˚ʚ SRPG Art Direction ɞ˚

BEST VIEWED ON DESKTOP

This document contains all of the art direction information related to the Tempus SRPG FE Inspired Game.

All sections are labeled with headings and linked below for easy access.

Please contact San [@flosgelida] or Felix [@felixwuff] with any questions.

Please refer to this Tracker for keeping track of your assignments and the progress you have made on them.

For ALL artists, please go to the Credit tab and place your information there.

If you are a Scene Artist, Background Artist, or Twitter Artist: Please place your name next to the assignments of your choosing in the tracker.

Please refrain from sharing WIPS or full pieces on SNS until the game is completed.

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As a reminder:

- ❑ **<u>This project *must* be stream safe. This includes the following:</u>**
  - ❖ **No copyright and/or trademarks**.
    - ➢ Parodies and generic items are allowed.
  - ❖ **Use of A.I. generated artwork, writing, or voice acting using the liver's A.I. generated voice is strictly prohibited.**
    - ➢ This includes using programs such as midjourney, dalle, chatgpt, and any voice replicating a.i programs.
    - ➢ Using another person's artwork and claiming it as your own or tracing artwork and claiming it as your own is also strictly prohibited.
  - ❖ **Be respectful.**
    - ➢ No negative speech or visuals about any liver, community member, etc. is allowed.
  - ❖ **No private information.**
    - ➢ This includes no information or implications of the liver's past life, real life, or any community members.
  - ❖ **Zero tolerance for discussions/depictions of racism, homophobia, transphobia, xenophobia, or 18+/NSFW content.**
    - ➢ Every single part of the game will be seen by mods, sensitivity readers, and other server members. This is to ensure that every entry is safe and respectful.

Important Dates

These check-in dates do not apply to Twitter artists.

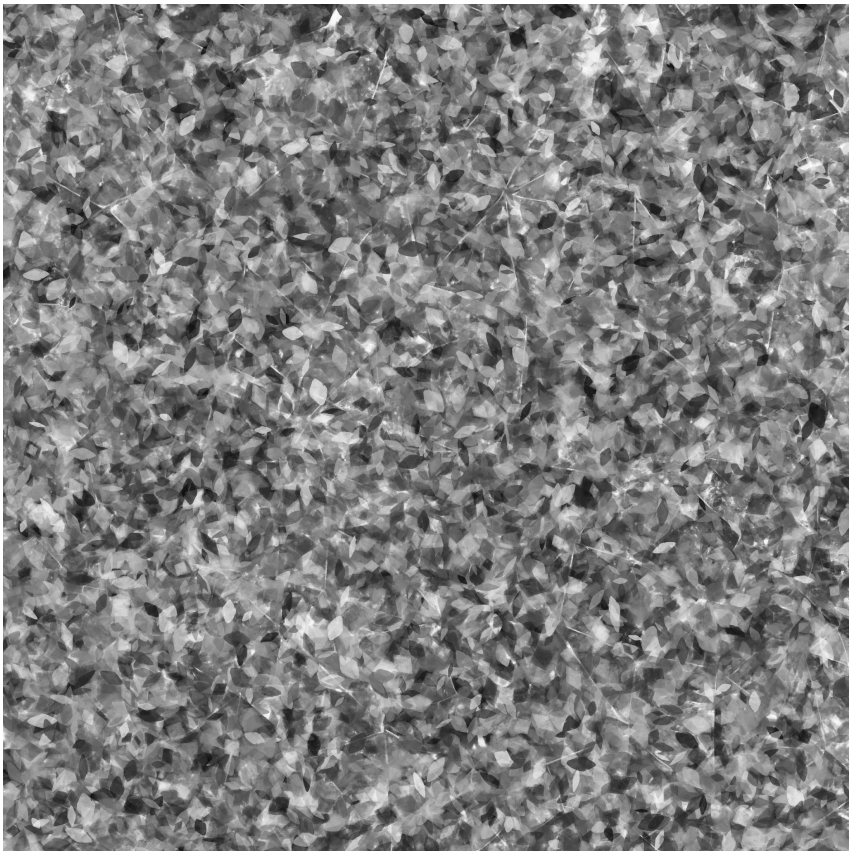
<u>Check-In #1:</u> September 30
<u>Check-In #2:</u> October 30
<u>All Art Due:</u> November 15
<u>Game Release:</u> January 3

The release date has been moved to April 12th.

Please have all of your work submitted by March 31.

Crystal Texture

When creating any portion of the game that requires a crystallized look, you may feel free to do it yourself or use the texture provided below. The image is 10000x10000 300DPI.
For best results, use an overlay layer above the texture with the color you want it to be and then create an add/glow layer on top of that for shine.
[HD Download from GDrive here]

