretty easy. This is an easy encounter because:

1. This is the first battle the player will take against Ancients
2. This is the last battle coming from the bottom of the pit

The player will climb back up after taking the stone in the cave below and will probably rest at the Sacred Tree down there making all enemies in the area respawn.

Battle IR1



AVG Damage taken: 12.8

AVG Turn: 3.8

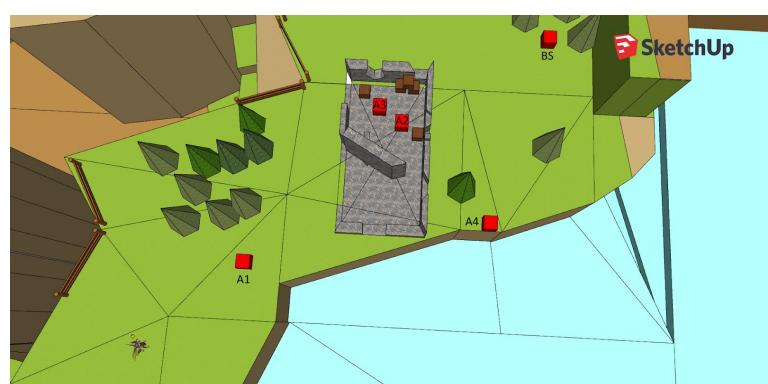
Battle Example

Read left column first

Sophie - 200 Ancient1 - 16 Ancient2 - 18	Sophie MISSED (5) Ancient2 Ancient1 uses Earth Glyph 3 -> 18
Sophie->Ancient1->Ancient2 SOPHIE uses Fireball for DAMAGE: 13 Ancient1 failed the saving throw with 8 Ancient1 hp: 16->3 Ancient2 passed the saving throw with 14 Ancient2 hp: 18->12	Ancient2 uses Wind Glyph Ancient2 MISSED (8) Sophie Sophie HITS (11) Ancient1 for 7 Ancient1 hp: 18->11
Ancient1 uses Earth Glyph 3 -> 18 Ancient2 uses Wind Glyph Ancient2 HITS (15) Sophie for 5 Sophie hp: 200->195	Ancient1 uses Wind Glyph Ancient1 MISSED (6) Sophie Ancient2 uses Wind Glyph Ancient2 MISSED (3) Sophie
Sophie HITS (15) Ancient1 for 15 Ancient1 hp: 18->3	SOPHIE uses Fireball for DAMAGE: 16 Ancient1 failed the saving throw with 5 Ancient1 is dead: 11->0 Ancient2 failed the saving throw with 12 Ancient2 is dead: 12->0
Ancient1 uses Fire Glyph Sophie failed the saving throw with 9 Ancient2 uses Wind Glyph Ancient2 MISSED (4) Sophie	BATTLE OVER Damage taken: 5 Turns: 5

Battle IR2

Ancient	A1
Ancient	A2
Ancient	A3
Ancient	A4
Big Slime	BS

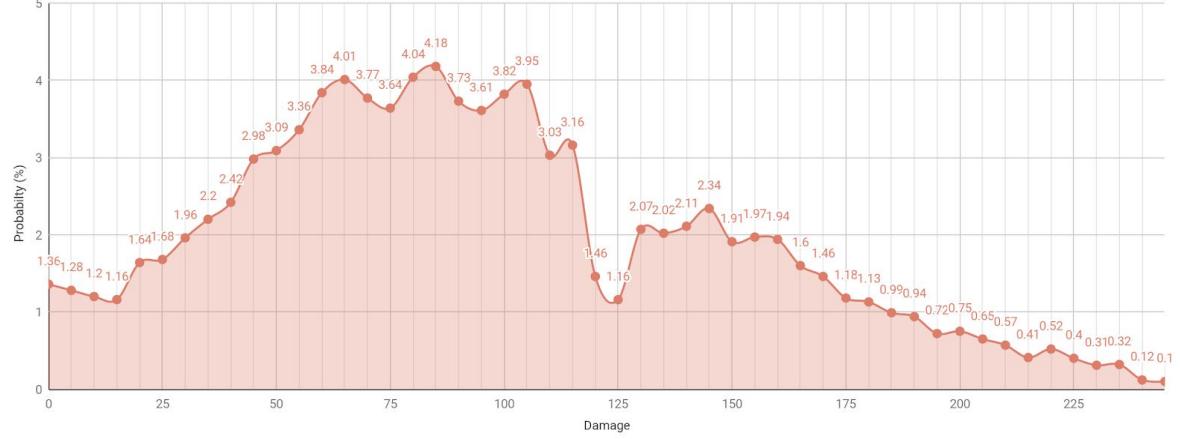


This battle takes place close to a building on the bank of the river. When Sophie first approaches the area she will come in contact with a first ancient (**A1**) standing outside the building and immediately notice a second ancient (**A4**) standing on the bank behind the ruins. The first ancient will start moving towards the ruins to keep distance with Sophie while **A4** will start coming around the building. The other two ancients (**A2** and **A3**) that are inside the ruins are hidden from Sophie but will come out to fight when alerted by **A1** going towards them. The big slime (top right corner **BS**) will not move from his starting position unless he sees Sophie coming around the building from the left or gliding from the right.

This is the first battle that stages three or more ancients, granting them access to the move Sun Glyph.



Battle IR2



AVG Damage taken: 101

AVG Turn: 10

The drop in probability from 120 to 125 damage is due to the fact that in the simulation Sophie will use a potion when below 80hp, making it less likely to end the battle taking around 120 dmg. This holds true for every encounter where using potions is necessary.

Battle Example

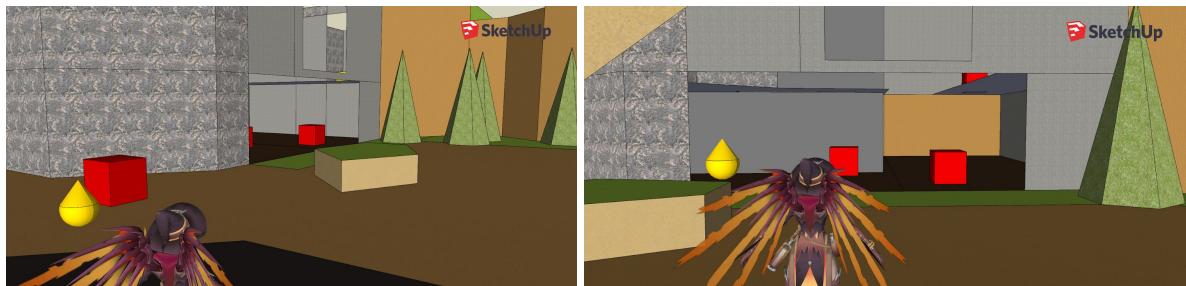
<p>Sophie - 200</p> <p>BigSlimo1 - 22 Ancient1 - 16 Ancient2 - 17 Ancient3 - 21 Ancient4 - 16</p> <p>SOPHIE uses Fireball for DAMAGE: 13 BigSlimo1 passed the saving throw with 18 BigSlimo1 hp: 20->14 Ancient1 passed the saving throw with 19 Ancient1 hp: 16->10 Ancient2 failed the saving throw with 5 Ancient2 hp: 17->4 Ancient3 failed the saving throw with 6 Ancient3 hp: 21->8 Ancient4 passed the saving throw with 19 Ancient4 hp: 16->10</p> <p>BigSlimo1 HITS (21) Sophie for 5 Sophie hp: 200->195</p> <p>Ancient1 uses Fire Glyph Sophie passed the saving throw with 19</p> <p>Ancients cast Sun Glyph for 20 dmg Sophie failed the saving throw with 1 Sophie hp: 195->175</p> <p>SOPHIE uses FLASH BigSlimo1 passed the saving throw with 12 Ancient1 failed the saving throw with 11 Ancient3 failed the saving throw with 2 Ancient4 failed the saving throw with 7 Ancient2 passed the saving throw with 16</p> <p>BigSlimo1 uses SlimeCannon BigSlimo1 HITS (16) Sophie for 3 Sophie hp: 175->172</p> <p>Ancient1 failed the saving throw with 7 Ancient1 is BLINDED and cannot act Ancient3 failed the saving throw with 9 Ancient3 is BLINDED and cannot act Ancient4 failed the saving throw with 7 Ancient4 is BLINDED and cannot act</p> <p>Ancient2 uses Wind Glyph Ancient2 MISSED (10) Sophie</p> <p>Slimo1 MISSED (7) Sophie</p> <p>BigSlimo1 HITS (18) Sophie for 4 Sophie hp: 172->168</p>	<p>Ancient1 failed the saving throw with 5 Ancient1 is BLINDED and cannot act Ancient3 failed the saving throw with 6 Ancient3 is BLINDED and cannot act Ancient4 failed the saving throw with 8 Ancient4 is BLINDED and cannot act</p> <p>Ancient2 uses Earth Glyph 4 -> 17 Slimo1 HITS (13) Sophie for 5 Sophie hp: 168->163</p> <p>BigSlimo1 HITS (15) Sophie for 7 Sophie hp: 163->156</p> <p>Ancients cast Sun Glyph for 27 dmg Sophie failed the saving throw with 14 Sophie hp: 156->129</p> <p>Ancient2 uses Wind Glyph Ancient2 MISSED (10) Sophie</p> <p>SOPHIE uses Fireball for DAMAGE: 23 Slimo1 failed the saving throw with 1 Slimo1 is dead: 8->0 BigSlimo1 failed the saving throw with 6 BigSlimo1 is dead: 6->0 Ancient3 passed the saving throw with 20 Ancient3 is dead: 8->0 Ancient4 failed the saving throw with 7 Ancient4 is dead: 10->0 Ancient1 failed the saving throw with 1 Ancient1 is dead: 10->0 Ancient2 passed the saving throw with 14 Ancient2 hp: 17->6</p> <p>Ancient2 uses Wind Glyph Ancient2 MISSED (7) Sophie</p> <p>Sophie HITS (15) Ancient2 for 12 Ancient2 is dead 6->0</p> <p>BATTLE OVER</p> <p>Damage taken: 71 Turns: 6</p>
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Battle IR3

