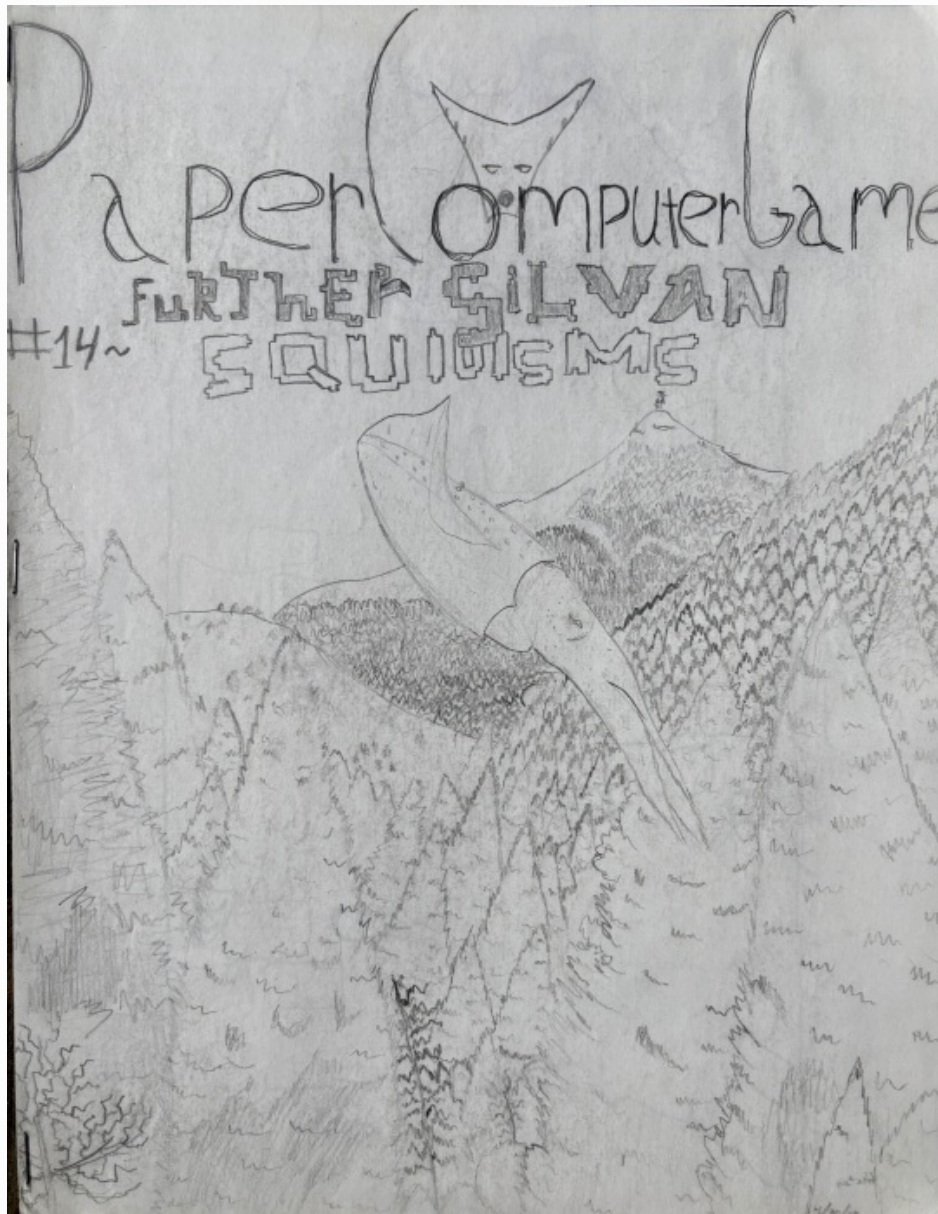
