

The logo for 'EmberScribe' features the word 'Ember' in a stylized, gothic font with a color gradient from red to yellow. Below it, 'Scribe' is written in a similar font but with a purple-to-blue gradient. Underneath 'Scribe' is the tagline 'cornerstone of light' in a smaller, simpler font with a blue-to-purple gradient. A small copyright symbol (©) is located to the right of the word 'Scribe'.

EmberScribe[™]

cornerstone of light

EmberScribe[™] Design Document
2005-05-27 version 19
by Alex Okita

Draw a symbol to cast a spell and defeat monsters!

The faster you draw the more spells you can cast, the more accurately you draw a spell the more powerful the effect.

Draw better and faster than your friends to win!

© EMBERSCRIBE™ ©

Emberscribe™ is a game where the player must draw a symbol to cast a spell to defeat monsters. The better the player draws a spell the more powerful the spell. The faster the player can draw a spell the more spells they can cast. The fastest and most accurate spell caster wins!

Emberscribe™ is not designed as just a one-shot SKU. It is a part of the *Rare-Earth Universe™* and will introduce a broad cast of characters, creating a rich new franchise to launch multiple related and supporting titles in different genre's.



© PLAYING EMBERSCRIBE™ ©

The player sees the world from a top-down perspective. The player can interact with many of the objects in the world through the touch screen. Drawing on objects will allow the player to decode signs, unlock doors, treasure chests, and activate magical items.

As the player encounters monsters, the player draws a symbol on the touch screen. The game then interprets the symbol and activates the appropriate spell or performs a scripted maneuver.



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The players are instantly familiar with the idea of a fantasy world. They will immediately understand that they can explore dungeons and caves, battle monsters, and travel through many lands. The player will also meet compelling friends, and dangerous villains. Along the way, the player can stop at towns, rest at an Inn, refit, and trade. To aid in the journey, the player will discover many items. Learning how to use these items also adds to the experience.

Fantasy adventure games are immediately recognizable and provide a hungry audience for new titles. Utilizing the a unique battle mechanic of drawing spells and the unique features of the Nintendo Dual Screen, *Emberscribe™* will launch the fantasy adventure game in a new direction with exciting possibilities that only the Nintendo Dual Screen can provide.





🌀 Multiplayer 🌀

Emberscribe™ will support different multiple player configurations. Players will be able to play both head-to-head, and cooperatively. Head-to-head levels will allow players to test their symbol-drawing skills against one another in the classic “death-match” style.

Players will also be able to demonstrate newly discovered spells against their peers. Cooperative play variations like capturing the flag, team battles, and attack and defend, will be available. The player will initially begin as the signature character, and as they progress be able to choose from other characters. New character types will be unlocked as the players progress through the single player story.



🌀 Compelling Game play 🌀

MONSTERS

Spells and actions can be discovered in many ways so each new encounter can bring new spells and new abilities. In *Emberscribe™*, many actions are initiated by a symbol, this will replace a simple “power up” with an immersive and interactive experience. With new encounters scattered throughout the world, the game play will remain fresh and compelling.

Most importantly, new monsters will also reward the player by showing the player new spells and actions. With every new encounter, the player has a chance of learning a new spell or ability.

EXPLORATION

Drawing symbols will be used for more than just attacks and defense. Drawing symbols on locks will open doors. Drawing instructions on control panels activates machines. The player can even solve puzzles, trick monsters, and unlock treasure chests by drawing on various objects. Clues to new spells will be scattered throughout the world. As the clues are discovered they are entered into the player’s spell book for later reference. Non player characters, items dropped by monsters, and items found in treasure chests will help reveal new spells to the player.



🌀 DRAWING A SYMBOL 🌀

In the world of *Emberscribe™* most actions are triggered by drawing a symbol on the touch screen. The player needs to accurately draw the symbol. Symbols are completed by connecting dots on spell templates. When the symbol is complete, the engine decides what spell the player is using, and judges the accuracy of the drawing. The accuracy of a symbol determines the power of the attack. After the spell is cast, the touch screen is made ready for the next attack.

Drawing spells use a resource called Ink. First starting out the player has very little Inkwell and can only draw small symbols. Items and power-ups increase the player’s Inkwell. The player’s ability to draw powerful spells is governed by the how efficiently and quickly the player can use Ink. Therefore, it is possible for a highly skilled player to cast powerful spells with less Ink, encouraging hand eye coordination and practice in learning the touch screen.





Index

| | | |
|--|----|---|
| Index | | |
| Drawing Combat System Summary:- | 8 | Mitra's Weapon: Gauntlets- |
| Magic Symbols- | 9 | Light Sources- |
| Learning New Spells- | 9 | Quick Cast: Scrolls- |
| Watching Opponents Cast Spells- | 9 | Ciel- |
| Symbol Recognition- | 10 | Ciel's Battle Mechanic: Terrain- |
| Difficulty- | 10 | Ciel's Weapon: Staffs- |
| Casting a spell- | 11 | Terrain- |
| Chains of Symbols- | 12 | Quick Cast: Rare Earth & Spell Bottles- |
| Simple Melee Attacks- | 13 | Asano- |
| Inkwell- | 13 | Asano's Battle Mechanic: Life- |
| Amount of Ink- | 13 | Asano's Weapon: Wand Swords- |
| Recharging Inkwell- | 13 | Life- |
| Effecting Inkwell Recharge- | 14 | Quick Cast: Daggers & Magic Essence- |
| Scrubbing a spell- | 14 | Items- |
| "Scratching" a spell cast- | 14 | Using items- |
| Targeting- | 15 | Defensive items- |
| Moving- | 16 | The Gate Key- |
| Attacks & Defense- | 16 | Special Items- |
| Damage- | 17 | Quick Cast Components- |
| Recovering health- | 17 | Food Items- |
| Leveling up Abilities- | 17 | Plot related items- |
| Buying Powerups- | 18 | The Story- |
| General Interface- | 18 | Item Driven Quests- |
| Movement- | 19 | ~main story arc~- |
| Character Select- | 19 | ~main sub plot a~- |
| Lock-On- | 20 | ~main sub plot b~- |
| General Functions of the Lower Screen- | 20 | ~main character sub plot a~- |
| Lower Screen Spell View- | 20 | ~main character sub plot b~- |
| Spellbook View- | 21 | World Map- |
| Equipment View- | 21 | The City of Baisley- |
| Character View- | 22 | Quest List- |
| Pause- | 23 | Town Square- |
| Starting Single Player- | 23 | The Rare Earth Universe™- |
| Saveing a Game- | 23 | Legend of Steam- |
| Multiplayer Gathering- | 23 | Super Pilot Gun-Jet- |
| Multiplayer games- | 23 | |
| Monster Encounter- | 24 | |
| Spell Casting- | 24 | |
| Spell Firing- | 25 | |
| Monster Hit- | 25 | |
| Inspect Monster- | 26 | |
| Melee Attack- | 26 | |
| Critical Hit- | 27 | |
| Mitra- | 28 | |
| Mitra's battle mechanic: Light- | 28 | |



Introduction

Ember Scribe[®]

cornerstone of light

PROJECT EMBER SCRIBE GAME ABSTRACT

Families have long forgotten the battles of their ancestors. The ancient war's legacy against the demon lords remains in the form of a giant magic circle that seals the demons in the underworld. Now, many years later the seal's power has weakened and threatens to unleash the demons sending the world into chaos and war once again. Our hero, descended from an ancient hero has within him the power to reconstruct the giant seal and save the world from war.

Ember Scribe is the first in a series of titles in the Rare Earth product line. It is an Adventure Role Playing Game focused on a rich new game play experience. The story is based around three main characters which travels in a world of elemental powers magic and fanciful steam technology. The characters specialize in spells and melee attacks.

On the NDS the player accomplishes spells and attacks by drawing a special symbol on the Nintendo DS touch screen. Attack power is determined by how well a symbol is drawn. Spells and attacks are completed as fast as the player can draw them. Skilled players will be able to draw these symbols more accurately and faster than non skilled players. The player needs to keep track of a resource called Inkwell (mana) in order to maintain his spell casting ability.

On the PSP the player accomplishes spells and attacks by activating nodes to build shapes on a spell template. Spells are made of patterns of shapes built in order to create a magic symbol. The power of these spells is determined by how quickly the spell nodes are activated. Spells and attacks are completed as fast as the player can build them. Skilled players will be able to draw these symbols faster than non skilled players. The player needs to keep track of a resource called Inkwell (mana) in order to maintain his spell casting ability.

The players journey will begin in a small town and end defeating a malevolent demon king. The player must guide the character through perilous dungeons, mysterious jungles, and frozen caves of ice. Along the way other characters will be introduced in the Rare Earth Universe. These characters will have deep stories which will be explored in their own game with a unique gameplay experience.

With the release of the game, a Collectable Card Game, or CCG companion will follow. These cards will reveal new spells into the handheld game after the game has been released, extending the games market sales life. The card game will allow the player to concentrate on strategy and allow the player to discover new possibilities within the electronic game.

Multiplayer is a critical focus as this will also help feed a necessity for players to buy collectable card

Introduction

game booster packs to discover new spells. New spells revealed by form cards will increase the competitiveness experienced in the multi player arena. The card sales will also boost the sales of the Ember Scribe Nintendo DS game as well as provide an extra source of revenue.



Key Game Play Features:

- 1) Rare Earth features a unique easy to learn drawing combat system.
- 2) Discovering new spells is up to the observational ability of the player.
- 3) New spells monsters and items will be released with the collectable card game.

Key Market Features:

- 1) Early entrance to Nintendo DS market
- 2) Unique combat system is exclusive to Nintendo DS
- 3) Stand alone Card Game Tie in.
- 4) Card Game adds new spells to the game using the Nintendo card reader technology

Key Fiscal Goals:

- 1) Establish a new global franchise.
- 2) Release new collectable card packs every 4 months.
- 3) Quickly create multiple ongoing revenue streams using the Rare-Earth Universe

Business Goals:

- 1) Be first to market with a magic system based on drawing symbols, critical to establish the company as a trend setter and not a run of the mill developer.
- 2) Create demand for more titles using the same system, content is already being generated for this reason.
- 3) Create content with the Collectable Card Game (CCG) which will prolong the market sales of the property.
- 4) Creating a new game with the CCG will represent lower risk of investment and allow for real market testing for future console game releases.
- 5) Rely on CCG expanding the game player base and continuing revenue between sequels.

Nintendo DS sales top 5 million units as of mid march 2005. It is the fastest selling console ever in the UK.

RPGs and other fantasy titles sell well in Europe and Japan.

Comparitive Data

Capcom's Breath of Fire GBA

Dec '01 - 91,058 units - \$3,309,155 @ \$36.00

Capcom's Breath of Fire 2 GBA

Apr '02 - 101,835 units - \$3,253,511 @ \$29.00

Atlus's Shining Soul GBA

Sep '03 - 22,575 units - \$646,233.00 @ \$29.00

Atlus's Shining Soul II GBA

April '04 - 33,545 units - \$1,002,950.00 @ \$30.00

Bam! Entertainment's Reign of Fire GBA

Oct '02 - 26,759 units - \$530,068 @ \$20.00

Dev expenses

4 engineers 2 artists \$400,000 for 8 months of salary.

EmberScribe could do :

| price per unit | units sold | Gross |
|----------------|------------|----------------|
| \$39.95 | 50,000 | \$1,997,500.00 |
| \$29.95 | 50,000 | \$1,497,500.00 |
| \$39.95 | 30,000 | \$1,198,500.00 |
| \$29.95 | 30,000 | \$898,500.00 |



Design Goals:

I want kids to be practicing spell drawing in class in their binders.

I want kids to wonder which characters they meet in the game will have a unique game of their own.

Mini FAQ:

Q: Is the game real time?

A: Yes, spells, defenses, and attacks are thrown as fast as the player can draw them.

Q: How can anyone throw a complex spell in the heat of a battle?

A: The player can turn a spell into an item. When the item is used the spell will fire. (explained in further detail later in document.)

Q: what if that's still not enough?

A: There are also spells that slow down how quickly the monsters will attack. Further, defensives spells can protect the player from attack while drawing a complex spell.

Q: How is the collectable card game involved with the digital game?

A: The cards add new spells monsters and items after the game has been released. They also provide continued revenue and extend the market life of the product. Smart players will be able to develop complex strategies using the card game, then practice their execution in the electronic game.

General Combat Mechanics

DRAWING COMBAT SUMMARY:

- Spell casting is accomplished by drawing a symbols quickly and accurately.
- Spells can be cast as quickly as they can be drawn.
- Simple symbols cast weak spells.
- Complex symbols cast more powerful spells.
- Simple spells take less time to draw.
- Complex spells take more time to draw.
- Poorly drawn symbols cast weak spells.
- Well drawn symbols cast more powerful spells.
- The environment can affect the drawing of symbols.
- Items and enchantments and curses can enhance or weaken the power of a spell.
- Monsters reveal new spells by using them on the player.
- New spells will also be revealed by scrolls which have spells drawn on them.
- The symbols are recognised by the computer using stroke shape and order.
- Melee Attacks, non magic attacks.

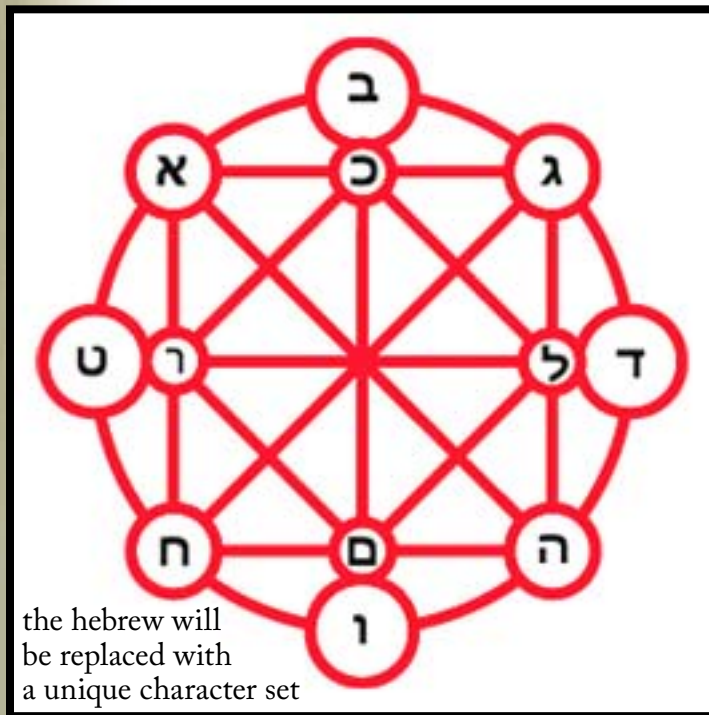


Game Mechanic: Magic Symbols

SECTION 1.0

DRAWING COMBAT

- 1.1 DRAWING SYMBOLS
- 1.2 WATCH AND LEARN
- 1.3 DIFFICULTY ADJUSTMENT
- 1.4 CHAINS OF SYMBOLS
- 1.5 MELEE ATTACKS
- 1.6 CASTING A SPELL ON NDS
- 1.7 CASTING A SPELL ON PSP



SECTION 1.1

DRAWING SYMBOLS

- Spells are made of simple geometric shapes.
- Spell complexity increases with spell power.
- Shapes are made by connecting dots on templates.
- Templates start simple then get more detailed.
- Template nodes must be connected in order.
- Shapes can be created in different ways.

