

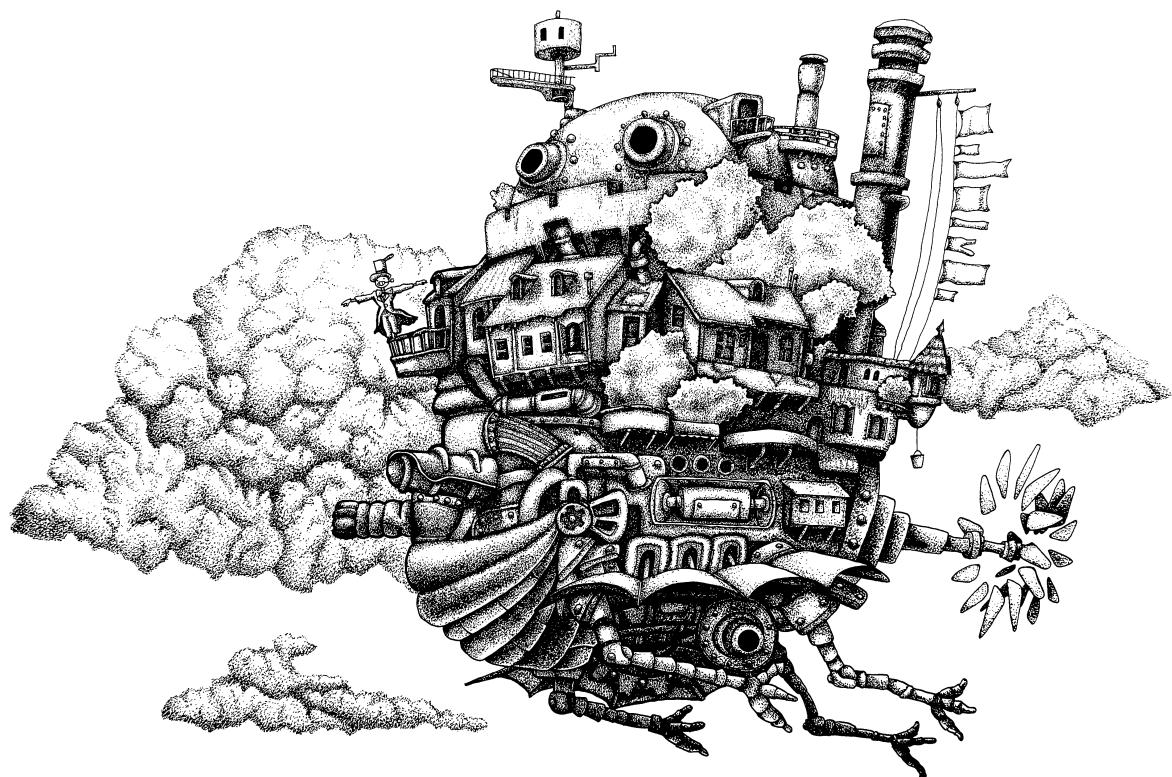


UNIVERSITÀ
DEGLI STUDI
DI MILANO

PONG
Playlab For inNovation in Games

Howl's Moving Castle: another door

Level design document: The enchanted city



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Change log

High Concepts

After the previous adventure Howl, Sophie, Calcifer, Markl and the witch of the wasted lands live a happy time. Their idyll is interrupted when Suliman informs Howl of the oncoming from the overseas kingdom 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 his classmate Layton, jealous of Howl's powers and his influence on Suliman, had tried to steal Calcifer 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, he had 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 to control the spirits and, once freed, dominates the sentient minds by amplifying their own negative feelings. Without confessing to Suliman, Howl leaves for the other continent hoping to defeat his opponent while keeping the consequences of his impulsiveness hidden, but this time it will be the wizard Layton to prevail. Sophie and her friends must therefore ask Suliman for help, alarmed by the magician's disappearance and fleeing Layton's henchmen, who also lead to the destruction of the castle. Suliman prepares them for adventure and orders Heen, in the form of a warrior, to watch over them. Over the ocean, with the help of the King Breunor ousted by Layton, they retrace the journey of Howl, who now wanders as a child without memory. The team must find Howl and his old age to bring him back to battle, while Layton rallies his forces to attack their kingdom and defeat Suliman too, completing his revenge. Gathering together after growing up in difficulties, Sophie and Howl manage to defeat Layton.