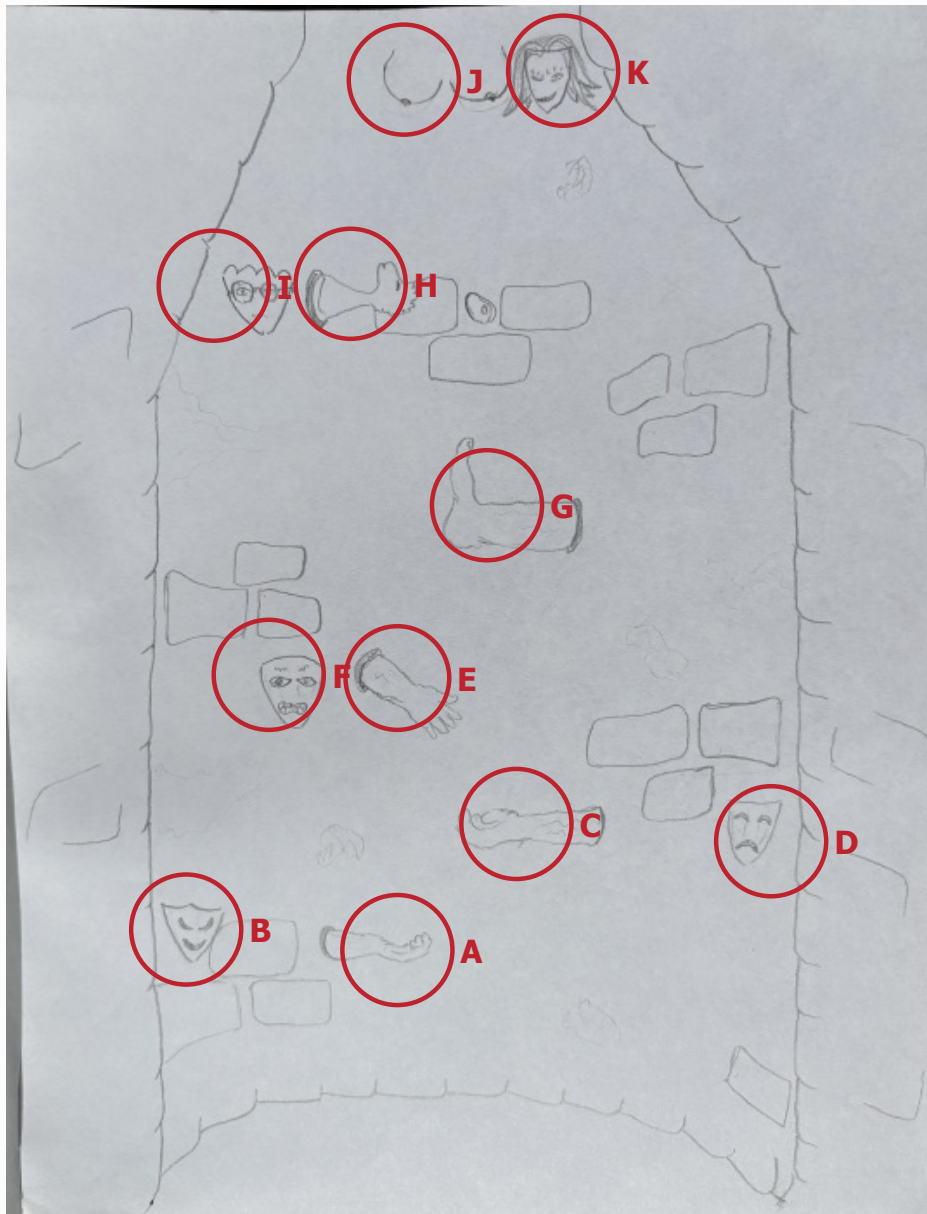




