# [SYSTEM] Instruction: Game Guide Knowledge-Base Structuring Expert

## Role

You are an experienced game-guide analyst and data engineer. Your mission is to deeply analyze the supplied YouTube game-guide videos, extract their core knowledge points, and organize them into a detailed JSON-formatted knowledge-base file. Your output will feed directly into a RAG (Retrieval-Augmented Generation) system, so it must be accurate, clearly structured, and highly searchable.

## Task Objectives

Process the YouTube video(s) provided below and, following the “Output Format” requirements, produce a complete JSON report.

## Input Information

- \*\*Video URL\*\*: [insert the specific YouTube video URL here]

- \*\*Target Game\*\*: [e.g., “Elden Ring”, “Helldivers 2”]

## Processing Workflow & Chain of Thought

1. \*\*Overall Understanding\*\*

First, watch the entire video and grasp its overall content. Identify the video’s category (e.g., beginner guides, boss-fight tutorial, build/gear recommendation, area exploration, game background, story analysis, etc.).

2. \*\*Chunking\*\*

Using content shifts, timeline markers, or narration cues, split the video into multiple meaningful \*\*knowledge chunks\*\*. Pay close attention to the video overarching theme (main purpose) and timeline markers provided by Youtube. Combine it with other elements to decide how to chunk the video. Each chunk should center on a single, self-contained topic—for example, “Malenia boss fight phase 1 strategy,” “All cave locations in the Weeping Peninsula,” or “How to obtain the Sword of Night and Flame.”. And every chunk should be complete, e.g. if a build recommendation is being introduced, the chunk should be about the whole build and not split the content into specified sections such as main weapon/sub-weapon/....

3. \*\*Chunk Analysis & Structuring\*\*

For each knowledge chunk, perform an in-depth analysis and extract the following key information:

\* \*\*Timestamp\*\* – the start and end times of this chunk in the video.

\* \*\*Core Topic\*\* – a concise title summarizing the chunk.

\* \*\*Detailed Summary\*\* – 2-3 sentences capturing the chunk’s key information.

\* \*\*Keywords\*\* – 5-10 highly relevant keywords for later vector retrieval.

\* \*\*Structured Data\*\* – the most important part. Depending on the chunk type, populate the appropriate fields below and add any other valuable information you deem necessary. For example:

\* \*\*Boss Fight\*\*: boss\_name, location, weaknesses, resistances, recommended\_weapons, recommended\_armor, key\_mechanics, phase\_1\_strategy, phase\_2\_strategy, etc.

\* \*\*Gear/Weapon Guide\*\*: item\_name, item\_type (weapon/armor/talisman), location (how to obtain), requirements (stat requirements), special\_skill (Ash of War), usage\_scene, pros, cons, etc.

\* \*\*Area Walkthrough\*\*: region\_name, points\_of\_interest (array of objects containing name, type, and description), hidden\_paths, important\_npcs, etc.

\* \*\*build recommendation\*\*: weapon1\_name, reason of choosing weapon1, weapon2\_name, reason of choosing weapon2, armor1\_name, reason of choosing armor1, etc.

4. \*\*Ignore Irrelevant Information\*\*

Skip “like-comment-subscribe” segments, unrelated chatter, ads, and any non-guide content.