Stompy	St1
Stompy	St2
Stone Golem	SG
Big Slime	BS



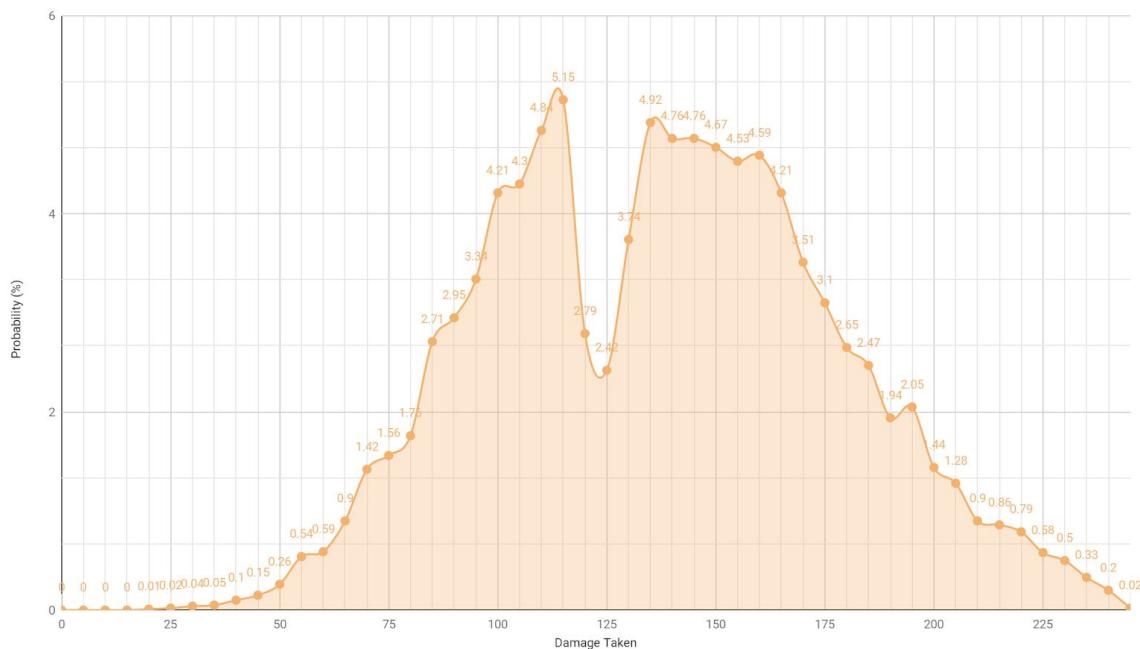
This battle takes place in area D. Sophie can enter area D from two different points, from the edge of the pit (picture on the left) or from the tunnel (picture on the right). In either case the attention of the player is taken by the hole in the wall of the building that wasn't clearly visible before.



From the building can be seen a stone golem (**SG**) that is leaning against the wall. When Sophie steps closer to the golem or starts the battle the stone golem will stand up and start attacking Sophie. The main focus of this battle is to show the stone golem paired with two stompy. The golem is very strong but can only attack from close range, making it not so big of a threat when fought alone. In contrast, when paired with a stompy the golem gets a huge benefit if the stompy is able to root Sophie in place with its grab ability, making it easy for the golem to reach Sophie. This makes this battle pretty dangerous for Sophie but it's the last battle before reaching the stone.

This battle can be skipped entirely by staying on the left side of the building and going around it. Clearing the battle will lead Sophie to the second floor of the building and will be rewarded with 2x Little Soul Fragment (C) standing in the room before the small bridge.

Battle IR3



AVG Damage taken: 141

AVG Turn: 14.1

Battle Example

Read left column first

Sophie - 200
BigSlimo1 - 24
Stompy1 - 38
Stompy2 - 35
StoneGolem1 - 71

SOPHIE uses Fireball for DAMAGE: 18
BigSlimo1 failed the saving throw with 6
BigSlimo1 hp: 22->4
Stompy1 passed the saving throw with 19
Stompy1 hp: 41->32
Stompy2 passed the saving throw with 19
Stompy2 hp: 35->26
StoneGolem1 failed the saving throw with 11
StoneGolem1 hp: 71->53
BigSlimo1 MISSED (4) Sophie
Stompy melee attack
Stompy1 HITS (16) Sophie for 4
Sophie hp: 200->196
Stompy melee attack
Stompy2 MISSED (3) Sophie
StoneGolem melee attack
StoneGolem1 MISSED (7) Sophie

SOPHIE uses FLASH

StoneGolem1 hp: 53->48
Stompy melee attack
Stompy1 HITS (19) Sophie for 7
Sophie hp: 165->158
Stompy melee attack
Stompy2 HITS (18) Sophie for 3
Sophie hp: 158->155
StoneGolem melee attack
StoneGolem1 MISSED (10) Sophie