Notes

You play as ARI, a human crash landed on planet Shri and lost in its forests!

(This continues after the events of "Squids in Forests").



Notes

After going through the door in the last game, Ari finds himself at the bottom of this well (for lack of a better word)!

The only way to escape, is to climb to the top; there's a hatch up there! (To **Roof**).

A) An arm, sticking out of the wall. It's alive and animate, and controlled by the mask on the left. It will only let Ari climb on it if he convinces the mask to let him.

B) The mask controlling arm A. It's an evil, sadistic personality.

C) Another arm. --> Mask D.

Notes — continued

D) A sad mask, horrified at finding itself in this wall.

E) Another arm. --> Mask F.

F) The mask controlling arm E. Outraged at the injustice of being in the wall.

G) A random leg. Not controlled by anyone here.

H) A chess piece. --> Mask I.

I) The mask controlling the chess piece. It's a super nerdy chess player and doesn't care about anything but that.

J) It's, well, erm.

K) The mask who controls J. She's power-hungry and will only help you if you agree to her plan to take over the world.



Notes

Emerging from the Wall of Souls, you find a town of miniature people up here!

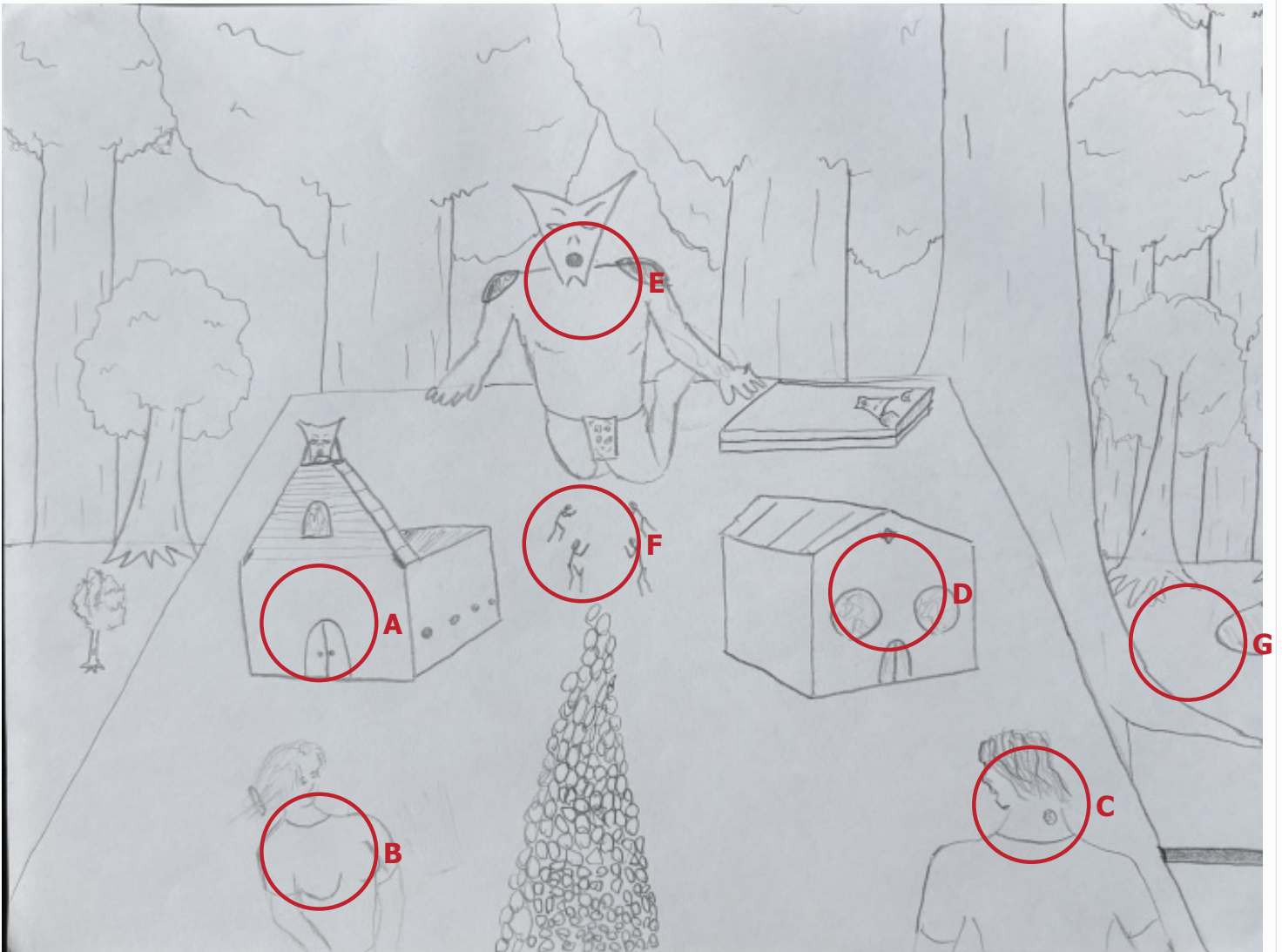
- A)** Ari, emerging from a hole. (NOTE that he has a weird mark on the back of his neck, that wasn't there before. He has no memory of getting it).
- B)** A bush.
- C)** There are random vines winding their way over the roof.
- D)** Looks like a central building for the town. There are miniature people coming and going, but they don't speak English.
- E)** A miniature basketball court.

