

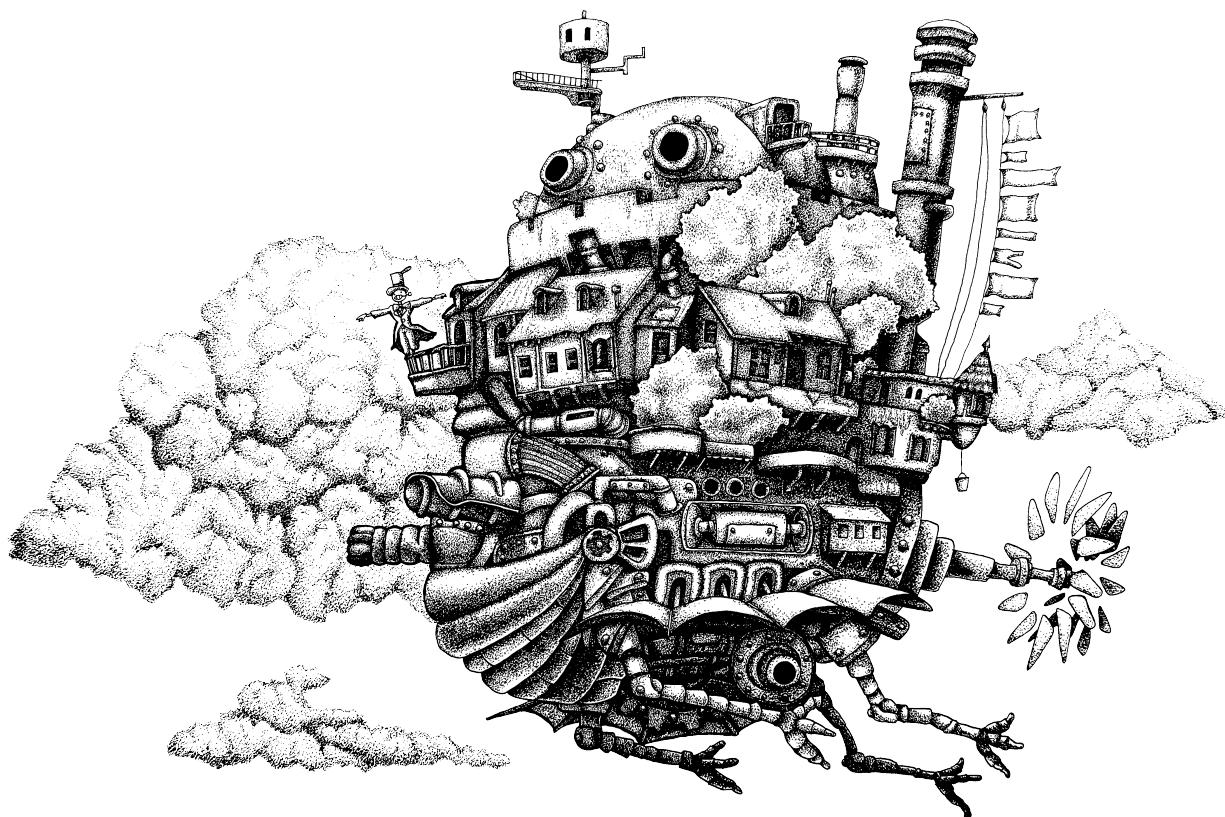


UNIVERSITÀ
DEGLI STUDI
DI MILANO

PONG
Playlab For inNovation in Games

Howl's Moving Castle: another door

Game design document



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1 - Change log

User	Date	Description
Maione	14/10/2018	Created this document
Maione	18/10/2018	Added the characters list
Maione	21/10/2018	Added image to characters
Dettori, Iervolino, Maione	22/10/2018	Wrote the overview story
Maione	23/10/2018	Added deadlines
Dettori, Iervolino	24/10/2018	Wrote the game story
Dettori, Iervolino	25/10/2018	Wrote the characters biography
Iervolino	25/10/2018	Story revision
Dettori, Iervolino	03/11/2018	Summary of acts
Iervolino	04/11/2018	High concepts, Settings, Synopsis and topics
Dettori, Iervolino, Maione	05/11/2018	Designed and Added world maps
Maione	06/11/2018	Updated diagrams and maps
Maione	07/11/2018	Updated characters layout
Iervolino	07/11/2018	Description and backstory of the characters, goals outline
Dettori	07/11/2018	World diagrams, added Ben
Dettori, Iervolino	08/11/2018	Validation
Maione	08/11/2018	General formatting
Iervolino	09/11/2018	Howl photo and corrections
Iervolino	09/11/2018	Photos of orphan child and corrections of scripts
Maione	16/11/2018	Added image for setting
Maione	17/11/2018	Replaced all the embedded images with the referenced one
Dettori	17/11/2018	Modified story flowchart
Iervolino	17/11/2018	Added Main story
Maione	17/11/2018	Created Master document
Maione	19/11/2018	Tropes
Dettori, Iervolino	19/11/2018	Goal outline, added images of settings
Iervolino	19/11/2018	Revision
Iervolino	19/11/2018	Correction to the scripts suggested by prof. Mariani
Dettori, Iervolino	21/11/2018	Work on the Goal outlines, story flowchart and think about what happens in the level.
Maione	22/11/2018	Added Sophie's circumplex
Dettori	22/11/2018	Added reference images of enemies and his sketches
Maione	25/11/2018	Added copyrights to the images
Iervolino	26/11/2018	Wrote the whole script of level 6
Iervolino	26/11/2018	Drew the tavern, the sewer monster, and the throne room
Maione	27/11/2018	General formatting
Dettori, Iervolino, Maione	27/11/2018	Revision

2 - High Concepts

After the previous adventure Howl, Sophie, Calcifer, Markl and the Witch of the Waste live a happy time. Their idyll is interrupted by Suliman informing Howl of the oncoming, from the overseas, of some monstrous animals covered with a strange green mud and ruled as marionettes by spirits similar to those evoked by Howl in moments of despair. The protagonist understands that he is personally involved in the spread of this new evil: years before Howl clashed with his old classmate Layton, and did the mistake of imprisoning him with the spirits of despair that he accidentally evoked. During his imprisonment Layton learned how to control them and, once freed by chance, dominates the sentient minds by amplifying their own negative feelings, looking for revenge. Without confessing his involvement to Suliman, Howl leaves for the other continent hoping to defeat his opponent while keeping the consequences of his impulsiveness hidden, but this time Layton gets the better on him. Sophie and her friends, alarmed by the magician's disappearance, try to follow his tracks beyond the door that he created to reach the other continent, but they soon find themselves fleeing Layton's henchmen, who follow them back in the moving castle leading to its destruction. They must therefore ask Suliman for help, who prepares them for the adventure and orders Heen, in the form of a warrior, to watch over them. Over the ocean, they soon found out that the mud it's everywhere but that can be removed after some hours in the hot water. With the help of the King Beuron ousted by Layton, they retrace the journey of Howl, who now wanders coursed through Cal as an unrecognizable child without memory (following Ben, the most trusted soldier of Beuron). The team comes to believe that Howl is dead, but finally they find him and restore his physical form bringing him back to battle, while Layton rallies his forces to attack their kingdom and defeat Suliman too, completing his revenge. They have the possibility to rid Cal of Layton's monsters, collaborating with the resistance during the game. Gathering together after growing up in difficulties, Sophie and Howl manage to defeat Layton back to Kingsbury.

this high concept goes a little too much in detail

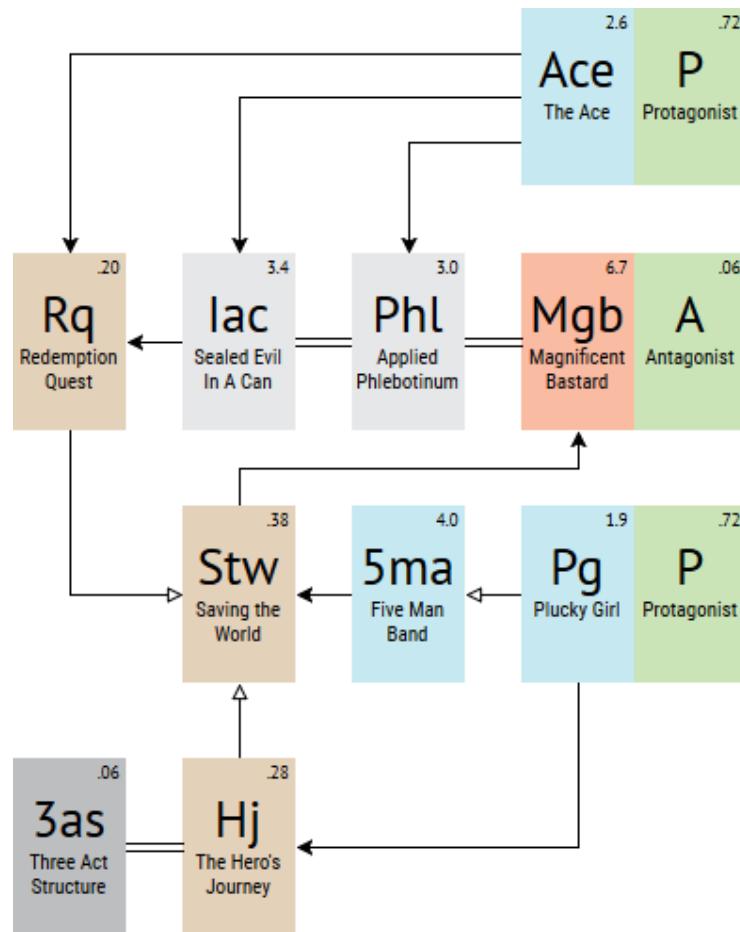
these are the tropes, not the themes (as revenge, isolation),
that are indeed absent in your work

3 - Themes

The ace (Howl) leaves to redeem a past error that allowed the magnificent bastard (Layton) to spread his evil phlebotinum (the mud of desperation) like a disease.

The ace is captured, and his friends, led by a brave and inexperienced Plucky girl (Sophie), embarks on a long journey to save the world, coming back to the initial status quo.

They are helped by the old teacher of the hero (Suliman), the ousted king of Radme (Beuron) and the Rebel Leader (Ben) that leads the revolution against the antagonist.



4 - Goal outline

Main

1. In Porthaven, the team participates in the fair's games to become familiar with the game mechanics.
2. The team crosses the door to look for Howl, but shortly afterwards they come back fleeing Layton's monsters and leave the castle.
3. At Kingsbury, the team must reach Suliman in the castle to learn about what happened to Howl and the beasts that attacked them. Subsequently Suliman entrusts various subquests that can be played freely between the lands, Kingsbury and Porthaven to improve and become familiar with the magical skills before reaching Porthaven and leaving for the trip.
4. In Salt Marina, the goal is to gather information about what happened to Howl. The team is in the middle of an attack by Layton's monsters at the bazaar, and fights with the city's soldiers.
5. In the Roaring Hills, the group of friends saves a small village from its leader, turned into a horrible monster after having gone to the capital to talk to the king. Both terrorized Radme for days. Once they save the village chief they get important information about how to get to the capital without being discovered by the enemy.
6. In Cal the team must overcome an enigma to go beyond the walls, after which it reaches the tavern. After meeting Ben and having escaped from the tavern, they can help the resistance with side-quests. Their primary objective will be to interrogate some of Ben's fellow prisoners in the castle of Cal, who followed Howl in his last fight with Layton. To do so they must find an ancient text that will allow them to open a passage to the castle, passing through the sewers, and then free the soldiers from the mud. Once they succeeded in the mission they must find Ben who will tell them to reach the king.
7. Once they reach the clearing they must help the king with sub-quests and get additional information about Howl. When Layton arrives their goal will be first to fight his army and, later, to hide by order of the king, when the situation is desperate, trying to save themselves.
8. In the swamps, the goal is to overcome hordes of monsters and enigmas to reach the dark mountain.
9. At the dark mountain after being able to cross the huge gate, manipulating the complex system of levers and buttons of the castle, they will make their way through the various rooms looking for the experience of Howl. Once they found it they must escape from the fortress coming back to Cal.
10. Back in Cal their primary goal is to find Howl (orphan child). To do so they cross the city in the midst of the uprising led by Ben and, when they find them, they save them from a dangerous situation and contribute to the liberation of Cal. After that they will help Howl, back to adulthood, to make the boots of the seven leagues, which they will use to return to Ingary. If all the support sidequests for the uprising have been completed in level 6, Cal is free when the team leaves. Otherwise Layton's monsters quell the rebellion and Ben's friends are defeated.
11. Freed Howl they return to Ingary and clash against Layton's army in Porthaven, but Howl is not yet in full force and they fall back to Kingsbury.
12. In Kingsbury Suliman helps Howl to recover completely and the team defeats Layton.

Side goal (whole world):

- Search for pieces of Heen lost by the Witch of the Waste.
- In Cal there are two sub-quests to help the resistance:
 1. The team must steal equipment in the armory of Cal and sabotage Layton's army.
 2. The team must open a passage in the eastern walls that allows to connect the resistance with the outside of the city.

5 - Settings

You can find all the visual reference in the last chapter “Additional reference images”.

Ingary

Ingary is in the same condition in which the novel left it, with the peace and meekness that distinguish it. It seems that spring never ends. The advice of Suliman made the Ingary's King mild and wise. The presence of Layton's monsters is limited to the waste, and instead there is a huge number of N.P.C. and social quest that accompany the exploration of markets, ancient buildings, crowded taverns and city courses, in Kingsbury and Portheaven. The maritime city is full of fishermen, sailors and merchants, while the imperial city is more heterogeneous and it's possible to meet the most unlikely individuals.



Picture 1: Kingsbury



Picture 2: Porthaven



Picture 3: Folding Valley

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Radme

Over the ocean we find the continent Radme. Starting from the small city of Salt Marina it is possible to go through the hills close to the coast in the mainland of the continent. Radme is more arid and poor than Ingary, it's full of geysers and hot water sources, it has vegetation and fauna that recall equatorial climates. Since the advent of Layton much of the earth has been covered by the slime, and fauna and vegetation have become increasingly rare. Its capital, Cal, was governed by an enlightened king, who, weakened by the mourning of his two sons, fell victim to Layton's power, which exploited his despair. Howl's intervention allows the king to re-awake and organize the resistance in a clearing in the north, but in the city the slime of despairing spirits continues to spread, multiplying. In the innermost part of the continent, beyond the marshes, stands the highest mountain, where Layton had been exiled and where today his fortress is.



