**2.4 Items:**

Items are the tools that help player to survive throughout the game. These items can be to strengthen or heal the character, maintain the health situation and open alternative ways and endings. Also player will need some tools to continue on the story. Items will be acquired according to the area where player is. If character is next to sea, he can catch fishes by using fishing rod. The last and the most important feature is crafting. Player can combine most of the items with each other and items are also breakable to get more basic items.

**2.4.1 Simple Items According to Areas:**

Items will drop or be found according to the areas.

2.4.1.1 Forest Items:

Forest items are mostly the things which you can find in jungles. Wood, stone, branch honey, metal trashes, old clothes and ropes are some of them. Also from jungle animals player can get meat and milk.

Tree, Bush, Stone and Grass: They are used in crafting.

2.4.1.1 Mountain Items:

Mountain area has two subareas. In one of the area there is more water, so there will be moss and dirty water. Other are is full with hills so, player can find many stones and rocks there.

Rock, Stone, Bush and Moss: They are used in crafting.

2.4.1.1 Volcano Items:

In volcano area, near the Volcano there can be corps and the rest of the area consist dry trees and stones.

Dry Tree, Stone: They are used in crafting.

Corps: Player can examine and find items from the corps or use their bonds in crafting.

2.4.1.1 Jungle Items:

In jungle area, you can find some wild fruits and basic items which can be found in every forest.

Tree, Stone, Bush, Branch: They are used in crafting.

Berry: Player can get rid of hunger by eating berries.

2.4.1.1 Dark Forest Items:

In dark forest area, there are many dark trees which can be used in heavy crafting.

Dark Tree, Stone, Branch: They are used in crafting.

2.4.1.3 Abandoned Village Area:

From this very old village, one can find many mushrooms. Also there are many stones in the village which are planned to be used but never used.

Stone and Grass: They are used in crafting.

Mushroom: It will help character to have less hunger but it is not effective as the others.

2.4.1.3 Beach Area:

Beaches are full of sand, glass pieces and little rocks. Also player can find little bit of meat from little crabs. Also time to time there can be glass pieces.

Sand, Rock Pieces and Glass Pieces: They are used in crafting.

2.4.1.3 Swamp Area:

Beaches are full of sand and little rocks. Also player can find little bit of meat from little crabs. Also time to time there can be glass pieces.

Moss: They are used in crafting.

2.4.1.2 Sea:

Most of the areas include sea since they are next to sea. The items you can get from sea are fish, salty water (cannot be drinkable), moss, some wet wood pieces and etc.

Fish: Used to get rid of hunger.

Salty Water: Used to get rid of thirst but first it needs to be boiled with fire.

Moss and Wet Wood Pieces: Used in crafting.

Wrecked boat: It can be used to go home as soon as it is repaired.

**2.4.2 Advanced Items:**

These are the items which are made by crafting the basic items.

Knife (Stone + Rock Pieces/Stone): It is used to cut animals to get meat from them.

Wood (Tree + Axe): By cutting the tree you can get this basic item also.

Rope (Moss + Moss): Used in crafting.

Meat (Animal + Meat): It is more powerful than raw meat.

Cooked Meat (Fire + Meat): It is more powerful than raw meat.

Spear (Stone Pieces + Wood) : Having this increases the attack power.

Axe (Stone + Wood): You can find woods by cutting trees.

Hammer (Stone + Wood): Used in crafting.

Barrack (Wood + Branch + Stone + Ropes): It gives player health, power and ability to protect him.

Pure Water (Fire + Dirty/Salty Water): Used to get rid of thirst.

Bandage (Cloth pieces/moss + Cloth pieces/moss): Used to heal the character.

Fire (Branch + Metal Trashes/Glass Pieces/Rocks): It can be used to cook or warm the player.

Torch (Wood + Fire): You can stay away from dangerous animals with this. It increases defense points.

Fishing Rod (Stone Pieces + Rope): Helps to catch fishes.

Boat (Wrecked Boat + Wood + Hammer ): Helps to go home and survive.

**2.4.3 Basic Items from Items:**

These items are the result of a destruction of an item.

Stone Pieces (from Stone): Used in crafting.

Cloth pieces (from Corps): Used in crafting.