To cast spells the player must draw geometric shapes in a specific order and form. Each spell is associated with a unique symbol. A magic symbol is made of several geometric shapes combined in a pattern. It is up to the player to remember each symbol and how to create them in order to cast a spell.

Magic symbol reference: Full Metal Alchemist, Mahoujin Guru Guru.

Simple spells like minor heal or a lesser fire bolt use simple easy to create symbols. More complex symbols are associated to greater more powerful spells. Players must learn to create symbols quickly to defeat monsters in battle. Monsters will be attacking in the same manner, so the player only need to out pace the computer to win a fight. Powerful monsters use complex spells but they take longer to cast giving the player the opportunity to use faster smaller spells. Casting quickly and accurately is the challenge of the game.

Shapes are created by activating nodes on a spell template. At the beginning of the game the player will have access to a set of simple spell templates. These templates will only allow the player to draw simple shapes. With this the player will be able to cast simple spells.

As the game progresses, the player will add new shapes and nodes to his spell templates. Complex spells will require the player to switch templates and remember complex patterns to complete a large spell.

Some shapes can be created in several different ways. Shapes are made of strokes which connect nodes. The order which these nodes are connected to build a shape in a symbol is important. To successfully cast a spell these nodes must be connected in the proper order for a spell to be cast properly.

Example: אהגא drawing a line connecting these nodes create a simple square. However, The same square can be created by connecting אההההה. The final effect of these two drawings will be different but they will appear to be the same. Fig.2

Spells can also be explained to the player in terms of symbols. Like a written language a spell can be revealed to the player like this "גהחאגבטודב" Following this writing the player will learn to draw a circle with a square in it. This will cast a simple heal spell on the character.



Game Mechanic: Magic Symbols

SECTION 1.2 WATCH AND LEARN



- Spells are visible as they are cast.
- New monsters reveal new spells.
- Monsters may also foreshadow new spell shapes.
- Items can also reveal new spells.
- Specific spells can open doors and treasure.
- Discovered spells are recorded in a Spellbook.



Allowing the player to clearly see the spell being cast is important. Many spells in the game will be revealed by observation. When the tutorial explains how spells are drawn they will appear in the same manner as an attack.

The player may encounter monsters with new shapes the player may not have access to. The player should learn to expect to find additions to his spell templates when he travels to a new area. Exploring in this manner will make new areas dangerous, but once the player discovers some items the area becomes more manageable.

As new monsters show up the player should anticipate seeing a new spell as well. In each area villagers may know of where scrolls and spell books are hidden which will reveal more spells. Some monsters can only be defeated by specific spells and it is up to the player to make a connection between a spell they may have discovered and the monster it was created to destroy.

Most spells will be associated with certain areas. Frost spells will be associated with the cold mountain levels, fire spells will be associated with lava areasetc. In those areas spell books and scrolls will be hidden which document the spells found in that area. More importantly defense spells and items to aid in that area will also be located in secret rooms in the local dungeons. The player should be able to anticipate seeing spells in each area they visit.

When an attack is initiated by a monster a template is displayed of the spell to the monster intends to cast. The nodes in the template are then lit up in order as the spell's shapes are created. Displaying the spell in this way will allow the player to observe and learn new spells. Some monsters will draw symbols faster than others.

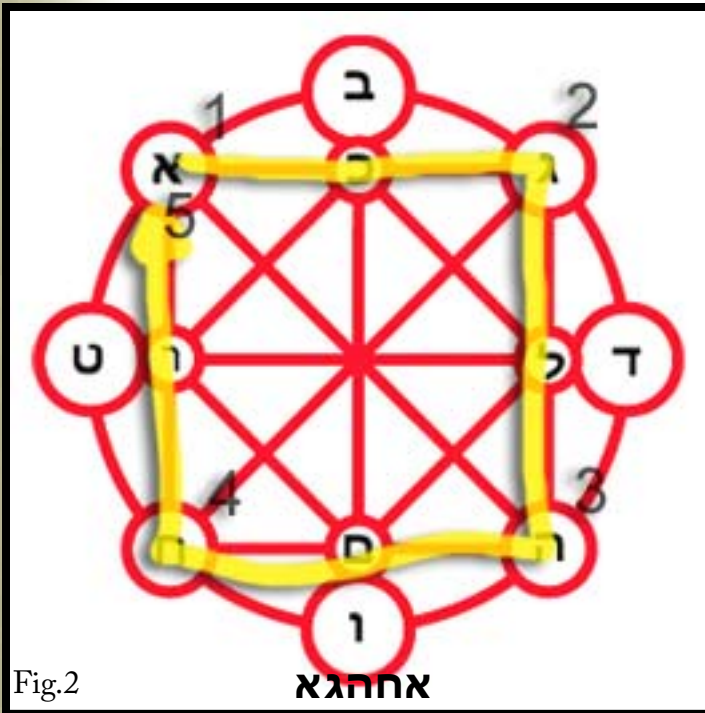
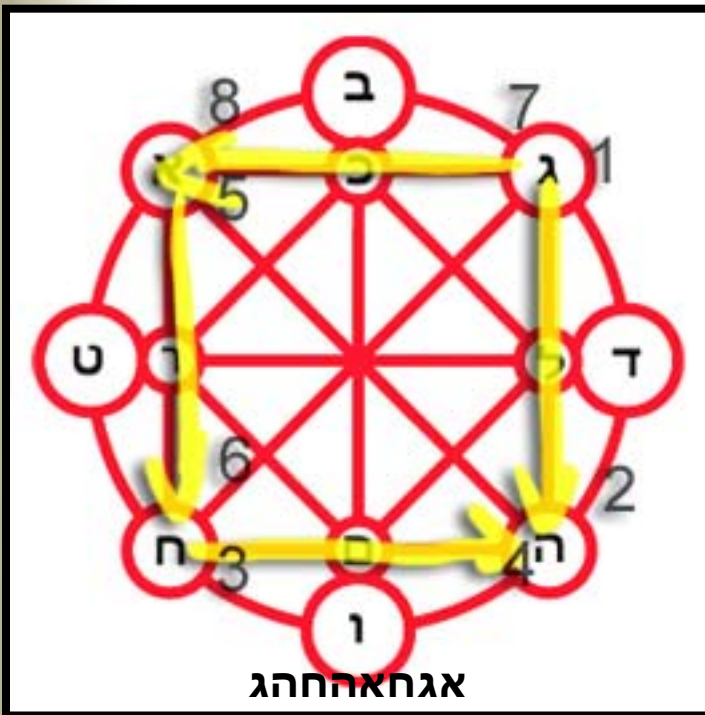


Fig.2



Game Mechanic: Magic Symbols



In early levels monsters initiate attacks slowly. This is to allow the player a moment to decide what to do. Playing a human opponent will be much more frantic and decidedly more difficult. Playing against monsters later in the game should prepare the player for human to human games.

Once a spell has been discovered it is entered into his spell book for later reference. The spell book is available at all times so the player can use them to learn how to draw a spell. A major part of the game will be discovering new spells. Spells can be discovered by copying attacks from monsters. Once discovered the player will be able to reference their spell book to learn more about the spell.

If a player discovers a spell by seeing its shape he still not be able to cast it. Seeing a spell symbol like a circle with a square in it may not be enough for the player to cast the spell. Discovering the order in which the strokes must be drawn becomes a new goal the player will immediately want to search for.



SECTION 1.3 DIFFICULTY



- Drawing bad symbols casts weak spells.
- Variables can relax for weaker players.
- New spells from the Collectable Card Game may help players having a difficult time.
- Players can get assistance from other players.



In general drawing a spell too quickly results in a poorly cast spell. If a spell is too poorly drawn it uses ink well and casts a failed spell. A failed spell displays a puff of smoke then ends. Slow and steady spell casting will have the best results, game testing and balance should be based on drawing the symbols well and casting spells at a steady pace. Naturally this pace will increase with practice, but the game shouldn't be impossible for a beginner.

To accommodate less skilled players changing the difficulty level in the game changes the rate of ink well consumption and time between monster attacks. In effect the global clock is slowed for slower players.

The purpose of the Collectable Card Game, aside from repeated monthly revenue is to release new spells. Using the symbols the player can discover spells that cannot be found in the game. The cards can help game balance after the game has been released. Also, later editions of the game can have booster cards included in the box.

To further allow a weak player to still continue against stronger players in a multi-player game, he can gain assistance from better players in the form of spell scrolls, bottles, or other pre-cast spells. Melee spells which are much easier to draw will also allow weak players to fight through tough levels in a game. This method may make some of the levels take much longer, but at least the level could be completed by less skilled players.

Design goal: I want kids to be practicing these drawings in their binders at school

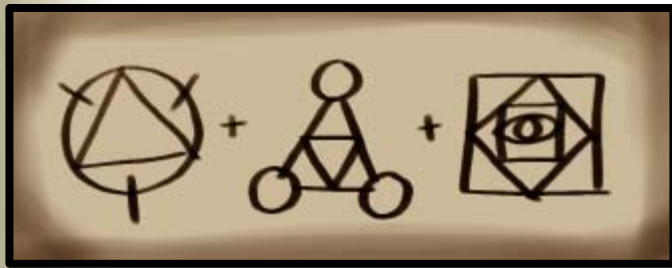


Game Mechanic: Magic Symbols

SECTION 1.7 CHAINS OF SYMBOLS



- Powerful spells are linked series of spell symbols.
- Combo spells do not have to be revealed all at once.

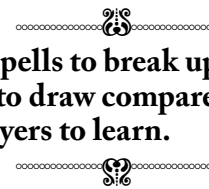


Powerful spells will require multiple symbols to be drawn. (example: a simple symbol is drawn and fired, within a short amount of time the player must draw the second part of the spell and fire that before the first spell fades.) If the player takes too long to cast all parts of a large spell then that time is lost and no attack is made. Drawing more than one symbol creates an opportunity for many more spells to be generated before a single symbol becomes too complex for a player to remember. Several spells may start with the same symbol, but the following one or two symbols may create a totally different spell.

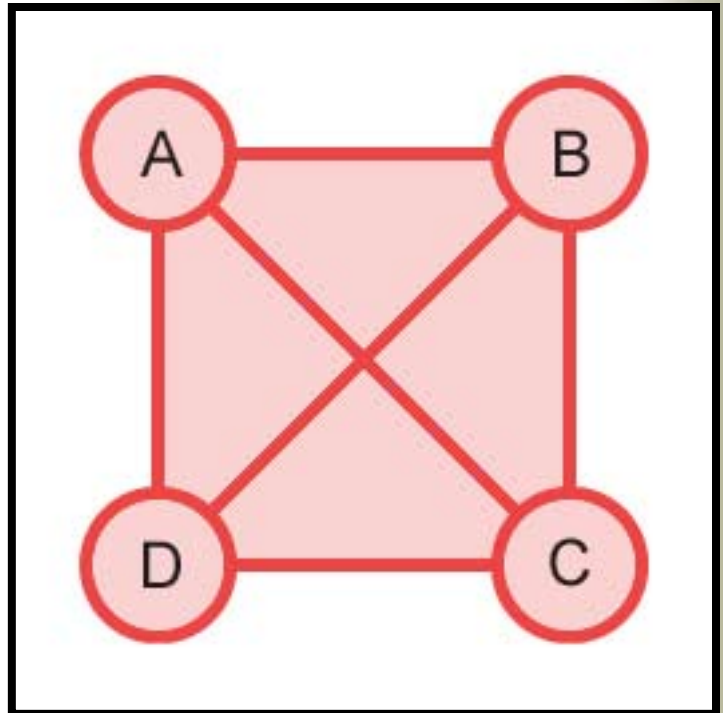
These combinations will be great for the collectable card game requiring all parts of a spell be collected before being able to cast the complete spell.



SECTION 1.8 MELEE ATTACKS



- More than just spells to break up game play.
- Simple and fast to draw compared to magic.
- Easy for new players to learn.



Of course if the only attacks in the game were magic spells things would get repetitive. To make small creatures easier to deal with and not waste too much of the players time, a short set of simple symbols will be accessible. Almost all of these symbols will be revealed to the player early on when simple non magical creatures are encountered.

Theses symbols will be X's Z's or other simple two or three stroke symbols. These will not only be simple for the player to learn but they will be easy to draw as well. Simple symbols will trigger off simple attacks. These attacks will also be effective aginst spells being cast and will be easy for un-skilled players to draw.

Game Mechanic: Magic Symbols

And this will allow beginner players at least have a small chance against more advanced players. A simple template represents all of these simple symbols for the player to fill in. Some of these attacks are also chainable and can be combined with more complex spells making these symbols a formidable component of the game play for a skilled player to learn. These attacks do not use Inkwell like magic attacks.

Connecting ABDC will create a regular three hit attack. AC will create a powerful single hit attack. ACBADC will be a large five hit attack. These different attacks will be easy for any player to use. The only rule is attacks can not use a line more than once. This means an attack like ACAC will not make more than one strike.

The power of a melee attack is determined by the characters melee attack power. A melee attack is worth a set number of attack points. The damage done to a target is altered by the monsters defense value. An attack power is determined by the characters melee attack power multiplied by the melee attack value.

Some monsters can only be effected by attacks that hit in specific areas. Monsters with exposed legs but heavily armored bodies may only be hit by melee attacks that touch the D and C nodes. Also monsters with exposed heads might only be hit by melee attacks that touch the A and B nodes on the melee template. Learning how to use the Melee attack template will be an involving part of the game play and remain easily implemented.



SECTION 1.4 CASTING A SPELL ON THE NINTENDO DUAL SCREEN



- Stroke direction and order build shapes.
- Well formed shapes will create more powerful spells.
- Templates are shown on the lower screen.
- ABXY change which template is shown.
- Tapping icons in the UI also switches templates.
- Shapes are drawn by connecting nodes with lines.



As the player Learns new spells they must remember how they are drawn. Drawing a spell involves remembering stroke order and direction. A spell will not fire if the player does not draw the parts of a spell in the right order and direction.

Spells are cast by activating nodes on a spell template. Activating the nodes on the NDS is completed by drawing a continuous line from node to node. Drawing a shape lights up nodes to let the player know they have activated the node. Completing a shape will also flash the lines between the nodes indicating that the player has completed a shape that is used in a spell.

On the NDS accurately drawn symbols create more powerful spells. Poorly drawn symbols will weaken the spell it is casting. The more accurately a spell is drawn the more powerful the spell will be.

The templates will also be fairly simple because of the size of the lower screen. Accuracy is calculated based on how well a shape is drawn. A Square with straight lines is more powerful than a square drawn with shaky lines. A cast spell only need to get some of a drawn line inside of each node on the spell template.

Drawing spells involves drawing lines connecting nodes on spell templates which appear on the lower screen. Each template is different and is linked to the ABXY buttons on the NDS. Different templates allow the player to create different shapes. Spells are made of many different shapes in many different combinations.

Once the spell has been fired the engine decides what spell it thinks the player is casting, calculates the accuracy of the spell drawing, then plays the spell animation and effects. After the spell is cast the lower screen is cleared and made ready for the player to cast the next spell.