Picture 4: Salt Marina



Picture 5: Roaring Hills



Picture 6: Cal

© 1997 Eiichiro Oda, 2000 LucasArts, 2002 Masashi Kishimoto

Ingary under attack

In the final stages of the game, when the protagonists have returned to Ingary to stop Layton's progression, the cities have become very dark, as the sky and the inhabitants. Only a few are saved from the slime, which drives mad crowds spreading like wildfire.



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6 - Synopsis

the way in which the narrative is told could be improved,
making it easier to grasp the sequence of events

First act

While Sophie, Markl and the Land's Witch are in a fair in Portheaven, Howl is summoned by Suliman. When he comes back asks Calcifer to help him making a new color of the door leading to Radme, where he disappears. Few days after, since Howl hasn't come back yet, Sophie crosses the door and a bunch of monsters covered with green mud follow her inside the castle. They are forced to run away with Calcifer, so the castle collapses on their enemies. In search for help and answers the group goes to Suliman, where they find out the provenience of the danger but not his nature. Suliman orders Heen to join the group to look after them, then provides them a ship to Radme.

they who? at this point the structure of the sentence makes it ambiguous

before the subject was "the group"

Second act

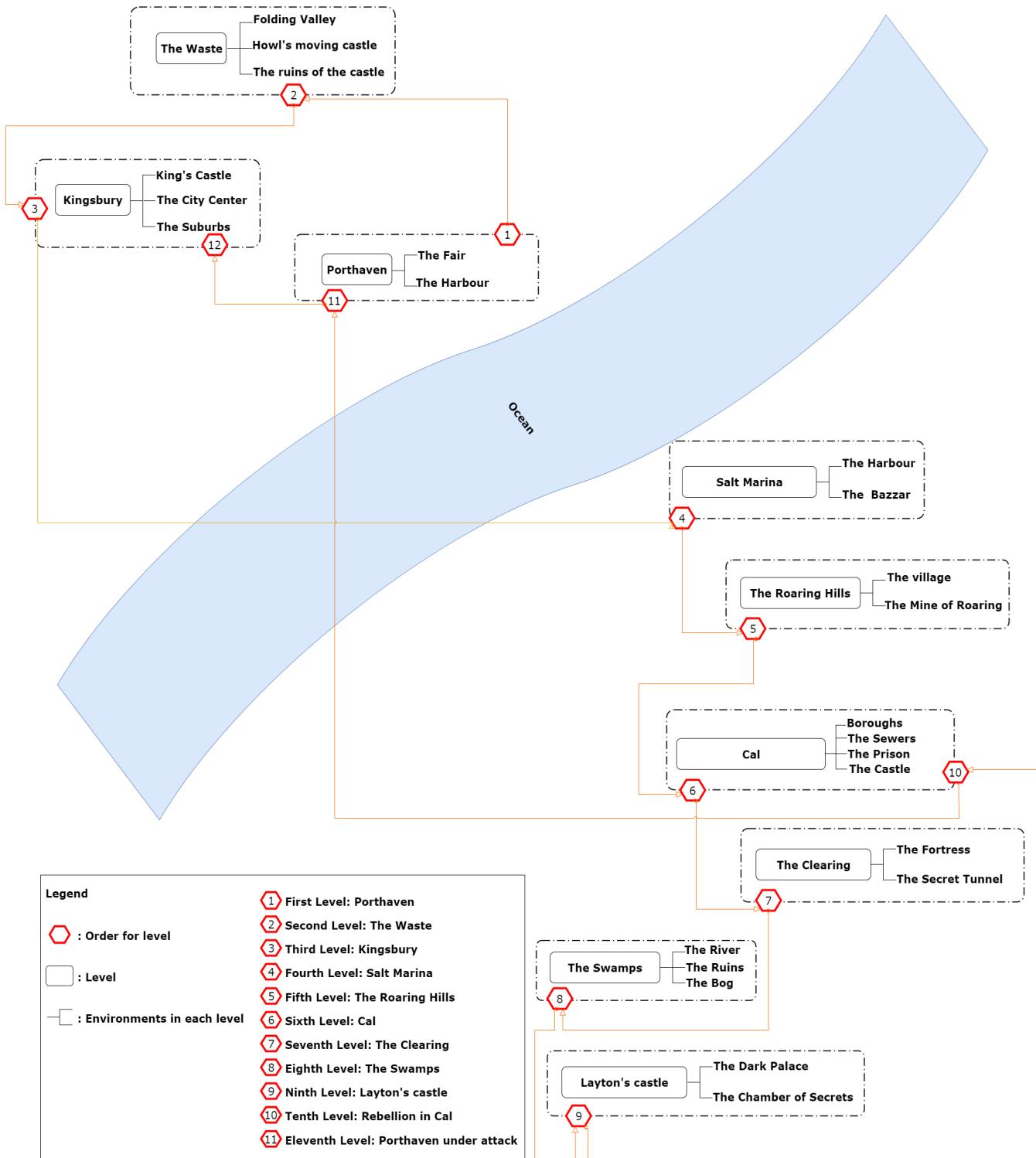
The group lands in Salt Marina and discovers that the king of Radme has been exiled from the near capital by a powerful magician just appeared from Ingary. Before that, the king had been sick for a while and a deep sorrow had spread around the city, followed by green mug. In the capital they meet Ben, a sentinel of the exiled king followed by an orphan child with a mark on his neck rescued from a river. Ben explains that the King's mind was cheated by Layton, an evil magician, until Howl helped him to escape and build a resistance out of town. The team continues the research by interrogating some soldiers that Beuron sent with Howl after being rescued, and so they discover that their friend seems to be drowned in the fight with Layton. Then the group decides to reach for the king, but soon Layton arrives with his troupes and, before killing the king, tells how he humbled Howl by stealing his manhood, putting a course on his neck and letting him drown in the river in a child-form. In the mean time the group is hidden nearby, so they discover that Howl survived as the coursed child that Ben brings with himself, and that Layton, thinking he's dead, is going to Suliman to ultimate his revenge.

this sentence sounds as stand-alone,
it should be integrated more

Third act

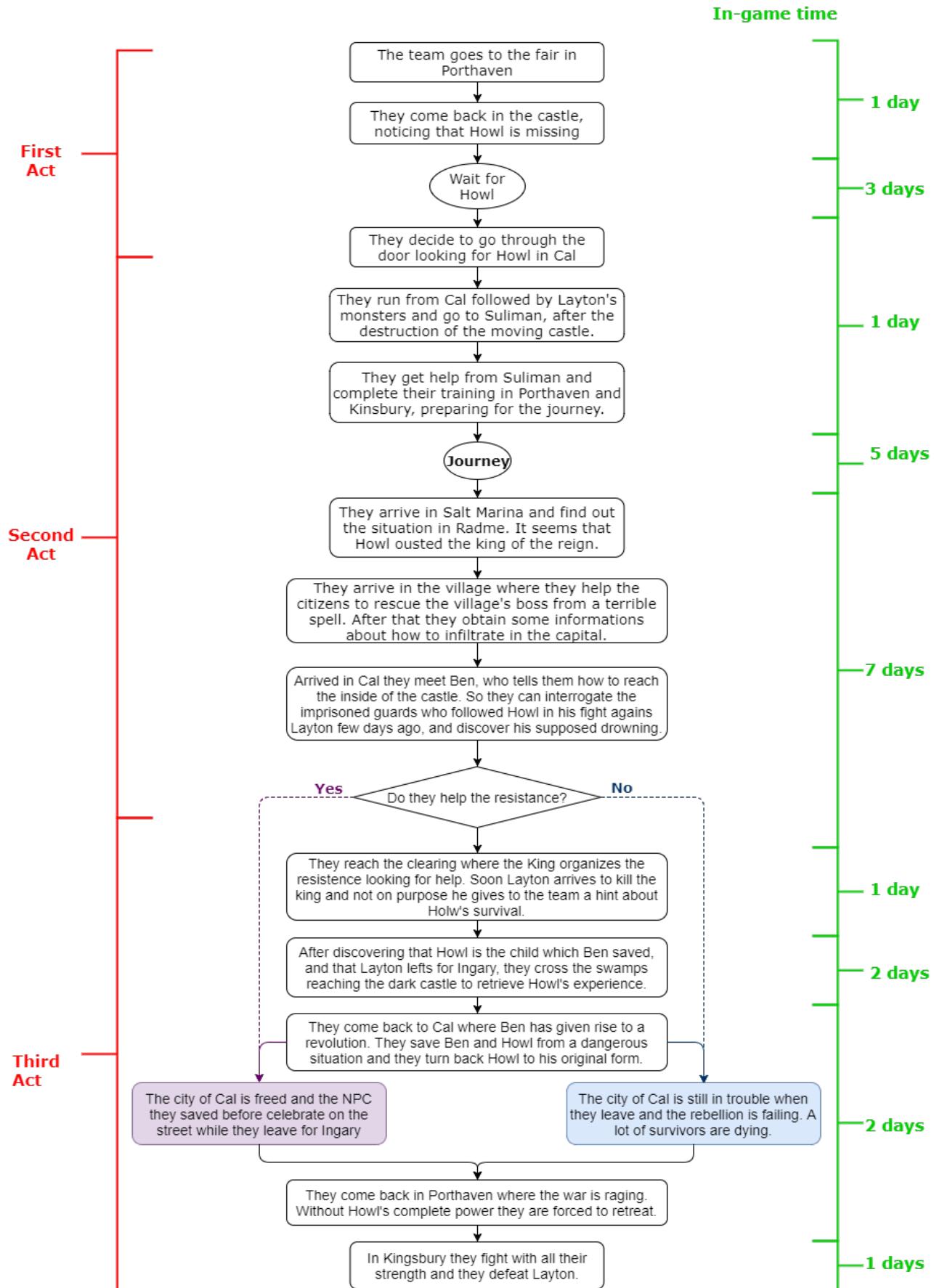
Overcome the swamps, where Layton's monstrosities have found festive ground to expand, the group sneaks into Layton's castle to steel the potion that will make Howl adult again. Then they cross the city of Cal during a great uprising to find the child they met earlier (that turned out to be Howl survived), saving him and Ben from a desperate situation. After that, reunited, they run to Ingary using the boots of the seven leagues to promptly save the situation, freeing Portheaven and planning to defeat Layton, who in the meantime besieges Kingsbury.

7 - World diagram

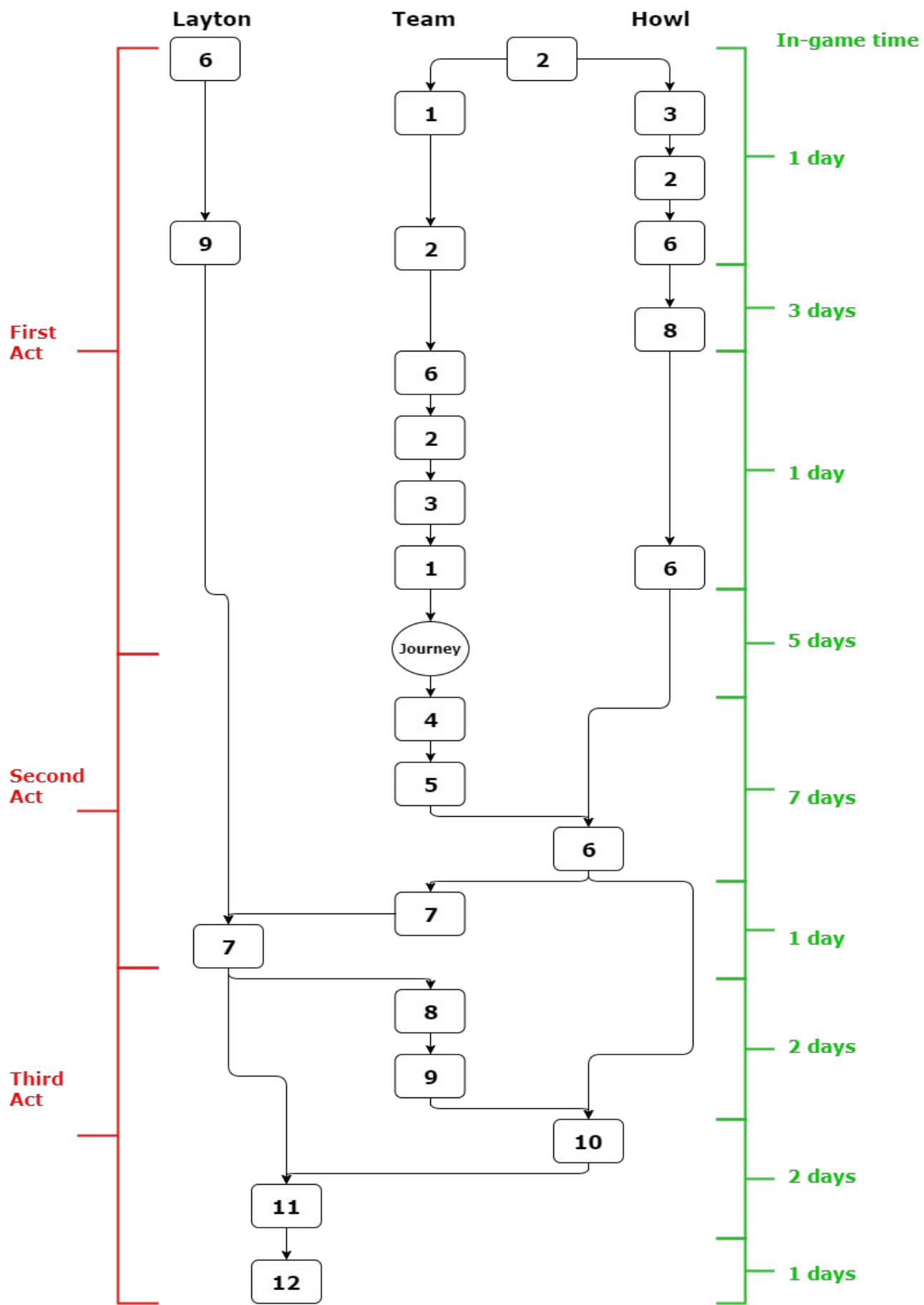


Picture 7: The legend for the world diagram it's the same we have used for the story flowchart