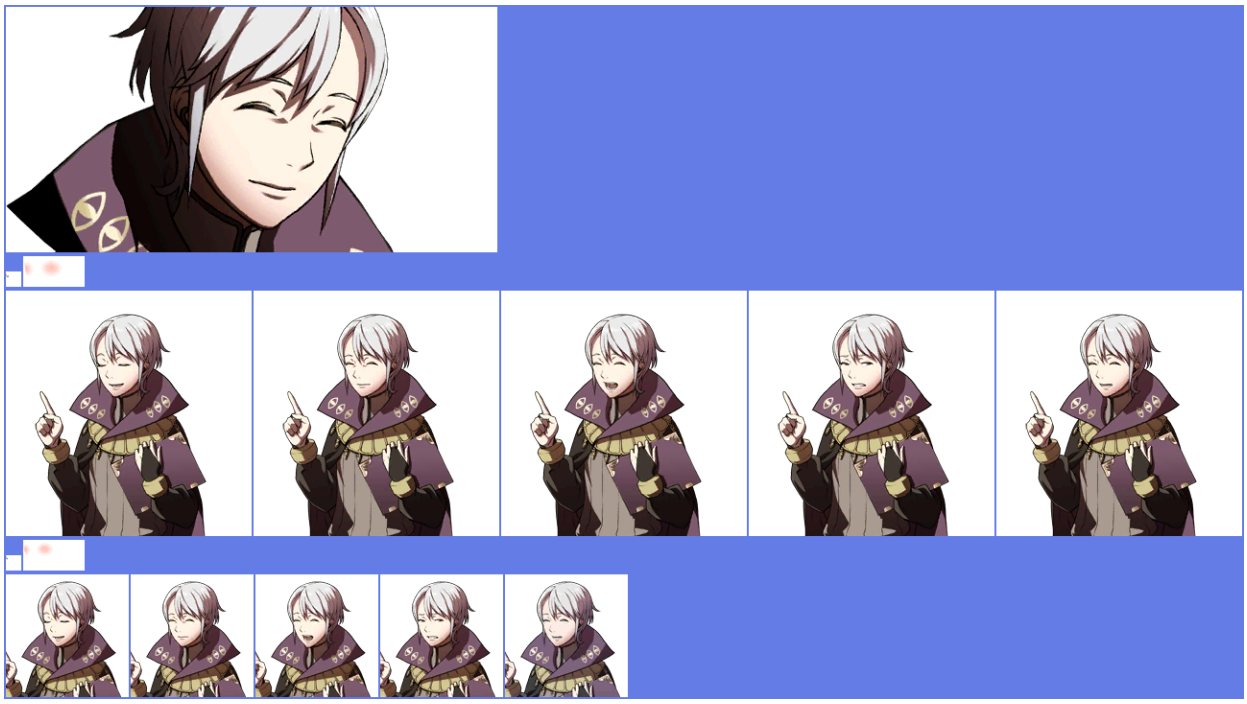


˚ɘ Character Art ɘ˚

Character Art is the department that takes care of creating the conversational sprites.
Each character will have one base pose, seven expressions, and a full crystalized version.
When creating each character's **hurt** expression, please add wear and tear to the rest of the body as well on a toggleable layer.
Some characters require additional expressions or versions, which will be detailed below.

[Character Classes & Stats]
[Character Weapons & Items]

Example:



Dimensions & Submission Format

Every single sprite will adhere to the following guidelines.

525 x 670 PX / 300 DPI / PSD
CharacterName_CharacterArt_ArtistName.PSD
Drive Folder Link

When submitting your file for the character art to the Google Drive, please submit everything as **one .PSD file.**
Keep the base and all expressions on separate layers.
Please follow the naming convention.

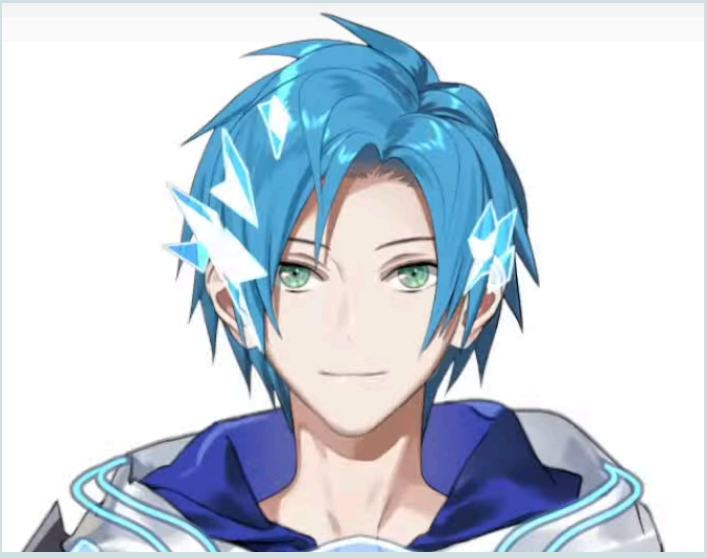
Character Art Expression Specifics

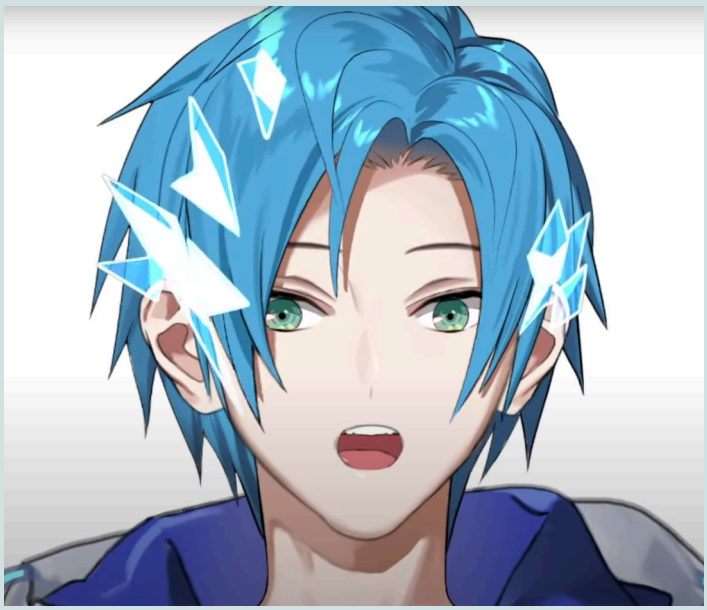
The example provided below do not need to be followed exactly and are there to serve as a starting point.