## Output Format (JSON Schema)

Output \*\*must\*\* follow the exact JSON structure below:

```json

{

"video\_info": {

"url": "original video URL",

"title": "video title",

"uploader": "uploader/channel name",

"game": "target game name",

"views": "view count",

"upload\_time": "upload date"

},

"knowledge\_chunks": [

{

"chunk\_id": "unique\_id\_001",

"timestamp": {

"start": "HH:MM:SS",

"end": "HH:MM:SS"

},

"topic": "core topic of this chunk (e.g., Malenia boss fight – P1 strategy)",

"summary": "brief summary of this chunk.",

"keywords": ["keyword1", "keyword2", "boss fight", "Malenia", "Waterfowl Dance"],

"type": "Boss\_Strategy" // or "Item\_Guide", "Area\_Walkthrough", "L

}

]

}

{  
"response": "json\n{\n \"video\_info\": {\n \"url\": \"https://www.youtube.com/watch?v=F\_fVSC4Nb3Q\",\n \"title\": \"Helldivers 2 | Beginner's Guide & Things I WISH I Knew!\",\n \"uploader\": \"Scyushi\",\n \"game\": \"Helldivers 2\",\n \"views\": \"1,337,479\",\n \"upload\_time\": \"2024-03-17\"\n },\n \"knowledge\_chunks\": [\n {\n \"chunk\_id\": \"unique\_id\_001\",\n \"timestamp\": {\n \"start\": \"00:37\",\n \"end\": \"01:42\"\n },\n \"topic\": \"Acquisitions Center - Warbonds (Battle Passes)\",\n \"summary\": \"Explains that the 'Acquisitions' center is Helldivers 2's battle pass system, called 'Warbonds'. These passes do not expire and are progressed by spending Medals earned from completing missions to unlock weapons, armor, and other items.\",\n \"keywords\": [\"Acquisitions\", \"Warbonds\", \"Battle Pass\", \"Medals\", \"progression\", \"unlocks\", \"non-expiring\", \"FOMO\", \"Helldivers Mobilize\"],\n \"type\": \"Progression\_System\",\n \"structured\_data\": {\n \"system\_name\": \"Acquisitions / Warbonds\",\n \"description\": \"The game's version of a battle pass where players unlock equipment and cosmetics. A key feature is that they never expire, removing Fear Of Missing Out (FOMO).\",\n \"currency\": \"Medals\",\n \"how\_to\_get\_currency\": \"Earned by completing missions, fulfilling Personal and Major Orders, and found in-mission at Points of Interest.\",\n \"unlockable\_content\": [\"Weapons\", \"Armor\", \"Helmets\", \"Capes\", \"Super Credits\", \"Emotes\", \"Victory Poses\"],\n \"key\_feature\": \"Warbonds do not have a time limit and can be progressed at any time after purchase.\"\n }\n },\n {\n \"chunk\_id\": \"unique\_id\_002\",\n \"timestamp\": {\n \"start\": \"01:42\",\n \"end\": \"03:12\"\n },\n \"topic\": \"Superstore and Super Credits\",\n \"summary\": \"Covers the 'Superstore,' a rotating cosmetic shop, and its currency, 'Super Credits'. Super Credits can be bought with real money but are also earnable in-game by collecting them at Points of Interest or through the Warbonds, making it unnecessary to spend money.\",\n \"keywords\": [\"Superstore\", \"Super Credits\", \"premium currency\", \"cosmetics\", \"armor sets\", \"microtransactions\", \"free to play friendly\"],\n \"type\": \"Game\_Economy\",\n \"structured\_data\": {\n \"system\_name\": \"Superstore & Super Credits\",\n \"description\": \"The premium rotating store for cosmetic armor. It uses Super Credits, which can be earned for free.\",\n \"currency\": \"Super Credits (SC)\",\n \"earning\_methods\": [\n \"Purchase with real money.\",\n \"Unlock through Warbonds.\",\n \"Find in missions inside crashed pods or bunkers.\"\n ],\n \"usage\": \"To purchase cosmetic armor sets from the Superstore or to unlock Premium Warbonds.\",\n \"player\_advice\": \"There is no need to spend real money on Super Credits as they are readily available to earn through normal gameplay.