Notes — continued

F) Another building you don't recognize. Maybe a church?

G) Could be a miniature house.

H) A miniature cobblestone path leads further along the roof (to **Roof 2**).



Notes

A) Definitely a miniature church of some kind. It's got a figurehead at the top, which resembles the head of the statue.

B) Cassie.

C) Ari.

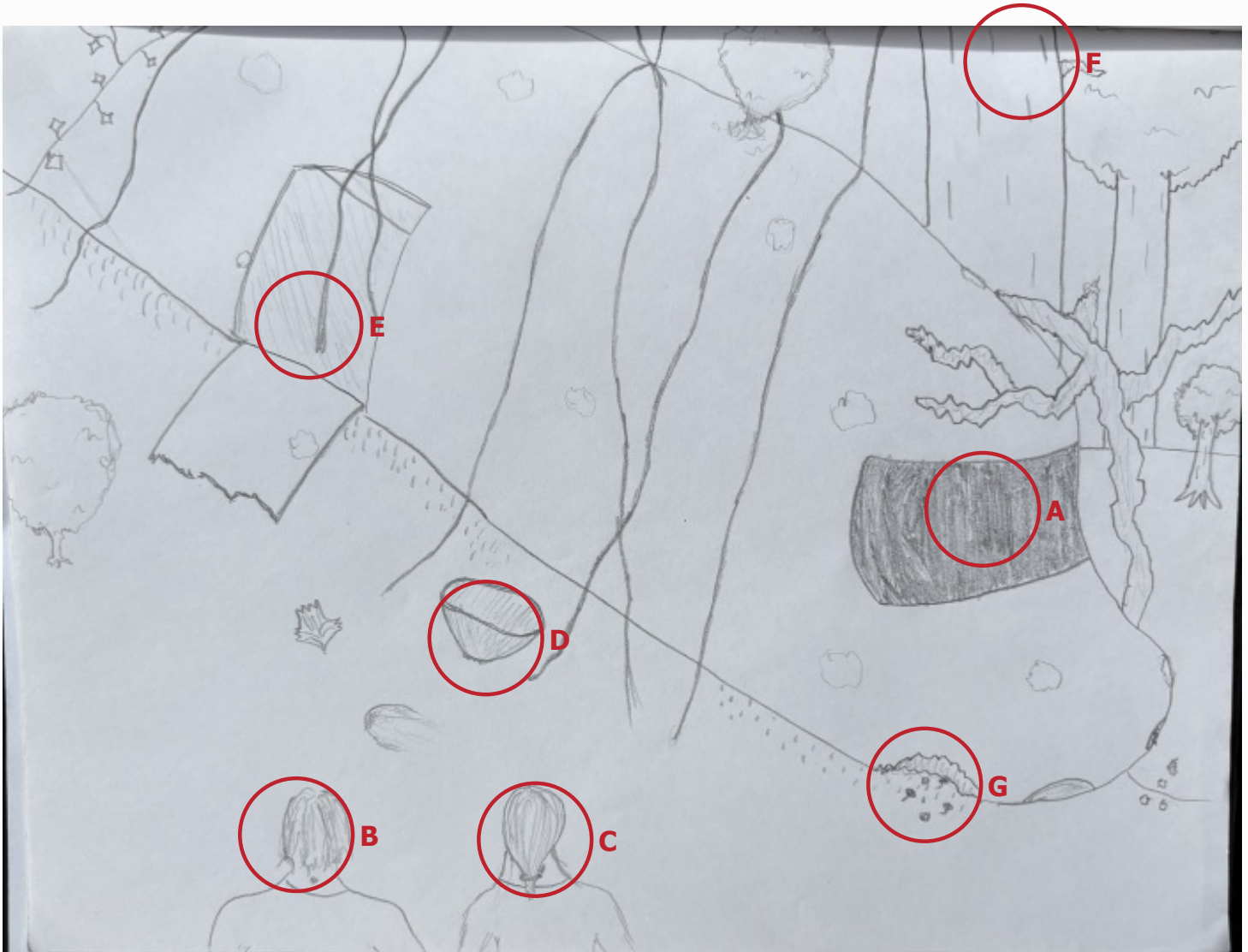
D) Another temple.