SOPHIE uses FLASH

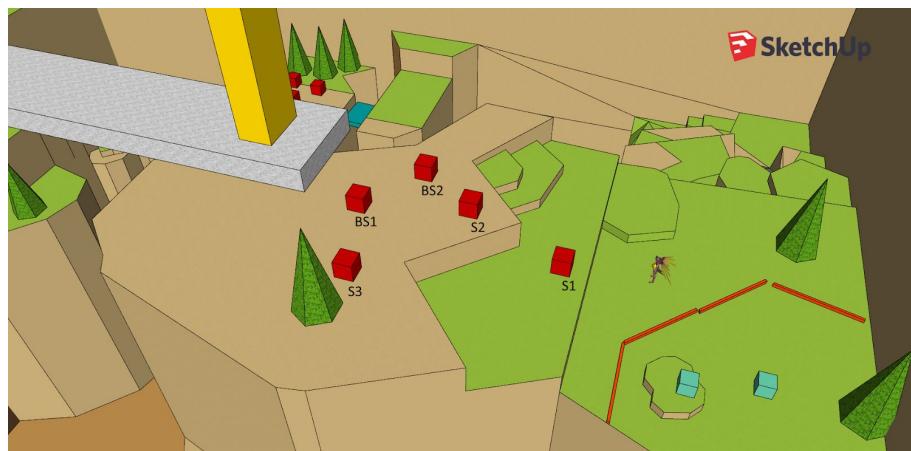
Stompy1 failed the saving throw with 2
Stompy2 failed the saving throw with 2
StoneGolem1 passed the saving throw with 14
Stompy1 failed the saving throw with 3
Stompy1 is BLINDED and misses
Stompy2 failed the saving throw with 2
Stompy2 is BLINDED and misses
StoneGolem twomp attack
StoneGolem1 MISSED (4) Sophie
Stompy1 failed the saving throw with 3
Stompy1 is BLINDED and misses
Stompy2 passed the saving throw with 13
Stompy melee attack
Stompy2 MISSED (10) Sophie

SOPHIE uses FLASH

<p>BigSlimo1 failed the saving throw with 10 Stompy1 failed the saving throw with 3 Stompy2 passed the saving throw with 14 StoneGolem1 passed the saving throw with 20 BigSlimo1 passed the saving throw with 12 BigSlimo1 MISSED (9) Sophie Stompy1 failed the saving throw with 2 Stompy1 is BLINDED and misses Stompy melee attack Stompy2 MISSED (9) Sophie StoneGolem twomp attack StoneGolem1 MISSED (9) Sophie BigSlimo1 HITS (11) Sophie for 2 Sophie hp: 196->194 Stompy1 passed the saving throw with 13 Stompy melee attack Stompy1 MISSED (8) Sophie Stompy melee attack Stompy2 HITS (13) Sophie for 5 Sophie hp: 194->189 StoneGolem twomp attack StoneGolem1 HITS (21) Sophie for 9 Sophie hp: 189->180 BigSlimo1 HITS (11) Sophie for 6 Sophie hp: 180->174 Stompy melee attack Stompy1 HITS (11) Sophie for 9 Sophie hp: 174->165 Stompy melee attack Stompy2 MISSED (4) Sophie StoneGolem twomp attack StoneGolem1 MISSED (5) Sophie</p> <p>SOPHIE uses Fireball for DAMAGE: 11 BigSlimo1 passed the saving throw with 19 BigSlimo1 is dead: 4->0 Stompy1 failed the saving throw with 12 Stompy1 hp: 32->21 Stompy2 failed the saving throw with 1 Stompy2 hp: 26->15 StoneGolem1 passed the saving throw with 15</p>	<p>StoneGolem twomp attack StoneGolem1 HITS (19) Sophie for 14 Sophie hp: 155->141 Stompy melee attack Stompy1 HITS (21) Sophie for 8 Sophie hp: 141->133 Stompy melee attack Stompy2 MISSED (10) Sophie StoneGolem melee attack StoneGolem1 HITS (16) Sophie for 11 Sophie hp: 133->122</p> <p>SOPHIE uses Fireball for DAMAGE: 18 Stompy1 passed the saving throw with 18 Stompy1 hp: 21->12 Stompy2 failed the saving throw with 13 Stompy2 is dead: 15->0 StoneGolem1 failed the saving throw with 2 StoneGolem1 hp: 48->30 Stompy melee attack Stompy1 HITS (15) Sophie for 9 Sophie hp: 122->113 StoneGolem twomp attack StoneGolem1 HITS (21) Sophie for 16 Sophie hp: 113->97</p> <p>Sophie HITS (20) Stompy1 for 17 Stompy1 is dead 12->0 StoneGolem melee attack StoneGolem1 HITS (23) Sophie for 7 Sophie hp: 97->90 Sophie HITS (7) StoneGolem1 for 10 StoneGolem1 hp: 30->20 StoneGolem twomp attack StoneGolem1 MISSED (9) Sophie Sophie MISSED (3) StoneGolem1 StoneGolem melee attack StoneGolem1 HITS (23) Sophie for 9 Sophie hp: 90->81</p> <p>Sophie HITS (22) StoneGolem1 for 11 StoneGolem1 hp: 20->9 StoneGolem melee attack StoneGolem1 MISSED (9) Sophie Sophie HITS (19) StoneGolem1 for 14 StoneGolem1 is dead 9->0</p> <p>BATTLE OVER</p> <p>Damage taken: 119 Turns: 14</p>
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Battle IR4

Slime	S1
Slime	S2
Slime	S3
Big Slime	BS1
Big Slime	BS2



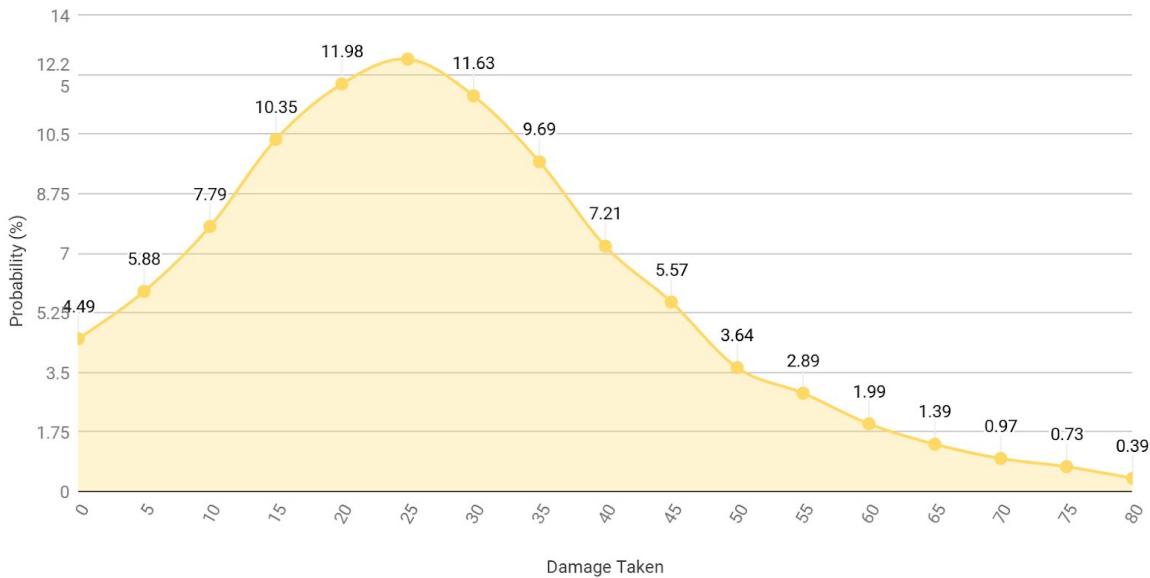
This battle takes place on the cliff where the bridge is resting. Since a lot of corruption falls into the pit, there are a lot of Slimes roaming the area. This is a simple fight in an open area where the battle is pretty straight forward. Clearing the battle will let Sophie step on the bridge and take a closer look to both statues. From the end of the bridge, on the left side, the player may notice that the wall has an hidden recess that houses 2x Spike Bombs.