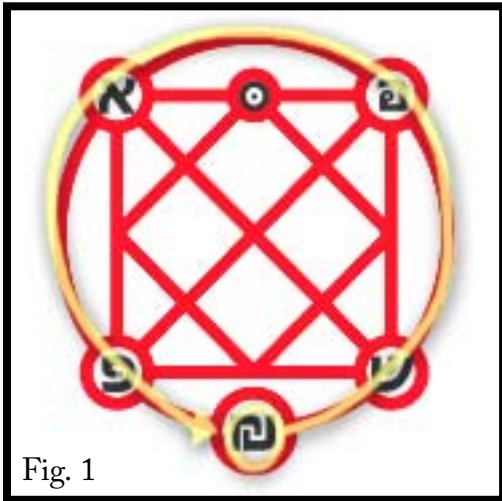


Game Mechanic: Magic Symbols

SECTION 1.4 CASTING A SPELL ON THE PLAYSTATION PORTABLE



- Templates are shown as an overlay.
- Nodes are picked by pushing the analog stick.
- Δ ○ □ x change which template is shown.
- Shapes are drawn by triggering nodes in the template.



On the PSP more quickly drawn spells are more powerful. In effect there is a timer which slowly decrements the effect of a spell. Taking too much time to build a spell will weaken the spells effect. Learning how to create spells quickly and accurately is the primary challenge of this game.

To activate a shape node the player uses the analog to shift the focus in the center of the screen. Tapping the analog left will push the nearest node to the left to the center of the screen. Once the node is centered the player needs to either pick another node or select the nodw. To keep the game play fast large shapes can be activated with one node. Because the PSP’s analog stick isn not as intuitive as drawing shapes must be picked one at a time.

To keep the game moving many spells will only be activated by punching in no more than three nodes. To accommodate this reduced input system, Fig. 1 shows

what a node reduced template looks like. To complete a circle the player only need to mark the bottom center node to draw a circle, the computer, not the player, will actually trace the circle on the template. Using an analog stick to do this would be too difficult.

Casting spells involves marking nodes on spell templates. These templates are displayed when the player enters the spell drawing mode after locking onto a target. The hard part is remembering spell shapes and which templates shapes are from.

At first the player will only have access to a small set of templates and shapes. As the game progresses the player will unlock more and more nodes on his templates.

In many cases shapes like circles and large squares will be common in many spells. These spells will only need one marker to be activated for the shape to be drawn. This is to keep the game moving as it may take several seconds for a spell to be drawn if more than just a few markers need to be activated. In addition the analog stick isnt as easy to use as the touch screen.



Game Mechanic: Inkwell

SECTION 2.0 INK

- 2.1 INKWELL
- 2.2 USING INK
- 2.3 RECHARGING INKWELL
- 2.4 EFFECTING INKWELL
- 2.5 SCRUBBING A SPELL
- 2.6 SCRATCHING A SPELL

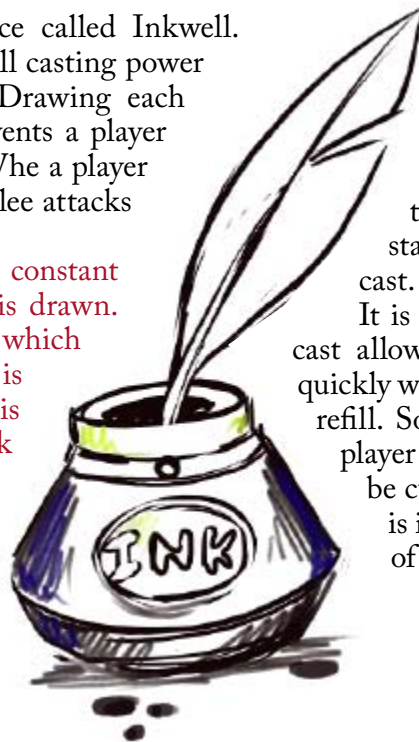
SECTION 2.1 INKWELL

- Drawing a spell uses a resource called Inkwell.
- Inkwell recharges only between casting spells.
- Melee attacks do not use Inkwell.
- **NDS: Inkwell is used at a constant rate while a player is drawing a spell.**
- **PSP: Inkwell is used only as shapes are drawn.**

Spells use a regenerating resource called Inkwell. Inkwell limits the characters spell casting power to match the level in the game. Drawing each shape in a spell uses ink. This prevents a player from casting spells without limit. Whe a player runs out of Inkwell they can use melee attacks until their inkwell recharges.

On the NDS Ink is used at a constant rate no matter how lengthy a line is drawn. Inkwell is basically a drawing timer, which only counts down while the stylus is on the screen. Anytime the stylus is touching the draw screen the ink starts to drain. Even if the stylus doesnt move, the ink is drained. For spells that require multiple strokes the ink will not begin to recharge until the player fires the spell. This is to encourage the player to draw quickly.

On the PSP Ink is used while a shape is being drawn. If the character runs out of ink the player can not draw any more



shapes for magic symbols. Inkwell does not start to recharge until a spell is finished and has been cast. Ink is not used until a node on the template is activated. As a shape is drawn ink is used. If a spell is incomplete and the character has run out of ink the spell will mis-fire and will not cast.

SECTION 2.1 USING INK

- Items help recharge Inkwell faster.
- Once ink is used it cannot be reclaimed.
- Skilled players can cast more powerful spells with less ink.

To increase the amount of inkwell a character has the player must collect items and powerups. The more experienced the player, the less Ink the player needs to draw more complex symbols. Completing quests will give the character a magic tattoo that will permanently increase the characters Inkwell.

Once ink is used to draw it cannot be reclaimed. Inkwell stops recharging while the player is drawing a spell, and does not start to recharge until a spell is scrubbed or cast.

It is possible for a spell to use very little ink to cast allowing the player to draw many spells very quickly without waiting for the ink well to completely refill. Some Items will increase Inkwell giving the player more ink to draw a spell. Other Items may be cursed and will reduce the Ink well. Ink well is indicated by a small bottle of ink in the corner of the Spell Casting UI.

Game Mechanic: Inkwell

SECTION 2.2 RECHARGING INKWELL

- Inkwell charges differently for each character.
- Mitra's inkwell recharges from light sources.
- Ciel recharges when she stands on new terrain.
- Asano recharges when near living creatures.
- Enemies can effect inkwell recharge.

The different characters recharge their inkwell in different ways. These different methods in which inkwell is recharged will be covered in more detail in later sections of this document. The player may find that in some conditions he will not be able to recharge his characters inkwell. In these instances the player can use magic items or other slower methods to rebuild his characters abilities.

Choosing a character will determine the method by which inkwell is recharged. Character Mitra will recharge when near light sources. Asano will recharge faster when his health bar is full, slower when he is injured. When he is injured his inkwell will be drawn from living creatures. Ciel will recharge when she steps onto fresh terrain.

Items and other methods of recharging inkwell can include special events and encounters with special characters. Conversely some items and creatures can inhibit the recharging of inkwell. Monsters can cast spells which will inhibit or even drain a characters Inkwell.



SECTION 2.3 EFFECTING INKWELL RECHARGE

- Items help recharge Inkwell faster.
- Once ink is used it cannot be reclaimed.
- Skilled players can cast more powerful spells with less ink.

Items Spells and Enchantments can increase or decrease the rate of ink well recovery (Inkwell Recharge Rate) and the amount of inkwell the character has. Rings, amulets, head bands, gauntlets, etc can have a positive or negative effect on inkwell recovery speed and the total amount of inkwell a character has. Some items will have a negative effect on ink well recovery but a bonus to some spell effects. Some items can artificially increase a player's ink well recovery so he can use a higher level item.

Balancing these types of items is what makes these games fun. Some items can limit the total amount of inkwell a player has but will increase how quickly the inkwell recharges.

SECTION 2.4 SCRUBBING A SPELL

- Flubbing a spell results in lost ink and lost time.
- Some large spells use small spells as a staring point.

If a player decided that he needs to stop casting a spell and begin a new spell he must in mid symbol drawing fire the spell. If the spell is incomplete and is not recognisable as any spell by the game engine then the spell will be scrubbed.

Scrubbing a spell results in wasted ink and lost time. If how ever a spell can be recognised as a spell, even if unintentionally by the player the spell will be cast as what ever the game engine recognises the incomplete

Game Mechanic: Inkwell

spell to be. Many more complex spells can be based on lesser versions of itself. A “Greater Fireball” can use a “Lesser Fireball” as its starting symbol. The player may need to fire the lesser version of the fireball because they ran out of ink and cannot complete the greater version of the fireball, or in defense to scratch a dangerous spell being cast by the opponent.



SECTION 2.5 “SCRATCHING” A SPELL CAST



- **Attacking a monster while a cast is in progress weakens the spell.**
- **A player can completely cancel a spell before it is done.**
- **Melee attacks can also weaken a spell being cast.**



Monster attacks are not immediate. There should always be enough time to see what will be cast and a moment while the spell is drawn. During this time the player can choose to cast a general defensive

spell or attack the monster before the spell is complete.

Defeating the monster before the spell is cast will cancel the spell. Once a spell is cast it can no longer be interrupted and will cast at its full potential.

For human players the finished spell may not be known until the last stroke is drawn. In this instance a more generic template looking icon will appear as the player draws their spell. During this time the opposing players can attack that player and attempt to scratch the incomplete spell.

Attacking an opponent while they are casting a spell will “scratch” his spell. Scratching a spell will lower its accuracy and weaken the spell’s full effect. If a spell is heavily scratched it may fail. Powerful spells will cause heavy damage to a spell being cast. Weak spells will have little effect on a spell being cast.

The amount of scratch a spell does is dependent on the amount of damage a spell can do.

Mechanically a spell will have a scratch value associated with it which is its effective hit points used for scratching. A powerful can effectively wipe out a weak spell and defeat its caster in one hit. Complex spells may be powerful, but they may be weak against attack and easily scratched. Simple spells may be more resilient against attack to allow weaker players to still cast successfully against stronger enemies.

It is also possible that some spells are specifically designed to scratch an opponents spell. Scratch spells will cause little harm to the target aside from interrupting his spell cast.

Stunning a target can also interrupt his spell cast. If a spell being cast takes too long to draw the spell will dissolve and the inkwell used will be lost. This can be a powerful strategy for the player to use against difficult creatures. This will also force the player to pay attention to the spell being cast on a creature casting multiple spells at once. Targeting the most dangerous spell being cast and scratching it will be a major part of game play.

Creatures that cast more than one spell at a time can have limbs responsible for casting stunned which will interrupt one spell at a time. Stunning the creature will stop all spells being cast at once.



Combat & Navigation

SECTION 3.0

COMBAT & NAVIGATION

3.1 TARGETING

3.2 NAVIGATING

3.3 MOVEMENT

3.3 ATTACK AND DEFEND

3.4 DAMAGE

3.5 RECOVERING HEALTH

SECTION 3.1

TARGETING



- **The player must pick a target to cast a spell.**
- **Some spells only target the caster.**
- **Spells have a maximum range.**



Casting a spell requires a target for the spell to be aimed at. The player can target many objects in the world. Sign posts, doors and other interactive objects are all valid targets. Locked treasure chests will require the player to target them as usual. Targeting interactive objects will change the UI to reflect that there is an additional interactive interest to the targeted object. Targeting a sign post will allow the reader to read what is written on the sign. Drawing a magic symbol on the sign will allow the player to decode magic messages written in some signs. Targeting a treasure chest will allow the player to draw a magic symbol on the lock to unlock the chest or disarm any traps.

Some spells will only effect the character casting the spell and thus not require targeting. Items like rings and other equipment a character wears may require an activation spell. To activate the item, the player needs to untarget any object he may have targeted. Doing this will effectively turn the player's character into the target. This will allow the player to then activate items and other equipment.

Some spells have a maximum range and the player will not be able to target things that are too far away. If a monster starts off in range then runs away out of range for any reason the player will lose his lock on the monster. If the player was in the middle of casting a spell then the spell is scrubbed when the target lock is lost.

A regular sequence of play is as follows.

- 1) The player moves the character into position.
- 2) The player targets a monster
- 3) The game indicates the monster is targeted through the UI.
- 4) The player draws a spell
- 5) The game decides the player is firing a chain lightning spell and begins to play the chain lightning animation and particle effects.
- 6) The game shoots a bolt of lightning at the monster and deals out the damage to the target
- 9) The player is allowed to move reposition his character.



SECTION 3.2

NAVIGATING



- **Fixed camera view, top down.**
- **D-Pad moves character in world.**



Much of the game is about exploring the environments and finding hidden treasure. The Player will have a fixed camera view which will always point the camera north. This will remove the need for a compass. With the 3D view the player will be able to see the fronts of all sides of a building from the top down perspective.

During a battle the player will need to move his character on screen to dodge enemy attacks and aim spells. The player can lock-on to a target using the R-Trigger and the characters movement will change to a left right strafe movement and towards and away from the target.

A Map view will be located in the pause menu. The areas will be kept simple so that players will not get lost easily. The game focuses more on



Combat & Navigation

SECTION 3.3 ATTACK & DEFEND



- Attacks below armor threshold have no effect.
- Some attacks bypass armor.



Defending and attacking are obvious parts of playing this game. Items will give the character armor protection. Armor works as a threshold for damage reduction. 20 points of armor will reduce all attacks by 20 points. An attack that exceeds the armor value will only hit the character for the amount over the armor value. Armor can also have a general reduction to damage so only half of the damage that hits the player past the threshold will effect the character.

*Example: The player is hit for 400 points and has armor with threshold 250 and damage reduction multiplier of 0.5. So after the the threshold is breached $400-250=150$ multiply the 150 by the damage reduction multiplier and thats $150*0.5=75$. So the player is hit with 75 points of damage.*

If an attack is under the threshold then all of the attack is absorbed and no damage is delt. There are two types of attacks, Magical and Physical attacks. Armor will have a threshold for Magic attacks and Physical Attacks as well as a damage reduction multiplier for each. This to make some armor more effective vs magic attacks and other armor more effective vs physical attacks.

Some attacks can bypass armor. Poison gas attacks, and mental attacks can bypass armor unless a special piece of equipment is used. These attacks will be flagged with a "Ignores regular defense" in their description.

Regular melee attacks will also cause scratch damage to a spell being drawn. Armor does not protect a spell being drawn. It is up to the player to cast a protective dome or other such spell to keep a complex spell from being scratched while he is drawing it.



SECTION 3.4 DAMAGE



- Cause enough damage in one attack and you can stun a target.
- Some spells can cause knock back and push monsters away.



Taking damage from an attack is natural. Take too much damage and the character will fall in battle. If all of the characters in a party fall in battle then the game is lost and the player/players will have to start from a previous saved location.

If a single attack causes more than 25% of a characters maximum health then the character or monster is stunned. This is indicated by stars spinning around the characters head. When stunned the player can shake the d-pad to bring the character out of stunned faster.

Some spells have an associated knock back. When a powerful attack hits a monster the creature may be thrown away from the player's character. This will allow the player to escape some monsters. Not all monsters can be pushed around.

A character cannot take any damage after they have fellen unconcious. If a character takes more than 4x their own health points in damage they will be obliterated. If a character merely falls in battle then they can still be revived by a regular heal spell. A character starts off as healthy, then there is a simple gradation in condition till they are dead. Healthy -> weak -> unconcious -> dead -> gone.



Combat & Navigation

SECTION 3.5 RECOVERING HEALTH



- Food items will recover health.
- Spells and items also help the character recover.



To bring a character from weak to healthy is any regular food item. From unconscious to weak the player needs to use any regular heal item, herbs will usually do the trick. From dead to unconscious they need to use any magical heal related item, resurrect spells work well. and from gone to dead the player must go to an arcane building and open a gate to bring the lost character back to the world. If there are no characters in a party to bring anyone back then the game is over and the players will need to start again from a previous save location.

Many creatures in the universe will drop various food items upon their defeat. Eating food will recover lost health points the character lost during battle. Food can also be found in any house the player might explore or many other small breakable items like chests, barrels, pots or baskets.

