**Background lore:**

The playing character, Aila, is a daughter of a god (?) and for some reason doesn’t know it and is on earth in this village. She is raised by the priest of the village and knows that there are spirits around the world, so knows the basic stuff.

**Tutorial:**

Dark/”scary” place with lightning, fog etc. A place you expect the last boss.

Aila does some easy platforming and eventually reaches an altar. Aila interacts with it and a cutscene starts (a “high definition”-cutscene). Aila reaches her arm over the alter and some blue text light up on her arm. As doing so, the last boss emerges from empty space and stabs her through (a Silhouette scene?). In this moment, Aila wakes up in her favorite place in forest where she has been sleeping.

Her moving speed is limited when walking in this forest as the game presents the stuff (hjotron games, the title of game). After the texts, Aila can move freely and eventually reaches the village. The reindeer manager comes up to Aila and ask her to go and get the reindeer which has ran int to the forest (“light forest”; not the same place where she woke up).

Aila can go to the left of village but the bridge is broken and she cannot cross (this bridge will be fixed when the deer is killed). Going to the right, she finds the light forest path and goes in. After a while, there is a waterfall which is too wide to jump across. Aila tries to jump and falls down into a cave. After some platforming and “beating the cave”, she comes back to the forest but on the other side of the waterfall.

She continuous and when she reaches the deer, the deer transforms and this is the first miniboss battle. After the victory, Aila absorbs the reindeer essence and learn “dash” (from every boss and miniboss, aila should absorb something). Using dash, Aila can now easily cross over the previous waterfall.

Aila return to the village and the priest (Aslat) learns about the deer transformation. He gives Aila climbing gear and warns Aila that it is probably the cultist’s that is behind this. These cultist worship Rhoutta (the last boss and also the guy who killed her in her dream) and somehow, Aila and Aslat agree that Rhoutta needs to be eliminated.

**End of tutorial:**

From here, Aila should be able to reach which ever part of the game (“open world”). Going to the left of village, the bridge is now fixed and she can cross. Here, she meets the cultists for the first time in an ambush. If Aila wins, Aila continuous do whatever. If Aila looses, she if taken to cultist hideout as a captive. A ranger, who happened to pass by, free Aila and together, they beat the cultists.

If aila would have won, she is not taken to the cultist hide out. But instead, if she goes to cultist hideout, everyone inside should be dead (because this ranger who happened to pass by this her job).

If interested, Aila can go to the right of village and continue to eventually reach the last boss. This boss will be difficult, virtually impossible, to beat. The only way to beat it is to kill other bosses around the world to lower the overall spirit in the world (which is what makes Rhoutta strong). So Aila is off to a quest to kill other bosses. Each boss will give Aila an ability.

After killing all other bosses, Aila has become stronger (because she will have found extra hearts etc and new abilities). At the same time, Rhoutta will be weaker because the spirit level is lower. Killing him now yields “sad” ending. This is because the other bosses Aila killed were e.g. water god which made it rain in the village. But without this god, there are no crops and people are hungry.

If Aila succeeds to kill Rhoutta without killing any other god, the game gets the happy ending.

**Collectables:**

Around the world, there will be a couple of rune stones (size of a rock, see Fig. 1 (a, b)) that can be interacted with, and each rune stone has a unique letter. Each activated rune stone from around the world will light up on the rune stone (Fig. 1(b) and on a “master” rune stone (Fig. 1(c); a size of a cliff). When all rune stones around the world have been interacted with, the snake on the master rune stone should light up. This result in a reward for the plater in form of a bonus boss/stage/item or something.

A picture containing gear, metalware

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Figure . (a) A rune stone. (b) A interacted (activated) rune stone. (c) Example of a master rune stone. The snake contains many letters, where each letter can be lighten based on the individual rune stones around the world.