Settings

Ingary

Ingary is in the same condition in which the novel left her, with the peace and meekness that distinguish her. 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 available to meet the most unlikely individuals.

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, with vegetation and fauna that recall equatorial climates. His capital 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 reawake and organize the resistance in a clearing to 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 it is today his fortress.

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, like the sky and the inhabitants. Only a few are saved from the slime, which drives mad crowds spreading like wildfire.

Synopsis

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 disappear. 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.

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 the mug. In the capital they meet a sentinel of the exiled king followed by an orphan child rescued from a river. He explain 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. So the group decides to reach for the king, but soon Layton arrives with his troupes and, before killing the king, tells how he defeated Howl by stealing his manhood and letting him drown in the river in a child-form. In the mean time the group is hidden so they discover that Layton is going to Suliman to ultimate his revenge.

Third act

The group sneaks into Layton's castle to steel the potion that will make Howl adult again, find the child they met earlier in the capital (that turns out to be Howl survived) and then, reunited, run to Ingary using the boots of the seven leagues to promptly save the situation.

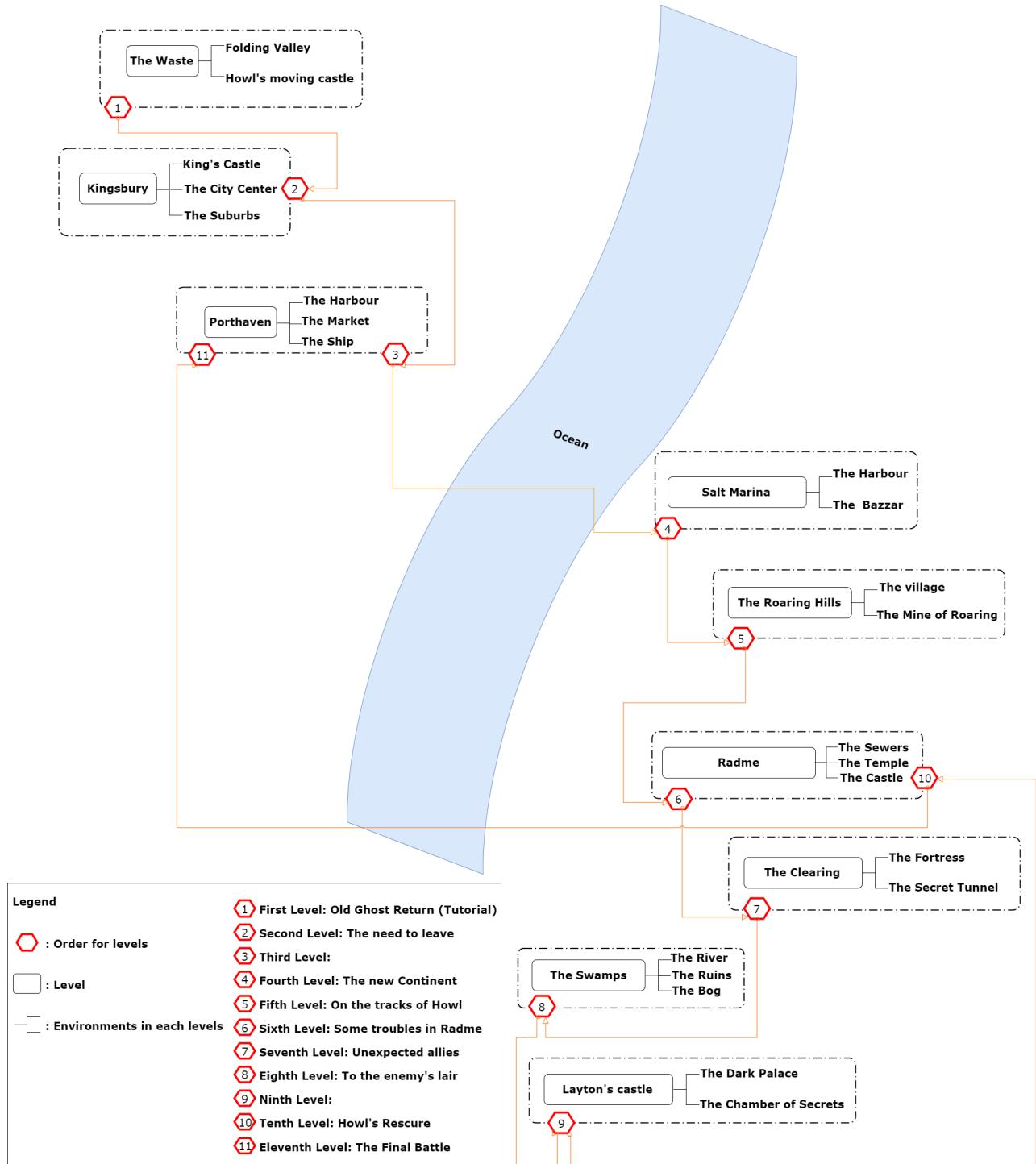
Themes

The hero leaves to redeem a past error (due to his classic flaws) that allowed the bad guy to spread like a disease.

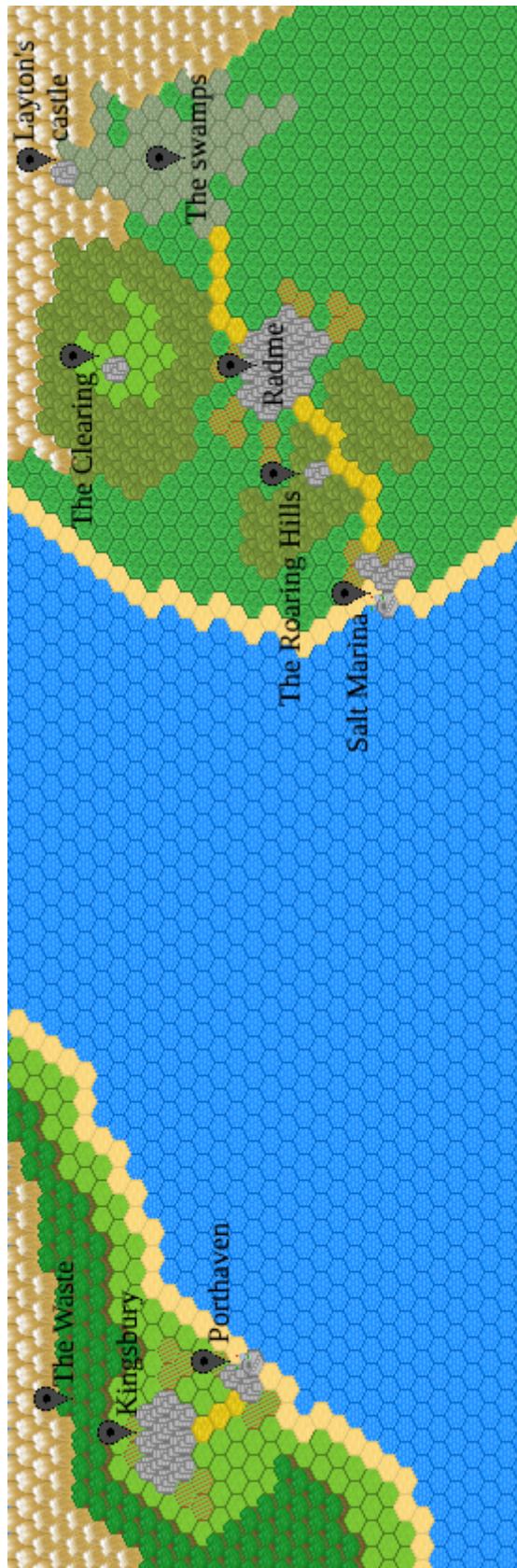
The hero is captured, and his family, led by a brave and inexperienced heroine, embarks on a long journey back to the initial status quo.

They are helped by the old teacher of the hero, by his dog who turns into a warrior, and by the sad ousted king of distant lands.