Different food items will recover different amounts of health. A turkey dinner will give the character thousands of health points, an apple will only return a few health points.

Spells and some items will also replenish health points for the player. Cursed items will place limitations on a characters health. Weak Heal spells will only give the player a small amount of health per cast. More powerful heal spells will take longer to draw but will provide much more health than the smaller heal spells.

Some items the player will discover will help the player by providing an automatic health recovery. These items will be primarily for the swordsman who depends on health for his battle mechanic. These devices will require an activation spell to start the device. Once activated the item will shut off after a period of time. When the device is inactive the player will not benefit from the item. The duration of how long the item will provide automatic health recovery will be maximized by how well the spell to activate the item is drawn. If an

item has a maximum of 60 seconds of health recovery and a spell is perfectly drawn then the device will last its full duration. If the spell is drawn poorly the device will not be active for the full amount of time.

Different devices will have different symbols to activate them. Finding the activation spell for each device is a part of discovering how a device is used. Knowing what a device is and how it effects the player is also a part of the discovery of items in this universe.

All of the characters activate items by drawn in their usual method using their regular ink resources. If a player comes across a powerful item and cant use his ink properly to activate the item the player will have to learn how to better draw the symbol or find a new casting device with more inkwell.



Building up the Character

SECTION 4.0

BUILDING UP THE CHARACTER

4.1 LEVELING UP ABILITIES

4.2 MAGIC TATTOOS

4.3 BUYING POWER-UPS

4.4 ACTIVATION SPELLS

4.5 PICKING UP ITEMS

4.6 GEMS FOR THE TEMPLATES

SECTION 4.1

LEVELING UP ABILITIES



- **Character abilities are driven by the story not exp.**
- **Special items give the player increased abilities.**
- **Spell activated power-ups are more common.**
- **Continuously active power-ups are rare.**



Character ability is driven by the story of the game, not how many monsters the player has defeated. Special Items, Magic Tattoos, and special plot related events will increase the characters stats. As the player continues through the story characters will help the player by casting special tattoo spells on the character. Through tattoos and other special items, the players characters will progress into more powerful, more capable characters, Tattoos, unlike items can not be removed.

Values that will be effected by gaining items and tattoos; Health Points, Inkwell (Mana), Inkwell Recharge Rate, Melee Attack Power, Spell Attack Power, and Armor (Natural Defense). These are the primary stats that the player should be concerned about building up.



SECTION 4.2

MAGIC TATTOOS



- **Tattoos grant powers but do not take item slots and cannot be lost.**
- **Some areas will be blocked without proper tattoos.**



Tattoos are different from items because the player does not have to worry about loosing them or using an item slot for them to be active.

Spell tattoos are designs that are drawn on the character through completing quests. These quests will be the more important to the player as they do not take any slots in the characters inventory.

To progress through the story the character will have to come across some required tattoos. The ability to command giant sea turtles will allow the player to leave a small island and return to the main land. Gaining important power-ups are marked by cut-scenes.



SECTION 4.3

BUYING POWER-UPS



- **Shops carry food and other healing items.**
- **The player can also buy many items at shops.**



The player will collect Rupees mostly to buy food and other health items. Loot can be used to buy some special items like rings amulets bracers and other items. All of these items will allow the player to boost their characters abilities. To find items with more powerful boosts the player will have to travel to different towns looking for more rare items. The player should expect to be able to by new items every 10 minutes of play. These can be small boost items. The intent is to make the player feel progress as they play the game and that they are increasing the abilities of their characters as they play. This takes place of the standard

Building up the Character

experience based stat increases, but requires far less testing and game balance testing.

With only three characters and a set number of slots for stat boosters, balancing these items with the players ability will be much easier and faster. The player is also not required to buy any of these items to progress through the game's story. These stat boosters are intended to allow weaker players to find items which will help them play the game and keep up with more advanced players in a multi-player situation.



SECTION 4.4 ACTIVATION SPELLS



- **Items may require an activation before functioning.**
- **Activation spells may hidden from the object it activates.**



Some powerup items require an activation spell of some kind. Items that require an activation may be more powerful than items that are continuously active.

Activation spells aren't always immediately given to the player. Some items the player will obtain without knowing how to activate them. These items are two part discoveries. First the player may get an item, then second they will find a scroll or another Items that increase recharge rates are more common than items that boost a stat.



SECTION 4.5 PICKING UP ITEMS



- **Defeated monsters scatter items and Rupees.**
- **Items automatically fly towards the character that defeated the monster.**



Monsters leave items on the ground when they have been defeated. The character has an unlimited inventory so thus it is simple for all of the items that the

player encounters to be collected. Most of the important items in the game cannot be bought, rather the player will have to complete quests to get them.

Collecting Rupees will allow the player to buy food and other common items. Any time a monster is defeated there is a chance that they will drop several Rupees for the player to collect. The player can hold a maximum of 9999 Rupees and 99 of the same item in their inventory. There will only be a set list of items and there will be a slot for each item in the inventory list.

These set fill lists allow the player to track their own progress and observe for themselves how far along they are in the game. If the fill list only has several open slots left they know that there are only a few items they have not yet seen.



SECTION 4.6 GEMS FOR THE TEMPLATES



- **The gems in the tablets can be upgraded for more powerful spells.**
- **Gems must be touched to add to spell power.**
- **Color coding makes the gems easy to recognize.**



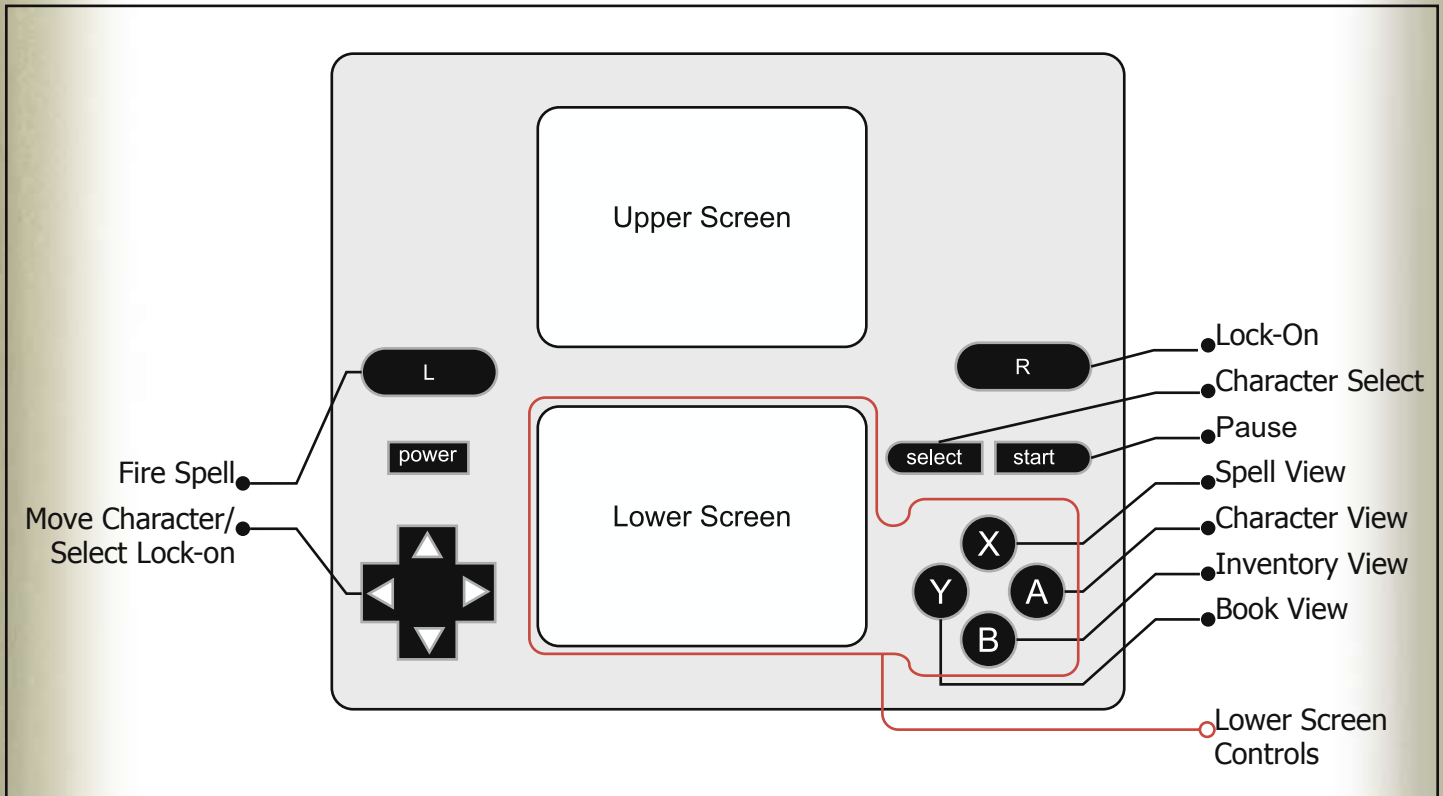
Gems stones that make up the markers in the templates on the DS can be upgraded to make the spells that the tablets cast more powerful. Gemstones can be bought at shops in towns. More powerful gemstones can be found as quest items.

For a gemstone to add to a spells casting power it must be touched when drawing a spell shape. If a spell is cast that does not use a powerful template gem then the spell doesn't have any extra effect when cast.

This may be an option available in the second edition of the game. General upgrades for the templates through out the game that add new shapes may also just add more power to older spells.



User Interface : NDS



SECTION 5.0

USER INTERFACE

5.1 BUTTON LAYOUT NDS

5.2 MOVEMENT

5.3 SWITCHING CHARACTERS

5.4 TARGET LOCK-ON

5.5 LOWER SCREEN FUNCTIONS

5.6 LOWER SCREEN SPELL VIEW

5.7 LOWER SCREEN SPELLBOOK VIEW

5.8 LOWER SCREEN EQUIPMENT VIEW

5.9 LOWER SCREEN CHARACTER VIEW

5.10 PAUSE SCREEN

5.11 SAVEING A GAME

5.12 STARTING SINGLE PLAYER GAME

5.13 STARTING A MULTIPLAYER GAME

5.14 MULTIPLAYER GAME TYPES

SECTION 5.1

BUTTON LAYOUT NDS

- Lower Screen is primarily used for drawing spells.
- D-Pad moves character in the Upper Screen.
- When in lock-on mode D-Pad selects a target.
- ABXY switches the Lower Screen's mode.
- L-Trigger initiates a spell to fire.
- R-Trigger initiates target lock-on.
- Select toggles which character is active.
- Start pauses the game.

Most of the game will be played using the Lower Screen in Spell View. The player moves the character around the world with the D-Pad while watching the upper screen. While in this view the player can hold the DS comfortably.

The The D-Pad will move the character North South East and west. Because the world view is fixed facing north the player does not have to worry about getting

User Interface: NDS



too lost. Very few objects will interfere with this view. Only very tall trees and other fixtures will cover the character from the camera view.

To investigate objects in the world the player initiates this by pressing the R-Trigger. This will highlight any interactive objects, including monsters. With the R-Trigger pressed, the D-Pad switches to pick target mode. An arrow will jump to the nearest target to the character then when the D-Pad moves it snaps to the closest target in the direction the D-Pad is pushed. Releasing the R-Trigger will confirm the last selected target as the character's focus of attack and investigation.

When the player is locked onto a target the ABXY buttons change to swapping spell templates from the three magic templates and the Melee template.

When not locked-on to a target the lower screen has 4 different views. These are linked to the ABXY buttons. The primary view is the spell view, this view is the same as if they player has locked onto a target. The other views accessible are the spell book, equipment, and

character views.

Pressing the start button while playing will bring up the pause screen. From here the player can look at a map, and see which quests he is in. If the player is in a multiplayer game he can send messages from here.

The upper screen remains primarily in Navigation mode. This is the top down view that the player will see as they play the game. All combat and navigation will be seen from this view.

When the player interacts with a non-player-character the upper screen will turn to dialog view. Cut scenes will also take place on the Upper Screen.



User Interface: NDS

SECTION 5.1 MOVEMENT



- **The player can move left right up and down, the character can also move diagonally.**
- **Double tapping the D-Pad makes the character run.**



The player use the D-Pad to move the character through out the world. The world is broken into segments that fit nicely into ram and when the player reaches the edge of one of these areas the next area loads and the player continues onto the next segment. When a player leaves a segment that area is removed from memory. The character always faces the direction which he is moving unless the character has locked onto a target. These segments also make building the world much more managable.

To get around faster the player can double tap the D-pad to make the character dash till they reach the edge of a world segment. The player will have to revisit some areas often for supplies so the dash will be used quite often to cover space that the player is used to traveling through.



SECTION 5.3 CHARACTER SELECT



- **Select swaps which character is leading the party.**
- **All three characters are visible during a fight.**
- **The player can switch which player he is controlling at any time while playing the game.**
- **Changing which character is in the lead will not change where the other characters are in formation till the player moves.**



The select button allows the player to shuffle the active character in the party. There are only three characters in the party so selecting which one of the

three with one button is still quick.

The order is Mitra->Ciel->Asano->back to Mitra. This allows the player to switch which character he is maneuvering around while navigating. When in a battle the other two characters will use a very simple two mode AI to attack or defend. Their AI can be set while in the pause menu.

The characters in the party will also stay in formation behind the player controlled character. These formations can also be set in the pause screen. The formations are either side to side behind the player side to side in front of the player, or to either side of the player. It is also possible that in some situations the characters will not be able to stay in position. If they are in offensive mode they will move to the front, defensive to the back.

Unless one of the player characters has been specifically selected as a target for an offensive spell all spell effects will pass over a player character and hit the intended target.



SECTION 5.4 LOCK-ON



- **R-Trigger initiates Lock-On selectin mode.**
- **D-Pad selects the Lock-On target.**
- **Selecting nothing selects the player character.**



The fun part of the game is about the spell drawing. To simplify hitting targets the player is provided with a Lock-On feature. To pick a target the player presses and holds the R button (Right Trigger). While the trigger is down arrows pointing at valid targets will appear. When the R-Trigger is first pressed in the selection circle starts under the player character. This allows the player to see how to first move the target circle when entering this mode. This also means that if the player releases the trigger without moving the target lock the player character is selected.

To pick a valid target (other than the player character) the player uses the D-Pad to switch which target is highlighted. When a target is selected the player releases

User Interface: NDS

the R-Trigger and now the player's character will face the highlighted target. The characters movement on-screen will be the same as before only the character will always face the selected target. To un-lock from a target the player just taps the R-Trigger to select nothing.

Selecting nothing is the same as selecting himself, this will make it easy to cast heal spells and other defensive spells. When the player is not locked on to a target any offensive or ranged spell will just shoot in the direction the character is facing. Defensive spells will cast on the character. Area of Effect spells will land a safe distance away from the character unless the character is in a confined area and the spell hits a wall first. Area of Effect spells can also be cast on a target that has been locked on to.



SECTION 5.5 GENERAL FUNCTIONS OF THE LOWER SCREEN



- **ABXY changes which view is displayed on the lower screen**
- **When locked on to a target the ABXY change the template displayed on the lower screen.**



The lower screen is always controlled by the ABXY buttons. A-Button will change the lower screen to the View Character mode. B-Button will change the lower screen to the View Inventory mode. X-Button will change the lower screen to Draw spell mode, the default mode for the lower screen. Y-Button will change the lower screen to the Spell book, so the player can select a template or review spells the character has encountered.