E) A mysterious statue. It's about the size of Ari, or somewhat bigger, meaning it's gigantic compared to the miniature people. It's made of stone and has a strange, inhuman face.

Notes — continued

F) A group of miniature people, worshipping the Mysterious Statue.

G) You can see a crashed Crodin airship on the forest floor (the same kind from "Last of the Zorelta", etc). Ari will be able to climb down from the roof and head towards it if he tries. (To **Crashed Ship**).



Notes

Ari and Cassie find a long-abandoned crashed Crodin airship.

A) The window on the front of the ship. Ari will recognize this ship design (he saw them in the distance in the previous two games).

B) Ari

C) Cassie

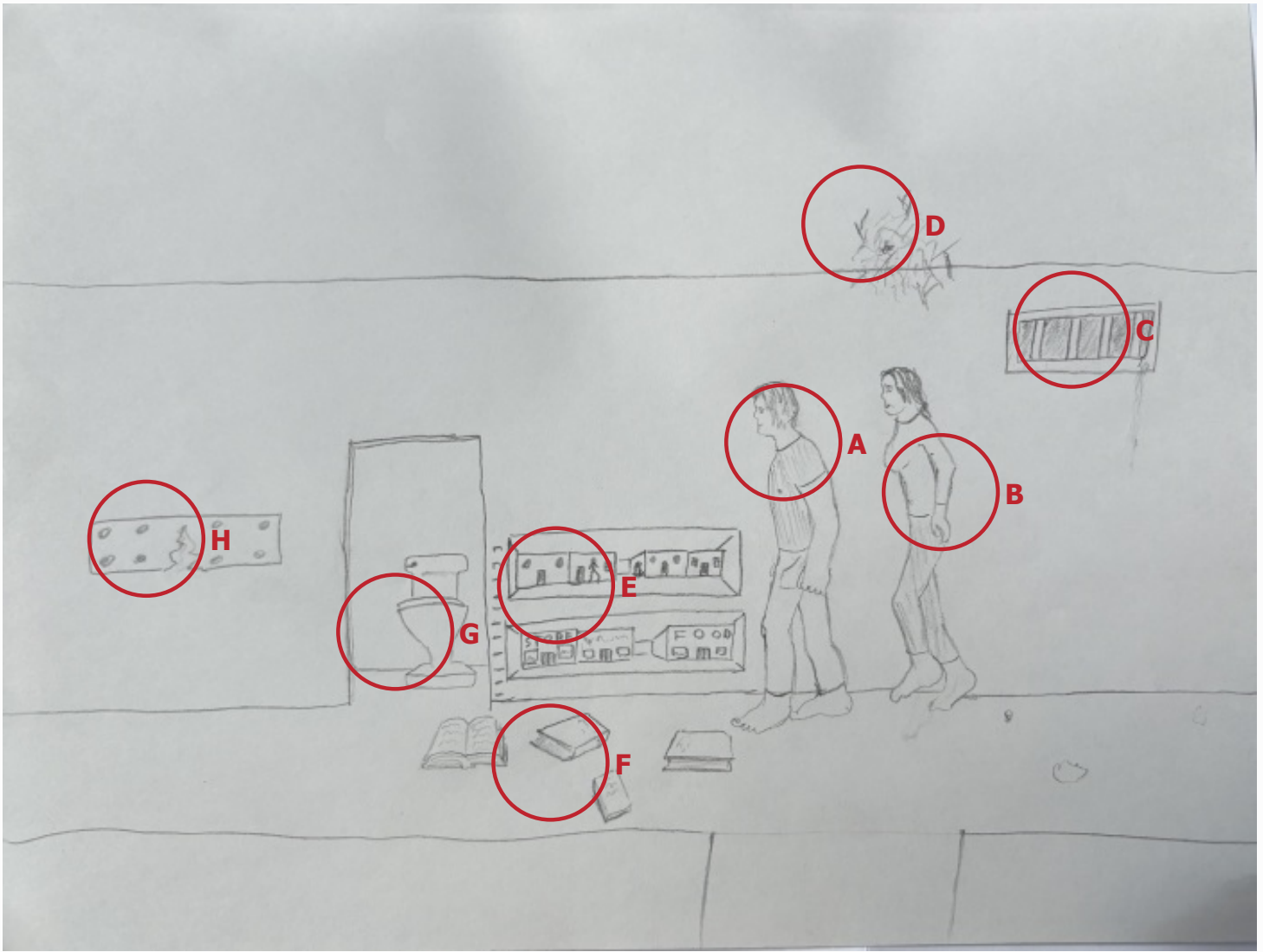
D) A metal cone; debris from the ship.