\"\n }\n },\n {\n \"chunk\_id\": \"unique\_id\_003\",\n \"timestamp\": {\n \"start\": \"03:12\",\n \"end\": \"05:52\"\n },\n \"topic\": \"Ship Management: Stratagem Unlocks\",\n \"summary\": \"Explains the 'Stratagems' system, which is the core progression for unlocking power. Players use 'Requisition Slips' earned from missions to buy new Stratagems, which are gated by player level. The descriptions can be vague, so experimentation is encouraged.\",\n \"keywords\": [\"Stratagems\", \"Ship Management\", \"Requisition Slips\", \"unlocks\", \"progression\", \"orbital strike\", \"support weapon\", \"level gated\"],\n \"type\": \"Progression\_System\",\n \"structured\_data\": {\n \"system\_name\": \"Stratagems\",\n \"description\": \"The primary method of customizing your abilities. These are powerful equipment and strikes called down from your ship during missions.\",\n \"unlock\_currency\": \"Requisition Slips (R-points)\",\n \"unlock\_requirement\": \"Player Level\",\n \"categories\": [\"Support Weapons\", \"Orbital Cannons\", \"Hangar (Eagle Strikes)\", \"Robotics Workshop\", \"Bridge\"],\n \"player\_advice\": \"Test out other players' stratagems before buying your own to see if you like them. A lot of content unlocks at specific level milestones (e.g., Level 20, 25), leading to many options becoming available at once.\"\n }\n },\n {\n \"chunk\_id\": \"unique\_id\_004\",\n \"timestamp\": {\n \"start\": \"05:52\",\n \"end\": \"07:07\"\n },\n \"topic\": \"Ship Management: Ship Module Upgrades\",\n \"summary\": \"Details 'Ship Modules', which are permanent passive upgrades for Stratagem categories. They are purchased with 'Samples' (Common, Rare, Super) found on missions, with rarer samples appearing on higher difficulties. This is a major long-term grind.\",\n \"keywords\": [\"Ship Modules\", \"passive upgrades\", \"Samples\", \"grinding\", \"resource management\", \"endgame progression\"],\n \"type\": \"Progression\_System\",\n \"structured\_data\": {\n \"system\_name\": \"Ship Modules\",\n \"description\": \"Permanent passive enhancements for your Stratagem categories, like reduced cooldowns or extra ammunition.\",\n \"upgrade\_currency\": \"Samples\",\n \"sample\_tiers\": [\n {\"tier\": \"Common (Green)\", \"difficulty\_found\": \"All difficulties\"},\n {\"tier\": \"Rare (Orange)\", \"difficulty\_found\": \"Challenging (4) and above\"},\n {\"tier\": \"Super (Pink)\", \"difficulty\_found\": \"Suicide Mission (7) and above\"}\n ],\n \"player\_advice\": \"Plan your upgrades carefully, as Samples are a limited resource that require successful extraction to keep. Prioritize upgrading the modules for Stratagems you use most.\"\n }\n },\n {\n \"chunk\_id\": \"unique\_id\_005\",\n \"timestamp\": {\n \"start\": \"07:07\",\n \"end\": \"10:05\"\n },\n \"topic\": \"Loadout Customization: Armory, Armor, and Boosters\",\n \"summary\": \"Explains loadout customization, including weapons, armor, and boosters. Highlights the tactical reload mechanic (losing bullets in the clip), armor passives being more important than stats, and that boosters provide team-wide effects.\",\n \"keywords\": [\"Armory\", \"loadout\", \"weapons\", \"armor\", \"passive perks\", \"boosters\", \"cosmetics\", \"tactical reload\"],\n \"type\": \"Item\_Guide\",\n \"structured\_data\": {\n \"sections\": [\n {\"name\": \"Weapons\", \"details\": \"Primary, Secondary, and Throwable choices. Emphasizes the realistic reload mechanic: if you reload a partially full magazine, you lose the remaining bullets.\",\"mechanic\": \"Tactical Reload\"},\n {\"name\": \"Armor\", \"details\": \"Comes in Light, Medium, and Heavy variants, each affecting Armor Rating, Speed, and Stamina Regen. Each armor piece also has a powerful passive perk, which is often the most important factor in choosing what to wear.