8 - Story flowchart

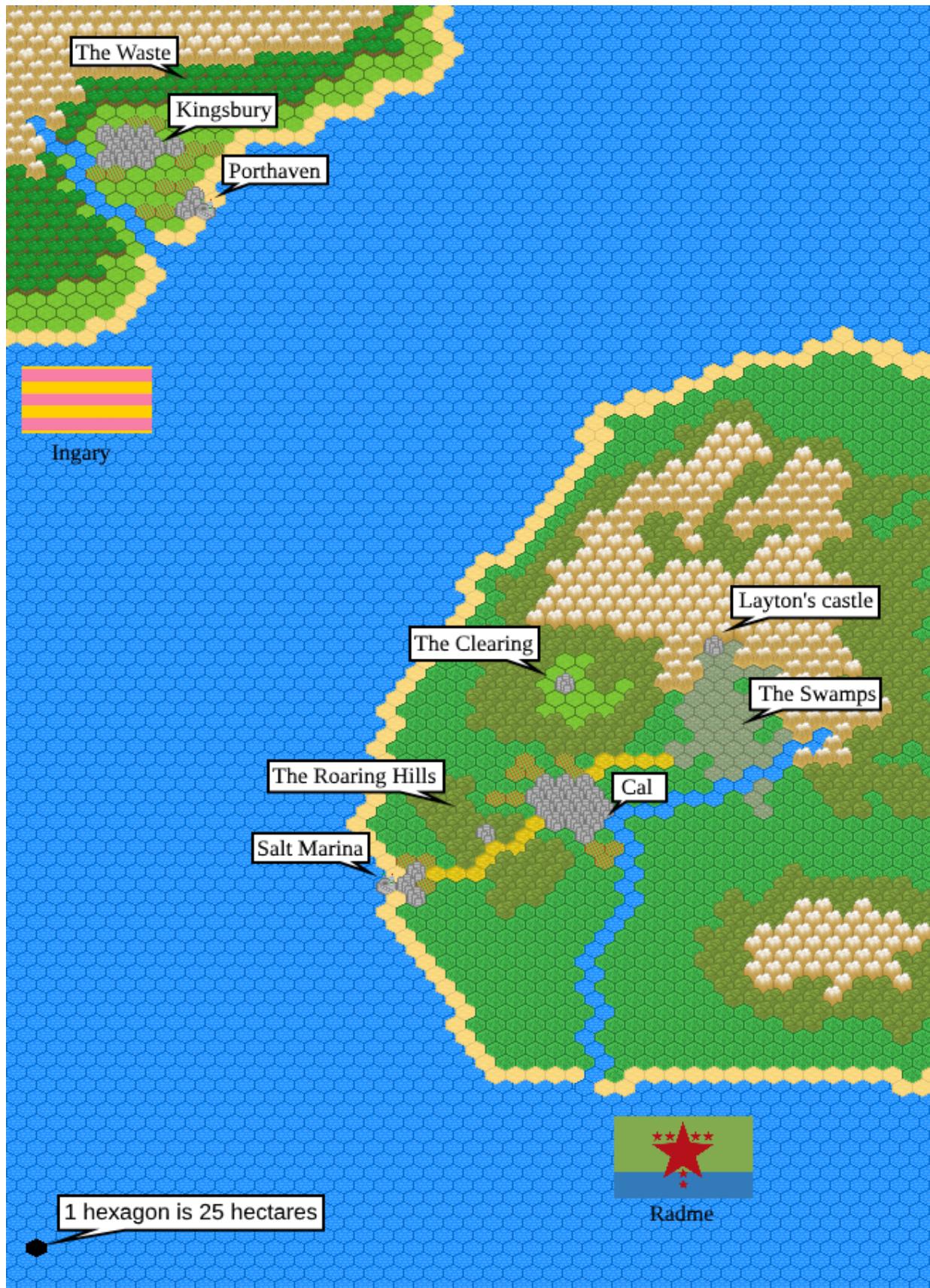


Picture 8: The legend for the story flowchart it's the same we have used for the world diagram



Picture 9: The legend for the story flowchart it's the same we have used for the world diagram

9 - World map



10 - Characters

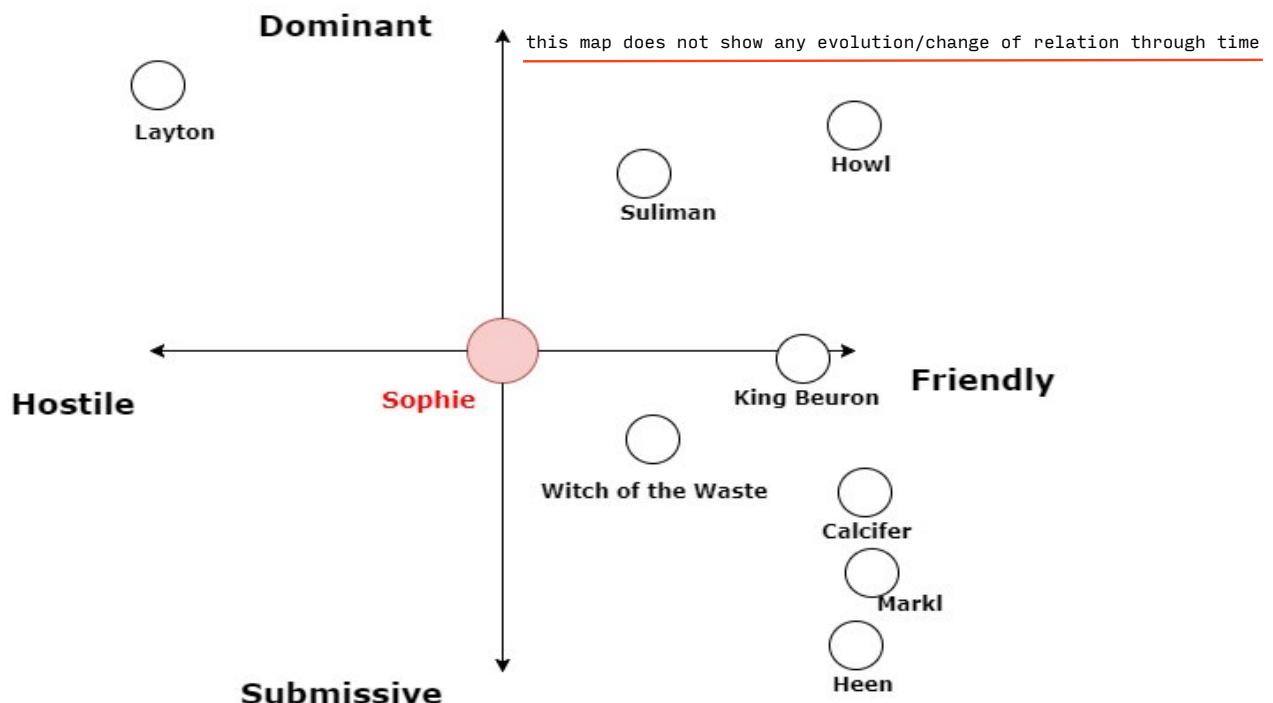
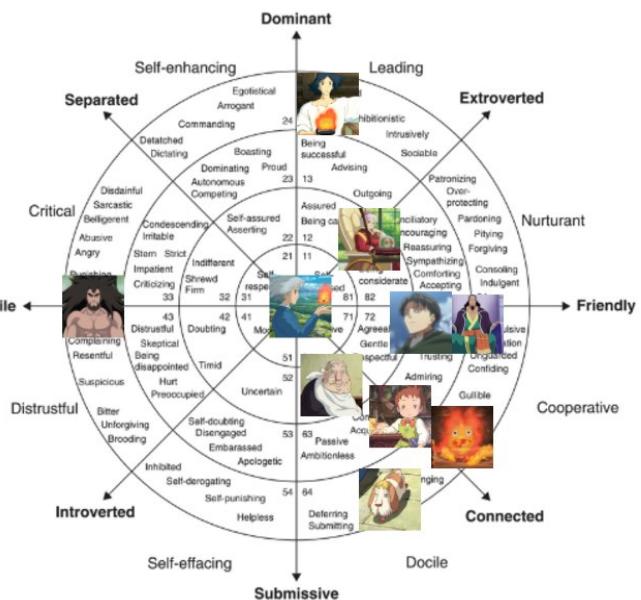
Sophie Hatter

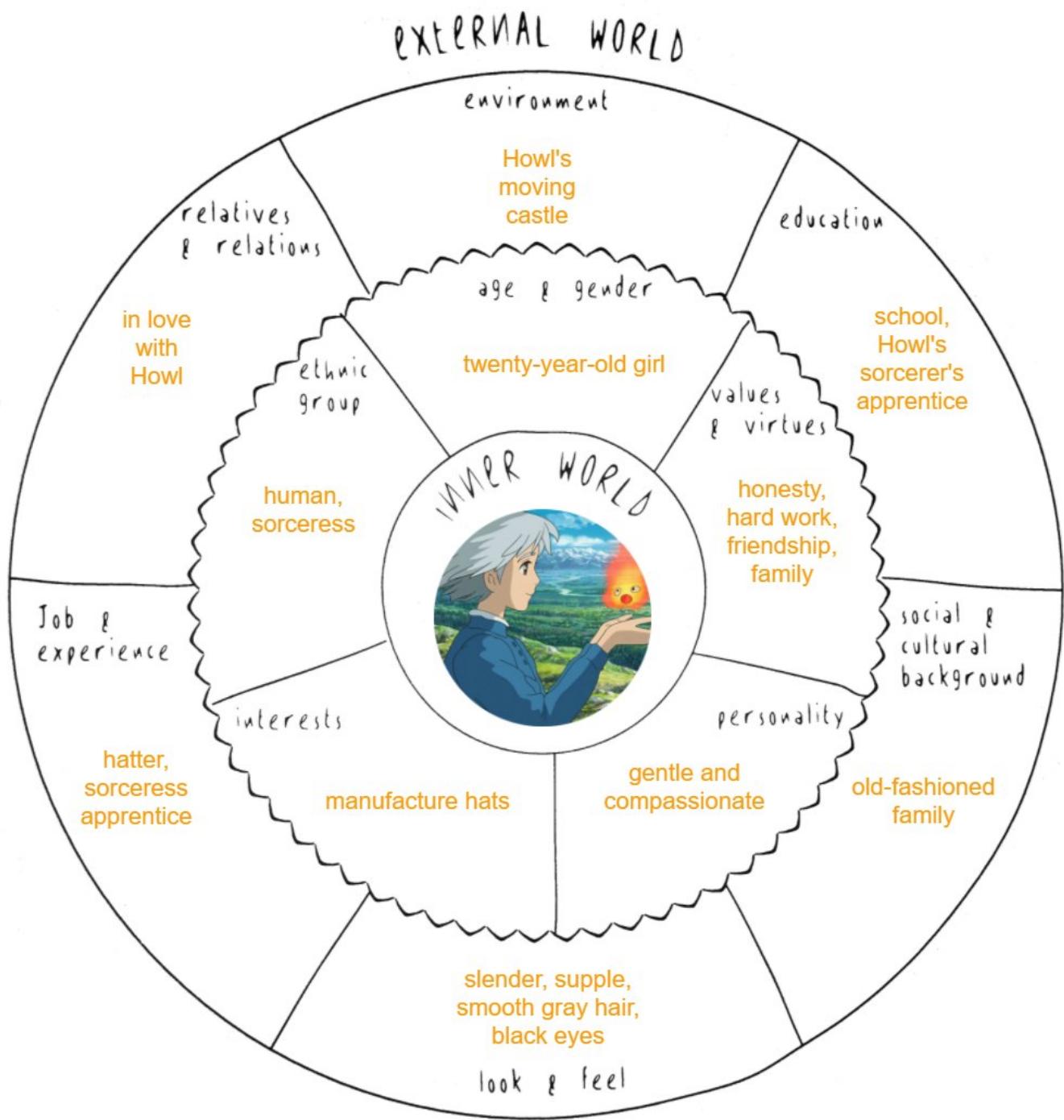


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Sophie is a young witch, in love with Howl and friend of all of the castle guests. Genuinely cheerful and positive, she is able to exert an innate influence on those around her. Sophie, decidedly wise for her age, seems to positively influence the fate of the difficulties she has to face, and of those she meets. As soon as the scope of the danger is understood, she manages to keep control of the situation and to meet her fate, keeping high the morale of the group, that loves her very much in return. In Sophie the calm meekness of an elderly lady and the vital energy of a young girl coexist, to which the sure pride of a sorceress will be added soon.

Sophie has recently discovered her magical potential, so the girl dedicates herself for to the first experimentation of the magical arts a period, with howl and Suliman as masters and Calcifer and Markl as allies. It is immediately evident how confident she is with the magic world, so, once learned how to control it, she brilliantly overcomes a first training. Meanwhile, her relationship with Howl is strengthened, and their life as a couple proceeds happily, except for some hitch linked to Howl's childish character.





Picture 10: Sophie's circumplex

Howl

still now? or was it him before?