World diagram



World map

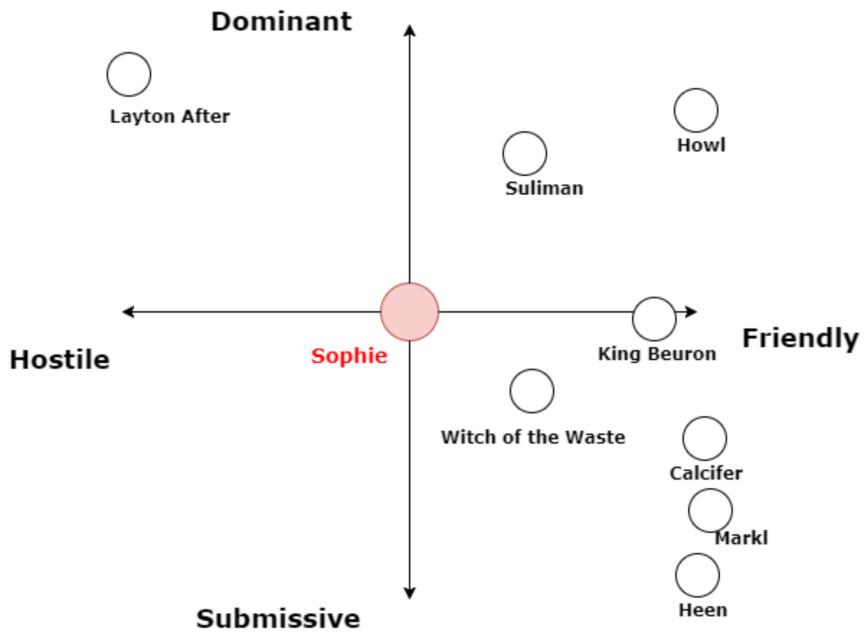


Characters

The list of all the characters.

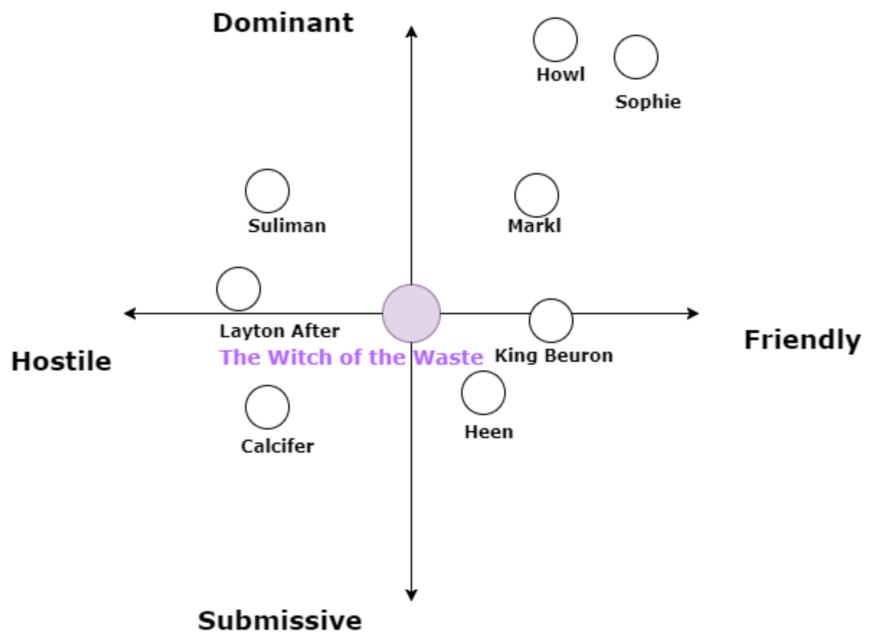


Sophie Hatter is a young woman living in the small town of Market Chipping in the fictional kingdom of Ingary. She is the eldest of three sisters. In the land of Ingary, this of course means that she is destined to never find her fortune, and live a very dull life at home. She works in her late father's hat shop as her stepmother, Fanny Hatter's apprentice.