Regis Altare

Altare requires just **one** base pose, **seven** expressions, and a fully crystalized version.

The pose itself can be up to the artist.

Happy	
Neutral	

Surprised	
Angry	
Worried / Troubled	

Hurt	 I currently do not have an example of Altare with a hurt expression, but hopefully this suffices to show you what the feeling/expectation is for this sprite.
Thinking	 I currently do not have an example of Altare with a thinking expression, so hopefully this suffices to give you an example of what I mean. An alternate body pose is **not** required for this, simply focus on the expression itself.

Crystalized	 Crystallization from various Final Fantasy games will serve as a good point of reference for the look we are going for. The expression paired with this full version will be **Worried / Troubled**.

Magni Dezmond

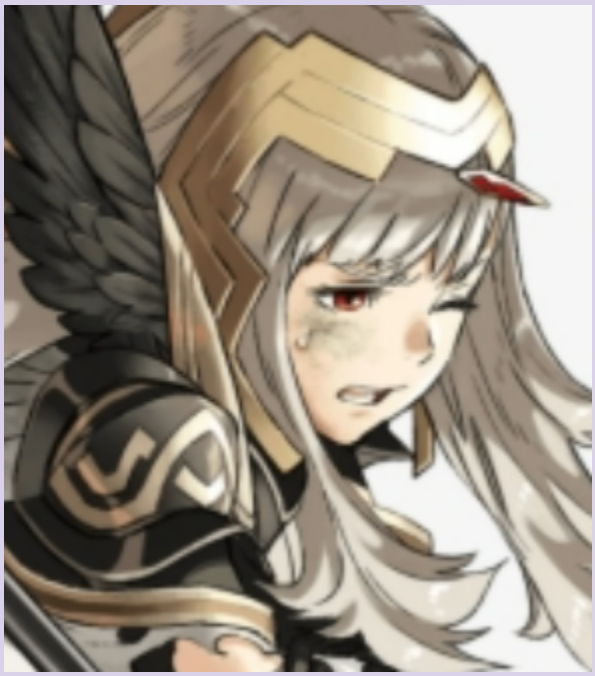
Magni requires just **one** base pose, **seven** expressions, and a fully crystalized version.

The pose itself can be up to the artist.

Happy	

Neutral	

Surprised	
Angry	Mouth should be a little more closed than this.

Worried/Troubled	
Hurt	 I currently do not have an example of Magni with a hurt expression, but hopefully this suffices to show you what the feeling/expectation

	is for this sprite.
Thinking	 I currently do not have an example of Magni with a thinking expression, so hopefully this suffices to give you an example of what I mean. An alternate body pose is **not** required for this, simply focus on the expression itself.
Crystalized	 Crystallization from various Final Fantasy games will serve as a good point of reference for the look we are going for. The expression paired with this full version will be **Worried / Troubled**.

Vesper Noir

Vesper requires just **one** base pose, **seven** expressions, and a fully crystalized version.

The pose itself can be up to the artist.

Happy	
Neutral	

Surprised	
Worried/Troubled	

Angry	

Hurt	 I currently do not have an example of Vesper with a hurt expression, but hopefully this suffices to show you what the feeling/expectation is for this sprite.
Thinking	 I currently do not have an example of Vesper with a thinking expression, so hopefully this suffices to give you an example of what I mean. An alternate body pose is **not** required for this, simply focus on the expression itself.

Crystalized	 Crystallization from various Final Fantasy games will serve as a good point of reference for the look we are going for. The expression paired with this full version will be **Worried / Troubled**.

<u>Axel Syrios</u>

Axel requires just **one** base pose, **seven** expressions, and a fully crystalized version.

The pose itself can be up to the artist.

Happy	

Neutral	
Surprised	

Worried/Troubled	
Angry	

Hurt	 I currently do not have an example of Axel with a hurt expression, but hopefully this suffices to show you what the feeling/expectation is for this sprite.
Thinking	 I currently do not have an example of Axel with a thinking expression, so hopefully this suffices to give you an example of what I mean.

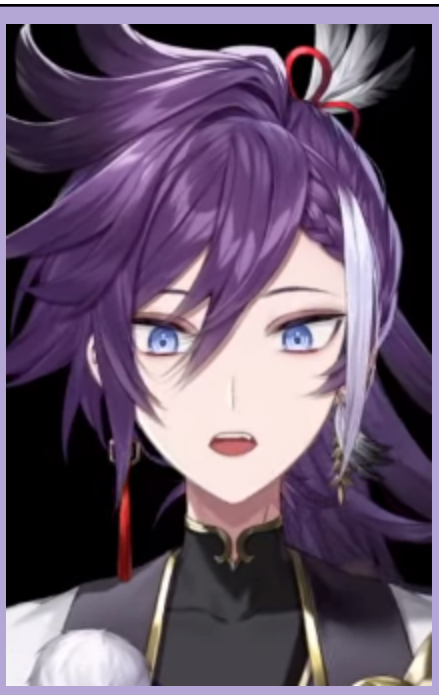
	An alternate body pose is **not** required for this, simply focus on the expression itself.
Crystalized	 Crystallization from various Final Fantasy games will serve as a good point of reference for the look we are going for. The expression paired with this full version will be **Worried / Troubled**.