AVG Damage taken: 30.13

AVG Turn: 6.5

Battle IR4



Battle Example

Sophie - 200
 Slimo1 - 12
 Slimo2 - 10
 Slimo3 - 10
 BigSlimo1 - 20
 BigSlimo2 - 22

SOPHIE uses Fireball for DAMAGE: 13
 Slimo1 failed the saving throw with 2
 Slimo1 is dead: 9->0
 Slimo2 failed the saving throw with 2
 Slimo2 is dead: 9->0
 Slimo3 failed the saving throw with 1
 Slimo3 is dead: 10->0
 BigSlimo1 failed the saving throw with 1
 BigSlimo1 hp: 24->11

BigSlimo1 MISSED (9) Sophie

BigSlimo2 uses SlimeCannon
 BigSlimo2 HITS (12) Sophie for 7
 Sophie hp: 200->193

SOPHIE uses FLASH
 BigSlimo1 passed the saving throw with 20
 Slimo4 failed the saving throw with 6
 BigSlimo2 failed the saving throw with 7

BigSlimo1 HITS (18) Sophie for 2
 Sophie hp: 193->191

Slimo4 failed the saving throw with 7
 Slimo4 is BLINDED and misses

BigSlimo2 passed the saving throw with 18
 BigSlimo2 HITS (19) Sophie for 5
 Sophie hp: 191->186

BigSlimo1 MISSED (4) Sophie

Slimo4 failed the saving throw with 4
 Slimo4 is BLINDED and misses

BigSlimo2 MISSED (8) Sophie
 BigSlimo1 uses SlimeCannon
 BigSlimo1 HITS (19) Sophie for 6
 Sophie hp: 186->180

Slimo4 HITS (15) Sophie for 3
 Sophie hp: 180->177

BigSlimo2 MISSED (3) Sophie

SOPHIE uses Fireball for DAMAGE: 21
 Slimo5 failed the saving throw with 6
 Slimo5 is dead: 8->0
 BigSlimo1 failed the saving throw with 1
 BigSlimo1 is dead: 3->0
 Slimo4 failed the saving throw with 10
 Slimo4 is dead: 8->0
 BigSlimo2 failed the saving throw with 4
 BigSlimo2 is dead: 16->0

BATTLE OVER

Damage taken: 23
 Turns: 5

Battle IR5

Stompy	St1
Stompy	St2
Stompy	St3



When Sophie will reach this area she will need to use Calcifer to move the blue platforms in order to proceed. When using Calcifer in this way the player doesn't have access to the empowered moves such as Fireball and Fire Shield. Below the second platform there is a [Little soul fragment](#).

AVG Damage taken: 58.9

AVG Turn: 10.8



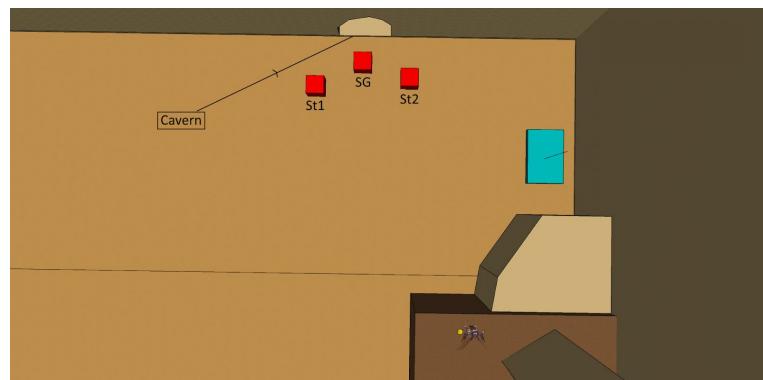
Battle Example

Sophie - 200 Stompy1 - 40 Stompy2 - 36 Stompy3 - 39	Stompy riccio bomba Stompy1 HITS (14) Sophie for 2 Sophie hp: 159->157
SOPHIE uses Fireball for DAMAGE: 16 Stompy1 failed the saving throw with 12 Stompy1 hp: 36->20 Stompy2 failed the saving throw with 7 Stompy2 hp: 34->18 Stompy3 failed the saving throw with 9 Stompy3 hp: 35->19	Stompy melee attack Stompy2 MISSED (10) Sophie
Stompy1 dance	Stompy melee attack Stompy3 HITS (15) Sophie for 7 Sophie hp: 157->150
Stompy2 HITS (14) Sophie for 6 Sophie hp: 200->194	SOPHIE uses FLASH Stompy1 failed the saving throw with 3 Stompy2 failed the saving throw with 8 Stompy3 passed the saving throw with 15 Stompy1 failed the saving throw with 1 Stompy1 is BLINDED and misses Stompy2 passed the saving throw with 17
Stompy riccio bomba Stompy3 HITS (12) Sophie for 1 Sophie hp: 194->193	Stompy grab Stompy2 HITS (21) Sophie for 3 Sophie hp: 150->147
SOPHIE uses FLASH Stompy1 passed the saving throw with 12 Stompy2 passed the saving throw with 17 Stompy3 passed the saving throw with 14	Stompy melee attack Stompy3 MISSED (6) Sophie
Stompy1 dance	Stompy1 failed the saving throw with 4 Stompy1 is BLINDED and misses
Stompy melee attack Stompy2 HITS (22) Sophie for 6 Sophie hp: 193->187	Stompy dance Stompy melee attack Stompy3 HITS (11) Sophie for 7 Sophie hp: 147->140
Stompy3 dance	Stompy grab Stompy1 HITS (23) Sophie for 6 Sophie hp: 140->134
Stompy melee attack Stompy1 HITS (12) Sophie for 10 Sophie hp: 187->177	Stompy melee attack Stompy2 MISSED (2) Sophie
Stompy2 dance	Stompy dance
Stompy grab Stompy3 HITS (15) Sophie for 6 Sophie hp: 177->171	SOPHIE uses Fireball for DAMAGE: 21 Stompy1 passed the saving throw with 20 Stompy1 is dead: 10->0 Stompy2 failed the saving throw with 11 Stompy2 is dead: 8->0 Stompy3 failed the saving throw with 12 Stompy3 is dead: 14->0
Stompy riccio bomba Stompy1 HITS (13) Sophie for 5 Sophie hp: 171->166	BATTLE OVER
Stompy2 dance	Damage taken: 66 Turns: 9
Stompy riccio bomba Stompy3 HITS (19) Sophie for 7 Sophie hp: 166->159	

SOPHIE uses Fireball for DAMAGE: 10
Stompy1 failed the saving throw with 13
Stompy1 hp: 20->10
Stompy2 failed the saving throw with 9
Stompy2 hp: 18->8
Stompy3 passed the saving throw with 14
Stompy3 hp: 19->14

Battle IR6

Stompy	St1
Stompy	St2
Stone Golem	SG



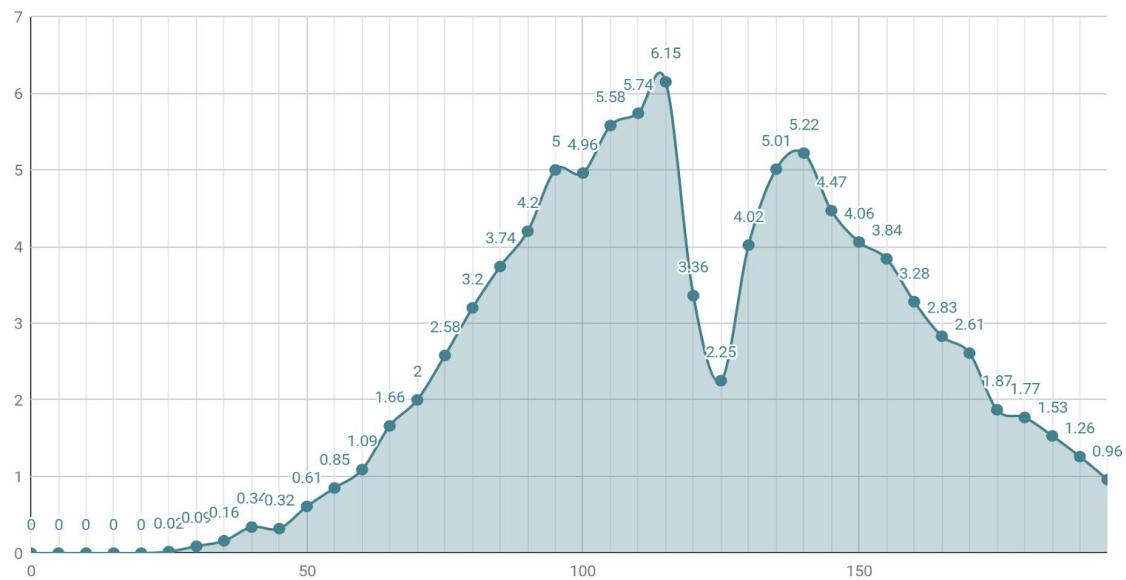
The entrance of the cavern is protected by a stone golem paired with two stompy. This may be the first encounter with the stone golem for the player if he jumps straight down the pit or falls into it. If he didn't learn of the dangers of the stone golem and stompy combination before, he will learn it here. The battle takes place on the bottom of the pit with the golem standing in the middle of the two stompys.