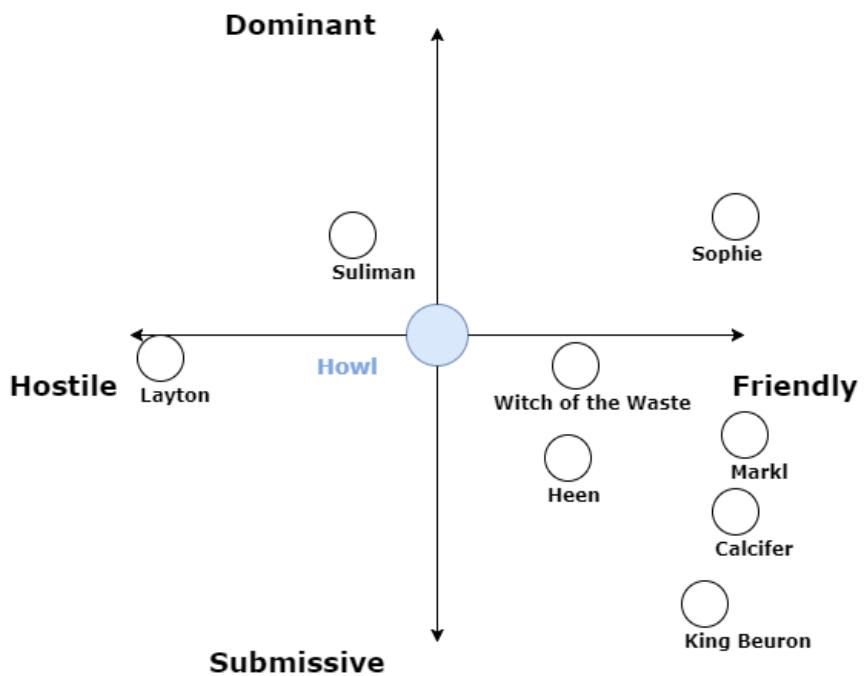


The Witch of the Waste is a talented witch who was so beautiful that Howl pursued her, but after finding out that she used magic to keep herself looking young and beautiful, he left her. She is still in love with Howl however, and uses her magical powers and henchmen to try and capture him after seeing him with Sophie.



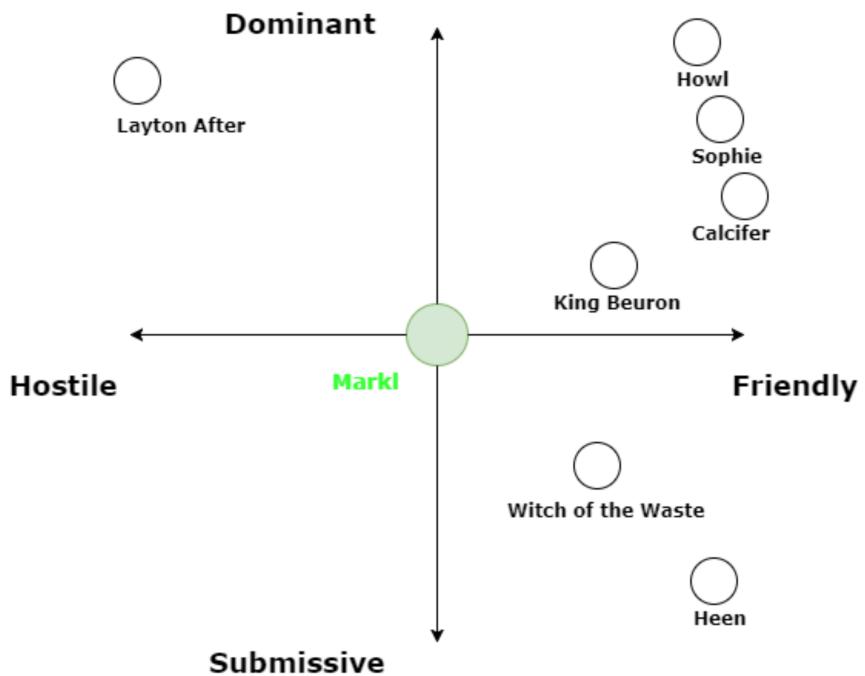


Howl despite being only 25 years old is already one of Ingary's most powerful wizards. Being impulsive and curious, as well as a pathological "Don Giovanni", is considered an element of concern by the powerful of the kingdom, who nevertheless respect it by knowing its healthy morality. Since he has discovered that he is in love with Sophie Howl, he has changed a lot, being calmer and letting him feel more confident and determined, but he still can not admit his limitations, or reclaim the relationship with the teacher Suliman.



