**Pre-Railroad World Building**

[**Enemy Doc**](https://docs.google.com/document/d/1wyxlM5A472DuiivbBYL6kP49vFnjLQGidb9WyvhMays/edit)

**TUTORIAL - Jones Center**

**Enemies**

* **Rats (in the pools, in the rink, on the court, in the gym]**
* **Slime**
* **Wolves**

**Mini Boss**

* **Dark Deer**

**NPC’s**

* **STAG**

**Story**

* You spawn in the Jones Center. You explore for a little bit on your own and observe the black, viscous fluid oozing out of cracks in the wall. Just looking at the substance plagues you with a feeling of forgetfulness, and you must avert your gaze to prevent your mind from being overcome by the nebulous uncertainty. STAG’s disembodied voice begins to speak and the player encounters him as they explore the Jones Center. He tells them that he is their guide, and that they should follow him out of the Jones Center and through Downtown Springdale. The player fights some monsters and gets basic tutorial info as they are exiting the Jones Center. Then, they emerge into Downtown Springdale and see it covered in ooze with a solar eclipse in the sky.

**Tyson Store**

**Enemies**

* **Vampire Chickens**
* **One Vampire**

**Mini Boss**

* **King Chicken**

**NPC’s**

* **STAG**
* **John W. Tyson**

**Story**

* You walk through Downtown towards the Tyson Store. Conductor Coyote appears as an apparition to threaten you from continuing forward, but he flees when you try to attack him. STAG directs you towards the Tyson Store because it is apparently a bastion of power for the Conductor Coyote’s solar eclipse. You enter the store and find John W. Tyson fighting off vampire chickens that have been turned by a stray vampire. Tyson doesn’t remember why he is there, but he knows that the place he is in is important. You help him defeat the vampire chickens, then you find the King Vampire Chicken in the final room, with the Vampire riding on top of him. You defeat them and the ooze is dispelled. STAG commends you for your progress and you journey forth through the city to Luther George Park.

**Luther George Park**

**Enemies**

* **Dark Deer**
* **Vampire**
* **Werewolf**
* **Wolves**

**Mini Boss**

* **Conductor Coyote Apparition**

**NPC’s**

* **STAG**

**Story**

* Upon your arrival to the park, you are greeted by the sight of the Amphitheatre with a live band of Vampires, Werewolves, Dark Deer, and an apparition of Conductor Coyote rocking out, spreading black forgetting ooze with each strum of their electric instruments. STAG instructs you that the only way for you to defeat your foes is to perform a rock battle. STAG throws you an antler guitar and the sound of classic folk tunes permeates the air. (THINK CELLO VERSION OF THUNDERSTRUCK) You battle against the hard metal of the Twilight Crew’s axes, but you emerge victorious thanks to the power of cultural preservation. You then go into a direct duel of dancing with Conductor Coyote, which thanks to incredible dexterity, you win. You break the eclipse seal on the area, and are now 1 step closer to purifying the area.

**Railroad**

**Boss: Conductor Coyote**

**Enemies:**

* **Werewolves**
* **Vampires**
* **Wolves**
* **Bats**
* **Dark Deers**

**NPC’s**

* **STAG**

**Story**

* You approach Conductor Coyote, who sits lazily on top of his magical train. It glows with a sickening black light, and you feel a wave of nausea pass over you just from looking at it. Conductor Coyote cackles widely and jumps down to face you directly. He monologues for a bit about his backstory and his desire to freeze time in a twilight. You are then given the option to attack him, and doing so will begin the battle. Conductor Coyote hops up on the train and you give chase. When you enter the train, however, it begins to move. As the train picks up speed, monsters begin to ooze out of the walls and take shape before you.
  + First Phase: You battle through the interior of the train to the Conductor and hit him.
* Second Phase: You get kicked back to the beginning of the train and must battle back to the front, this time on top of the train.
* Final Phase: You get thrown off the train and land on a neighboring train as you pass through a depot. You must then battle from on top of your train as you run alongside Conductor Coyote’s. You battle and then get a hit on him, defeating him.
* Conductor Coyote monologues about his life and his purpose and then dissipates in shadow dust. The eclipse is lifted from the Pre-Railroad World. You drive Coyote’s train along the rails of the Arkansas Missouri Railroad back to Downtown Springdale, and then you enter into the Shiloh Museum area.

**Murals**

* Enduring Hope - Mary Beth Breshears
* Chasing Arkansas Summer - Roxy Erickson
* Untitled - Carol Counce
* Untitled - Anonymous - 501 E Emma Avenue, Springdale AR 72764
* Untitled- Anonymous
* Untitled - El Varon
* Natural State United - Hilda Palafox