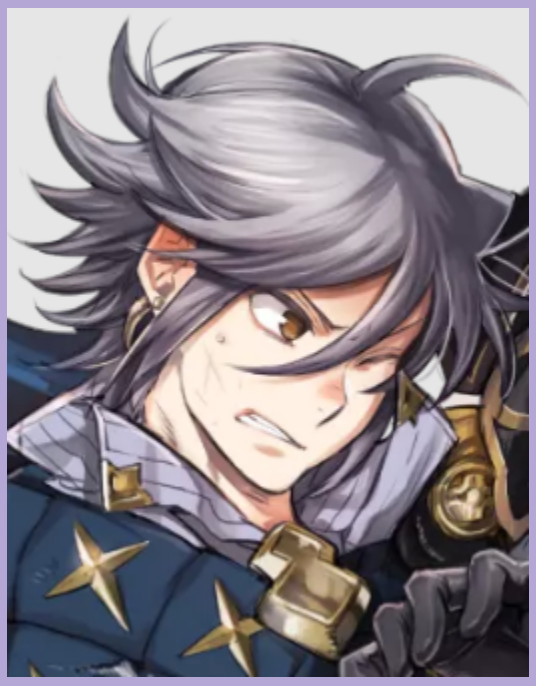
<u>Banzoin Hakka</u>

Hakka requires just **one** base pose, **seven** expressions, a fully crystalized version, and an alternate pose in his Tengu/Posessed form.

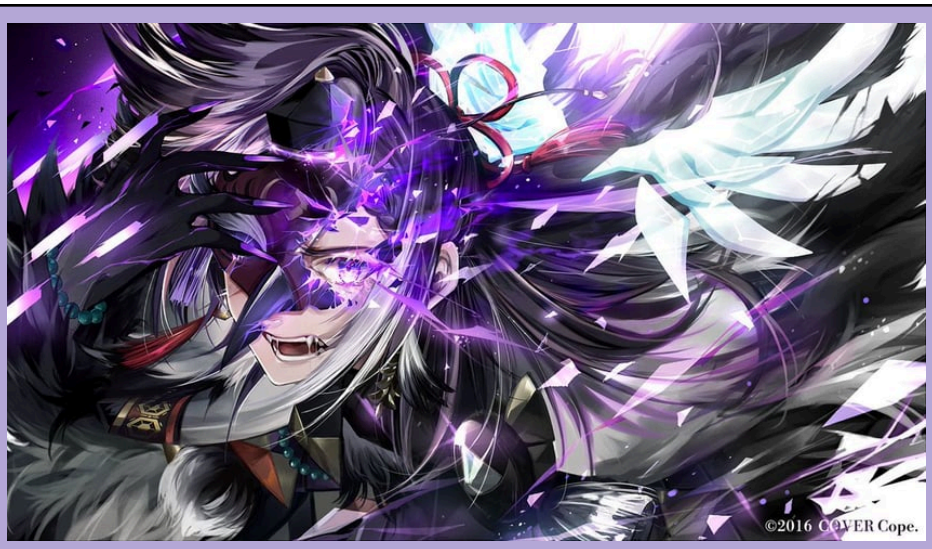
The poses can be up to the artist.

Happy	
Neutral	

Surprised	
Worried/Troubled	

Angry	
Hurt	 I currently do not have an example of Hakka with a hurt expression, but hopefully this suffices to show you what the feeling/expectation is for this sprite.

Thinking	 I currently do not have an example of Hakka with a thinking expression, so hopefully this suffices to give you an example of what I mean. An alternate body pose is **not** required for this, simply focus on the expression itself.
Crystalized	 Crystallization from various Final Fantasy games will serve as a good point of reference for the look we are going for. The expression paired with this full version will be **Worried / Troubled**.

Tengu/Possessed	 Hakka's Tengu form will be a different pose from the other sprites.

<u>Josuji Shinri</u>

Shinri requires just **one** base pose, **seven** expressions, and a fully crystalized version.

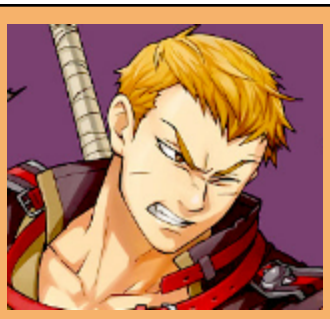
The pose itself can be up to the artist.