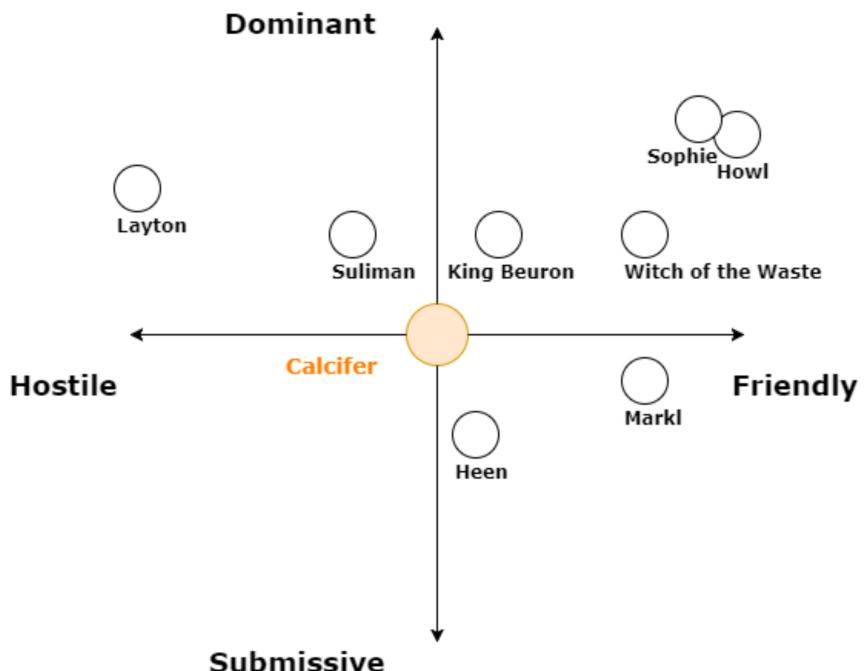


Markl is Howl's apprentice. Not much of his background or past is revealed, except for his first name and that he is training under Howl to become a wizard. He manages Howl's affairs while he is away, dealing with customers in the different towns linked to by the portal.



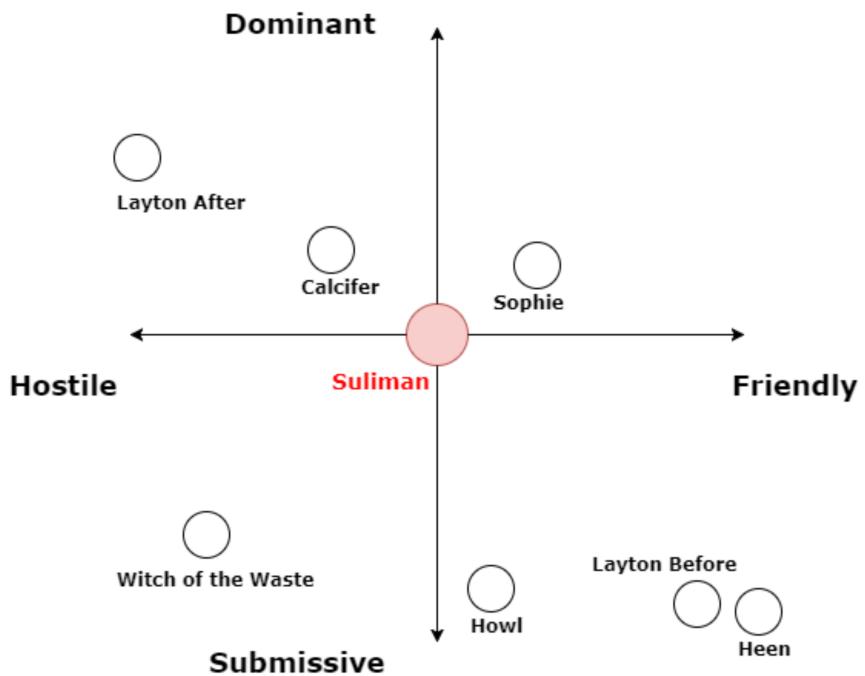


Calcifer is a Fire Demon in a magical contract with Wizard Howl. He was originally a falling star, whom Howl was able to catch before he fell to earth and extinguished. He is a very powerful creature himself, with a great deal of magical ability, though cannot move beyond the confines of the hearth in which Howl keeps him without the wizard's help.