The player will also need to make selections for single player and multiplayer through the lower screen. Options in the pause menu will also be selected here.



SECTION 5.6 SPELL VIEW



- **Spell view is where the templates appear for casting magic spells for attacking and defending.**



Selecting Spell mode changes the lower screen to display a spell template selected from the spell book. This screen allows the player to draw and cast spells. A Colored bar indicating inkwell will be drawn to the left of the drawing field.

Icons for the Inkwell will show the player when the Inkwell is charging and how rapidly the inkwell is charging. The Inkwell can also have adverse environment variables which can artificially drain the Inkwell. This will also be indicated. If a special condition is in effect to prevent the player from drawing the Icon will also indicate this in this view.

The background of the spell view will change depending on which character the player is using. For Ciel the background will change to reflect what type of terrain the player is expected to draw on. As the player moves around the world the background will change patterns depending on what surface the character is standing on.

For Mitra, the background will reflect which gem he is currently using. The patterns will be fairly arbitrary as the background for Mitra has no effect on how he casts his spells. The same goes for Asano.

Some spell effecting conditions will be reflected in the spell background. If the character has been entangled by a bind spell the player's lower screen will be covered in vines which will prevent the player from casting spells until the spell wears off. As the spell wears off the spell view will reflect the spell weakening by fading the graphic. If there is a special spell which somehow limits the player from casting some types of spells then this will also be reflected in the spell drawing view.

If the player is currently using a special spell boosting item the player will see its effect in the spell drawing

User Interface: NDS

view. A glowing symbol or other glowing effect will be animated and will be playing above the template. The more powerful the spell booster, the less the player will be able to rely on templates selected from the spell book



SECTION 5.7 SPELLBOOK VIEW



- **Spells the player has successfully cast are recorded and can be referenced in the spell book.**
- **The spell book also shows additional info on the spells recorded in the spell for reference.**



Looking through the spell book for a spell to cast will be a large part of the game for a beginner player. Using this area as a reference should be fast and easy. The book will be separated into the spell level and then by pages of the spells in those levels.

In addition to what a spell looks like the stroke order and direction will also be indicated in the spell book. Stroke order and direction will not be shown in the spell template. This is to encourage the player to learn how to draw the spells with as little assistance as possible.

The effects of a spell and other vital information will also be documented in the spell book. A brief description will also be entered into the spell book.

Spell symbols for activating items will also be found in the book for reference. These entries will remain even if the player gets rid of the item that the symbol is related to. This will help skilled players assist newer players.



SECTION 5.8 EQUIPMENT VIEW



- **The player inspects his party's inventory in this view.**
- **L-Trigger activates a selected item in the inventory.**



Selecting Equipment Mode changes the lower screen to a grid view of the items the player has collected. To the right of the Grid is a profile of the character and items the character is equipped with along with the characters vital stats. To get a description of an item the player can tap on the item in the equipment list and tap the Y-Button and "Look At" the item. While looking at an item the player can click on "keep" or "drop" the item while in the look at mode. If the player was looking at the item on the ground switching to another view will drop the item back on the ground. If the player was looking at the item from their equipment list and switches to a different view the item returns to the equipment list.

While in Equipment Mode a 2d drawing of the character and additional information will be shown. Health points, Inkwell points, Weapon in use, and any other items like rings, bracers, and any other magic items will be shown as equipped. A player can give each character up to 4 additional items indicated by the slots below the character icon. To change equipment the player can drag an item from the equipment list and drop it in a slot under the character selected. To un-equip an item the player drags the item from beneath the character to the equipment list. To drop an item from both the character and inventory the player selects the item by tapping on it in the equipment list, taps the "look at button" (Fire spell button, when no spell is drawn) to investigate the item and then the player can select drop item from there to get rid of an unwanted object.

The inventory list is practically unlimited and there will be room for every item in the game. Because the game has no randomly generated items and there will only be around 50 to 100 different items total there would be no real point in limiting the player. The equipment list is also shared among all of the characters as more of an Inventory "pool."

User Interface: NDS

Using instant spell casting items will send the item from the inventory into the spell view, when in the spell view the player can cast a spell and store it in the item. If the player does not cast anything and switches back to inventory view they can cancel the spell casting operation without using the item.



SECTION 5.9 CHARACTER VIEW



- This view allows the player to inspect their characters stats.
- Select will switch which character is being inspected.



To inspect the character's attributes like points till next level. Current Level, hitpoints, inkwell points, and all other vital stats. As the player goes through the game and finds items, these items will be reflected here in the appearance of the character will change as the player picks up new items.



SECTION 5.10 PAUSE



- The player can find the world map here.
- Friendly AI combat and formation system is set here.



Pausing the game will bring up a menu which the player can use to select a character, using the select button, and then by using the touch screen he can choose each characters AI mode and position in formation.

AI modes are Offensive and Defensive. When in offensive mode the character will perform attacks that the player tends to use most often. A short list of this

will be maintained as the player goes through the game. Once the character is out of Inkwell, the character will move to most used melee attacks. In defensive mode the character will use heal spells and shield spells that the player tends to use most often.

Characters will never use spells that the player has not yet discovered. They will also never cast a spell better than the player has in record. They will cast spells at the same average as the player. AI controled characters will also never use items in inventory.



SECTION 5.11 SAVEING A GAME



- The player must find an Inn in a town to save his game.



To save a game that the player has started there are Inns in every town and at several small "rest stop" like places through out the world. Once the player reaches a town the player can use the Inn to save his progress. Inns are free to save games in, but cost a small fee for the player to recover health and inkwell.

The player can also buy food at an Inn. The player should concern himself where each Inn is in every town. Inns will become the players starting and ending point for each game session. Inns in every town will vary slightly. But only to enough for the player ro recognise which town he is in.



SECTION 7.0 STARTING SINGLE PLAYER



- Mitra is the only single player character.



When a player first starts a game they will only have one character to choose from. This will be Mitra.

User Interface: NDS

This is because his inkwell recharge mechanic is the most straightforward and simple to learn.

From there the player will need to name his saved game. After that the player only need to begin the game and enjoy playing the single player mode.



SECTION 7.2 STARTING MULTIPLAYER



- **Unlocked player characters are available here.**



Players will be able to challenge one another in multiplayer games. These games will be started outside of the regular game. These games will be played with the characters that the player has saved in the single player game.

After the player is able to meet the other characters in the game then they will be unlocked and will be available to play in multiplayer mode. In multiplayer mode the new characters will have no unique items unless the player gives them to the in the single player game. This is a simple item exchange in the game as if the character were a shop. They also act as a method for the player to hold items which they may not immediately need.

When a player starts a game the first view is which character they will be bringing. Then they choose what kind of game they will be playing. After that they choose where that game will be played and what the winning conditions will be.



SECTION 7.3 MULTIPLAYER GAME TYPES



- **Cooperative games and head to head games can be selected here.**



Multiplayer games offer many interactive ways to play the game with more than one person. A small set of simple multiplayer co-operative options will be available as well as some regular multiplayer games. Multiplayer games extend the life of the product by adding a competitive element to the game.

In a head-to-head match two players can choose a small map to suit a smaller battle. As with many other multi-player games, the player will respawn after being defeated. The animation for respawning will be the same as if the player had used the dimension key.



SECTION 8.1 ENEMY AI



- **Slowly paced at the beginning for learning.**
- **Most monsters are solitary.**
- **Monsters do not attack in large groups.**
- **Running from monsters is easy.**



Because the learning curve for the game may be tough there will be an extensive tutorial period. The player will be introduced to the basics of learning shapes, drawing shapes, casting spells etc. For the same reason monsters will start off being very slow. Slow moving zombie like creatures will be the first to show up. Solitary creatures attacking slowly.

To reduce complexity later on in the game the player will only have to be required to fight one monster at a time. Targeting shouldnt be a focus of playing the game, drawing symbols to attack is the focus. Thus to advance the game mechanic the monster that attack the player will only become faster at casting spells and they creatures will use dangerous patterns of spells.

Example: A monster may attack with an entanglement spell of some kind reducing the players defensive ability then attack with a slower moving acid cloud spell that does damage continuously.

Monsters do not attack in large groups because of the lock-on targeting method. Instead if there were a swarm of bees, the swarm will actually be one creature drawn as a large swarm. The swarm will stay very organized and targeted as a single object. The object

User Interface: NDS

may “split” into two different monsters, but each part of the swarm will be a new creature.

All of the monsters in the world will be slower than the player character. Running away from a monster should always be an option. The player should never get cornered by the computer. Once the player creates space the AI should always wait for a moment to allow the player to cast a spell. More dangerous creatures will just wait less than others.



SECTION 8.1 COMPANION AI



- **The player can set his companions to three different modes.**
- **Offensive, Defensive, Do Nothing.**
- **The player can also set the formation for his party.**
- **Simple formations, left front left rear etc.**



While the player is fighting monsters he is only controlling one character. The player would want the other two characters to be fighting or helping in some way. The AI can be set to offensive, defensive, or neutral.

Offensive will cast spells to attack the monster at range. Defensive will only cast protective spells and heal spells to characters that have been hit. Neutral will make the character do nothing until the player changes the characters mode.

When set to offensive the player can position the AI in front or behind the active character. Positioning the character in front will make the AI use more melee attacks, positioning the character behind will make the AI use more ranged attacks. If the AI has been set to defensive then being in front will make the character use shield spells, behind will make the character use more heal spells.



SECTION 8.1 NEUTRAL AI



- **Town Folk.**
- **Targeting a town person turns the lower screen into a “talk” screen.**
- **ABXY in talk mode turn into questions or answers.**



Talking to a non player character in the world will reveal most of the story of the universe. These characters will be wandering around town in short loops or they will be performing a simple animation loop of some kind.

Talking to characters in the universe is initiated by targeting them. When the player uses the R-Trigger to check for interesting objects any non player character will appear to be targetable. Targeting them will initiate a conversation. The player will only be able to target a NPC (Non Player Character) when they are close enough to talk to them. This means that the player cannot talk to someone across the screen.

Once a conversation is initiated the player can ask questions or answer questions. The player’s template buttons will turn into question and answer buttons.



User Interface: NDS

SECTION 9.1

AUDIO



- **Magic effect sound effects.**
- **Monster defeat music.**



Each spell will make use of a short list of sound effects. Depending on the power of the spell a different sound will be used. When a spell is poorly cast the sound effect will indicate this by a weaker sound. A more powerful cast will result in a more powerful sounding effect. A critical hit cast of a spell will play a sound effect to reflect the critical effect hit animation.

When a monster is defeated it will squeal to indicate it has been killed. To fend off a repetitive game play effect, the monsters will be classified as small medium or large. Each size monster will make an appropriate sound effect when defeated. In addition each size will have several sounds and when defeated the monster will randomly use one of several sounds when it dies.



SECTION 9.1

BGM



- **There is one main theme.**
- **Travel music for each area.**
- **Slightly different travel music for related dungeons.**
- **Monster defeat music.**
- **Boss fight music.**
- **Win music, also finding treasure or item music.**
- **Talking music.**



The main theme song is important and will set the tone for the entire game.

Each area will also have its own variation of the main theme song. The Melody will remain the same but different instruments and different timing will be used

for each area to give them a unique feel. The BGM can be disabled in the options menu in the pause screen.

When the player confronts a boss character the music will change to a boss fight theme. The same theme will be used through out the game to indicate that the monster the player is facing is a particularly powerful monster.

A short theme song will play at key events like defeating a boss, finding new treasure, or discovering new plot related items. A cool chime will also signal when the player draws and casts a new spell that is entered into his spell book.

During dialog in a town the player will have a simple theme music for a non threatening area. This music will indicate to the player they have no need to worry about being attacked. A variation of the "safe" theme will be played when talking to NPCs.



SECTION 9.1

CHARACTERS



- **There will be no voice acting.**
- **Characters when talking will have a simple theme song.**



For localization reasons there will be no voice acting beyond the regular "Kiya!" for melee attacks and spell attacks. Rather than dialog each character may have an intro theme song. This music will be played when the focus of a dialog is directed at a special character.



Example Screens



SECTION 8.0 MONSTER ENCOUNTER

When the player encounters a monster the player can switch the screen to spell mode. In spell mode the screen will display the inkwell, the previous spell template used and relevant data.

The player can also switch to the item view to choose an instant spell casting item. The spell book can also be accessed to change the spell template. In addition the player can choose to move inventory around to change the character's configuration to suit how he will fight in a battle.

SECTION 8.1 SPELL CASTING

The player chooses to draw the selected spell. It should be noted that the player can draw any spell over the template. Which template is chosen will not effect the outcome of what spell is drawn. At the same time the symbol is created infront of the character drawing the spell. This will help other players prepare for what spell may be coming. This will also teach new players how to draw spells.

The red arrow over the inkwell indicates that the player is now draining inkwell. And the Inkwell bar wil drain as the player draws his spell.

Example Screens



SECTION 8.2 SPELL FIRING

The player finishes his spell and presses L-Trigger. As soon as the spell is fired the inkwell begins to refill. The Green arrow indicates that the inkwell is refilling at a normal rate.

Outside factors like a curse, or spell can also effect how inkwell recharges. In these cases the small black bar between the arrows will flash indicating a non normal effect on the inkwell.

SECTION 8.3 MONSTER HIT

After the spell hits its target an indication of how much damage the target took will pop up over the effected target.

Once the target is defeated the creature will fall where it was defeated and the player can loot the monster for resources and other items.

Example Screens



SECTION 8.4 INSPECT MONSTER

When the lower screen is switched to inventory mode and the player is over a fallen monster they can look at the items available to loot. When the player is not near anything then the "Other Stuff" pane will just show what is on the ground.

If the player drops inventory on the ground the items will remain there for as long as the player stays in that area. If a plot related item is dropped the item will always be there for the player to pick up again. This will also be how the player can trade items with other players. A similar view will be used in shops.

SECTION 8.5 MELEE ATTACK

This is an example of a simple melee symbol and attack made by a monster. As the player fights with monsters an exchange of symbols and damage will take place. Whoever can draw the most complex symbols the fastest will win a fight.

Example Screens



SECTION 8.6 **CRITICAL HIT**

When the player draws a magic symbol well a screen indicating a critical attack will play a simple 2D animation. The usual speed lines behind the character and a glowing version of the players symbol will play rewarding the player for drawing a symbol very well.

These Critical Hit animations may get annoying for skilled players so they may be disabled in an options menu. Any target getting hit by a critical attack will indicate so by text popping out of the monster "Critical Hit" followed by the number of points the attack was worth.

In a multi-player environment anyone in the same area that can be effected by the attack will see

the animation. The world will also pause while the animation plays.

Given time each spell should have its own critical hit animation. More than likely, there will only be a few critical hit animations that will make it into production. Each spell will be able to play from one of the critical hit animations when the spell is drawn well enough.

Unlike in a regular turn-based game these animations will only play if the player gets a critical hit. Determining whether or not a player gets the animation will be determined by how well the spell is drawn.

These animations will also be short as to not interrupt game play by more than a couple of seconds.

Note: Similar imagery can be seen in the NDS Prince of Tennis game. The cut scenes happen quickly and do not make a sports game feel off tempo. If anything this allows the player receiving the attack a moment to prepare.

~ ~ ~

Character: Mitra



SECTION 9.0 MITRA

Mitra was born in a northern city, orphaned after his mother died when mitra was only a year old. Raised by the village elder Mitra learned of his ancestors and decided it take it on himself to save the world.