The blue platform on the right is the starting point for the path that leads to the top of the pit. This will also be the first battle the player takes when coming out from the cavern after resting at the sacred tree inside. This battle is not very hard but when fought from inside the cavern the player has to make good use of his flash skill and the narrow environment.



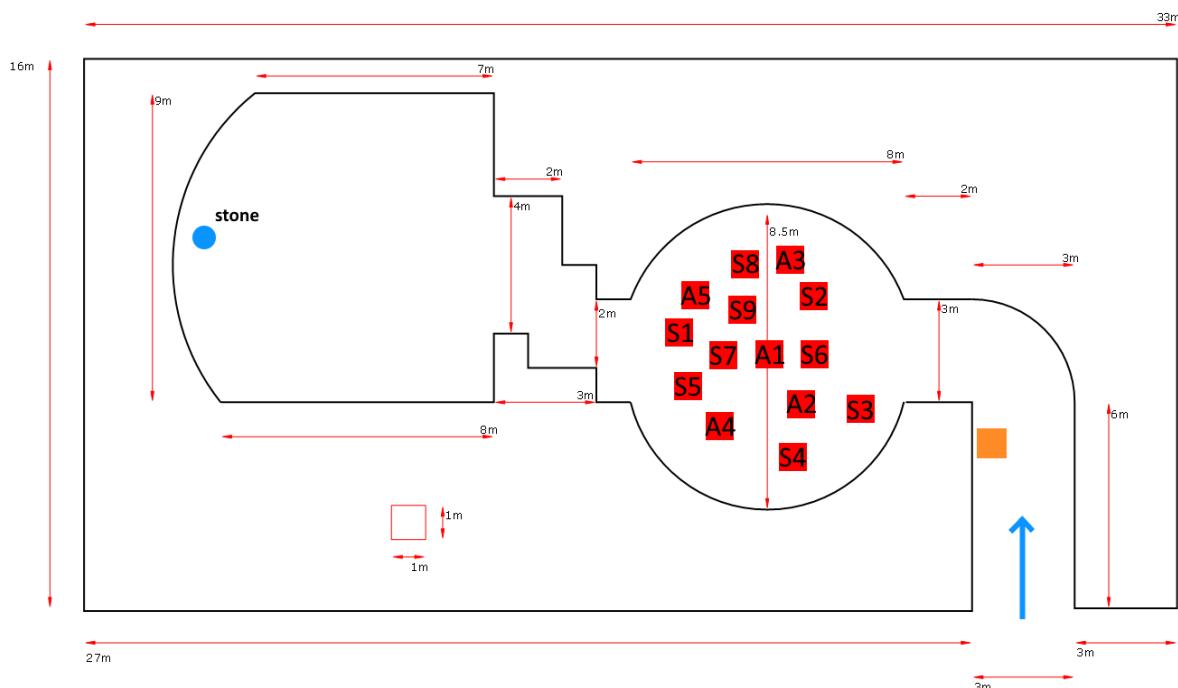
AVG Damage taken: 123.7	AVG Turn: 13.5
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Battle IR6



Battle IR7

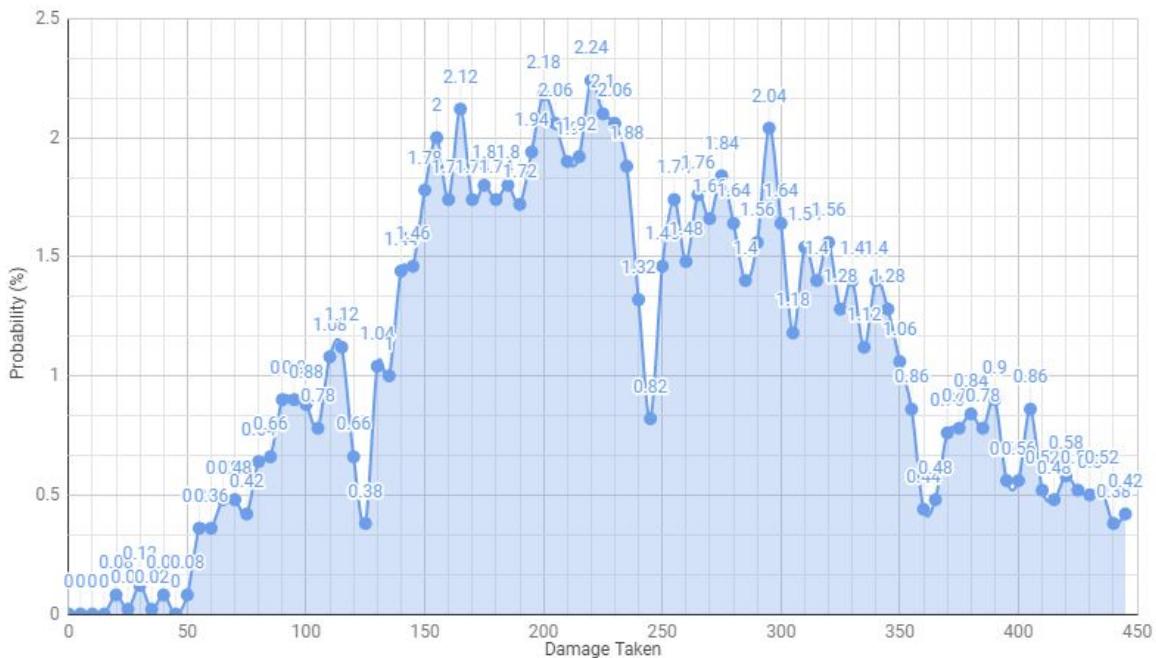
Enemies: 5x Ancient and 9x Slime



This is the first battle in the cavern. The player will find a sacred tree (checkpoint) near the entrance and from there can rest without being attacked. This battle features a large number of enemies that stand in a dark circular area. Because the area is almost pitch black, most of the enemies won't be visible upon entering the room. Using Calcifer in utility mode won't be enough to see the whole arena. The only way to see all the enemies is to use the Flash ability. When the battle

starts the slime will quickly start growing into bigger slimes, becoming a bigger threat to Sophie, while the Ancients can utilize their number to cast Sun Glyph many times during the battle. The best way to deal with this encounter is to utilize a Simulacrum Doll to lure all enemies to the center of the room before returning Calcifer in Attack mode to cast Fireball and use Bombs to hit as many enemies as possible. The simulation below doesn't use neither Simulacrum Dolls nor Spike Bombs. If this battle is fought well by the player, the expected damage taken is lower than that shown.