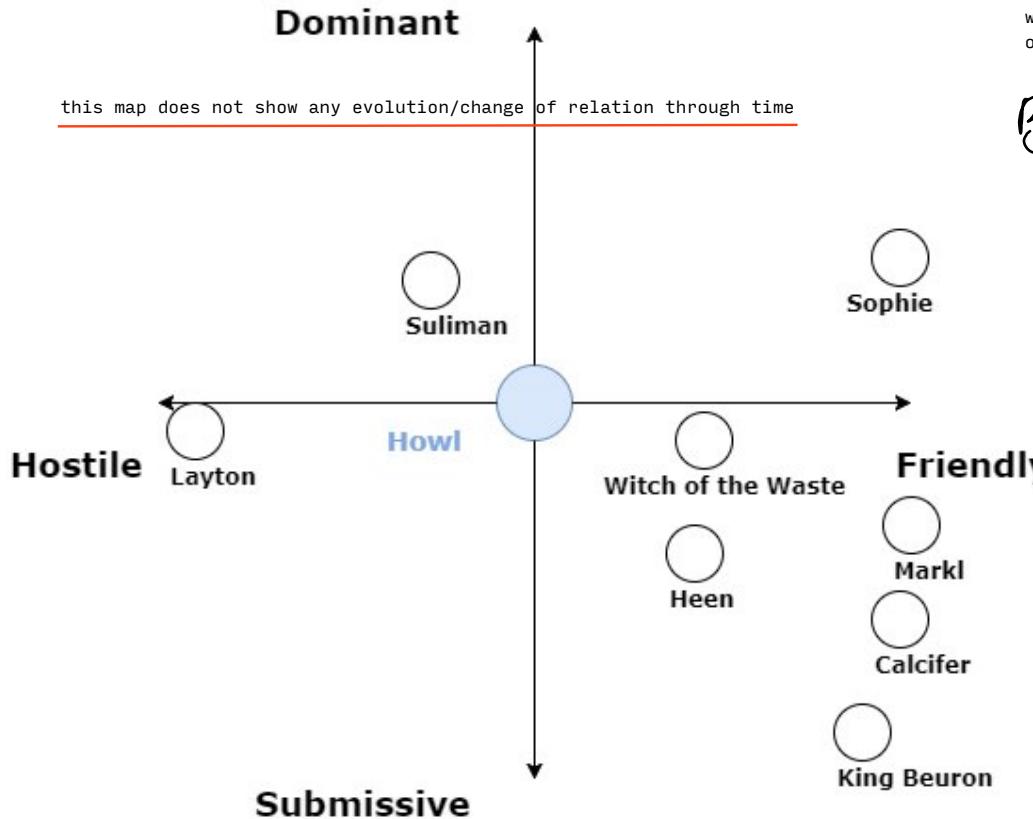


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Howl is a powerful wizard, he is in love with Sophie and is the owner of the moving castle. He can rely on the support of his friend, the fire demon Calcifer, and the young apprentice Markl. He is very vain, he dyes his hair and pays great attention to how he dresses. When he's depressed he evokes the spirits of desperation, evil demons that emanate rivers of green slime able to break down and to control the feeble souls. Howl, although he's extremely good, still is childish and narcissistic, and despite of the great security he flaunts, intervening whenever essential, he has a tendency toward depression and a deep fear of failure. ~~This~~^{one} aspects of his character make him tend to paranoid thoughts and to an evasive behavior, in particular with the authoritarian figures like his teacher Suliman, that persists even after finding more emotional stability thanks to Sophie. His new relationship is a big change for his rigidity, and it has a powerful influence on him.

He immediately recognizes his own desperation's green slime on Layton's monsters coming to Ingary.

Howl recalls that time when his apprentice mate (Layton) tried to steal Calcifer from him while they were still studying at Suliman's. Layton decided to make him fall in love by transforming himself in a woman (Carla), in this way he would have get to know his weaknesses. However once he entered the house and revealed himself, he was quickly defeated by the demon whose power he had underestimated. At the time, Howl despaired so much for the sincere infatuation that he evoked a myriad of spirits. Impulsive and vindictive as just an adolescent can be, he locked them all in a small urn, damning Layton to the same faith.



Orphan child



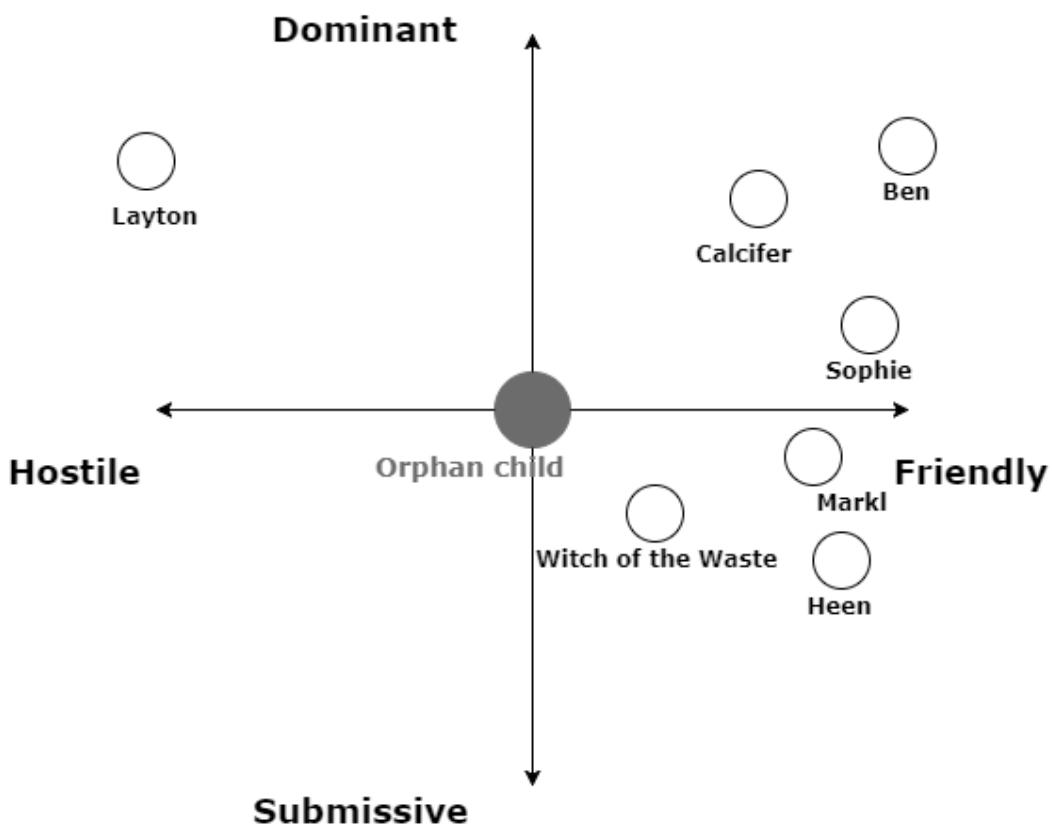
© 2004 Akira Amano

this part sounds
like a piece of the story

when? now as a child, or when he's in his real-adult form?

The orphan child is extremely cheerful and lively, but at the same time almost dumb and without memory. He follows Ben everywhere he goes, sometimes even without his permission. Aesthetically remembers Howl, but it is very dirty, and his eyes and hair are brown (they were colored with magic).

After freeing King Beuron in the capital of Radme, Howl (still adult) proceeds to Layton's fortress. But Layton is waiting for him in the swamp, where after a long battle he uses a powerful spell to extract from Howl a liquid that he calls experience. After that Howl, transformed into a child, is thrown into the river, where Layton believes he is drowning. Instead he survived dragged by the current to Cal, where Ben will rescue him from the water.



Layton



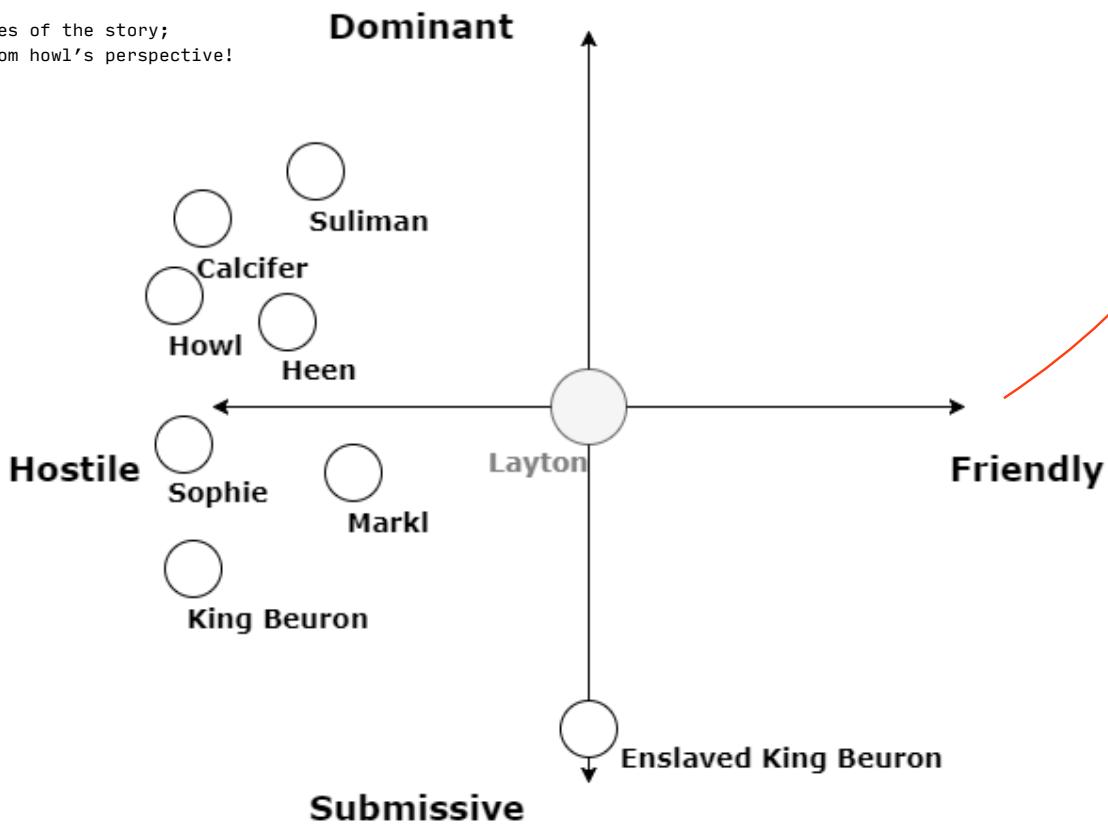
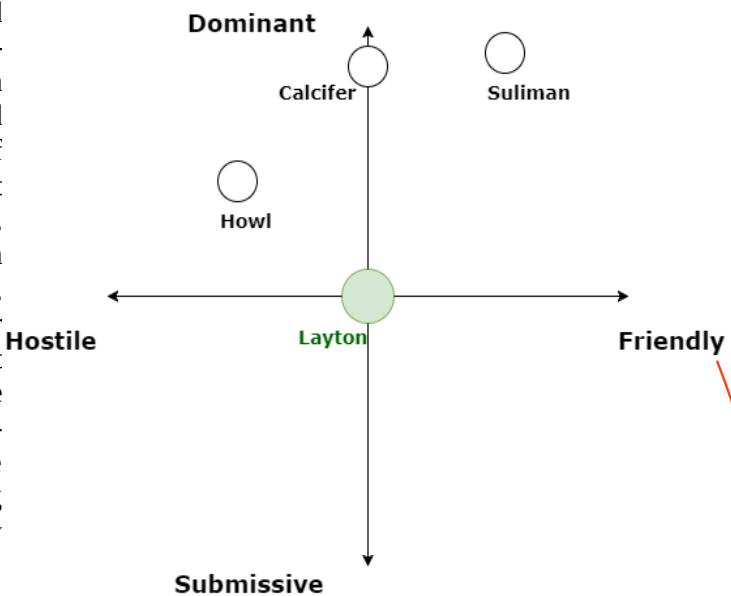
© 2002 Masashi Kishimoto

Egocentric and maniacal, Layton has developed a symbiotic bond with the slime of the spirits that Howl produces, which allows him to control them, spreading despair on everything that crosses his path. He intends to take revenge on Howl, for the humiliation of being defeated and for the cruel way he was punished, and on Suliman, for preferring Howl over him despite his power was certainly hiding a misconduct or a big fortune.

Layton, in fact, was Suliman's apprentice, and he had great admiration for her. He cared a lot about her opinion about him, and the arrival of Howl and his rapid progress in the magical arts did not bother him because of his advanced experience. When Howl suddenly reached his abilities, he decided to investigate moved by envy. He learned about the existence of Calcifer and tried to steal it pretending to be a charming girl. Howl was so deeply infatuated with the image created by the magician that he released umpteen demons of despair once the deception was revealed. Defeated Layton, Howl secretly exiled him in a small magical urn, filling it for further punishment with the powerful evoked spirits. During this imprisonment, however, Layton has learned how to control the spirits becoming powerful beyond all expectations.

again, pieces of the story;
moreover from howl's perspective!

why do we have two maps?
it's not clear why one is crowded and why
the other presents less characters



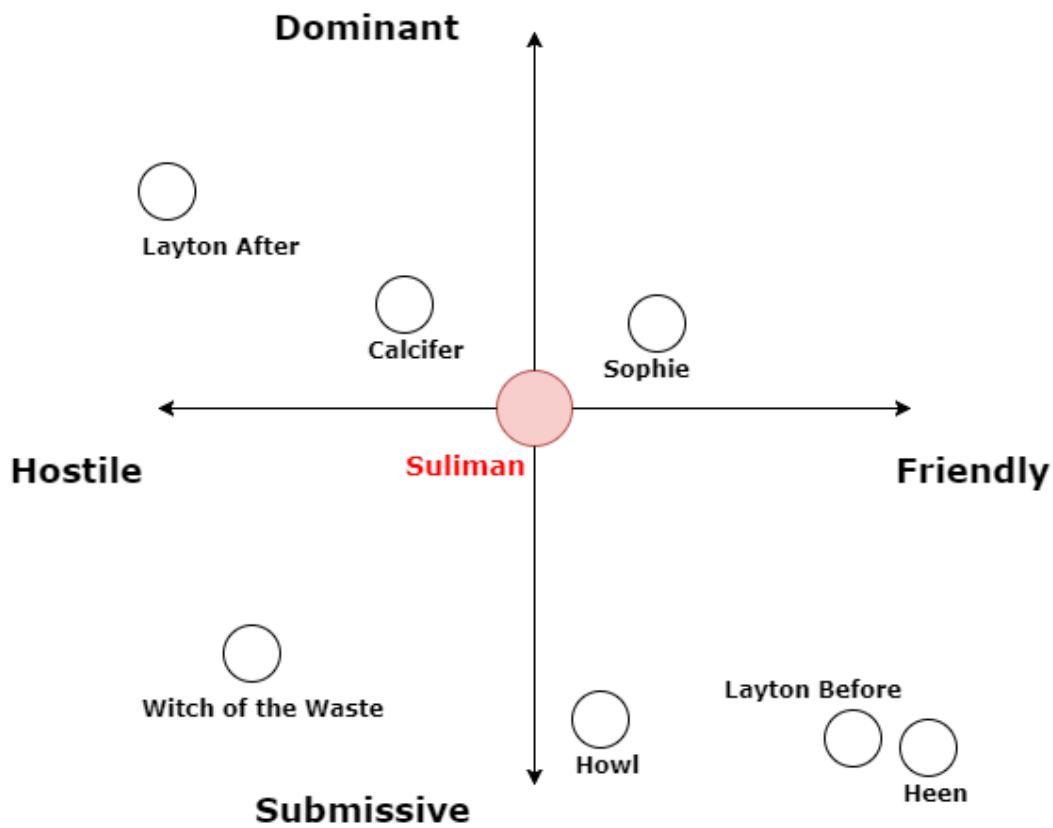
Madame Suliman



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Suliman is the sorceress of the king of Ingary, and as such is reputed to be the greatest sorceress of the kingdom. She was the teacher of Howl, for whom she is constantly apprehensive and whose behavior can not explain. Despite his powers she can not move, and gets tired easily. This leads her to play a marginal role in the action, but through Heen she is constantly in contact with the group, and controls a small network of emissaries on Radme.