SECTION 9.1 MITRA'S BATTLE MECHANIC: LIGHT

Mitra uses light to recharge his Inkwell. He must absorb light to recharge his inkwell for casting spells. Different objects like torches and spells will cast different amounts of light. By intention, Daylight will allow Mitra to cast nearly at will. Crawling through a dungeon will require Mitra to stand near a source of light like a torch, glowing mushrooms, or a magic light of some kind. The light from these sources are very weak and will make Mitra wait between casting large spells. After his inkwell has been charged it will not lose any ink until the player starts drawing a spell.

SECTION 9.2 MITRA'S WEAPON: GAUNTLETS

Mitra uses an Amulet to power his magic. Amulets require light to recharge his inkwell. Some

amulets refill the inkwell faster than others. And some amulets have a greater inkwell pool than others. Through out the game the player will be searching out faster amulets with more inkwell. All amulets depend on the caster to determine how many units of ink are used per second. Since Mitra is going to remain the same through out the game the inkwell per second will remain a constant 20 units per second.

Items exist that will change the Inkwell Mitra will use per second. These items will come in the form of gauntlets, armor ,or other wearable items. These will have an effect on the inkwell that the player will be able to read when the player goes into the character information screen.

SECTION 9.3 LIGHT SOURCES

In dark areas (dungeons) light will be cast from some objects. (Lanterns, Glowing Mushrooms, pools of lava, for instance.) Simple texture lighting (possibly a subtle occasional flicker) will represent the lighting in an area. Some amulets will take longer to charge than others. Gon can wear items which cast a small amount of light. The effect of standing in light is additive. The more sources of light Gon stands in the faster his inkwell charges.

Light value is counted in ticks per second. A small torch is counted as 10 ticks per second. A ring of light is counted as 30 ticks per second. If the player stands in the light of both sources he will charge at 40 ticks per second.

Simple lighting reference: Zelda dungeons which require link's lantern.

Light sources

- Day light 100 units per second
- Large fire 40 units per second
- Large torch 10 units per second
- Small torch 5 units per second
- Small flame 2 units per second
- Large steam lantern 30 units per second
- Small steam lantern 15 units per second
- Magic light 30 units per second
- Giant Glowing mushrooms 10 units per second
- Small Glowing mushrooms 5 units per second
- Large lava pool 30 units per second



Character: Mitra

Small lava pool 15 units per second

These are rough numbers and are not final. Playtesting will determine the final values.

SECTION 9.4

QUICK CAST: SCROLLS

Gon's spells can be turned into single use item. Scrolls allow the player to cast a spell and store it for later use. To create a scroll the player must

find blank scroll to cast his magic onto. Spell scrolls must be of a particular quality to store high level spells. To seal a spell the player must use a blank spell scroll in his inventory. Doing so will begin the seal process. The blank scroll will appear before the player waiting for the player to start casting a spell. Once a spell is complete and fired the spell is sealed onto the scroll.

Large scrolls can have more than one spell cast on them. They are cast in the order they are drawn. To create a multi cast scroll both spells must be completed before the spell is sealed on the scroll. This is also important for spells that require multiple symbols to cast. If a spell requires 3 symbols to cast and the first two are cast by the player drawing the last symbol can be cast from a spell seal. This can happen in any order, a spell seal can be considered an instantly drawn symbol which act the same as the player drawing the spell.

Spell scrolls will have a maximum amount of ink they can hold before they begin to weaken the spell drawn on it. This acts as a power moderator on the type of spell drawn on a spell seal. The value and quality of a spell seal is determined by how much Ink a seal can hold before weakening the spell. If a player uses 600 points of ink on a 1000 point scroll then the spell is cast at maximum power. If a player uses 1200 units of ink on a seal then the spell is weakened by 20%. If a player uses 2000 points on a 1000 point scroll then the paper will just burn out and no spell will be cast from the scroll. The player will be able to find higher quality scroll seal papers later in the game that will be able to hold the most powerful of spells. Because different players will be able to use less ink to draw more powerful spells, some players will be able to cast powerful spells on less

| Amulet | Recharge Multiplier | Inkwell Capacity | Inkwell/sec. |
|---------------|---------------------|------------------|--------------|
| Fire Stone | 0.5 | 200 | 20 |
| Cloud Stone | 1.0 | 200 | 20 |
| Sky Stone | 0.5 | 400 | 20 |
| Fire Seed | 0.5 | 400 | 20 |
| Sun Seed | 1.0 | 200 | 20 |
| Dragon Fossil | 0.3 | 800 | 20 |
| Dragon Eye | 1.0 | 400 | 20 |
| Ember Stone | 0.5 | 800 | 20 |

expensive spell seals. The use of these scrolls will be explained in game by the shop keepers who sell these spell seals.

While creating a scroll the player will not be able to recharge his inkwell and then continue to draw a more complex spell. Inkwell use occurs as normal when drawing on a scroll as in normal game play. Scrolls can be made at any time and acts as a usual item interaction. If a player is interrupted while drawing a symbol the spell is scrubbed. The scroll is returned to the players inventory and nothing will be marked on the scroll. The only loss will be the player's effort and the characters inkwell.

~ ~ ~

Character: Ciel



SECTION 10.0 CIEL

Ciel is the daughter of the queen of the central city of Minore. An independent attitude led her to run away from the walls of the city and protection of her castles guards. She hid her identity and left for her own adventure. Not long after she started her identity was revealed and a group of bandits trapped her for ransom.

SECTION 10.1 CIEL'S BATTLE MECHANIC: TERRAIN

Ciel uses the terrain to refresh her inkwell. She does not herself have any Inkwell, rather she uses the Ink stored in the terrain she stands on.

Different types of terrain contain different amounts of Ink. As the player moves around the Inkwell bar will change size as the character moves from terrain type to terrain type.

After casting a spell the terrain grid's Inkwell may be used up and the player must move to another grid square to cast another spell. Terrain will slowly regenerate Inkwell over time unless otherwise effected by a special condition. Once a grid square has had its Inkwell

depleted it is considered burnt out. A player cannot cast from a grid square until it has finished recharging. This is to prevent a player from abusing a quickly recharging terrain type with a small spell.

Powerfull spells can burn more than one grid square at a time. The player can only cast drawing from one grid squares Inkwell, but the effect can draw additional power from neighboring grid squares. Only some largely powerful spells or spell power multipliers will force a spell to draw from neighboring grid squares.

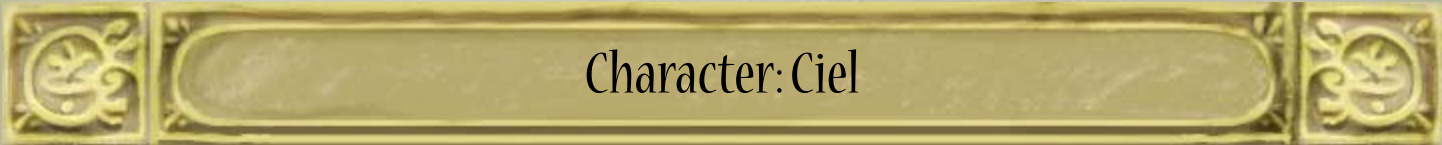
Example: A grid square of sand contains 100 units of ink. A spell is cast that uses 90 points of ink but includes a 3x multiplier. The resulting spell is 270 points of power. The 100 points of Ink are used in the grid square the player stands on, but the neighboring 8 grid squares are evenly lowered by the remaining 180 points of overflow or 22.8 points each, rounded up is 23 points. so the sourrounding grid squares only contain 77 points after the large spell has been cast. (100units in sand - 23of overflow = 77points remaining per grid.)

SECTION 10.2 CIEL'S WEAPON: STAFFS

The player will encounter terrains of different texture. Drawing a spell on terrain that is too tough will result in a weaker spell, or less effectient use of Inkwell. Different Staffs will react differently on different terrain. Staffs which specialize in writing on dirt will not be as useful on stone, and vise versa. Effects like Draw, Dab Size and Jitter will be effected by using staffs of different kinds on terrains of different types.

SECTION 10.3 TERRAIN

As the player travels through the world different terrains will present the player with different challenges, and different results while drawing a spell. Different areas will have different amounts of Inkwell stored in the terrain. Inkwell is arbitrarily set dependent on level design. Soft dirt in forrest areas, stone, and Ice in the mountains, sand in the deserts, and mud in the swamps.



Character: Ciel

SECTION 10.4

QUICK CAST: RARE EARTH & SPELL BOTTLES

Rare-Earth is a special item that can be found in stores or dropped from a monster. It is a common magic item. The main function of rare-earth is to refresh a terrain grid square's Inkwell. To use rare-earth the player needs to select the item in the inventory and use the item. Doing so will play an animation and the grid square the character is standing on will immediately recharge. Recharging burnt grid squares can allow a player to more quickly defeat a difficult monster. This is also to prevent an area from being completely burnt out and render a player useless until the tiles are naturally recharged.

Like Mitra, Ciel has a method by which she can precast spells, and store them for immediate use. Rare-earth is a powder held in a bag or bottle that contains magic power. Rare-earth can be used on any terrain tile to immediately refresh the grid tile's Inkwell.

Spell bottles are special containers which can contain a cast spell. To fill a spell bottle, the player needs to pour the rare-earth onto the ground, and draw a spell. Before casting the spell the player can switch to the items list and use the bottle from their inventory. An animation will play of the spell being sucked into the bottle.

To use a spell bottle the player needs to select a filled

spell bottle in their inventory and use the item. The spell will start the spell animation immediately and cast the spell without needing to draw a new spell.

Apothecaries will carry spell bottles and rare-earth. Rare-earth can also be found in small amounts in some dungeons to allow the player to prepare for a battle later in the dungeon. Rare-earth can be found in small piles near magic mushrooms in caves, and fallen monster bones in the wild.

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| Terrain Type | Inkwell Points | Hardness | Recharge Rate |
|--------------|----------------|----------|---------------|
| Loose Dirt   | 30             | Soft     | 10/sec.       |
| Hard Dirt    | 35             | Medium   | 7/sec.        |
| Stone        | 20             | Hard     | 5/sec.        |
| Mud          | 10             | Soft     | 2/sec.        |
| Ice          | 30             | Hard     | 3/sec.        |
| Marble       | 40             | Hard     | 5/sec.        |
| Sand         | 10             | Soft     | 5/sec.        |
| Carpet       | 15             | Medium   | 1/sec.        |

| Staff         | Inkwell/sec. | Soft      | Medium     | Hard       |
|---------------|--------------|-----------|------------|------------|
| Wood Staff    | 5            | Large Dab | Small Dab  | n/a        |
| Iron Staff    | 15           | Small Dab | Small Dab  | Small Dab  |
| Jeweled Staff | 20           | Small Dab | Medium Dab | Medium Dab |

## Character: Asano



### SECTION II.0 ASANO

Asano is the son of a militant family in the southern city of Lenor. Constant arguments with his father push him away and he decides to set off on his own. His father always decides on a forcful manner to settle any disputes. Looking for a path of his own he ventures into the mountains looking for trouble. He soon finds himself out numbered and in need of help.

### SECTION II.1 ASANO'S BATTLE MECHANIC: LIFE

Asano is intended to be a more easily played character and thus his inkwell recharge will be based on the character's health rather than an exterior factor. In addition his inkwell capacity is proportional to his health capacity. *Example: Asano's has 1200 health points his Inkwell is 1200 points.*

His inkwell recharge rate is also determined by how much health he has. If he has 100% health and a light sword his Inkwell will recharge very quickly. If he has very little health his inkwell will recharge very slowly. If Asano has 50% of his max health his Recharge multiplyer will be halved to 50% as well.

Asano has a natural Recharge rate of 90 points per second (about 3units per tick). This can be effected by what sword he is carrying, armor, and any other modifier he may be carrying, wearing, or a spell that has been cast on him. This recharge rate is also effected by his level.

*Example: Asano has 1200 points max health, he has 900 health points remaining, and a natural recovery rate of 90. That's 75% of his max health. If his sword has a Recharge Multiplyer of  $2 * 0.75 = 1.5$  so he recovers at  $1.5 * 90$ /second. It will take about 8 seconds to fully recover an empty Inkwell of 1200.*

### SECTION II.2 ASANO'S WEAPON: WAND SWORDS

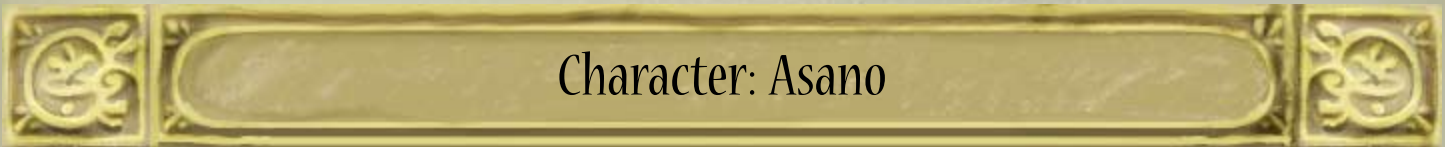
Different swords will have different damage potential, but they will use different amounts of Inkwell to swing. Lighter swords will have a lower Draw, but their Dab size will be smaller and have a built in Jitter to make their use more difficult to wield. Swords will also have a level associated with them. A player can make Asano weild a higher level sword than the character but the Jitter will increase. Once the character has an equal or higher level than the sword the swords Jitter value will be gone. Giant swords like Cloud Strife's will have a higher Jitter than regular swords and a large Dab value as well.

Swords will be available at blacksmith shops and as special Items found in dungeons. Many types of swords will be available to the player early on, but swords with special abilities will not appear till later on in the game.

Asano is still a magic caster, to reflect this all of his swords will be special items with a magic wand or staff built into the blade. This will also create a unique sword type to make the character memorable. Similar to Cloud Strife's Giant Sword, Squall's Gun-sword, and Tidus's Water-sword - Asano's Wand Sword.

### SECTION II.3 LIFE

Many monsters that the player will be fighting will also help to recharge Asano's Inkwell. To balance this, un-dead creatures will have a negative effect on Asano's Inkwell. Standing in the presence of any undead monster Asano's Inkwell will slowly drain. For instances like this Asano will have to use melee attacks



## Character: Asano

to preserve as much Inkwell as possible to allow his own natural recharge rate to refill his inkwell. If there are too many undead for the player to deal with, a tactical retreat may be required for Asano to regain inkwell and prepare for another attack. Because of this additional tactic for the player this character will remain locked until the player discovers him in the story line.

Asano will be able to absorb the life energy that is radiated from ambient life. If Asano were to stand near a living plant he'd be able to more quickly regain inkwell faster. This does not however help him regain any of his own health points. There is no restriction that would prevent a player from using a heal spell. In addition to standing near plants and animals non-undead creatures also radiate life energy.

Ambient life provides much of asano's inkwell. However he can slowly regain his Inkwell if his health is greater than 70%. Of course for every percent above 70% he will regain his inkwell faster. If he remains by himself he will be able to regain his full Inkwell in about a minute and a half.

included in Asano's spell book. Characters that do not use this method to cast a spell do not need to see this information.

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SECTION II.4

QUICK CAST: DAGGERS & MAGIC ESSENCE

Like Mitra and Ciel, Asano can prepare magic before a battle. To do so he needs to find hand thrown weapons. These weapons can be found at weapons shops. In addition, Asano also needs spell bottles. These are the same spell bottles that Ciel uses.