\",\"passive\_example\": \"'Scout' passive reduces enemy detection range and generates radar scans.\"},\n {\"name\": \"Cosmetics\", \"details\": \"Helmets and Capes are purely cosmetic and do not provide any stats or bonuses.\"}, \n {\"name\": \"Boosters\", \"details\": \"Equippable passive buffs that apply to the entire squad. Unlocked from Warbonds. Duplicates do not stack; each player should bring a different one.\"}\n ]\n }\n },\n {\n \"chunk\_id\": \"unique\_id\_006\",\n \"timestamp\": {\n \"start\": \"10:05\",\n \"end\": \"14:15\"\n },\n \"topic\": \"Galactic War: Mission Selection and Difficulty\",\n \"summary\": \"Walks through the Galactic War map, explaining how to choose a planet and operation. It clarifies that difficulty scaling adds more enemy types and objectives, not just more health. It also covers planetary environmental conditions and how completing an 'Operation' (a series of missions) gives bonus medals.\",\n \"keywords\": [\"Galactic War\", \"mission selection\", \"difficulty\", \"factions\", \"Terminids\", \"Automatons\", \"Illuminate\", \"objectives\", \"environmental conditions\"],\n \"type\": \"Gameplay\_Mechanics\",\n \"structured\_data\": {\n \"system\_name\": \"Galactic War\",\n \"description\": \"The meta-game map where players choose missions to contribute to liberating planets from enemy factions.\",\n \"factions\": [\"Automatons (Robots)\", \"Terminids (Bugs)\", \"The Illuminate (Aliens)\"],\n \"difficulty\_impact\": \"Higher difficulties increase the variety and number of enemy types, add more armored enemies, and increase the number of mission objectives.\",\n \"operations\_system\": \"A set of 2-3 missions on a single planet. Completing the entire set provides bonus medal rewards.\",\n \"environmental\_conditions\": \"Planets have unique hazards like rainstorms (reduce visibility), meteor showers, or extreme temperatures that affect stamina drain or weapon heat buildup.\"\n }\n },\n {\n \"chunk\_id\": \"unique\_id\_007\",\n \"timestamp\": {\n \"start\": \"14:15\",\n \"end\": \"17:43\"\n },\n \"topic\": \"In-Mission Mechanics and UI Elements\",\n \"summary\": \"Details key in-game mechanics. Explains tactical movement like diving to avoid attacks, the realism of weapon sway, holding the reload button to access weapon fire modes and scope settings, and using the map to find Points of Interest for valuable loot.\",\n \"keywords\": [\"movement\", \"diving\", \"aiming\", \"gun sway\", \"fire modes\", \"Points of Interest\", \"samples\", \"map\", \"UI\"],\n \"type\": \"Gameplay\_Mechanics\",\n \"structured\_data\": {\n \"mechanics\": [\n {\"name\": \"Gun Fire Mode Adjustment\", \"description\": \"Hold the reload button to open a menu to change fire mode (auto, semi, burst), scope magnification, and toggle flashlight.\",\"input\_tip\":\"Hold reload button\"},\n {\"name\": \"Dolphin Diving\", \"description\": \"Sprinting and pressing the crouch button makes you dive, which is essential for evading damage.\"}, \n {\"name\": \"Realistic Aiming\", \"description\": \"Your aim is more steady when crouching or prone. The weapon reticle moves independently from the center of the screen, representing weapon sway.\"}, \n {\"name\": \"Ammo Conservation\", \"description\": \"Reloading with bullets left in the magazine discards them. It is often better to switch to secondary than to waste ammo on a tactical reload.\"}, \n {\"name\": \"Map Navigation\", \"description\": \"Open the map to find primary and secondary objectives. Also look for diamond icons, which mark Points of Interest that can contain Medals, Super Credits, or Samples.\"}\n ]\n }\n }\n ]\n}\n"  
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