Happy	

Neutral	

Surprised	

Worried/Troubled	
Angry	

Hurt	 I currently do not have an example of Shinri with a hurt expression, but hopefully this suffices to show you what the feeling/expectation is for this sprite.
Thinking	 I currently do not have an example of Shinri with a thinking expression, so hopefully this suffices to give you an example of what I mean. An alternate body pose is **not** required for this, simply focus on the expression itself.
Crystalized	

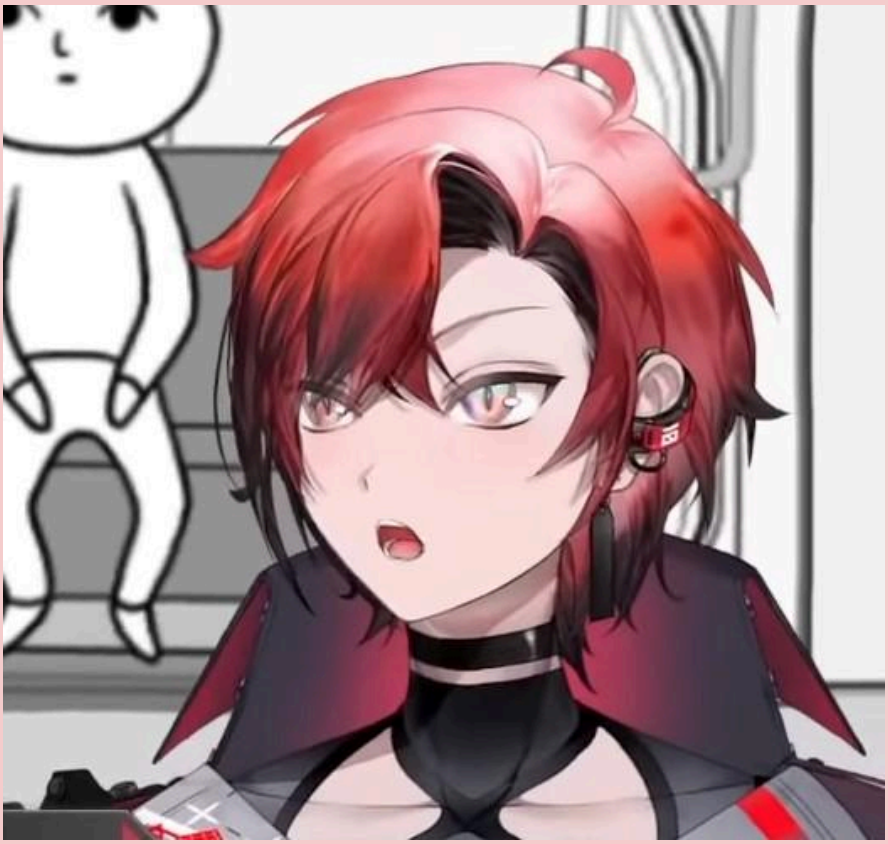
	Crystallization from various Final Fantasy games will serve as a good point of reference for the look we are going for. The expression paired with this full version will be **Worried / Troubled**.

<u>Machina X Flayon</u>

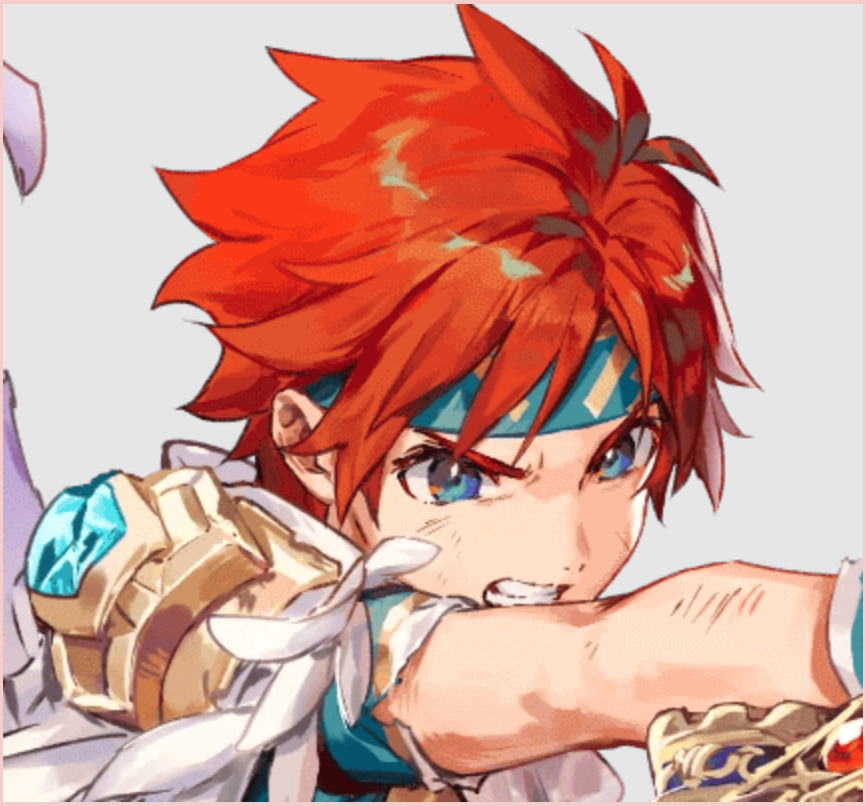
Flayon requires just **one** base pose, **seven** expressions, and a fully crystalized version.

The pose itself can be up to the artist.