Asano's spell attacks are restricted by the amount of Magic Essence a monster has. The amount of Magic Essence Asano can collect from a monster is determined by the level of the creature. This turns into the amount of ink the player can use to enchant a thrown weapon.

Essence will be provided from every creature that make sense. Skeleton and golem type re-animated or construct monsters have no Magic Essence of their own. The carcass of a monster will disappear after several seconds so the player needs to be quick to use the bottle on the fallen monster to take its Magic Essence.

Higher level spells will need a special kind of Essence. This will be indicated by the color of the Essence collected. When the spell is discovered special conditions for each spell will be indicated in the spell book for the player. This description is only

Equipment

SECTION 12.0

ITEMS



- **Items are the primary method to upgrade a characters stats.**
- **Monsters must be defeated to obtain enough Rupees to buy more powerful items.**



Items in the universe will be the primary way which the player will be able to progress his character. There will be no experience and slow progression of the player's character through repetitive monster battles. Rather the player will have to accomplish goals which will bestow on the players characters new statistics which will allow the character to take more damage and cast bigger spells. To further augment how the player will be able to expand his character the player will need to find items and equipment.



SECTION 12.1

USING ITEMS



- **Most items need to be work to be active.**
- **Powerful items require an activation Spell to be drawn.**



Most items will require very little to use. The player can equip the character with a headband, two bracers, two gloves, boots, vests, helmets and a broad variety of wearable items. In addition the character can have magic tattoos drawn on them through a ritual. Tattoos will be obtained through specific scenarios.

Special items which have a stronger effect will require an activation spell of some kind. These items will be more difficult to use but the effects will allow the player to defeat more powerful monsters and endure more dangerous areas.

To activate these items the player will have to learn

the activation spell. These symbols will mostly be very simple but activation duration is highly dependent on how well the spell is drawn. A critical well drawn spell can have a very positive effect on the duration of an item. An amulet of light will help the player navigate in dark caverns without a torch. The regular duration of a low level light amulet will only be about 3 minutes. If the item is critically activated the item will remain illuminated for as long as 6 minutes, twice the regular cast time.



SECTION 12.2

DEFENSIVE ITEMS



- **Defensive Items allow the player to draw more complex offensive spells.**



Many items will allow the character to cast spells more easily. Shielding items will cast domes around the player to allow the player to draw a more complex symbol while avoiding any serious damage from attacking monsters. Other items will freeze some monsters to allow the player some time to build a large attack.

Some of the items will also just provide the character with a more effective armor. Simple items like these will not require any activation.



Equipment

SECTION 12.3 THE GATE KEY



- The player can cover great distances with one spell drawing.
- Gates only open at pre designated gate portals.
- Gates can be entered from anywhere, but exit to the pre determined locations.



Early in the game the player will discover a mysterious key. This key will open dimensional doors into deep dungeons and catacombs. To use the key the player will have to learn the symbols linked to the catacomb gates. The player will be able to travel to any dungeon he has learned the symbol to. Each town in the world will also have a symbol. This will allow the player to escape a dangerous situation and return to a place they can heal and save their game.

Of course, the player could look up all of the symbols before the character has discovered them. The monsters in later dungeons will be more powerful and very dangerous to an unprepared character. The levels will be setup such that the player will need to go through the dungeons in order otherwise some monsters will be impossible to defeat without having collected special items that the end fo a dungeon.



SECTION 12.4 SPECIAL ITEMS



- Some items permanently boost a stat with one activation.
- The amount of the stat boost is determined by how well the activation spell is drawn.
- Cursed items will have a temporary adverse effect, but a curse can be removed.



Some Items will have a special effect on spell casting. Spell boosters will increase the chance of a critical



hit. Some items will increase inkwell, others will decrease how much ink an item uses.

Cursed items will have an adverse effect on the character and the player will have to visit an alter to have the cursed item removed.



SECTION 12.6 FOOD ITEMS



- Food can be dropped by monsters.
- Food cannot be created by magic.



As the player gets damaged they will need to reserve some places for food in their inventory. Food in some form will be available through out the world. In some areas even monsters will drop bits of edible material that the character can eat. most food will only heal a small portion of a characters health. Later the player will need to find vials of healing potion and other items which will help heal the player. All healing items will require some non-replenisable good. Even if the



player finds a ring that can heal the character, the ring will only work a few times before burning out.

SECTION 12.7
PLOT RELATED ITEMS

- Plot related items are stored in a different location from the normal item inventory.
- Once obtained a plot related item cannot be dropped.

All items can be dropped by the player, if the item is required by the plot and the player needs the item to progress through the story the item will appear on the character page rather than the item page. These items will have empty slots in the character page waiting for the player to discover the item.

There will also be a special page in the spell book for some plot related symbols. The seven parts of the grand seal will be filled in as the player discovers them.



SECTION 12.5
QUICK CAST COMPONENTS

- Spell bottle, Spell Scrolls, Rare Earth, and Thrown Weapons can all be bought at shops or found from monsters.

Spell bottles Spell Seals Rare earth and Magic Essence; these are the major spell components that the player will need for the characters to be able to create their instant spell casting items. All of these will be available to the player through some shops, but the price for some of the items will be high. Many of these items will also be dropped by fallen monsters.



SECTION 12.7
PREPARING QUICK CAST ITEMS

- Quick cast magic is the best way to prepare for a difficult battle.
- A chest with proper materials can usually be found before encountering a boss in a dungeon.

Quick cast magic is the primary method for a player to prepare for a difficult battle. After the player gathers the required items at shops or from monsters the player can find them in his inventory. To create a quick cast item the player selects the item in the inventory view and presses the L-Trigger. This will send the item into the spell view. Once in the spell view the player can draw any spell. When the L-Trigger is pressed again the spell is burned into the spell item, and the spell is sent to the character's equipment list as an instant castable item with the drawing burnt onto the object for identification.



Story

SECTION 13.0 THE STORY

The story in the game will be 7 chapters long. Each chapter should last about 2 hours. During this time the player should encounter about 1 new monster every 10 to 20 minutes and about one new spell every 10 to 20 minutes. Combined, this should turn into about 18 to 20 hours of game play with about 50 monsters and about 50 spells and melee attacks. All incidental characters will be introduced early on in some form and return several times through out the story.

SECTION 13.1 ITEM DRIVEN QUESTS

The story will be revealed as the player interacts with the non player characters. Dialog will reveal most of the story. Most of the quests will focus on obtaining items which will boost character abilities rather than revealing character stories. At the end of a quest the player can expect a reward in the form of a tattoo, special item or some other way to increase a characters abilities.

SECTION 13.2 ~MAIN STORY ARC~

Many generations ago seven sages defeated an evil demon king and sealed him in the underworld. To do so they sacrificed their own lives to create a giant magic circle. Now, after many generations, the seal has weakened, and the demon king has grown stronger.

Since the time of the sages the world has made progress. In this era, new magics have been discovered and new technological marvels have been created. Man has been free to create and learn. Will this new found freedom be enough to defend this world from evil? Or will humanity look to a hero to save them from darkness once again?

Mitra is a decendent of one of the original sages and is compelled to follow his destiny and protect this world from the demon king. Along the way Mitra befriends powerful companions and he will learn many new spells, and rediscover old spells that have been lost.

Till now, the demon king has only been able to send smaller weaker servents through the cracks of the seal. These lesser demons have been working to destroy what remains of the circle and allow their king to pass into

this world. To defeat the demon king they need to restore the giant magic circle created by the seven sages nearly a millennium ago.

The Giant magic circle is made of several smaller circles and long trails that stretch around the country side. Each sage created one of the larger components that make up the full circle. Each sage created his circle using drawings unique to his area. The hero will have to learn the magic in each area in order to restore the magic of the broken seal.

When the circle was created the sages were within protected caverns. These caverns would become the sages tomb. Through time, towns built up near these caverns to honor and tribute the sages. After the circle was completed the sage was sealed at the center of the completed circle, there they were entombed. Each major component of the seal is located under a tomb near each city.

SECTION 13.3 ~MAIN SUB PLOT A~

The nobility of each town is decended from the sages. Through out time the political power of the sage decendants has declined as the memories and stories of the sages deeds has turned into folklore and legend.

Some families have plotted to restore their former name and prestiege. To do so they will go to any lengths. Even if it means to follow subversive tactics to create a reason for their family to return to power.

When the Weakening the power of the family in the central city will weaken the political strength of the other families who base their power on their relation to the sages. To raise political strength among the sages families they need to raise public awareness of the powers that the sages saved the world from.

The head of the central family has subversively decided to tear larger holes in the seal to release larger demons into the world. Once there are enough demons, their family can prove the power of their neoteric-sorcery, neo-mancy, to fend off the monsters and save the neighboring towns, thus making them appear as the heros.

There are seven major cities in this world. The central city Minore being the most populated and most advanced. The Sterling family, responsible for the advancement of the city, is currently in political power



and has replaced the former family, descendants of the seventh sage. To reclaim power, the former family has struck a deal with the families outside of the city to oust the Sterling family.

SECTION 13.4

~MAIN SUB PLOT B~

30 years ago The Duchess of Minore was known as Lenn Briell, a 16 year old aristocrat niece to the Magistrate of Minore. Then she had a relationship with the Baron Sterling, then known as a peasant Bristol Sterling. Their relationship turned into Mitra.

For political reasons the Magistrate of Minore had Mitra taken away so that Lenn could marry a Grand Duchy of a northern town. Soon after the marriage the Grand Duchy died and Lenn took on the name Duchess of Minore. During that time, Lenn lost track of Mitra, and assumed he had been killed by the Magistrate's servants.

Over the years the Duchess grew corrupt by her power and refused to let a male heir arise to take on any responsibility. After she discovers that Mitra is still alive she secretly orders his death in order to protect her current position.

SECTION 13.5

~MAIN CHARACTER SUB PLOT A~

The Family of Minore is a direct branch from the seventh sage. Mitra is a descendant of one of the seven sages. He is also heir to the main house of Minore. Of course, he knows nothing of this.

However, the duchess of the family Minore does know this and she does not want her position threatened by a young boy from a country town and has sent assassins to kill him.

While Mitra was still a baby His father Bristol Sterling had him taken away to a distant forest village to be raised by the local elder, hoping to one day return to him and be able to protect him from the powers in control of the land.

To uncover this plot Mitra must contact his father, now head of the Sterling family, After doing so he must prove his relationship to the Minore family as the son of the Duchess of Minore.

SECTION 13.6

~MAIN CHARACTER SUB PLOT B~

Mitra is a developing neo-teric-mage. His Father is from the Sterling family, currently in power in the City of Minore. Mitra is the bridge between the family Sterling and the family Runtol. He is also a bridge between the two schools of training. His father is a scientist specializing in steam technology. His mother's family is the premiere of the neo-teric-magic methodologies. Mitra is able to meld the two schools of thought into a new steam powered neo-teric magic.

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## Story

### 14c.

#### Chapter Breakdown

##### Chapter 1.

“Player learning curve ramp up”

- 1) player learns how to cast spells
- 2) player practices how to cast spells on simple monsters
- 3) player learns how to heal
- 4) player learns how to recharge with light

Spells introduced in this chapter

- 1) fireball lvl. 1
- 2) ice blast lvl. 1
- 3) protective sphere lvl. 1
- 4) fire wall lvl. 1
- 5) minor heal lvl. 1
- 6) light lvl. 1

Melee attacks introduced in this chapter

- 1) single slash
- 2) double slash
- 3) thrust

Monsters introduced in this chapter

- 1) phantom beast lesser
- 2) phantom beast minor
- 3) phantom pincher
- 4) shadowling
- 5) shadow goblin
- 6) dark soul
- 7) drifting soul

Incidental characters introduced

- 1) Lu

##### Chapter 2.

“Player starts to get into strategy”

- 1) player learns how to cast faster
- 2) player learns how to use items
- 3) player learns how to create light

Spells introduced in this chapter

- 1) fire bolt lvl.1
- 2) thunder impact lvl. 1
- 3) ice wall lvl. 1
- 4) fire circle lvl. 1

- 5) protective sphere lvl. 2

- 6) minor heal lvl. 2

- 7) aeros lvl. 1

Melee attacks introduced in this chapter

- 1) dive attack
- 2) triple slash
- 3) cross clash

Monsters introduced in this chapter

- 1) phantom beast greater
- 2) two headed phantom beast
- 3) gargoyle
- 4) slime
- 5) hobgoblin
- 6) fire newt
- 7) burning soul
- 8) minor sand kraken

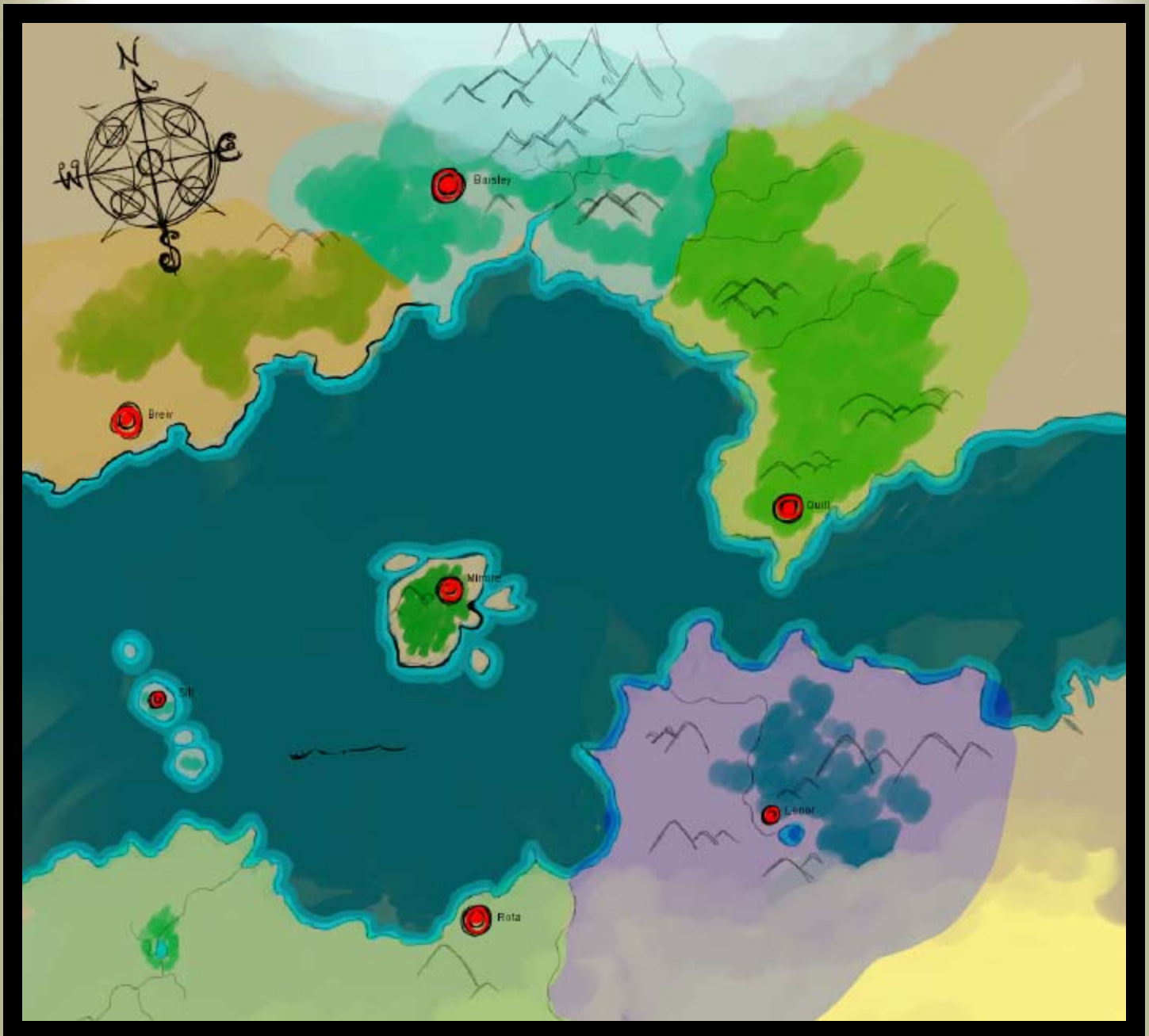
Incidental characters introduced in this chapter

