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Tuesday 3:20 PM, Oleksandra (Saya) Keehl – |Chosen section|

SKY

CMPM 80K

Instruction:

Main:

Tutorial Area

Use arrow keys for movement. In the end of the tutorial area, pick up the rope on the right corner and use it on the left edge.

After transition, proceed to the north room. Within this room, feel free to interact with all the signs, then interact with the crystal. After the interaction, interact with all of the signs again to see different messages. Once you interact with the sign closest to the door you originally entered from, you'll hear some thumping as an enemy approaches you fast. If the enemy touches you, the game will immediately end. Avoid the enemy fast and proceed out from the room, then enter the door on the right quickly before the enemies grab you. Quickly dash through the corridor to the next room and quickly to the open stairs while avoiding the enemy.

You'll enter a room where the doors behind you are locked off. Good news is that the enemies are no longer chasing you, bad news is that you're locked in a room. Fortunately the puzzle is simple enough to solve. Simply push the ball on the blue switch. If you somehow managed to mess up, feel free to interact with the sign to restart the puzzle. Once the ball is pushed onto the blue switch, the door to your right is unlocked. Then proceed through that door. Continue through the wide corridor(interact with the sign if you want) and down the narrow shaft and you'll end up at the Mid-Level Exterior of the temple. Once here, the game begins to open up for you in how you want to progress or what optional things you want to do. The end goal is simply that you want acquire all the gems needed for the final room.

Attention: The following instructions for some of these things are not the only way of accomplishing these goals. Please feel free to deviate from **OR** ignore instruction if your method saves you more time or is more enjoyable.

Activating Water Flow

Once at the Mid-Level Exterior of the temple, head to the top left door, then head straight up through the hall towards the stairs. Exit the small room through the stairs on the top left. You'll now be on the Upper-Level Exterior of the temple. Then either enter the bottom left or

bottom right entrances and rappel down their respective cave area entrances. Proceed into the cave area. Follow the (if on the left, cut across through the dried-up lake) right pathway, climb up the cliff, until you reach the Upper Lake, then continue towards the left to reach a white obelisk. Interact with the white obelisk (ice pillar) in the end of the room. From the interaction, you will acquire the **White Gem**. In the same time, the water flow is activated via draining the Upper Lake. (This is visually indicated when you return back to the Upper Lake or the Lower Lake)

Acquiring Red Gem

With the Upper Lake dried up, go down the stairs and pick up the object sprawled on the floor. You'll have picked up a Wooden Rod that you'll need for later. Then head back to the Mid-Level floor of the temple either by backtracking from the way you went **OR** if you managed to pick up **unique items** and activated their respective **warps**, then simply warp to the WARP-ROOM and then warp to the Mid-Level Warp room.

Once at Mid-Level Exterior of the temple, enter the garden and unearth a key hidden on the top right corner of the room. Then head to the pool next door. You'll notice something sparkling on the lily pads on the top right corner. If you had picked up the Wooden Rod, use it to pick up the key, however you'll lose the rod in the process. Now with two keys from their respective rooms, head back to Upper Lake. Then enter through the door with skulls surrounding it and proceed into the inner cave.

With the keys on hand, you can unlock both rooms with their respective key(i.e. Left-Right)Solve the puzzle in left and right room. Acquire 2 gem pieces, use it on the obelisk (lava pillar) in south room. The obelisk will merge two pieces of gem and return one whole **Red Gem**.

///// READ ONLY WHEN STUCK WITH THE PUZZLE /////

(Left Room Solution)		(Right Room Solution)	
Red	Blue	Blue	Red
Blue	Blue	Blue	Blue

Acquiring Green Gem

Flower Seed location: In the Garden(acquire at the leftmost plant on the middle row).

Bucket Location:

Bucket at Lower-Level of the temple

OR

Bucket at the Garden(depending on if the water flow was activated, you may receive a bucket full of water already)

If you have an empty bucket, you can fill it up with water either pools of water on the

Lower-Level or at the Pool on the Mid-Level.

Dig a hole in the dirt. Then plant the seed by selecting the hole. Water the seed and let it grow into a flower. After the flower blooms, select the flower to acquire the **Green Gem**.

Finale

With the **White Gem**, **Red Gem**, and **Green Gem** in your inventory, head all the way north past the Upper-Level Exterior of the map. Interact with the gate of the final area. It will give you an option to back out if you would like to still continue exploring the area, otherwise you'll be trapped towards finishing the game. After some animation, you'll be transported to a hall with a mirror at the end. Interact with it. You'll get surrounded by a bunch of enemies, however instead of dying, you are then transported into a small grassy hill in which you interact with the gravestone, then proceed to interact with the large tree at the left, giving you an option to say no even though you can't really do anything else at this point. Once accepted, a conversation plays out(cutscene). Congratulations you beat the game!

Optional:

There are a total of 3 **unique** items that can be found in which each item allows you the capability of warping across the map thus saving you unnecessary backtracking. Players can activate warps either at their respective areas on the map **OR** at the WARP-ROOM

Low-Level

Pick up the key found in the Barracks, then head towards the Private Quarters. With the key in the inventory, the door will unlock. Interact with some of the objects in the room if you would like, otherwise, head right into the secret passage. Continue through the secret passage(read the passage tablet if you would like to on the way), then come out of the tower and open the chest on the side to receive a **Scarf**. Head back to the Lower-Level Exterior of the temple, then head into the southwest building to activate the **warp** point and warp to the WARP-ROOM.

Mid-Level

In the hall that you passed in order to reach the Upper-Level, you'll notice two paths perpendicular to you. The one on your left leads to an inactive **warp** point. The right leads to the top or bottom direction. At the bottom right, you'll see a closed gate. At the top right, you'll notice a switch. In order to access the secret area past the gate at the bottom right, you have to flip the switch at the top right and race down towards the gate as you only have less than 15 secs. to make it. It is possible to make it but its difficulty can differ among different people based on their hand-eye coordination. Once cleared, you no longer have to do the timed puzzle anymore as the secret entrance is left open for you indefinitely til the game is

over. Continue through the secret passage(read the passage tablet if you would like), leading you to a tower with a chest on one side and a passage tablet on the other. Open the chest to get a **Photograph**. With this item in your inventory, walk back to the **warp** point. The **warp** point will now be active, allowing you to access the WARP-ROOM. You may warp from this room to the Mid-Level floor **warp** point at any time in the game.

Upper-Level

If the water flow has not been activated, head to the cave and explore the dried-up lake by traversing north towards the center area of the bank. You'll see an entrance towards your right. Enter it and head through the secret passage(read the passage tablet if you want along the way) and out on the tower. Open the chest on the side to get a **Necklace**. Head back all the way towards the Upper-Level Exterior of the temple and enter the northeast entrance. Activate the **warp** and warp to the WARP-ROOM.

All Respective Assets and Engine all belong to *RPG MAKER MV*

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