Happy	

Neutral	
Surprised	

Worried/Troubled	
Angry	

Hurt	 I currently do not have an example of Flayon with a hurt expression, but hopefully this suffices to show you what the feeling/expectation is for this sprite.
Thinking	 I currently do not have an example of Flayon with a thinking expression, so hopefully this suffices to give you an example of what I mean. An alternate body pose is **not** required for this, simply focus on

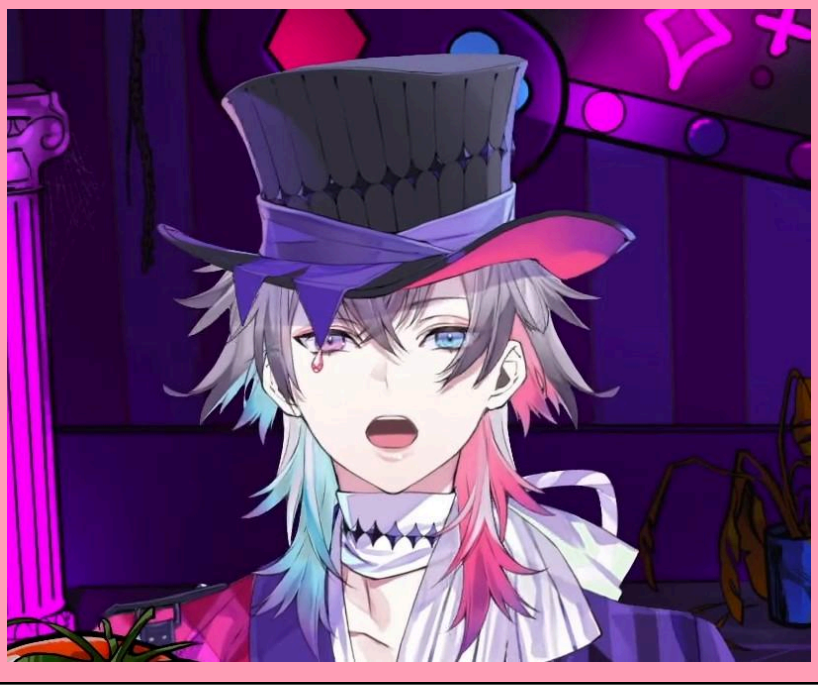
	the expression itself.
Crystalized	 Crystallization from various Final Fantasy games will serve as a good point of reference for the look we are going for. The expression paired with this full version will be **Worried / Troubled**.

<u>Gavis Bettel</u>

Bettel requires **one** base pose, **seven** expressions, a fully crystalized version, an alternate **breakdown** pose, and a toggleable layer to apply Phantom to **all** expressions.

The poses can be up to the artist.

Happy	

Neutral	
Surprised	

Worried/Troubled	
Angry	

Hurt	 I currently do not have an example of Bettel with a hurt expression, but hopefully this suffices to show you what the feeling/expectation is for this sprite.
Thinking	 I currently do not have an example of Bettel with a thinking expression, so hopefully this suffices to give you an example of what I mean. An alternate body pose is **not** required for this, simply focus on the

	expression itself.
Crystalized	 Crystallization from various Final Fantasy games will serve as a good point of reference for the look we are going for. The expression paired with this full version will be **Worried / Troubled**.
Breakdown	 This pose & expression should represent true despair and heartbreak. This pose will not need to include a toggle for Phantom.

˚ɘ Splash Art ɘ˚

Splash Art is the department that takes care of creating the pop-up art that will appear during certain points during battles.
Each character only requires one splash art.

[Character Classes & Stats]
[Character Weapons & Items]

Examples:

Dimensions & Submission Format

Every single submission will adhere to the following guidelines.

700 x 720 PX / 300 DPI / PNG
CharacterName_SplashArt_ArtistName.PNG
Drive Folder Link

When submitting your file to the Google Drive, please submit everything as **one .PNG file.**
Please follow the naming conventions.
For personal use, please keep your .PSD files in case anything needs to be changed.

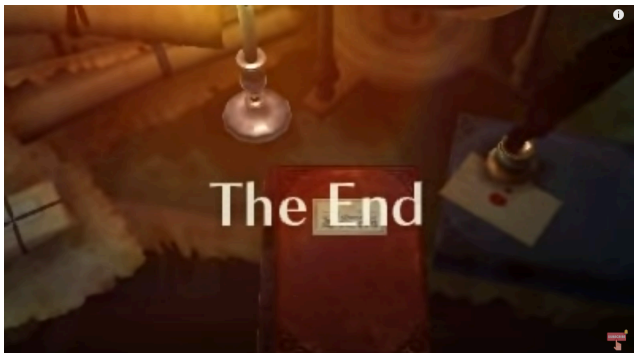
˚ɘ Menu Art ɞ˚

Menu Art is the department that takes care of creating the Character Information Screen art, Title Screen, Ending Screen, Game Over Screen, and Credit Screen.

[Character Classes & Stats]
[Character Weapons & Items]

Examples:

<table>
<tr>
<td>

Title Screen</td>
<td> 

Ending Screen</td>
</tr>
<tr>
<td>

Game Over</td>
<td>

Credit Screen</td>
</tr>
</table>

These are not strict guidelines and are only there to serve as examples/inspiration.

Dimensions & Submission Format

Every single screen will adhere to the following guidelines.