- 1) Jumo

##### Chapter 3.

“player improves his skills”

## World Information

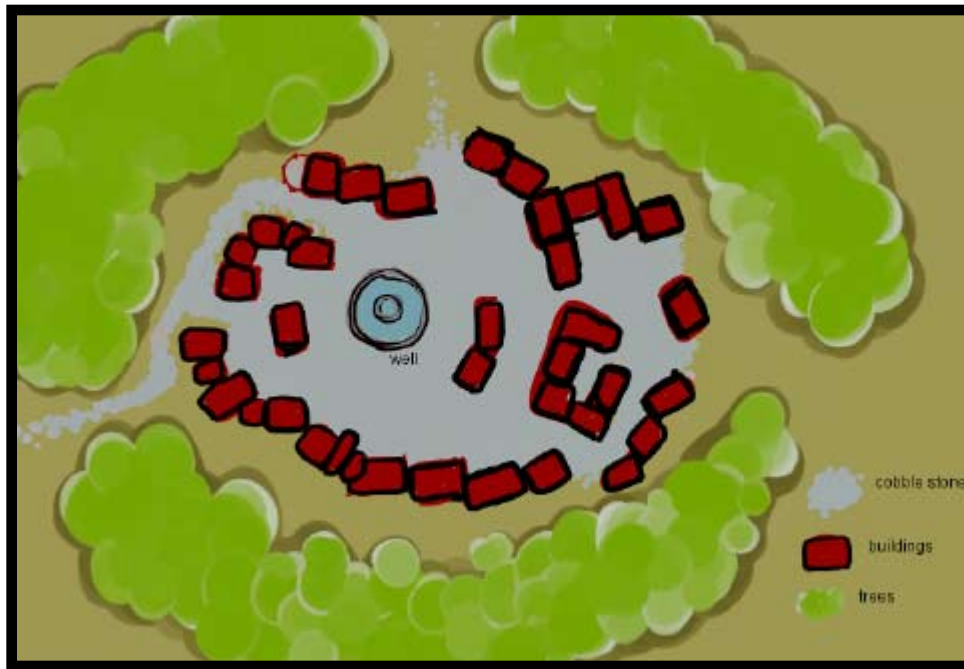


### WORLD MAP

The game begins in the northern town of Baisley and travels from town to town clockwise, then ends on the island in the middle. Color codind indicates the borders of each country. Their capital cities are named and dotted in red. Each country has their own government and method of governing. Each

country has delegates which meet in the central island in the city of Minore. Of all the cities, Minore has the most beautiful city and the most political power. The island is rich in technology and resources, and is the envy of all other countries. Each one of these towns is a node on a giant magic circle. These towns are arranged at the corners of a hexagon that seals the gateway to the underworld.

## Town: Baisley



### THE CITY OF BAISLEY

The city of Baisley is a small town tucked away in the foothills of the northern mountains. There hundreds of small villages contribute to Baisley but they remain independent and only pay a small tax to their central treasury.

Each village has an elder which is only required to travel to the central town once a year to decide the political course of Baisley in relation to their neighboring countries. Each year hundreds gather to vote on various topics.

Trade routes are well traveled and villagers often wander from town to town trading stories and goods. Some of the travelers have reported being attacked by strange shadowy creatures and have asked the local militia to investigate.

### QUEST LIST

Mitra needs to discover the gauntlet of light, the weapon which he will use through out the game. Small spells can be done without the gauntlet and the player will be instructed to cast spells to help out around the village. This will act as the tutorial for the game.

After the player finishes his chores and has learned the basics of casting spells, the elder of the village will call Mitra to his house. On his way there the village is attacked by several shadow beasts. Mitra needs to use his small spells to defend himself and make it to the elder's house.

After he gets to the house opening several chests will reveal the gauntlet and the elder will explain to him what he needs to do.

## Town: Baisley



Town Square

### TOWN SQUARE

Monsters encountered in this area: Lesser shadow beast, fire sprite, rabid toadstools, wild dogs, and several other small creatures. These will be slow attacking slow moving monsters that the player will be able to practice his attacks against.

Spells the player will learn are basic fireball, ice bolt, and a lesser heal spell. In the dungeon the monsters will be casting simple melee attacks, dark bolt, drain, and some simple air element slash attacks. The player will be able to discover a light spell to brighten rooms he is in while in the dungeon, and a protective dome spell which will allow the player to draw more complex spells.

The player will also discover the dimension key at the end of the first dungeon and he will learn the symbol that will take him back to his village. Once the player returns to the village he should be able to afford to buy more spell scrolls and food to journey to the next village.



Village Elder

## Dungeon: Caldor




### THE DUNGEON OF CALDOR (カルド)


The First dungen of the game. The player ha smany opportunities to recharge his inkwell near many of the giant glowing mushrooms and torches scattered throughout the cave. The player must search for the Gate Key which is protected by a giant multi tendraled fungus slime.

The player must leave the small town into the forrest to find the cave. The entrace to the cave is marked by a clearing sorrouded by large glowing mushrooms. Clues to the cave entrance will be given by town folk of Baisley.




# Spells

|                                                                                   |                      |                |                                                                                                                                       |                                                            |                 |     |
|-----------------------------------------------------------------------------------|----------------------|----------------|---------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------|-----------------|-----|
|  | Light Units per Sec: | 10             | Element Type:                                                                                                                         | Fireball                                                   |                 |     |
|                                                                                   | Terrain Burn Cost:   | 20             | Effect:                                                                                                                               | Fire                                                       |                 |     |
|                                                                                   | Health Regenerated:  | 3              | Effect Duration:                                                                                                                      | fire damage                                                |                 |     |
|                                                                                   | Bottle/Seal Cost:    | 25             | Effect Power:                                                                                                                         | immediate                                                  |                 |     |
|                                                                                   | Scratch Resist:      | 10             | Effect Power:                                                                                                                         | +((2d10)+(1d6 pts/lvl.))<br>-(1d6pts/5%<90%draw accuracy.) |                 |     |
|                                                                                   | Scratch Dam:         | 20             | Crit Multiplier:                                                                                                                      | 1.5                                                        | Critical Above: | 90% |
|                                                                                   |                      |                | Reversed By:                                                                                                                          | n/a                                                        |                 |     |
|                                                                                   |                      |                | Ave. Inkwell use:                                                                                                                     | 10-15 pts. estimated                                       |                 |     |
|                                                                                   |                      | Visual Effect: | Ball of flames shoots from the caster's weapon. A single target is hit with a ball of flames followed by a cloud of smoke and sparks. |                                                            |                 |     |
|                                                                                   |                      | Chainable:     | yes                                                                                                                                   |                                                            |                 |     |
|                                                                                   |                      | Targeting:     | directional                                                                                                                           | Range:                                                     | 30'             |     |
|                                                                                   |                      | Effect Speed:  | 10'/sec.                                                                                                                              | Blast Radius:                                              | 1'              |     |

|                                                                                     |                  |               |                               |                                                                                                                   |     |
|-------------------------------------------------------------------------------------|------------------|---------------|-------------------------------|-------------------------------------------------------------------------------------------------------------------|-----|
|  | Critical @%:     | >90%          | Spell Name:                   | Minor Light                                                                                                       |     |
|                                                                                     | Crit Multiplier: | 1.25          | Element Type:                 | Fire                                                                                                              |     |
|                                                                                     | Chainable:       | no            | Effect:                       | casts a radius of light                                                                                           |     |
|                                                                                     | Scratch Resist:  | 10 pts.       | Effect Duration:              | (90 seconds)+(30seconds/lvl.)-(60sec/5%<80%draw acc.)                                                             |     |
|                                                                                     | Scratch Dam:     | n/a           | Effect Power:                 | +(5'radius/(lvl/2))- (1'/5%<80%draw accuracy.)                                                                    |     |
|                                                                                     |                  |               | Reversed By:                  | darkness, & water element spells.                                                                                 |     |
|                                                                                     |                  |               | Ave Inkwell use:              | 15-20 pts. estimated                                                                                              |     |
|                                                                                     |                  |               | Visual Effect:                | A Sphere of blue light appears over the target casting a glow of blue/white light around the object or character. |     |
|                                                                                     |                  | Castable By:  | any character monster or trap |                                                                                                                   |     |
|                                                                                     |                  | Targeting:    | selected target               | Range:                                                                                                            | n/a |
|                                                                                     |                  | Effect Speed: | n/a                           | Blast Radius:                                                                                                     | n/a |

# Monsters

|                                                                                   |                 |                                     |                           |                             |
|-----------------------------------------------------------------------------------|-----------------|-------------------------------------|---------------------------|-----------------------------|
|  | Monster Name:   | Three Tailed Fox                    |                           |                             |
|                                                                                   | Occurance:      | uncommon                            | Number: 1-2               |                             |
|                                                                                   | Areas:          | pine forrest, bamboo forrest        |                           |                             |
|                                                                                   | Spells/Attacks: | Confuse, Minor Slash, Dodge, Vanish |                           |                             |
|                                                                                   | Inkwell:        | 500pts.                             | Ink Recharge: 10pts./sec. |                             |
|                                                                                   | Weak Against:   | melee                               |                           |                             |
|                                                                                   | Strong Against: | magic                               |                           |                             |
|                                                                                   | Health Pts.:    | 200pts.                             | Armor: 20pts.             |                             |
|                                                                                   | Wander Speed:   | 2'/sec.                             | Size:                     | medium                      |
|                                                                                   | Wander Range:   | 20'                                 | Drop Items:               | Three Tailed Fur Pelt (50%) |
| Chase Speed:                                                                      | 5'/sec.         | Eve Recharge:                       | 10/sec.                   |                             |
| Aggro Radius:                                                                     | 20'             | Recharge Rad:                       | 20'                       |                             |

|                                                                                     |                 |                                                                           |                            |                                              |
|-------------------------------------------------------------------------------------|-----------------|---------------------------------------------------------------------------|----------------------------|----------------------------------------------|
|  | Monster Name:   | Shiva                                                                     |                            |                                              |
|                                                                                     | Occurance:      | Boss                                                                      | Number: 1                  |                                              |
|                                                                                     | Areas:          | Fire Temple                                                               |                            |                                              |
|                                                                                     | Spells/Attacks: | Greater Fireball, Cone of Fire, Minor Time Freeze, Stun, Confuse, Silence |                            |                                              |
|                                                                                     | Inkwell:        | 3600pts.                                                                  | Ink Recharge: 100pts./sec. |                                              |
|                                                                                     | Weak Against:   | water element spells                                                      |                            |                                              |
|                                                                                     | Strong Against: | fire element spells                                                       |                            |                                              |
|                                                                                     | Health Pts.:    | 3500pts.                                                                  | Armor: 120pts.             |                                              |
|                                                                                     | Size:           | Large                                                                     | Drop Items:                | Special Item: Shiva's Braciers, Shiva's Mask |
|                                                                                     | Wander Speed:   | 1'/sec.                                                                   |                            |                                              |
| Wander Range:                                                                       | 2'              |                                                                           |                            |                                              |
| Chase Speed:                                                                        | 10'/sec.        |                                                                           |                            |                                              |
| Aggro Radius:                                                                       | 50'             |                                                                           |                            |                                              |

# Items

|  |                 |                  |                     |
|--|-----------------|------------------|---------------------|
|  | Item Name:      | Shiva's Bracers  |                     |
|  | Sell Value:     | 4000rp.          | Buy Value: 12000rp. |
|  | Type:           | Magic            |                     |
|  | Inkwell Effect: | +10 Inkwell/sec. |                     |
|  | Special Effect: | Fire Damage +20% |                     |
|  | Health:         | +0pts.           | Armor:              |

|  |                 |                  |                 |
|--|-----------------|------------------|-----------------|
|  | Item Name:      | Shiva's Mask     |                 |
|  | Sell Value:     | 2000rp.          | Buy Value: 0rp. |
|  | Type:           | Magic / Cursed   |                 |
|  | Inkwell Effect: | -30 Inkwell/sec. |                 |
|  | Special Effect: | Cursed           |                 |
|  | Health:         | -10pts.          | Armor:          |

## Future Development

### THE RARE EARTH UNIVERSE™

*Emberscribe™* is only one part of the story of the *Rare-Earth Universe™*. This game will introduce many characters in the universe. Each character that the player encounters in *Emberscribe™* has the possibility of having their own game with a unique story and unique game genre. One of the characters the player will encounter will run a steam train transport service. This character will later have his own Steam-Train Racing game. In each game new characters with their own stories will be introduced.

With every new character interaction, the player should think that the new character may have his own game and unique experience. Through the timeline the *Rare-Earth Universe™* will have many stories, characters and games. These games can exist with fantasy elements, futuristic technologies, and modern technologies. At every chance possible story elements will cross over from story to story. The more crossover information the games in the *Rare-Earth Universe™* share the more depth each game can incorporate with mechanics and story.

### SHORT DESCRIPTIONS OF THE OTHER TITLES IN DEVELOPMENT

#### LEGEND OF STEAM

*intended for next generation consoles*

The first title after Rare Earth is the Steam Train Racing game. This game is to tell the story of Jumo, a child prodigy at racing and engineering in the Rare Earth Universe. The player will travel from town to town in a giant 15 ton steam train which can travel both on and off tracks. The giant machine has special wheels which can catch train tracks and when the tracks come to an end the train can travel on regular terrain. To travel to new locations the player will have to interact with locals in each town to learn about secret tracks and short cuts to get through canyons and other treacherous terrain.

To buy parts for his train the player will need to challenge the local racers and win bets on races. Technology from the Ember Scribe story will power some of the machines in the SteamRacing story. The Ember Scribe characters will need to use Jumo's

services to get from town to town. During the Steam Racing story a jet pilot from a distant era will frequent Jumo's steam travel service. This pilot will appear in a later title as well.

### SUPER PILOT GUN-JET

*intended for PSP and DS*

This is a real time Action Strategy game similar to Her Zog Zwei. This game incorporates the top down shooting style of game play while adding the element of territories and a minor element of strategy. The player in this game travels around in a super gun-jet. An incredible vehicle which can travel both in the sky as a jet and on the ground in the form of a robot or tank. Much like an old classic arcade space shooter there are machines and monsters which attack the player from all directions. These monsters are generated in giant factories which populate the playing field.

To claim territory the player needs to defeat the monsters in an area and take over the monster factory. Once the player has invaded a monster factory the monsters in the area become friendly to the player. As the player gains territory he also gains new power-ups. These power-ups are related to the factories the player controls. In addition when the player shoots at the factory he commands the factory to produce monsters which will follow the player as his wingmen when he travels into enemy territory to take over unfriendly monster generators. This game will introduce a character which will appear in the next installation of Ember Scribe.



This design was created in short bursts over the last several weeks. If there is any interest in publishing this design please feel free to contact any one of the people related to this project.

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