Battle IR7

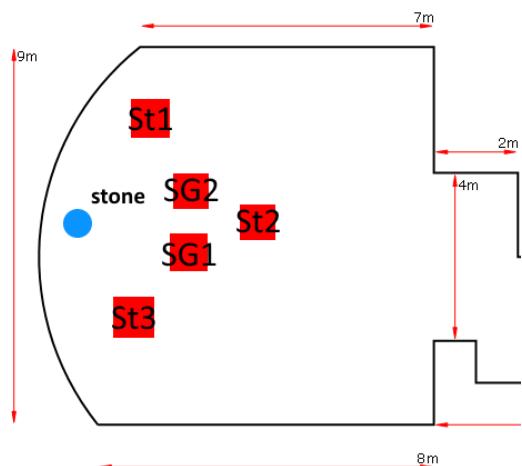


AVG Damage taken: 253.8

AVG Turn: 16.8

Battle IR8

Enemies: 2x Stone Golem and 3x Stompy



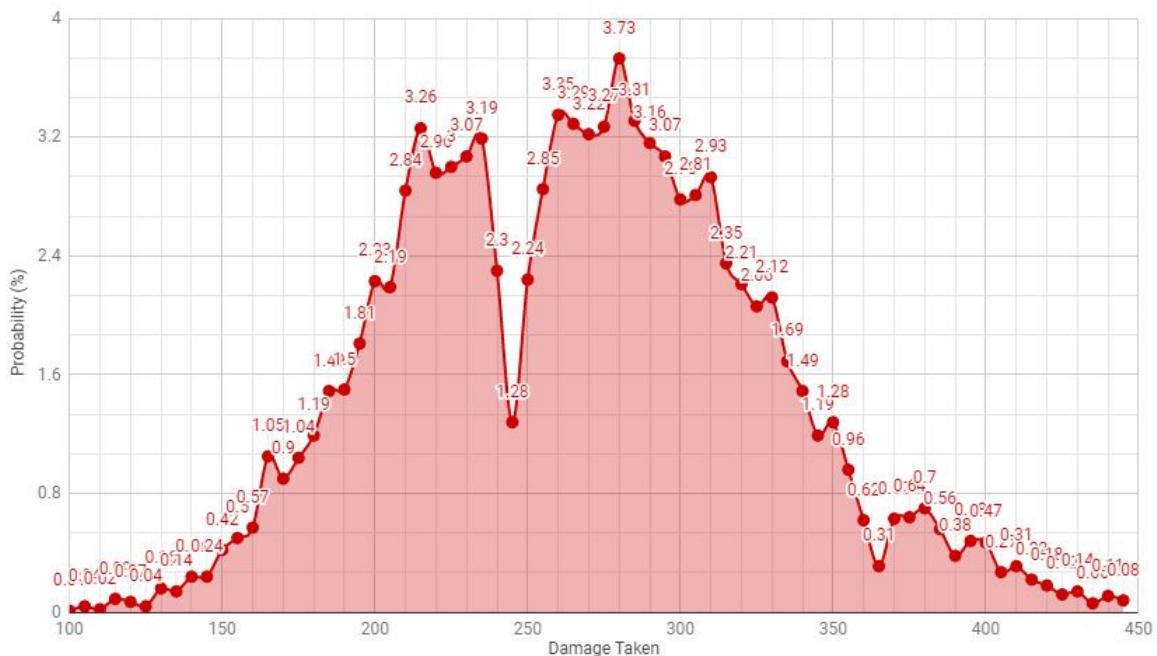
This is the second battle in the cavern. There are three stompy with two stone golems waiting in the dark, waiting for Sophie to shine a light or move closer to start attacking her to protect the stone behind them.

The play should know by now that the golems are a big threat when paired with the stompy. The best strategy to deal with this encounter is to focus the stompy first using simulacrum dolls that don't work against the stone golems and

attract only the stompy. This is an hard battle that will probably require the

player to use all the ampules he has left but can safely respawn at the nearby sacred tree if is defeated. In the graph can be seen that one potion is required and sometimes even a second one.

Battle IR8



AVG Damage taken: 270

AVG Turn: 19.6

Battle IR9

Enemies: 1x Big Slime and 2x Slime



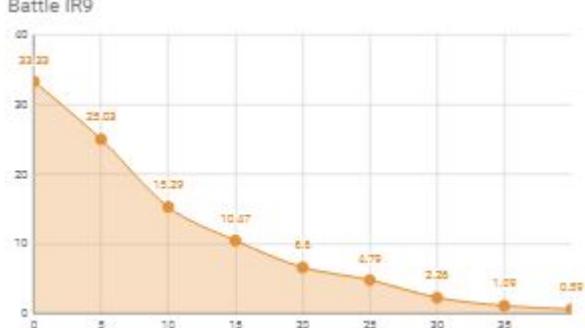
This battle takes place near the entrance of the area, on the left of the path that leads to the bridge.

The item in yellow (1x Simulacrum Doll) can be seen from the entrance and there is a breakable rock (shown in black) that needs to be destroyed in order for Sophie to jump to the top of the rocks. On top of the rocks stand one big slime and two slimes that will only see Sophie if she approaches from the north side. They won't attack Sophie

while she walks on the path because some trees block their view.



Battle IR9



AVG Damage taken: 10.1

AVG Turn: 4

Battle IR10

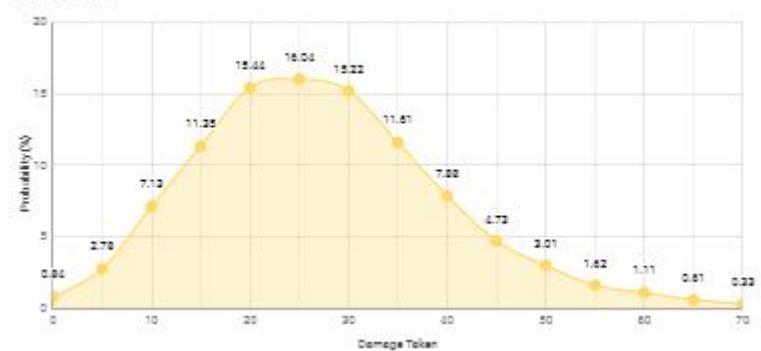
Enemies:

2x Stompy

This battle takes place in area F, reachable by the moving platforms on the left of the image. Sophie will find two Stompy standing near a Spike Bomb Tree (in purple) and will attack her. The battle is pretty simple and these enemies are found here because of the presence of the spike bomb tree, from which they come from. From this area Sophie will be asked to throw the bomb across the rings to hit the big breakable rocks on the other side of the pit.



Battle IR10



AVG Damage taken: 29.5

AVG Turn: 6.8

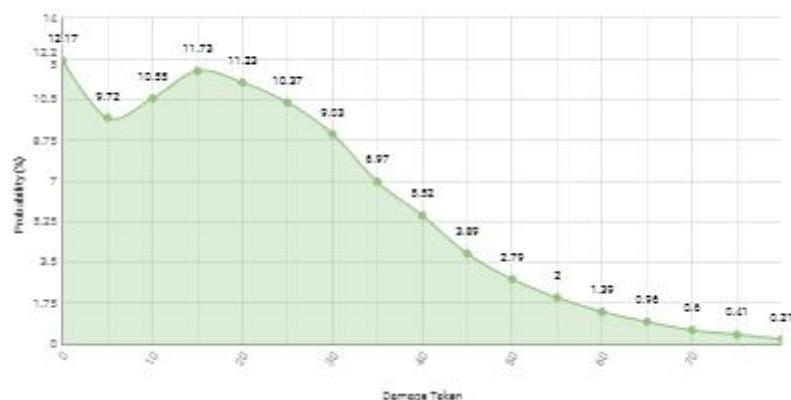
Battle IR11

Enemies: 5x Slime and 1x Ancient



When roaming on the bottom of the pit, Sophie will encounter many slimes scattered around, unable to climb back to the top of the hole. In the simulation all those enemies are fought in the same battle.