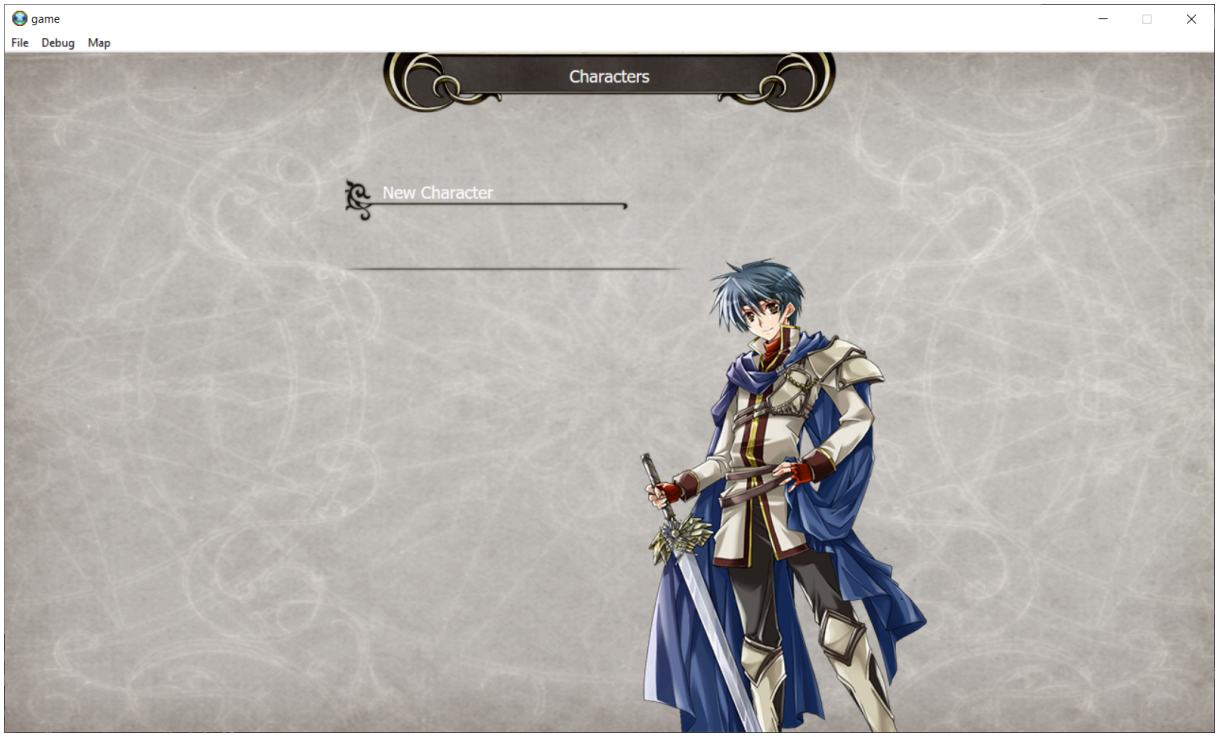
1280 x 720 PX / 300 DPI / PNG
CharacterName_ScreenName_ArtistName.PNG
Drive Folder Link

When submitting your file to the Google Drive, please submit everything as **one .PNG file.**
Please follow the naming conventions.
For personal use, please keep your .PSD files in case anything needs to be changed.

Character Information Screen

This task includes drawing the art that will appear in the Character Information window.

Example:



Dimensions & Submission Format

Every single sprite will adhere to the following guidelines.

525 x 670 PX / 300 DPI / PNG

CharacterName_Information_ArtistName.PNG

When submitting your file to the Google Drive, please submit everything as **one .PNG file.**
Please follow the naming conventions.
For personal use, please keep your .PSD files in case anything needs to be changed.

˚ɘ Scene Art ɞ˚

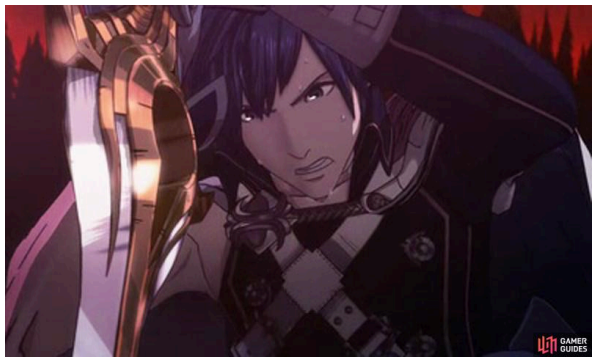
Scene Art is the department in charge of creating the CGs that will appear during key moments of the story.
While we would like the style to be similar to the FE cutscene style, this is not a full requirement.
Every artist will be assigned to **one** act and draw **two** images for that act.
If you would like to draw more than two, you are welcome to, but it is not a requirement. The cap is four.

We also do not expect pieces as completely fleshed out as the examples, since these are 3D animated, but would like these to be the most rendered works within the game.

Please go to this tracker and place your name next to the Act that you choose to work on under the Scene Art tab.

Character Classes & Stats
Character Weapons & Items

Examples:



Dimensions & Submission Format

Every single submission will adhere to the following guidelines.

1280 x 720 PX / 300 DPI / PNG
Act#_Scene#_ArtistName.PNG
Drive Folder Link

When submitting your file to the Google Drive, please submit everything as **one .PNG file.**
Please follow the naming conventions.
For personal use, please keep your .PSD files in case anything needs to be changed.

Act Information

Though we are currently discussing which scenes will require art, here is an overview of each Act so that you may get a good overview of what will be happening to determine which Act you would like to choose.