She does not know that Layton has merged with the spirits of despair after having fought with Howl and must accept his disappearance. She searched the parts of Heen for a long time to reassemble the body of Ingary's best soldier. So is aware of several places where parts of Heen may have been spotted, even in Radme.



Calcifer



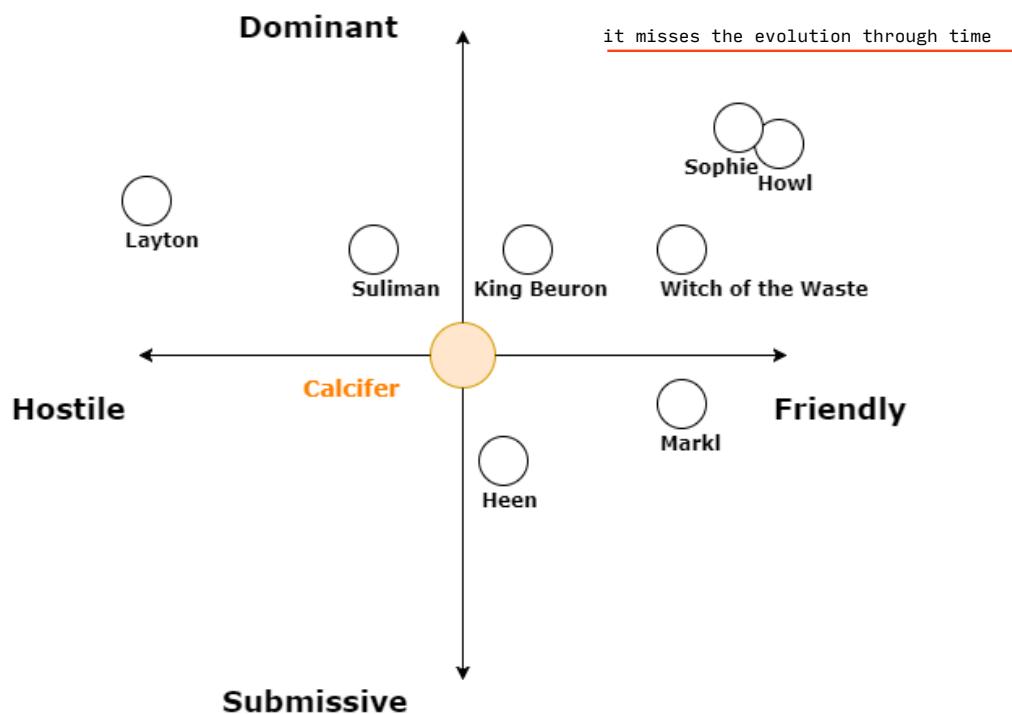
© 2004 Studio Ghibli

Calcifer is a young and powerful fire demon, freed by the magical power of Sophie. Now it is extremely autonomous and can move on its liking. He is able to amplify the magical power of mages with whom it has a deep bond. He often moves inside an exoskeleton, such as an enchanted armor made with the help of Suliman, which allows him to disguise himself among the people. It is capricious and easily complains, but it is also very determined, and has a profound knowledge of all that is magical.

Calcifer recognized Layton's intentions as soon as he saw him enter the castle, while Howl was deceived by the transformation into Carla. After defeating him with Howl he was deeply concerned by the mixture of wizard and spirit that Howl had created, and suggested to hide the whole thing. So Howl hid him in a remote land.

check eng + that's a part of the story, it's not a character description, not even its background story

Since he was freed from the contract, Calcifer is even more tied to his friends, and hardly spends a day away from them. Since the castle has expanded, he travels to the most exotic places.



Picture 11: Calcifer armor



Picture 12: Calcifer armor: head detail

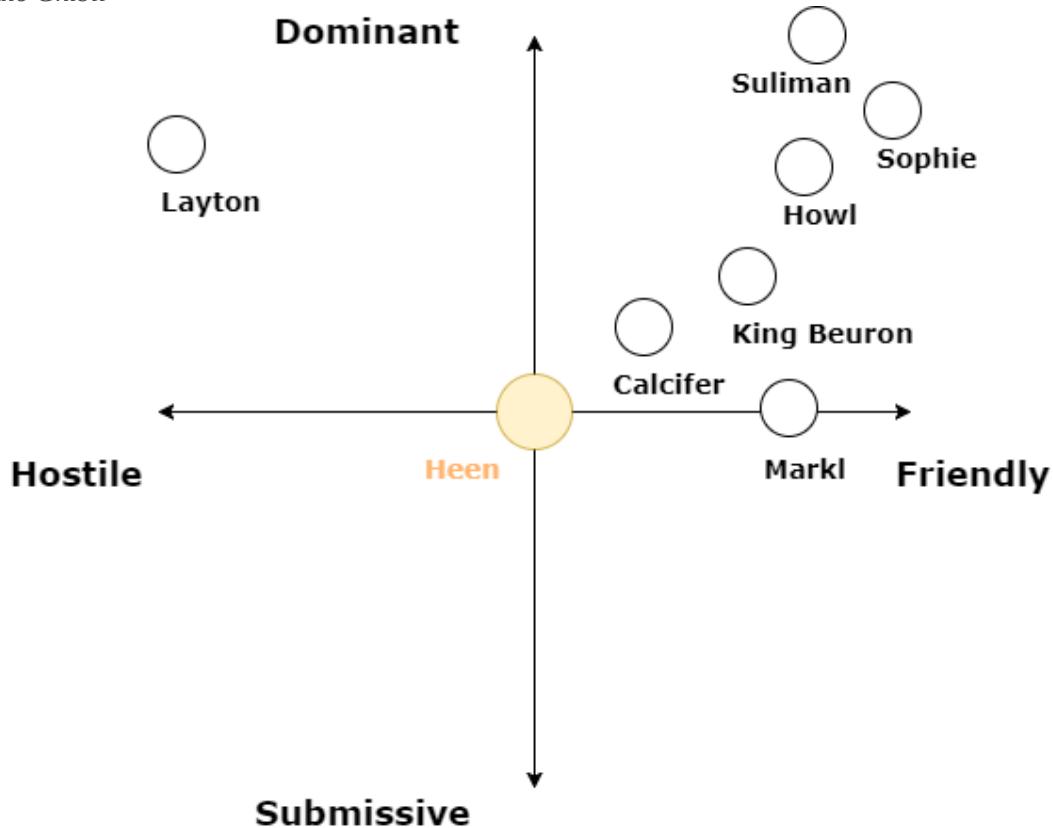
Heen



© 2004 Studio Ghibli

Heen is the most faithful servant of Suliman. Known by everyone in the form of a dog, he has obtained the ability to return to his state of huge human, even if incomplete and similar to a golem. His will is all about serving Suliman and Sophie who have a great influence on him. However, while traveling with the group, he pays attention to the eventual discovery of one of his parts, which leads him to a better state of consciousness and health.

Heen is actually the greatest warrior of Ingary, who years ago was cursed by the Witch of the Waste, and torn apart in different parts. Although Heen remains the most important part of the body, his other parts have been sold or lost by the Witch over the years. Suliman has been rowing for years to reassemble him but she is too sick for a mission like that and had little success.



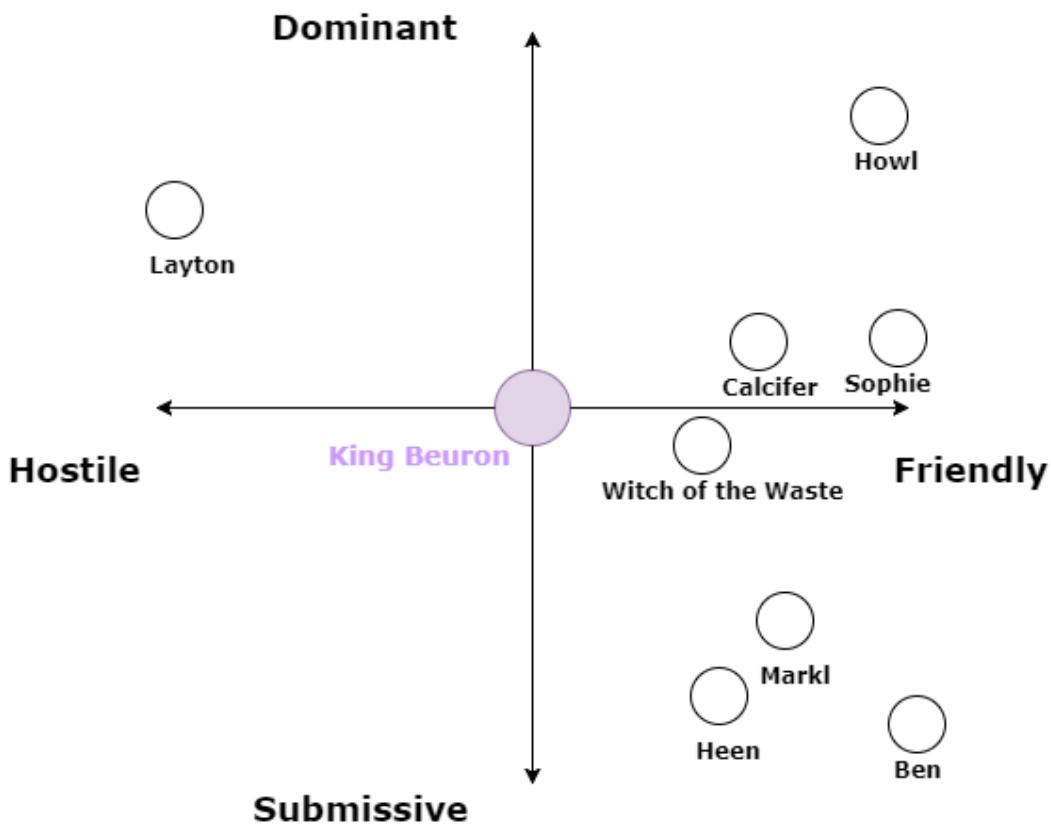
King Beuron



Beuron is the King of Radme, his castle is on the main hill of Cal. Beuron's mind was one of the first to be controlled by the slime in the capital, this led him to age prematurely and to mature a discreet paranoia. He is still a skilled strategist, completely devoted to Howl, who saved him as soon as he arrived in Cal. Helps a lot Sophie and her companions, he has in fact gathered a resistance out of the city, where refugees are heading from all over Radme.

Beuron is known as the best Radme King of the last centuries. It allowed the continent to develop quickly, which soon led to compete with Ingary. The sudden death due to illness of his two sons leads him to depression, and Layton easily makes him fall under his clutches.

© 1997 Eiichiro Oda



Ben

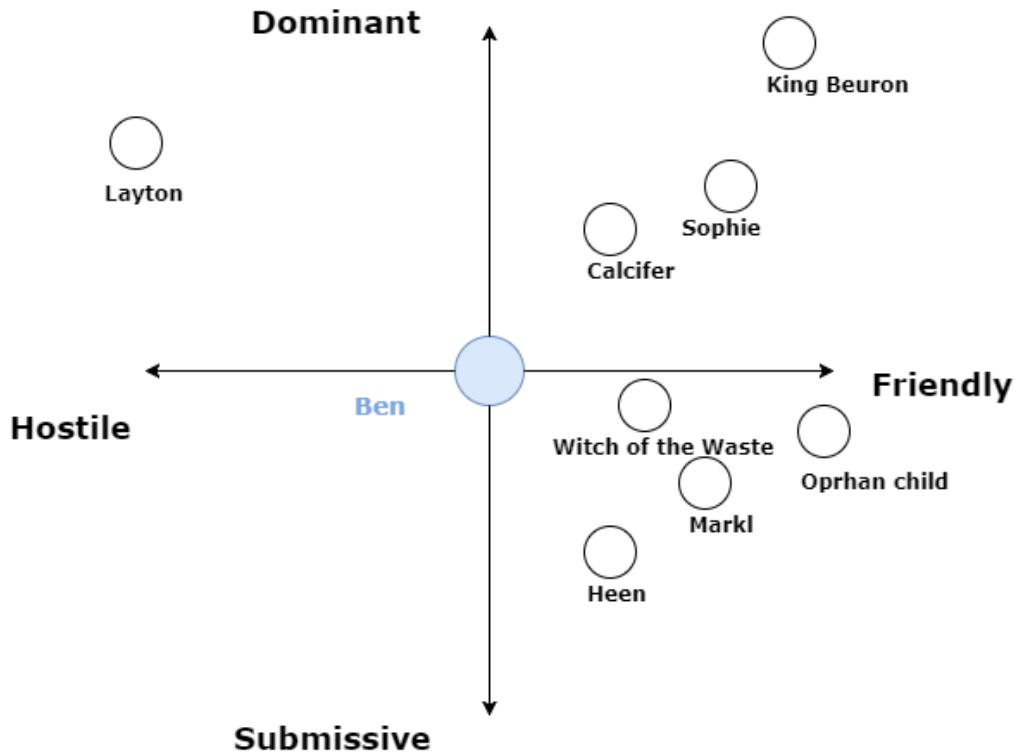


© 2009 Isayama Hajime

Faithful guard of King Beuron, expert in many techniques of combat and infiltration, he honorably accepts the task at the forefront of Cal, where he has the opportunity to study the phenomenon of the slime and to save several people. Among these there is a small child who soon catches his attention because of the great magical power that he emanates. When he is in the condition to do so, he leads a revolt to drive away the spirits from Cal.

story

Tained by the best masters of Radme at the behest of the King himself, who saw his potential, Ben always proved to be virtuous and honest, helping the weak with great modesty.