Notes — continued

E) Entrance to the inside of the ship. (To **Hallway**).

F) Trees in the background.

G) a tiny hole, too small to get through. It leads to **Cockpit**.



Notes

Ari and Cassie find themselves in a hallway, inside the crashed ship!

South: back outside, to **Crashed Ship**.

East: **Cockpit**.

West: **Mess Hall**.

A) Ari

B) Cassie

C) An air vent.

Notes — continued

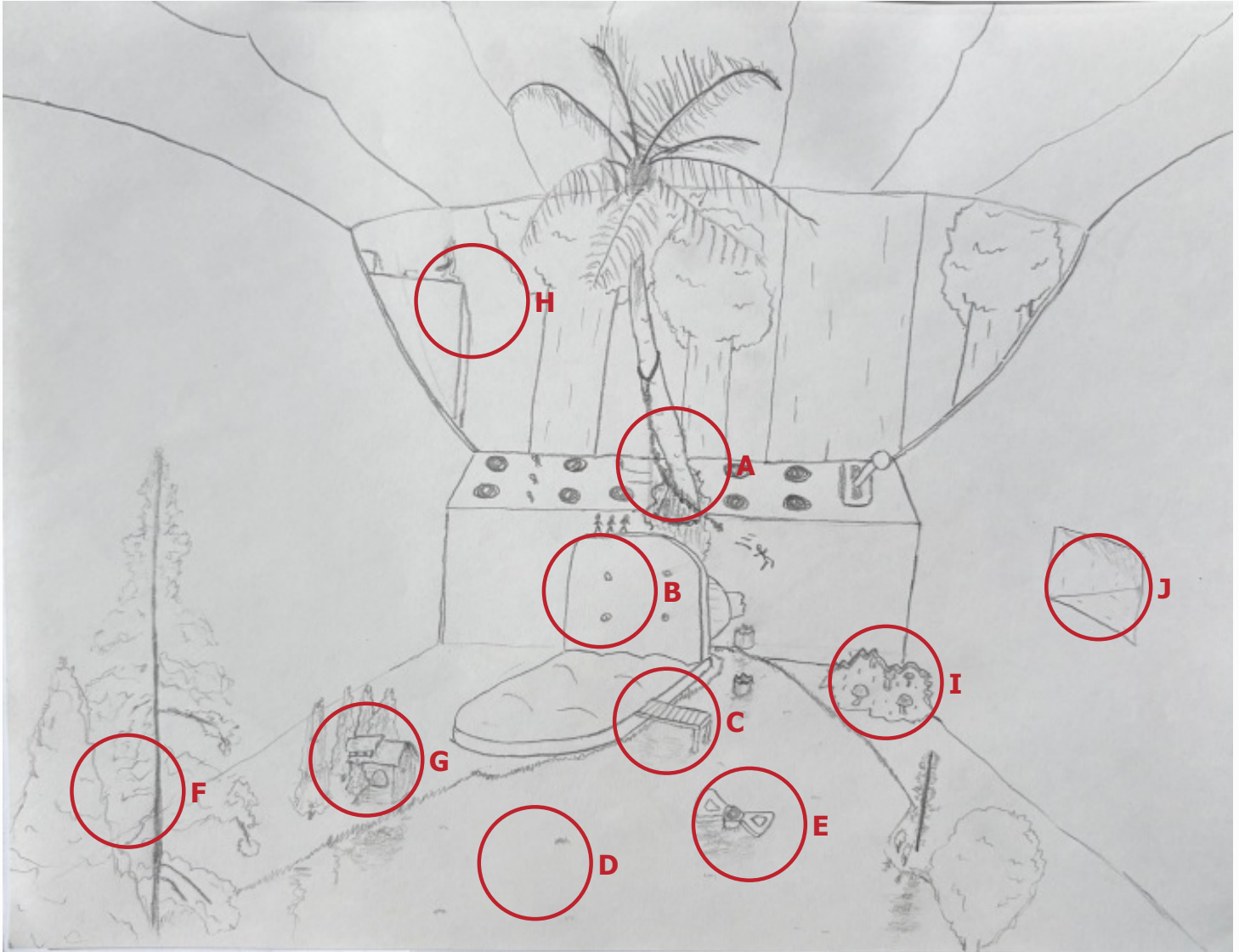
D) Cobwebs.

E) Some bookshelves built into the wall. There are no more books, however, and instead Miniature People houses and shops have been built in here, including a Food shop and a general store. On the left of the bookcase is a little ladder, so mini people can get up to their little town.

F) Old books on the floor, which probably once occupied the bookshelves above.

G) An old, abandoned bathroom.

H) A broken console with non-working buttons.



Notes

The decaying cockpit of the airship. (First person view).

South: back to Ship Interior.

A) A palm tree is growing out of the console. Miniature people have fastened a rope to it and are using it to jump off the chair, into the water!

B) Once the pilot's seat, now lying on its back. Miniature people are jumping off it into the water!

C) A little dock, built onto the chair.

Notes — continued

D) A puddle of water on the floor. To the miniature people, it's a lake, so they're swimming and enjoying it.

E) The former steering wheel of the aircraft.