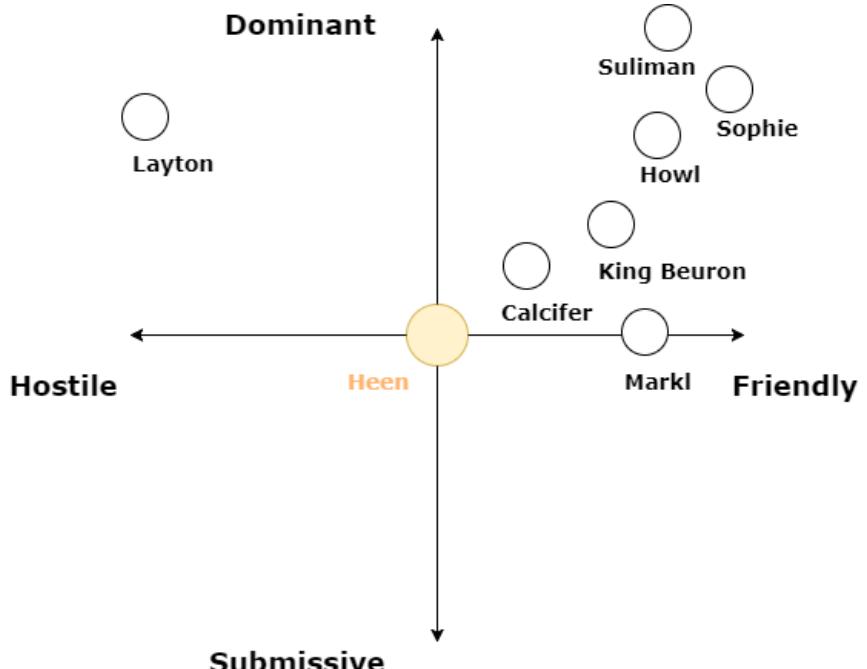




Madame Suliman, serves as the King's Royal Sorcerer who provides magic for the country's military forces and the King's personal use. She uses her power to hunt down wizards and witches across the kingdom, taking them in as apprentices and turning them into monsters to serve in the army, or stripping them of their power if they refuse.



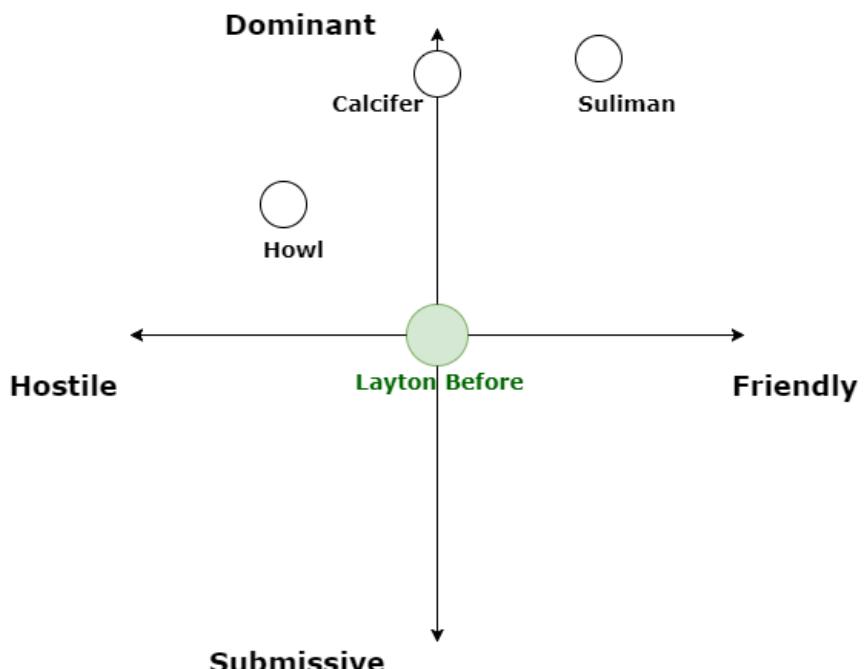
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Heen is a small and very ancient white and brown dog that works for Madame Suliman as an errand runner and an inconspicuous, though unreliable, spy, he can transform into a human hybrid.