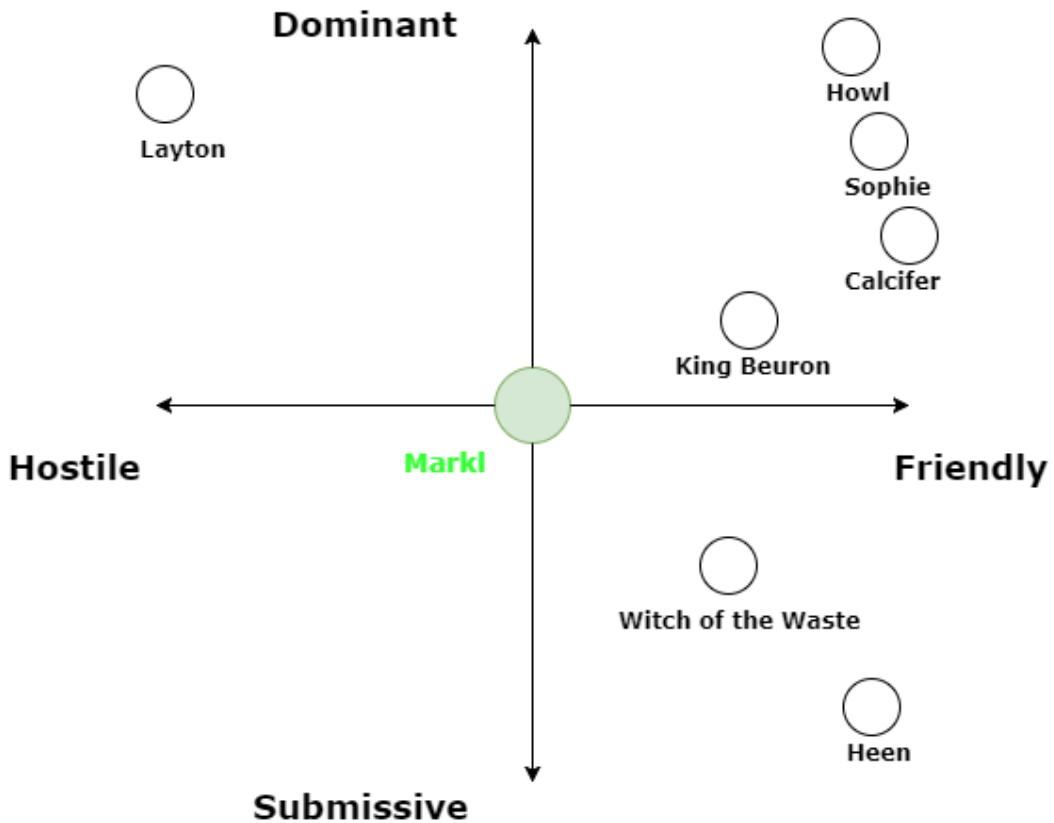
Markl



© 2004 Studio Ghibli

Markl grew quickly, in a few months he gained several centimeters and became a good level apprentice. Motivated by the presence of Sophie, Markl has made a lot of progresses, and now controls a discreet power. Nevertheless, he continues to show a certain insecurity, and he asks for help with his own spells.

the description lacks of some points, as what is markl's attitude towards the world, friends, new people and so?



Witch of the Waste



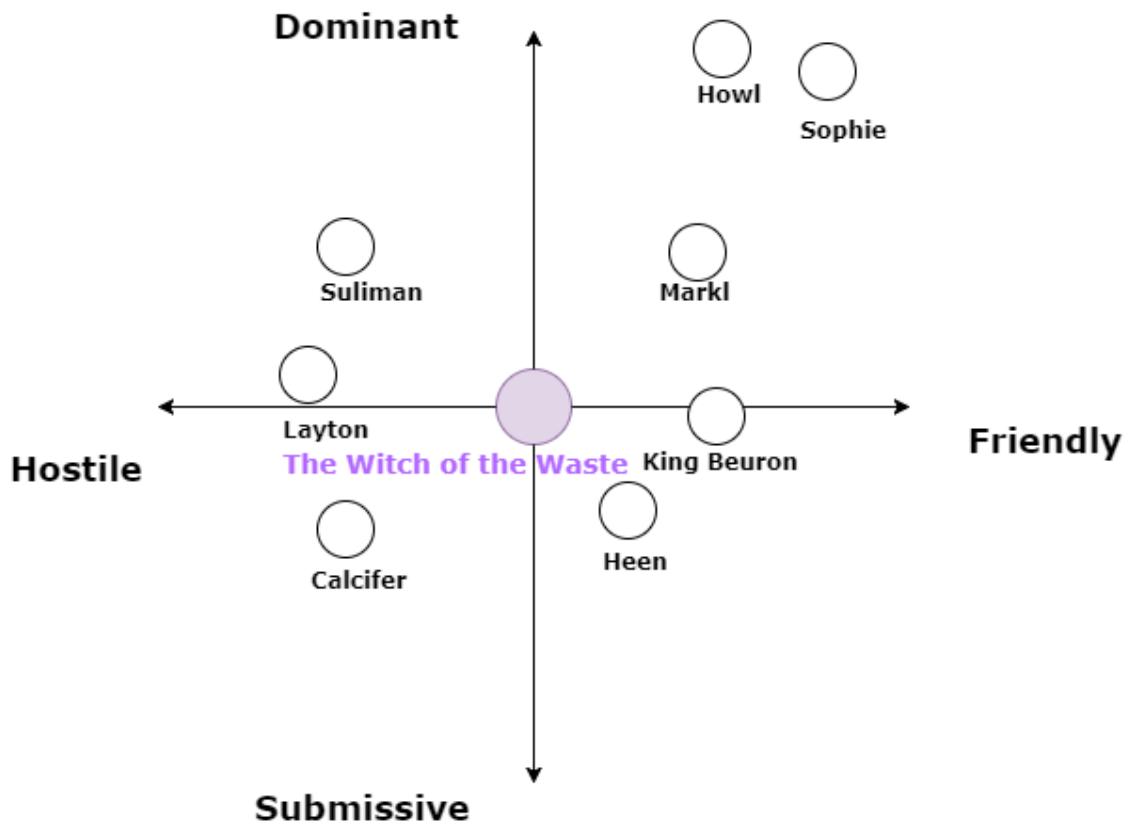
© 2004 Studio Ghibli

She's apparently a completely harmless old woman. She has a great experience with magic but his brain is too old to be able to use her knowledge in a functional way. On many occasions her intervention adds an element of randomness to the situation, as she is very naive and curious. Suliman gave her a magic stick, which allows her to keep up with the team

She does not remember where she lost or who bought the parts of Heen, but often a small incentive is enough to start recalling. Helps the group as an odd counselor.

The most powerful and arcane spell that the witch has ever performed allowed her to form a puzzle with parts of Ingary's most powerful warrior (Heen), obtaining a prodigious object from each. Unfortunately, over the years she has lost or sold them all.

still, why do we have such an amount of space dedicated to heen?



11 - Main Story

The wizard Layton, a devout apprentice of Suliman, was envious of Howl, who has quickly become better than him, and conquered Suliman's benevolence. So he tried to steal Calcifer tricking Howl, but he failed and was therefore exiled by Howl in Radme, where he lied locked up in an urn with the spirits of despair. Once accidentally freed by some wizards apprentices, he spread the spirits (which he has learned to control) throughout Radme, conquering the diseased brain of king Beuron of Cal and beginning Howl's search overseas. Suliman is soon alerted by Layton's monsters, and invites Howl to investigate. Howl denies his involvement with the appearance of the monsters and refuses to collaborate with Suliman. He wants to investigate on his own indeed, so he goes in Cal where he's able to free Beuron, who flees in a camp outside the city. Then, escorted by Beuron's most loyal guards, Howl proceeds through the swamps leading to Layton's castle, where Layton was already waiting for him. At the river they fight and Layton gets the better of him. He extracts from Howl a magical sphere that represents his experience and transforms him into a child, after that Layton lets him drown and takes the mental control of the guards that Beuron had flanked to Howl. Howl survives carried by the river current, and when he reaches Cal is saved by Ben, a sentinel left from Beuron in the capital to foment the resistance. Ben exchanges him for an orphan boy, in fact Howl has no memory.

until here it seems that
howl is the protagonist

Meanwhile, Sophie and her friends asked Suliman what happened to Howl, alarmed by his disappearance. They add to the team Heen, a human-dog that leaves willingly for Radme, where many of his human parts were spread by the Witch of the Waste, that cursed him a long time ago. Suliman also gives to the Witch of the Waste a magic stick that allows her to walk easily. After rapidly refining their fighting skills, landed in the other continent, they proceed across the roaring hills of Radme. There they find out how the mud can be washed off with a long, hot bath. In fact, they defeat a slime monster in mines by throwing it into a hot spring, and after hours it reemerges human again, as the old village chief. Then they reach the capital, where they meet Ben and the little and unrecognized Howl (the Witch of the Waste notices that he has a strange symbol on his neck). Eager to know what happened to their friend they infiltrate in the castle to interrogate the guards that were with Howl when he was defeated by Layton. The soldiers tell them about the Howl's drowning, so Sophie and the others go desperate to Beuron's camp for help and advice. Beuron welcomes them and tells them about the past between Howl and Layton, but soon the camp is attacked by Layton, and the king is defeated. The team remains hidden during the battle, but has the opportunity to listen to Layton boast: he reveals how he defeated Howl marking him on the neck, and how he now uses his beautiful experience as an ornament at the castle, he also says that wants to leave for Ingary, where he will defeat Suliman. The Witch of the Waste understands and reveals that the orphaned child in the capital could be Howl, and than the team heartened proceed to Layton's fortress, beyond the swamps, where they recover the Howl's experience. Returning to Cal they cross the city fighting alongside the resistance, looking for Ben and Howl. After saving them from a risky situation in the middle of the battle, they bring back Howl to his normal appearance. So, reunited, they leave for Ingary where they will defeat Layton, who is rapidly spreading terror.

12 - Levels 6: Cal

Level 6 "Cal" is characterized by 18 scenes, as well as 4 (*) situations in which it is possible to talk freely.

1 - Where they open the door of the walls

The team has just passed the last hill of the roaring Hills and finally sees the great walls of Cal in the distance.

Sophie: Here it is! It's Cal! Finally, who knows if Howl is still there.
Oh! I wonder if he's prisoner!

Heen: Uooo! Uof!... Cal! Caal!

Heen transforms his self continuously, changing what he says based on his form. Meanwhile, he goes around Calcifer.

Calcifer: Heen stop it.

Markl: it's very far away! We won't arrive before evening!

Sophie: You're right, hurry up.

The team is outside the city walls, near the secret door

Sophie: We should have arrived, but I don't see any door.

Calcifer: it's magical! We detect his presence

Witch of the Waste: yes, yes, we are dealing with a beautiful antique door.

Leaning on his magic stick, the witch of the lands approaches the walls and reveals the door tracing its perimeter.

Markl: uooo incredible, I've never seen anything like this.

Sophie: perfect, now we just have to pass it before a patrol come through the walls.

Once the enigma is solved, the door opens wide

Sophie: never let it be said that a magic door refuses to let me in.

2 - Where they arrive stealthily to the tavern

Beyond the walls, the team wanders through the city's alleys.

Markl: what a dark place here, Calcifer do a bit of light.

Sophie: no Calcifer, stop! You will expose us, in fact, lower the visor of the armor.

Calcifer lowers the visor and the alley becomes even darker.

Calcifer: and here we are, completely in disguise.

Once arrived outside the tavern they see that inside it's slightly illuminated.

Calcifer: To us it looks like a trap

Sophie: why would you say that? What was you expecting, a welcoming committee?

Calcifer: no, it's not for the silence, the whole city seems deserted. The problem is that we feel strange energies coming from there.

Markl: in any case we wouldn't know where else to go.

Witch of the Waste: I have to sit down, I'm sick of this stick.

The Witch of the Lands approaches the door and waits for Sophie.

3 - Where they enter the tavern full of monsters

Sophie opens the door and the Witch of the Waste and Heen, in the form of a warrior, enter next to her. They find the Layton's soldiers in a catatonic state, some sat sloppy, others standing, staring into space. After a few moments, however, all of them turn around the neck to look at the team, as if, lost in their thoughts, have been distracted by the sound of the door. Sophie is the first to react and instructs Calcifer to throw lava spouts all



Picture 13: Secret door of the city

over the place, while hitting the nearest monster with a spell. Behind her, Markl hides full of fear as the ~~L~~ Witch of the Lands rushes to the assault.



Picture 14: The tavern full of monsters

4 - Where Ben arrives in the tavern and they escape from the roofs

As they finish victoriously, Ben comes downstairs, down the stairs leading to the upper floor.

Ben: soon! Go upstairs! Many others of them are coming, you have made a mess!

Sophie: and who would you be?

Ben: for now it is enough to know that I fight by your side and that I am not covered with mud.

At the end of the battle they go to the first floor of the tavern.

Ben: My name is Ben, I am a guard of Cal, loyal to the great King Beuron, ~~you~~ rather, how did you end up in the old base of the resistance?

Meanwhile, he looks at them worriedly, with particular attention to the old witch.

Sophie: we're looking for Howl the wizard, he's been missing for days.

Ben: Ah! Just as I imagined, you are Howl's companions! Then you are also my companions. You, old woman, do you think you can jump from roof to roof with that old stick? You know, it's really an emergency.

The witch of the lands stares Ben with love.

Witch of the Waste: my beautiful young man, if the stick was not enough, I studied in my life at least a thousand spells even more useful to the task. I think I should remember at least one.

Ben: and you? With that armor?

Calcifer uses the arms of the armor to lift the empty iron bust.

Calcifer: we are self-sufficient, worried at most to keep the child and that dog away from our feet.

And so the group hurries to proceed on the roofs.

Sophie: So you met Howl? In Salt Marina they said that King Beuron gone mad, and that Howl therefore quelled him.

Ben: He did much more, he saved the king from Layton's mental manipulation! Unfortunately, however, immediately afterwards he disappeared. He headed for Layton's fortress with a handful of soldiers. But it's been four days now.

Sophie: do you think they were defeated?

Ben: I don't know how else to explain their missing.

5 - Where they see Layton flying while they arrive at the base of the resistance

Shortly before their arriving at the base where Cal's survivors and resistance are hidden, Calcifer perceives great magic power over their head.

Sophie: Layton flies over the city to the tavern they have destroyed, which still burns in the night. After they went down on the road, Ben traces with his finger a symbol on a manhole, which opens on its own. He informs them that Howl has helped them find the new hiding place, after which they dive into it.