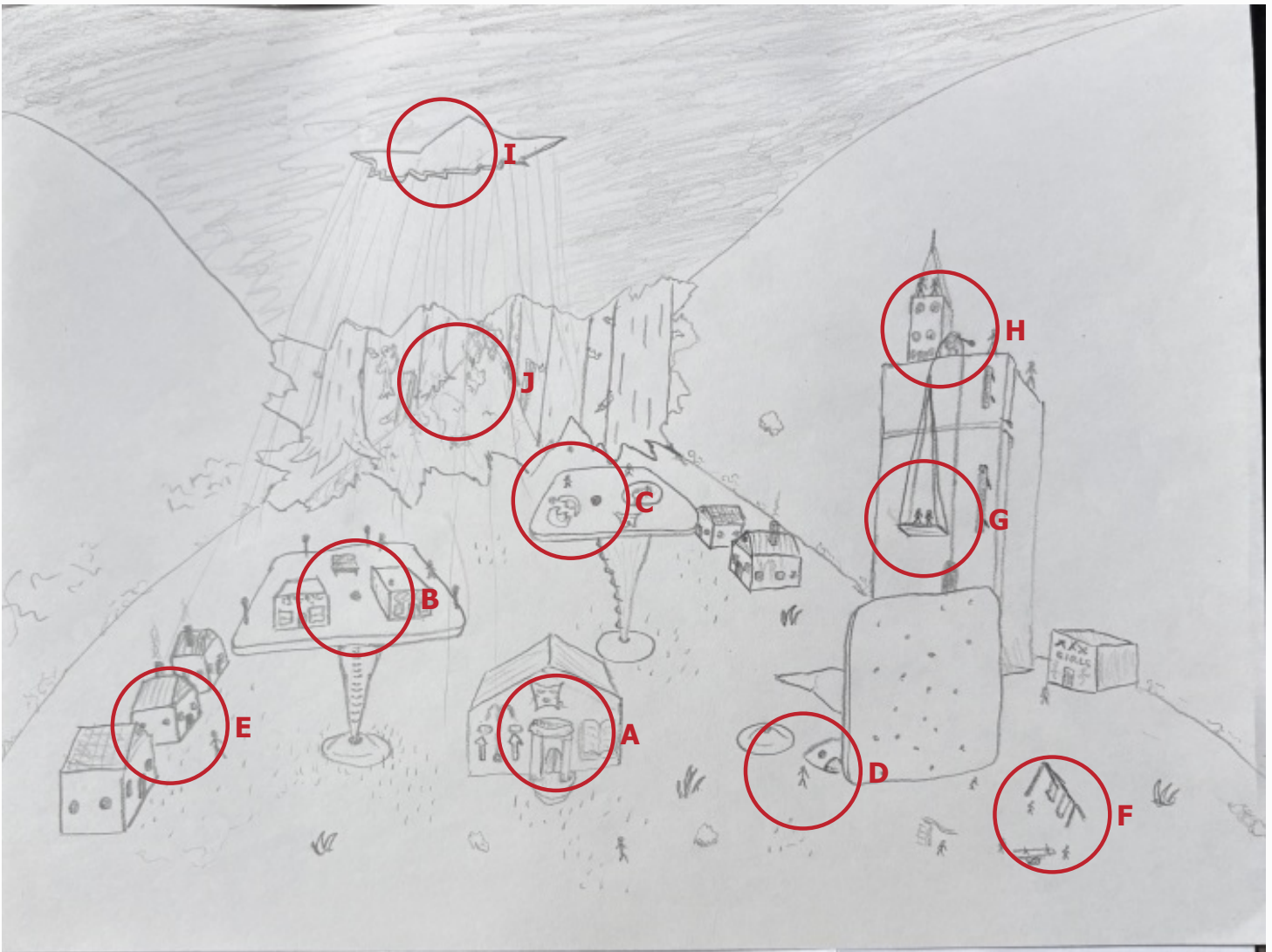
F) Small trees grow from the ground here.

G) A miniature person house, amidst some trees.

H) You can see out the front window of the ship. Mostly just trees, and on the left you see the building you came from earlier.

I) A tiny hole in the bottom of the ship. Too small for Ari or Cassie. Leads to **Crashed Ship** (outside).

J) A compartment in the wall. Inside, Ari will find **Most Successful Test Subjects**.



Notes

This was once the ship's Mess Hall, and is now a city of miniature people! (First person view).

South: Back to **Ship Interior**.

A) A church. It has the face of the Mysterious Statue from before.

B) Miniature people buildings, on top of the table. A hole in the table leads to a ladder, which they can climb down.

C) Broken dishes on the table. Miniature people are hanging out up here, too.

Notes — continued

D) Some different, rounder miniature ppl dwellings.

E) Mini houses.

F) A playground for miniature children.

G) An elevator system takes people up and down from the top of this old refridgerator.

H) A mini building on top of the fridge.

I) A hole in the roof, allowing some sunlight to get in.

J) The far wall of the room is completely torn off. Outside, you can see more forest! **If Ari goes through there, he beats the game!**