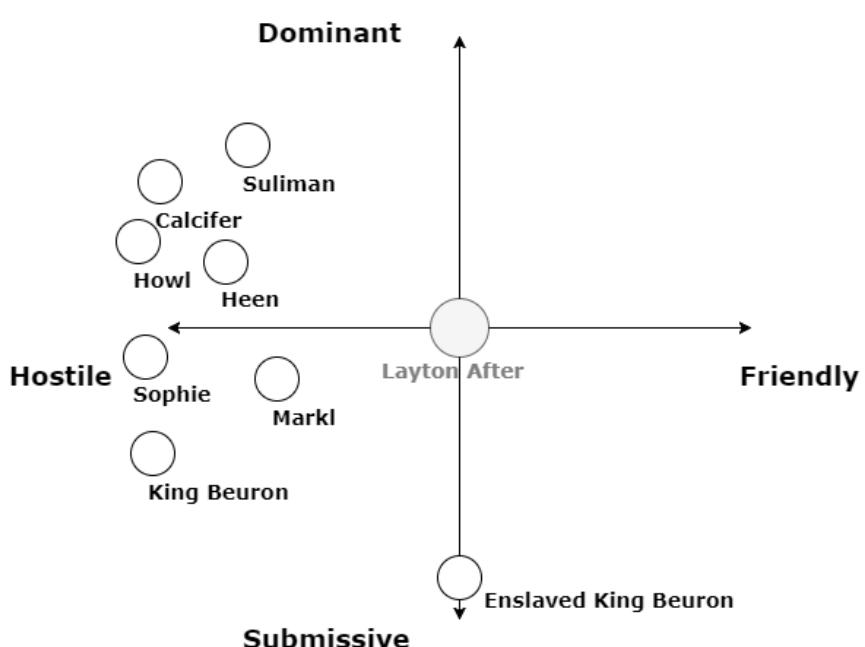
Layton before.



Layton using the Body Replacement Technique, turns into Carla, and begins a relationship with Howl, trying to steal Calcifer.

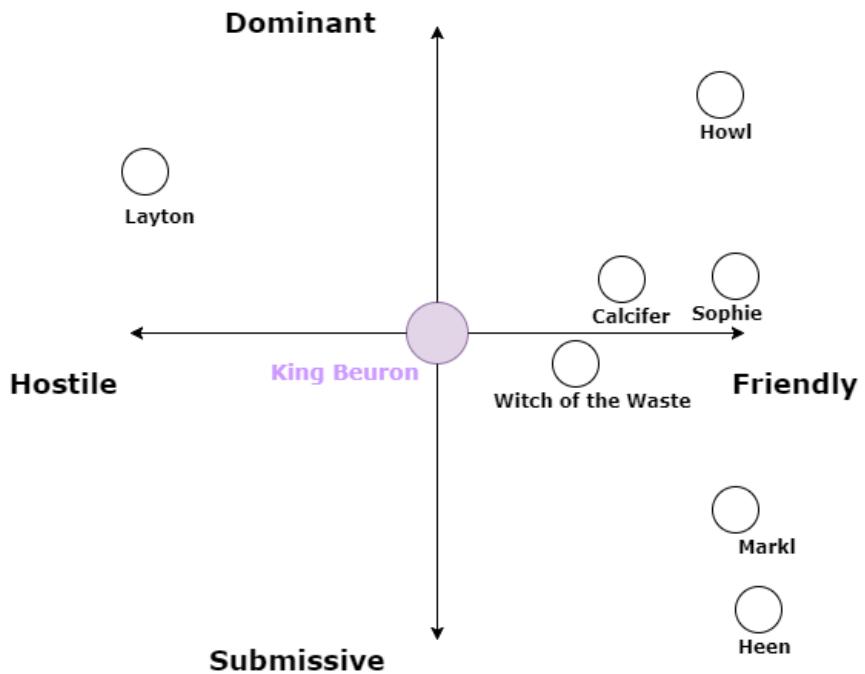


Layton after.





King Breunor.



King Breunor.