In the hideout, Sophie can talk to more survivors, as well as to team members.

*Here Sophie can talk freely with N.P.C.

a little more of context, as the moment in the story, may help

Calcifer: Did you see how it flew in the night? It seems very powerful, he gives me the heebie-jeebies! And he loses slime wherever he goes, like an infector.

Sophie: yes, he is a fearsome adversary, and he gives me nausea. I hope that we will find Howl soon and defeat him.

Markl: How many cheerful people in here, it seems that good humor is useful to increase their resistance to the slime!

Sophie: then you must be really resistant!

Markl: Yeah, but I've always feared the blades of Layton's servants more than the mud.

Heen: Heen defeats Layton with the sword.

Sophie: it's still early to face Layton, we have to train! You still have to find many of your parts!

Heen: if Heen returns like the Heen uses to be, he is invincible!

Xaion the warrior: Welcome, I hope you can rest. There is always a great din here.

Sophie: are you a soldier of the resistance?

Xaion: That's right, I'm Xaion, and I fight to free Radme.

Marion the smart: Come from outside Cal? Once I used to smuggle from an exit of the south gate, how did you get in?

Sophie: from the south gate, but we had many difficulties

Marion the smart: it becomes increasingly difficult to leave the city. If you meet Victor outside, could you give him this letter? From Marion.

Ektor the tightrope walker: I am Ektor, and I walk on ropes. Since no one pays a ticket to see my show, I do not have a place to stay. I try to make myself useful as I can.

Zip the merchant thief: Hi adventurer, before leaving for the next adventure come to buy the from !

Sophie: what do you sell?

Zip the merchant thief: all that is useful left in the city, if you need something that I do not have in store, I go out and I steal it only for you, mt darling.

The following two dialogues are useful to the plot

6 - The witch of the lands observes the orphan child

Witch of the Waste addressed to Orphan child: look that beautiful child, just beautiful!

Sophie addressed to Witch of the Waste: but you were not already tired before arriving at the tavern? You should rest!

Witch of the Waste addressed to Orphan child: and what a heart! -interrupting- It is a big and noble heart!

Meanwhile, the Witch observes closely the child, who tries to wriggle, and finally manages to escape.

7 - Where Ben talks about the sidequests and the main mission

When Sophie come to talk to Ben, she is followed by all the other members of the team.

Ben: You met some members of the resistance. Many of them lost everything, their family members and everyone they knew fell victim to Layton's spell, and now they are fighting each other.

1 Sophie: how to help the resistance

Ben: since Layton discovered us, we are short of weapons, while Layton has almost all the army with him. His soldiers are slow, but even stronger than in human form. In addition we need food, Layton knows almost all the accesses to the city, to communicate with the roaring hills we need a new road

1.1 Sophie: the weapons

some scripts are
really long and
difficult to follow

Ben: We intended to attack the armory frontally, but you will be able to infiltrate and escape unharmed. You will have to leave the hiding place from the north exit, and follow the lanes always north until you reach the barracks, near the walls. There you will take possession of as many weapons as you can, and sabotage the pillars of the building with dynamite. Thank you so much for what you do.

1.2 Sophie: the new road

Ben: We will have to get to the walls from the east exit, reach the ancient passage in the walls and free it from obstacles, traps and monsters, to allow scouts to pass. You will be led by one of my most trusted soldiers who knows the ancient code to open the passage.

2 Sophie: latest news from Howl

Ben: Howl saved the King from Layton's spell, and with him his loyal escort. Then he helped Beuron to organize the resistance, which I led in his stead while he was under the curse. The same night, however, Howl decided to leave, with an escort of five men given to him by the king, towards the marshes. He was defeated, and the soldiers with him escorted to the castle, where they fell victim to Layton's spell.

or is it a matter of gaining information?

Sophie: it's terrible, we have to free them and talk to them!

Ben: I like your ardor, but the castle is the most watched place in Cal, and it will not be easy to access it... we will have to study a plan. Come back to me when you are ready to decide how to act.

8 - Where they talk about the castle and the alchemist's guild

Sophie and the others reach Ben and listen to the plan.

Ben: We will have to access the castle from the sewers, from there we can go out in the castle baths, which are exactly two floors below the throne room. There should be the soldiers we have to free, according to my informants.

Sophie: Does he keep them prisoners in the throne room?

Ben: No, their wills have been inhibited. Layton placed them there because they are the strongest of Beuron's soldiers, and he wants to protect the throne room. To cross the secret conduits we will have to use the precursor's code. It is the key to opening the ancient portals. The only copy known to us is kept in the guild of alchemists. Go there and retrieve the code, then come back to me and I will show you the portal to access the canal that leads to the castle.

9 - Where the team meets the crazy alchemist

As soon as they enter the guild from a narrow passage, the team is wrapped in a thin fog, a laugh runs through the corridors and breaks the silence. The alchemist invites the team to overcome his enigmas.

Alchemist: dear presents, welcome in my stronghold. Here I resist Layton while I find a cure for his illness. For now the experiments are proceeding with full success, on me the slime does not cause loss of will. However, hhahahahahaha, I still have not completely healed

Sophie: obviously he does not know that hot water is the only way to get rid of the slime, must get crazy trying to do it.

Calcifer: yeah! It gives me creeps!

Markl -worried-: maybe we should just tell him how to save himself

Alchemist -from outside the room-: Only a thief with an acumen like mine can overcome my riddles, and enjoy the last treasures of the guild.

Markl: HEEEEEY ALCHEMIST! A HOT BATHROOM WILL DO TO HEAL YOU, LET US HELP YOU, WE ARE ENEMIES OF LAYTON!

Alchemist:....

Sophie: obviously he can not hear us, I believe that the voice reaches us through a spell... we will have to make our way to his room.

The team enters the guild hall.

10 - Where they find the book and leave the guild

They enter the alchemist's room and find it threatening, holding the ancient code to itself behind a counter full of alembics.

Heen -growls-.

Alchemist: Welcome, I must deduce that you have managed to overcome my enigmas.

Sophie: yes and it's time for you to give up, we do not want to hurt you.

Alchemist: you have not been sent by Layton?

Sophie: no, we are allies of King Beuron

Alchemist: So you're not going to steal my soul?

Sophie: no, we only want the ancient code... but you're full of slime, why you are not a monster?

Alchemist: endowed with a superfine mind, I did not get caught by the despair of the slime, and I found a solution that inhibits it. However I can not find a way to get rid of it. Injecting the solution is destroying my brain, but I still have not found how to get rid of this damn slime DEFINITIVELY.

Sophie: it is enough to wash for several hours in hot water, it has worked with the chief of the roaring Hills, it will work with you too.

The alchemist remains a moment petrified for the revelation, then drops the code and runs to prepare the bath in the next room. Sophie takes the book.

Sophie: good bathroom mister alchemist!

11 - Where they arrive with Ben at the ancient port of the sewers

Ben: do you have the code?

Sophie: yes

Calcifer: it was guarded by a very dangerous madman, it's been much more difficult than expected.

Ben: the important thing is that now you are here, unharmed. Follow me.

Ben leads them into a tunnel dug by the resistance, and they reach a canal full of water. A large circular gate of heavy iron prevents them from continuing. Ben calls Sophie and shows her a page of the book.

Ben: I can not go on, I will create a diversion on the other side of the city to make sure there are not too many guards at the castle. Sophie, look at these pages, they contain a translation of the symbols of the ancient language. By deciphering the incisions you can open up passages built by precursors throughout Radme. Let's try to solve this portal together.

12 - Where they comment on the sewers and the enigmas

Markl: I had no idea that there was a civilization before the current one in Radme. Judging by these structures it was quite advanced!

Witch of the Waste: it was, they were certainly more technologically advanced than the current inhabitants of Radme. Not to mention their mastery of magic, superior to the best wizards of Ingary. The legend tells that a natural disaster made them disappear.

Markl: and the current inhabitants?

Witch of the Waste: they are settlers, emigrated from our continent many years ago.

Crossing a pool of water



Picture 15: Mud monster

Calcifer: This place is wet, we do not like it. We have the armor full of water.

Heen -swims like a dog:- uuuff uuuuuff!

Sophie: resist Calcifer, we're almost there!

They meet a new kind of monster, completely covered with mud.

Sophie: this is incredibly ugly!

Calcifer: and it stinks!

13 - Where they come out of the sewers, in the baths of the castle

Calcifer is the first to get out of the sewers, and begins to shake awkwardly to let the water out of the joints of the armor. Immediately after Heen shakes off the hair and wet Calcifer again. While Calcifer complains, Sophie covers the visor of his helmet telling him to be silent. The Team is hiding in a locker room while in the central hall with the baths passes a platoon of patrol guards.

14 - Where (opt) thy decide to save civilians in prisons

Once in the prisons there are about twenty people.

Sophie: and who would you be? Soldiers?

A clown with extremely sad makeup, sitting in the center of the largest cell rises and, moving in an absurdly theatrical way, responds.

Clown: we are the immune! The magic of slime has no effect on us. If we had a little bit of mud to prove it I would not fear to be the tester! Hahaha. We are in love and happy and positive with everyone. Layton instead hates us, because we are proof of his incompleteness. He can not even get the better of a poor clown, jester happy.

Sophie: we will find a way to free you, you would be excellent allies for the resistance. Layton's kingdom must end!

In the prison, Sophie can speak with the released prisoners.

*Here Sophie can talk freely with N.P.C.

Clown: After escaping from an assault on the traveling circus, Ektor the tightrope walker and I get shelter in a poor hostel. That were the first times of the King's illness, and we were all afraid. When one day they came looking for us, I managed to save Ektor, at least.

Sophie: Ektor is safe! You'll meet him at the den of the resistance!

Clown: What a wonderful news, I can not wait!

Ron the poet: They took me together with the clown, in the miserable hostel in the city. When they discovered they could not use us, they left us to rot. I have not eaten for days!

Sophie: I should have some crackers.

Ron the poet: oh my benefactress and liberator!

Zelda the good: I take care of the needy as I can.

Sophie: are you an herbalist?

Zelda the good: yes, and not only, I studied medicine from a master, I will be able to help you.

Vlad the Barbarian: I come from a distant land, where I was a bear knight. Since I joined the army of Beuron as a mercenary, I never imagined that there would be a desertion. Now I find myself here without even understanding why.

Sophie: now that you are free you could serve again, for our cause.

15 - Where they come to the throne room, where they defeat the soldiers

Once in the throne room they fight with the soldiers, who seem to be waiting for them standing forever. After the fight Sophie notes that their armor is dirty with mud from the marsh.



Picture 16: Throne room

Sophie: they wear the same armor of the night when Howl disappeared, they come from the swamp. But what have they been doing all this time? Can Layton keep them here waiting for death? They keep staring the void! It's a monster.

Meanwhile Markl Heen and Calcifer move the bodies stunned towards the baths with the pools.

Markl: give us a hand to free them, they are very heavy.

16 - Where Calcifer heats up the baths to save the soldiers

Sophie and her friends have opened the water channels and the water basin inside the boiler is full.

Sophie: Calcifer, now it's up to you to heat up.

Calcifer: but we will need wood. A pool does not heat itself. Surely around here we will find it in abundance.

Recovered the wood and accumulated in a pile under the boiler Calcifer blaze

Calcifer: we hate to heat water, it's a stupid task. We are made to cross planets!

Sophie: Calcifer, think that you're saving so many lives and solving a war! Plus you're saving Howl!

Calcifer: certainly certain.

Witch of the Waste: what a nice little fire, a huge little fire!

The heated water is drained into the baths, where the unconscious soldiers begin to return human.

While the defeated soldiers take a bath in the spa you can talk to some of them:

***Here Sophie can talk freely with N.P.C.**

Soldier1: mmm, finally I'm fine, I've never been better

Soldier2: it's like being born again, now I can remember my name!

Soldier3 -distraught-: slime everywhere, it's like bringing the swamp inside.

Soldier4: I drank the water in which you are bathing us, and now I am terribly hungry.

17 - Where they talk to the soldiers and Ben invites them to join the king.

In the rebel shelter

Ben: Welcome back! As I am pleased to see you come back with my brothers! The diversion that we created on the other side of the city cost us many wounded, we need new levers!

Sophie: unfortunately they are all practically fainted, we will have to wait until they wake up...

Ben -turning to the doctor-: bring me salts, we must act quickly, who knows what Layton is doing to Howl right now.

After using the salts on the guards.

Ben: Hello soldiers, welcome back, do you remember me?

Soldier1: Ben! You're safe and sound! Where are we?

Soldier2: what happened to us?

Soldier3: I remember we were fighting at the swamp, an army of Layton henchmen.

Soldier2: Howl and Layton fought over our heads.

Soldier4: I remember a deafening sound. Then howl fell into the river that runs through the swamp to Cal.

Soldier1: I remember too, even though I was too busy fighting to be able to see well.

Soldier4: Layton shone with a very strong light, I remember him, screaming that he could win any mage.

Sophie: So Howl fell into the river?

Soldier4: yes, and unfortunately, I think he was drowning.

Ben: The rapids of the river are terrible. Layton must have made him lose his senses and then let him die in the water. If he arrived at Cal's dam we would have seen him. I left a guard to watch it.

Sophie and the team exchange looks of despair.

Calcifer: could it not be somewhere along the river? Maybe with a head injury, or in a coma!

Ben: maybe, but I recommend you to go and get help from King Beuron, before proceeding to the swamps. He will certainly give you all the support he can to facilitate your journey.

Before leaving the shelter they can talk to some soldiers for more information on the battle, with members of the resistance and with the team members:

*Here Sophie can talk freely with N.P.C.

Soldier1: Howl fought well. For a moment, I thought we would win.

Sophie: but have you seen what happened to Howl before he falls?

Soldier1: no. I was too worried about staring at the blade that was trying to hit me.

Soldier2: I hope he is still alive, Simon has fallen into the rapid, and I myself have heard the sound of his head striking the boulders.

Sophie: really heartening.

Calcifer does not speak.

Markl: I can not believe it, it's not true. It can not be, Howl would not let himself be defeated like that.

18 - Where they reach the walls talking about Howl

Markl: do you think that he's really drowned?