Battle IR11



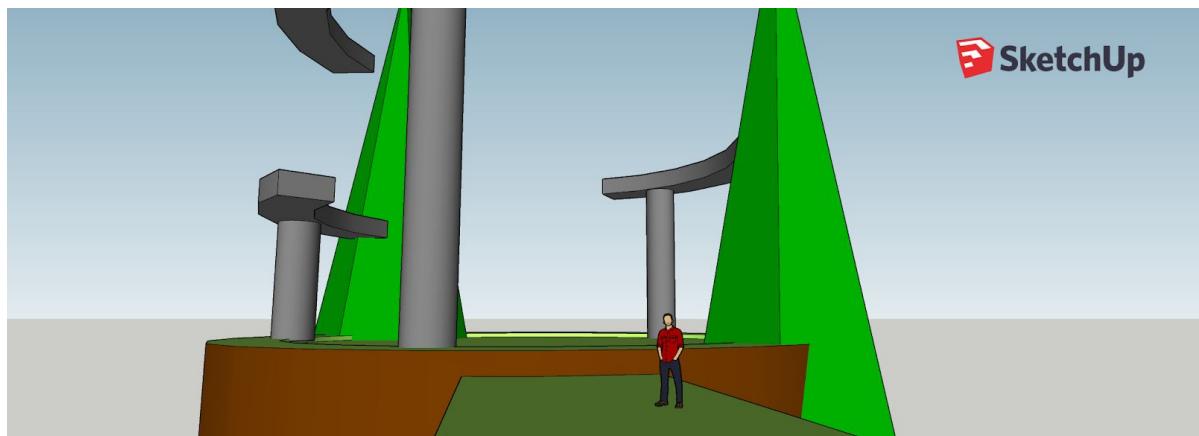
AVG Damage taken: 25.8

AVG Turn: 6.1

Boss Battle

Enemies: Squaky

This battle takes place in the lone tower area. The strategy to defeat this enemy easily is to use the spike bombs provided by the two giant spike bomb trees present to destroy the pillars on which Squaky stands.



Boss Battle



AVG Damage taken: 116.6	AVG Turn: 18
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Read left column first

Sophie - 200 Squaky- 150	Squaky is stunned (2)
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 SOPHIE uses Fireball for DAMAGE: 18 Squaky failed the saving throw with 7 Squaky hp: 150->132 | Sophie hits (13) Squaky for 5 dmg Squaky hp 75->70 | Squaky jumps on the structure Squaky uses Slurry Rain for 5 damage Sophie failed the saving throw with 5 Sophie AC +2 Sophie hp 200->195 | Squaky is stunned (1) |

<p>Sophie uses FLASH Squaky passed the saving throw (12)</p>	<p>Squaky uses body slam hits (12) for 12 Sophie hp 142->130</p>
<p>Squaky uses body slam hits (9) for 16 Sophie hp 195->179</p>	<p>Sophie uses Fire Shied to protect herself</p>
<p>Sophie hits(14) for 9 dmg Squaky hp 132->123</p>	<p>Squaky jumps on the structure Squaky uses Slurry Rain for 4 damage Sophie failed the saving throw with 5 Sophie AC +2 Sophie hp 130->126</p>
<p>Squaky jumps on the structure Squaky uses Slurry Rain for 5 damage Sophie passes the saving throw (15) Sophie hp 179->177</p>	<p>Sophie throw a spike bomb at the pillar, it misses Squaky</p>
<p>Sophie hits(15) squaky for 11 dmg Squaky hp 123->112</p>	<p>Squaky uses body slam hits (16) for 10 Sophie hp 126->110</p>
<p>Squaky uses body slam Squaky misses (7)</p>	<p>Sophie uses FLASH Squaky failed the saving throw (5)</p>
<p>Sophie misses (7) Squaky</p> <p>Squaky jumps on the structure Squaky uses Slurry Rain for 6 damage Sophie passes the saving throw (19) Sophie hp 177->174</p>	<p>Squaky is blinded Squaky uses charge Squaky misses (6)</p> <p>SOPHIE uses Fireball for DAMAGE: 17 Squaky failed the saving throw Squaky hp: 50->33</p>
<p>Sophie uses FLASH Squaky is blinded (9)</p> <p>Squaky uses Body Slam and misses Squaky is stunned for 2 turns</p> <p>SOPHIE uses Fireball for DAMAGE: 23 Squaky failed the saving throw automatically Squaky hp: 112->89</p>	<p>Squaky jumps on the structure Squaky uses Slurry Rain for 6 damage Sophie passes the saving throw (15) Sophie hp 110->107</p> <p>Sophie throws a spike bomb at the pillar beneath Squaky, destroying it.</p>
<p>Squaky is stunned (2)</p> <p>Sophie hits (16) Squaky for 8 dmg Squaky hp: 89->81</p>	<p>Squaky falls to the ground and is stunned for 2 turns</p>
<p>Sophie misses (1) Squaky</p> <p>Sophie failed the saving throw with 5 Sophie AC +2 Sophie hp 174->166</p>	<p>Squaky is stunned (2)</p> <p>Sophie hits (13) Squaky for 14 dmg Squaky hp 33->19</p>
<p>Sophie is stunned (1)</p> <p>Sophie throw a spike bomb at the pillar, it misses squaky</p>	<p>Squaky is stunned (1)</p> <p>Sophie hits (17) Squaky for 8 dmg Squaky hp 19->11</p> <p>Squaky uses body slam hits (18) for 12 Sophie hp 107->95</p>
<p>Squaky uses body slam</p>	<p>SOPHIE uses Fireball for DAMAGE: 15 Squaky failed the saving throw</p>

hits (16) for 21 dmg
Sophie hp 166->145

Sophie hits (14) Squaky for 6 dmg
Squaky hp: 81->75

Squaky jumps on the structure
Squaky uses Slurry Rain for 6 damage
Sophie passes the saving throw (15)
Sophie hp 145->142

Squaky is no longer stunned

Squaky jumps on the structure
Squaky uses Slurry Rain for 8 damage
Sophie throws a spike bomb at the pillar beneath Squaky, destroying it.

Squaky falls to the ground and is stunned for 2 turns

Squaky hp: 11->0

BATTLE OVER

Damage taken: 105
Turns: 21

GAMEPLAY STATS

Ruin's Path

Sophie hp	200
Ampoules	1
Little Soul Fragments	0

Max effective hp: $200 + 1*(120) + 0*(40) = 320$

To reach the end of the area Sophie has to overcome the platforming section and clear battle **R1** and **R2**. In this area Sophie will find a full Ampoule that can be drunk right away.

Battle	R1	R2	TOTAL
AVG DMG TAKEN	12.2	86.5	98.7
AVG TURNS	5.2	11.5	16.7

Items Found

1x Full ampoule	Section 2
1x Simulacrum Doll	Section 2
2x Little Soul Fragment	Section 1 - 2
1x Spike Bomb	Section 1

Monsters Fought

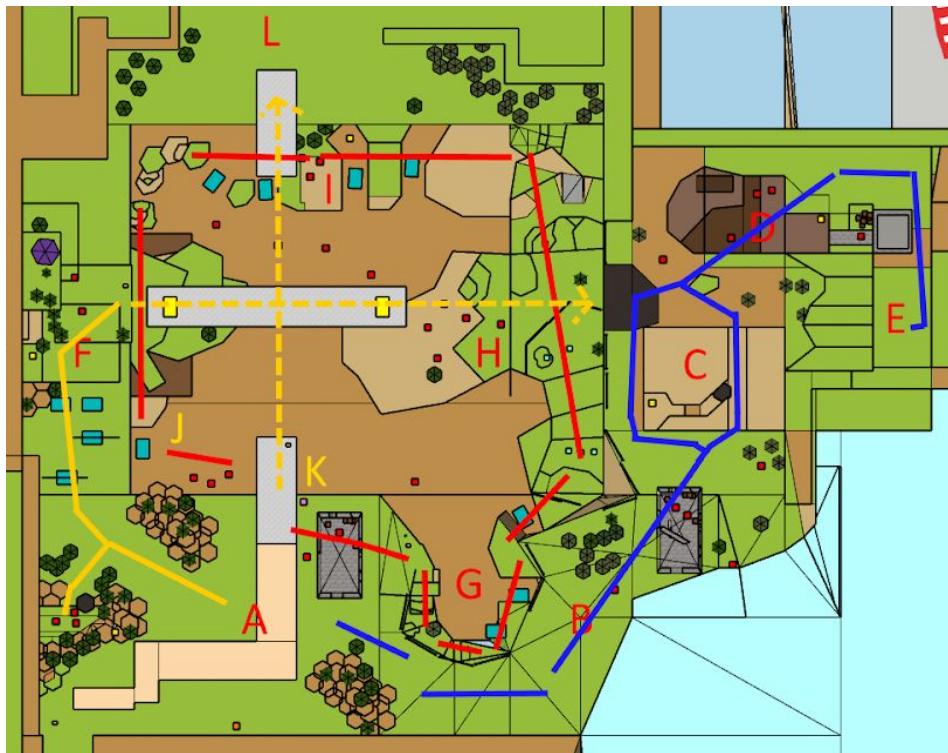
Monster	Loot
1x Big Slime (size 4)	Little Soul Fragment (5%)
4x Stompy	Little Soul Fragment (5%) Spike Bomb (20%)

Chance to find at least

1x Little soul fragment : $0.05 * 5 = 0.25$

1x Spike Bomb : $0.2 * 4 = 0.8$

Irbrill's Bridge



The player has enough potions and tools to reach every objective in the level.