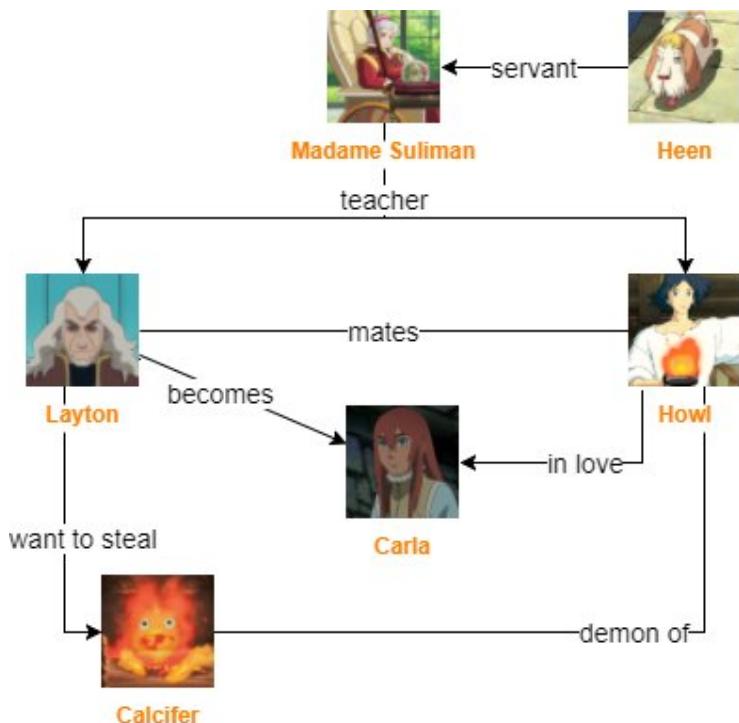
Calcifer -worried-: we really do not believe it. There should be an indissoluble bond between us. I'm sure if he was dying we would be the first to know it. What absurdity, Howl dead.

Sophie: Do not be afraid, Calcifer, he's fine, I'm sure too. We just have to hurry up to find it, before all these people are destroyed by Layton's madness.

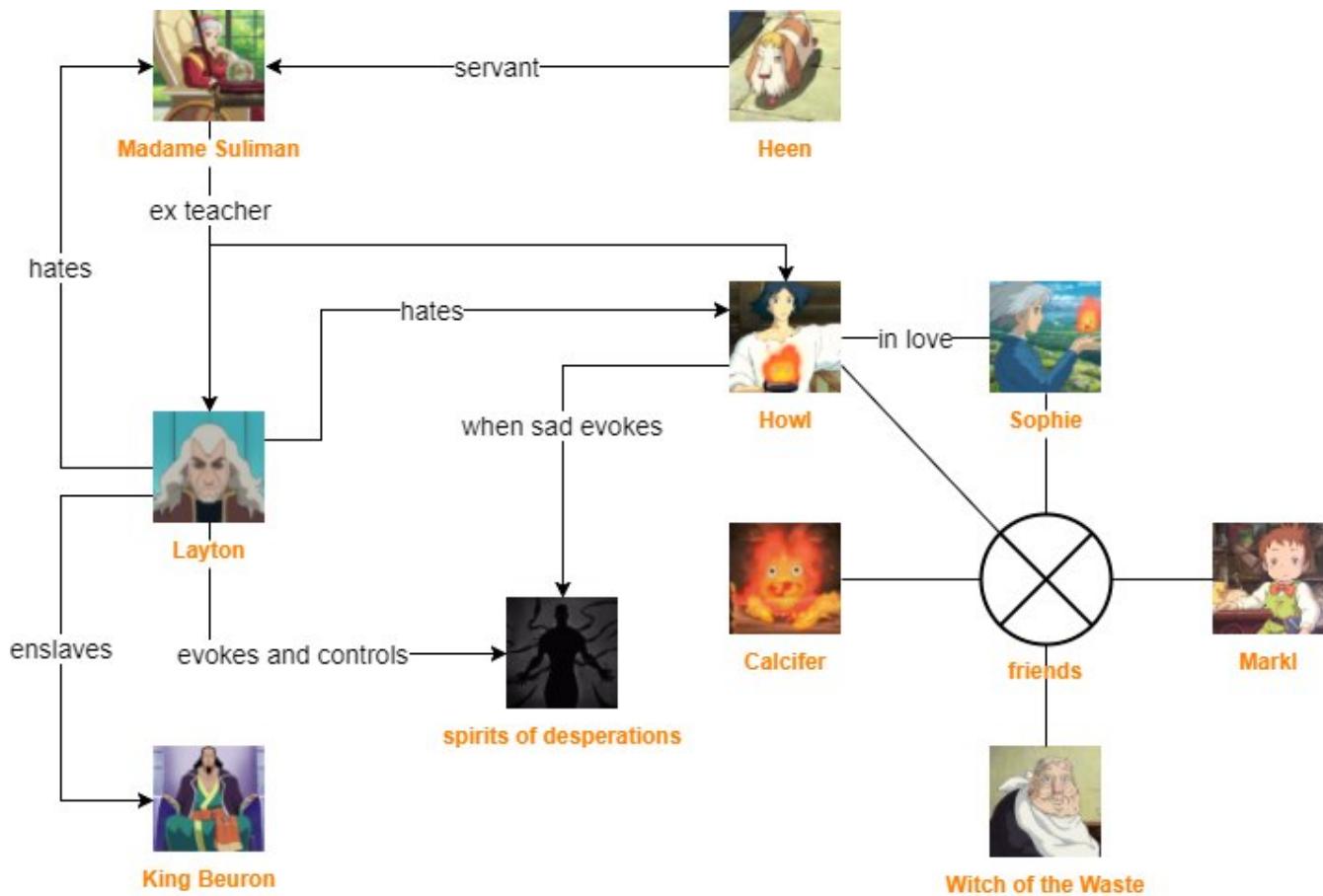
Calcifer: we are not afraid, we are really sure to have a link with Howl, if he feels bad we would know it.

13 - Characters relationships

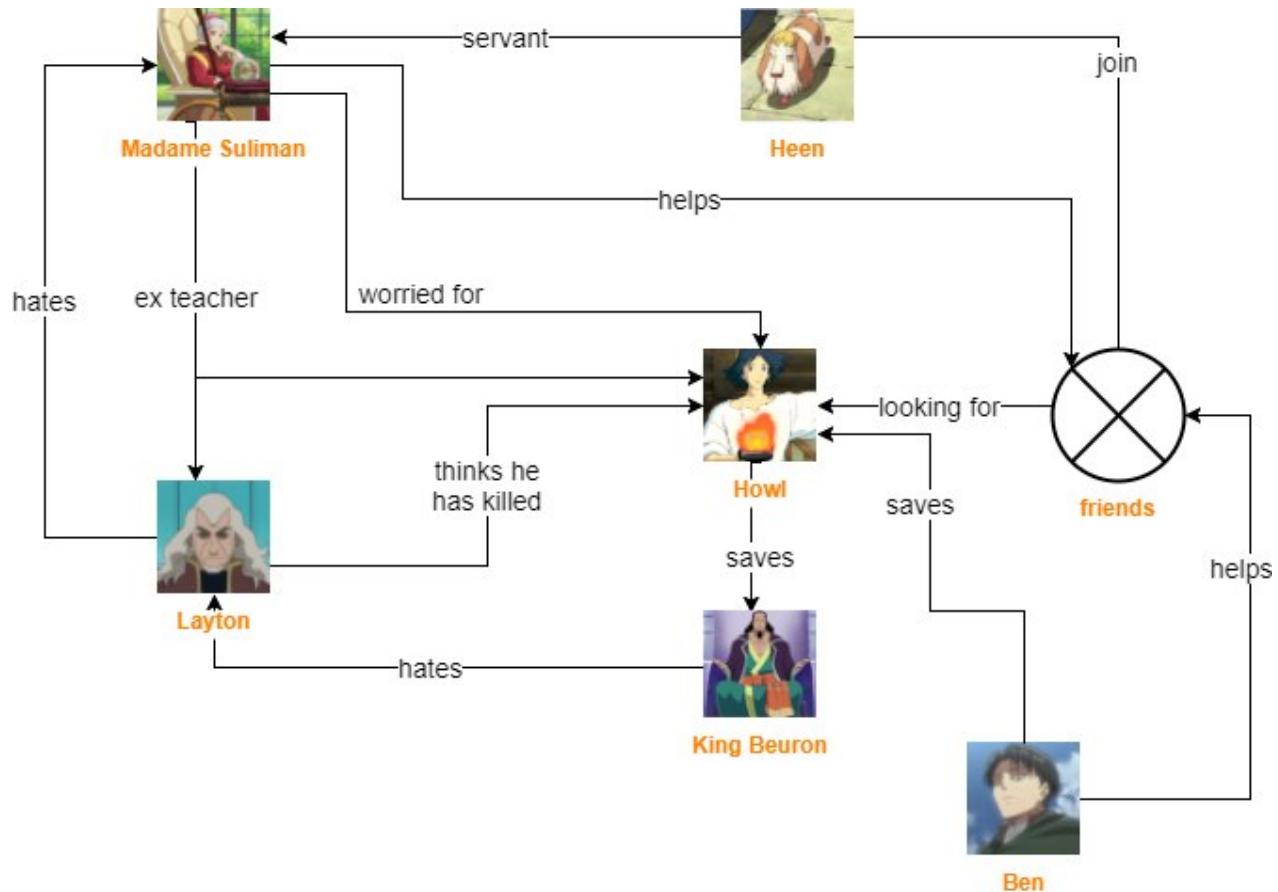
During apprenticeship



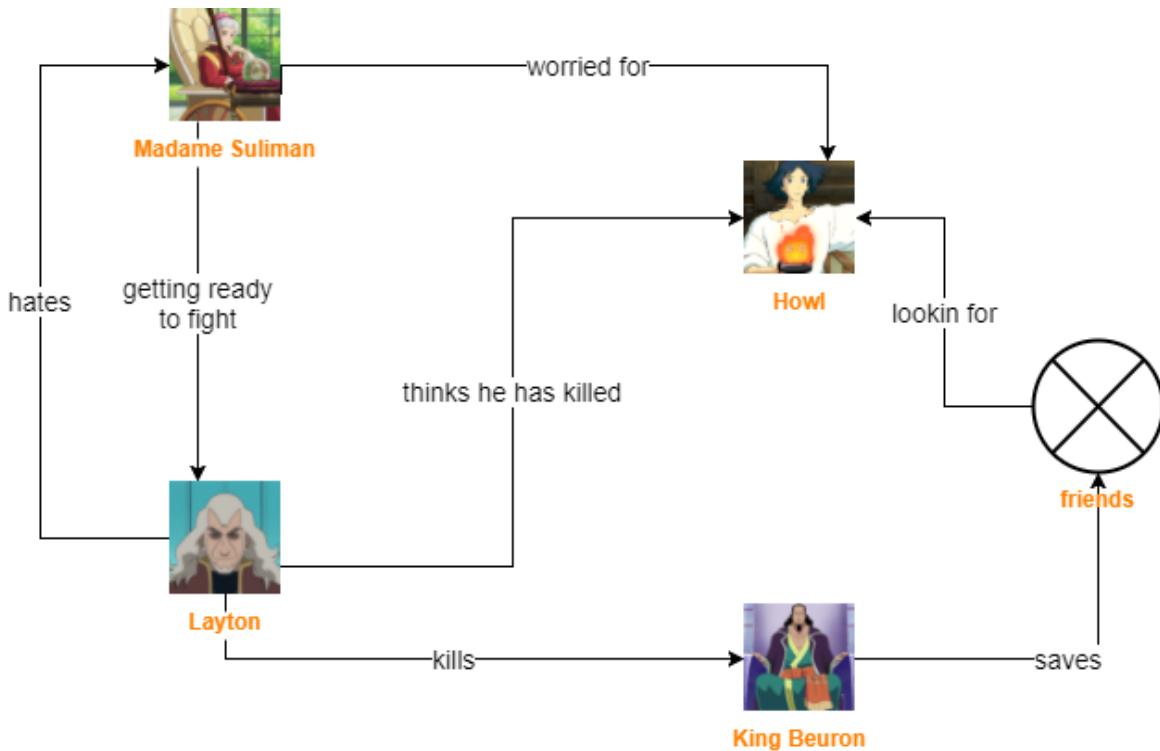
Beginning of Act 1



Ending of Act 1



Ending of Act 2



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14 - Enemies

Kind of monsters:



Picture 17: An example

15 - Additional reference images

Settings

Ingary

Kingsbury



Picture 18: City center



Picture 19: King's castle



Picture 20: Suburbs

Porthaven



Picture 21: Harbour



Picture 22: Market



Picture 23: Ship

The waste



Picture 24: The waste



Picture 25: Folding valley



Picture 26: Moving castle

Radme

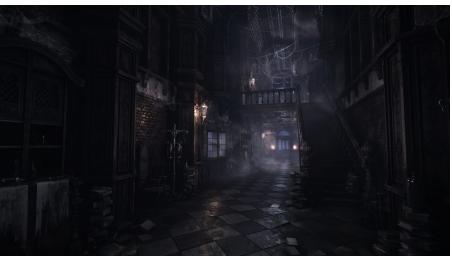
Cal



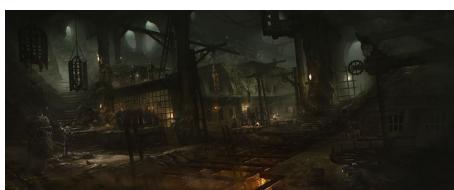
Picture 27: Cal



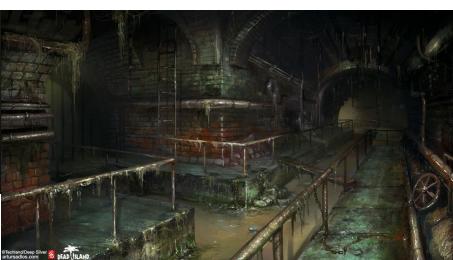
Picture 28: Castle



Picture 29: Castle inside



Picture 30: Prison



Picture 31: Sewers

Clearing



Picture 32: Clearing



Picture 33: Fortress



Picture 34: Fortress

Dark Mountain



Picture 35: Dark Mountain



Picture 36: Dark Mountain



Picture 37: Castle

Roaring Hills



Picture 38: Mine



Picture 39: Mine: internal



Picture 40: Village

Salt Marina



Picture 41: Salt Marina



Picture 42: Harbour



Picture 43: Bazaar

Swamps



Picture 44: Swamps



Picture 45: Swamps



Picture 46: Swamps

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