Sophie hp	200
Ampoules	2
Little Soul Fragments	2

Max effective hp: $200 + 2*(120) + 2*(40) = 480$

Sophie starts with 2 little soul fragments from the previous section and will find many during the level to help her in the hard fights.

Blue Path

To reach the stone in the area E following the blue path will make the player fight 3 battles: **IR1 - IR2 - IR3**. There is a Sacred Tree at the start of the level and the player will probably rest there before taking this path.

Battle	IR1	IR2	IR3	TOTAL
AVG DMG TAKEN	12.8	101	141	253.8
AVG TURNS	3.8	10	14.1	28

Items Found

1x Little Soul Fragment	Area C - behind breakable rock
2x Little Soul Fragment	Area D - second floor

Monsters Fought

Monster	Loot
6x Ancient	Little Soul Fragment (5%)
2x Big Slime (size 2)	Little Soul Fragment (5%)
2x Stompy	Little Soul Fragment (5%) Spike Bomb (20%)
1x Stone Golem	

Chance to find at least

1x Little soul fragment : $0.05 * 8 = 0.4$

1x Spike Bomb : $0.2 * 2 = 0.4$

Red Path

Reaching the bottom of the hole is as simple as jumping straight down from the bridge, because of this the player can take many different path to reach the bottom. On the red path to reach the stone in the cavern the player will meet the following encounters (optional in brackets): **(IR1)** - **(IR4)** - **(IR5)** - **(IR11)** - **IR6** - **IR7** - **IR8**.

Battle	(IR1)	(IR4)	(IR5)	(IR11)	IR6	IR7	IR8
AVG DMG TAKEN	12.8	30.1	58.9	25.8	123.7	253.8	270
AVG TURNS	3.8	6.5	10.8	6.1	13.5	16.8	19.6

An important aspect of the red path is the presence of a Sacred Tree inside the cavern, after battle IR6. Taking the path down will lead the player to take the first 3 battles in the table above and battle **IR6** before reaching the Sacred Tree in the cavern, while jumping straight down implies clearing only battle IR6 to enter the cave. Battle **IR11** will be fought if the player decides to explore the bottom of the pit.

Short path damage expected: **IR6** = 123.7 dmg

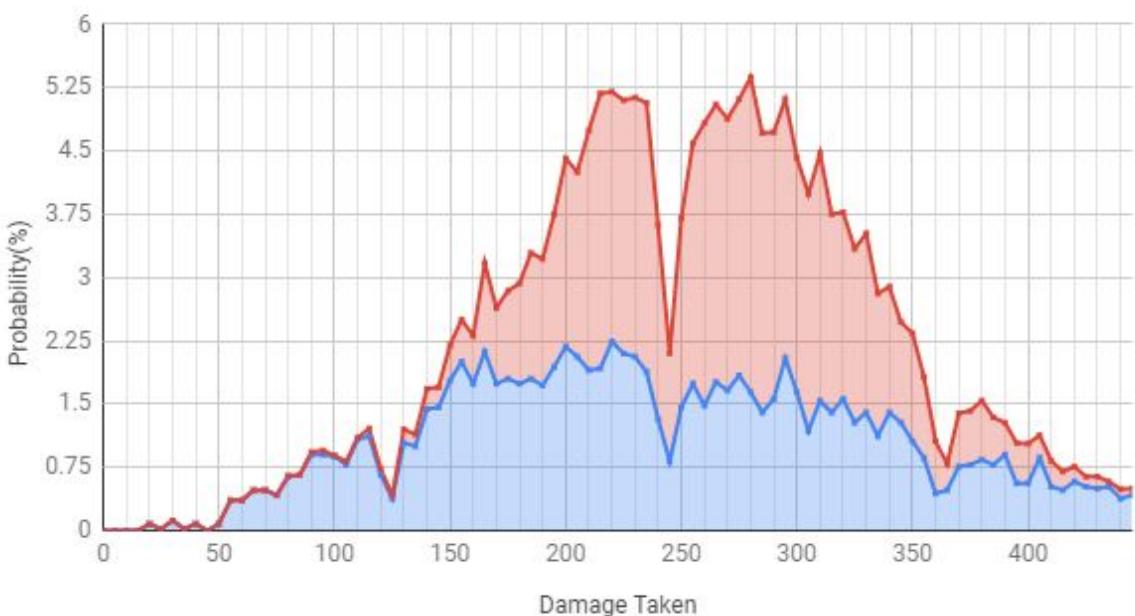
Long path damage expected: **IR1 + IR4 + IR5 + IR6**

Battle	(IR1)	(IR4)	(IR5)	IR6	TOTAL
AVG DMG TAKEN	12.8	58.9	30.1	12.8	225.5

After reaching the Sacred Tree the player can rest, refill his potions and take on battle **IR7** and **IR8** with an expected damage of $253.8 + 270 = 523.8$ damage. Using both potions (and some soul fragments if needed) Sophie should be able to clear the battle and claim the stone. In the case she faints she will respawn before battle **IR7** at the sacred tree in the cavern and can retry with her potion filled.

Battle	IR7	IR8	TOTAL
AVG DMG TAKEN	253.8	270	520.8
AVG TURNS	16.8	19.6	36.4

Battle IR7 and Battle IR8



The player will then probably rest at the sacred tree before exploring the bottom of the hole and climbing back to the top. The path up is the same as the long path down but the battles are in reverse order.

Battle	IR6	IR5	IR4	IR1	TOTAL
AVG DMG TAKEN	12.8	58.9	30.1	12.8	225.5

Items Found

2x Spike Bombs	Below area F
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1x Simulacrum Doll	In a cave area G - H
1x Little Soul Fragment	Area I - Below battle IR5

Monsters Fought

Monster	Loot
8x Ancient	Little Soul Fragment (5%)
17x Slime	Little Soul Fragment (2%)
2x Big Slime (size 2)	Little Soul Fragment (5%)
8x Stompy	Little Soul Fragment (5%) Spike Bomb (20%)
3x Stone Golem	

Chance to find at least

1x Little soul fragment : $0.05 * 18 = 0.90 + 0.34 = 1.24$

1x Spike Bomb : $0.2 * 8 = 1.6$

Yellow Path

All the battles present in the yellow path can be taken before collecting any stone. The sequence of battles shown is the one after collecting both stones, from activating the ancient device to traversing the bridge. Optional battles are shown in brackets.

Battle	IR1	(IR9)	IR10	TOTAL
AVG DMG TAKEN	12.8	10.1	29.5	52.4
AVG TURNS	3.8	4	6.8	14.6

Items Found

1x Simulacrum Doll	Area A - Battle IR9
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Monsters Fought

Monster	Loot
2x Slime	Little Soul Fragment (2%)
1x Big Slime (size 2)	Little Soul Fragment (5%)
2x Ancient	Little Soul Fragment (5%)
2x Stompy	Little Soul Fragment (5%) Spike Bomb (20%)

Chance to find at least

1x Little soul fragment : $0.05 * 5 + 0.02 * 2 = 0.29$

1x Spike Bomb : $0.2 * 2 = 0.4$ (there is a spike bomb tree in area F from which the player can always find a Spike Bomb to use for free).