Act 0	*(Location: on the Surface in a forest, near a cliff. It's broad daytime)* The prologue begins with the Tempus boys battling a massive monster on a cliff overlooking a deep fissure. The first round starts with Altare taking the lead in sending Shinri and Axel forward. The player will select Axel to teach the most basic gameplay element, choosing a member to move and attack. In the process, Axel takes damage from the enemy, cueing Vesper to teach

	about using potions and a healer class (like him) to heal allies. Following this, the player may move Altare and the rest until the enemy is destroyed. A necromancer appears, summoning a monstrous demon that crushes the ground, making them all fall into an abyss. Everything fades to darkness.
Act 1	*(Location: pressuring darkness and the only light source are the crystals on the walls. This is the Chapter Magni explains to Altare (or more the player) how to recruit the mascot lookalikes and can be taken with them as Item).* Altare awakens on the ground of a crystalline dungeon, wondering how he survived and noticing he is alone. He calls out to his guildmates, noting his exhaustion increasing as he approaches the strange crystals, so he steers clear of them. As he wanders through the dungeon, he's contemplating what this place is until he finally finds Magni passed out near a crystal. Stepping too close to the crystal, his armor of light reacts and activates, hinting that he needs to be careful around them. He pulls Magni away from the crystal, falling on his butt and righting himself. Just as he attempts to check on Magni, he's surrounded by enemies. *[Tactical fight engagement, Altare must protect Magni until all enemies are slain.]* In the aftermath, Magni wakes up and complains about falling, not quite remembering what happened. Altare attempts to explain how they landed here and the effects of the crystals. Suddenly, a small blue slime appears and hops over to them, nothing like the Cultare slimes he knows and adores. Attempting to call to it ends with him being ignored, so he sings a song his own slimes love, and it successfully catches the attention of the little one. Assuming he can attract other slimes with his singing, this slime works as a short buff and then stays with him as a companion. He doesn't want it to fight, hoping to keep it from getting hurt. He now has a companion sitting on his shoulder as he wanders…
Act 2	*(Location: pressuring darkness and the only light source are the crystals on the walls)* Somewhere else in the crystal dungeon, Hakka awakens somewhere dark and feels the pressure of the corruption around him. The beast within him hungers for more, overwhelming him with external and internal pressure. Annoyed by this situation, Hakka calls out for his friends, only to immediately feel lonely, as if he had seen them all for the final time. Just as he begins to mourn them, he finds Shinri and Vesper working together to locate their missing guild members. Vesper complains he has lost his spear, so Hakka lends him one of his spears. Just as Vesper takes it in his hands, a screeching sound echoes, and a boar with a few crystals sticking out of its body attacks with a few other monsters.

	[Tactical fight engagement, Vesper, Hakka, and Shinri must survive and slay the boar. Once the boar is defeated, all the other mobs will flee. Identifying that the enemies act as though the boar is their leader, Vesper suggests that the fight may end if it is slain.] In the aftermath, Shinri notices the mobs either flee or have been slain entirely (pending how the map is finished). Vesper wants to initiate contact via communicators, but no connection is available. They can only wish for the safety of the others and hope for an eventual reunion.
Act 3	*(Location: Near a small lake with a bridge over it made out of natural stone. A few crystals are stuck on the walls and inside the lake, giving it a soft glow from the upside)* Somewhere entirely different, Axel finds Bettel shortly after being awoken by Bettel's constant calls for Phantom. The jester is heartbroken and worried about Phantom, wondering what he would do with all those dog treats if he never finds Phantom again. After all, he signed up for a subscription to receive monthly deliveries to the guild hall. Crossing a natural stone bridge above a body of very dark water (with spots of glowing crystals), Bettel loses his balance but is caught by Axel just as he is about to fall off. A few dog treats slip out of his pocket, landing and immediately sinking into the water, which makes Axel suspicious. He concludes that this water is lighter than usual, meaning swimming in the water would be difficult. Passing the center point of the bridge causes monsters from both sides to attack them, initiating the battle. *[Tactical fight engagement, Axel and Bettel must survive back-to-back on the bridge. Conversation and motivation boosts will be explained through this.]* Once the fight concludes, the two manage to cross the rest of the bridge with minimal difficulty. Since falling leads here, Axel suggests going up will eventually lead them to their friends, so they decide to keep ascending while Bettel calls out for Phantom.
Act 4	*(Location: dark stonewalls with a few crystals sticking out, it is a bit cold here.)* Magni and Altare have ventured further into the crystal caves before hiding behind a natural stone formation to rest. Altare wonders if the others are okay while Magni's suspicions about these crystals continue to increase. While traversing the previous area, he noticed a few monsters with crystals growing out of their body and acting strangely. He desires to learn more about them and mentions wanting to take samples to research. Altare declines his request, assuming this is too dangerous. He recalls how rapidly he became exhausted as he dragged Magni out of their range. As Altare checks on his companion slime, Magni notices something odd happening to his arm. Removing one of his

	bracers reveals a crystal protruding from his skin and spreading slowly. Startled, he quickly covers it up again, deciding not to worry Altare. Just as he hides it, their attention is caught by a slightly crystalized goblin carrying parts of Flayon's machinery. They hurriedly trail after it to find Flayon tied to a crystal and passed out. Meanwhile, Flayon's machinery fragments are used to build houses between stones and crystals. Magni recognizes that the strange crystal must be responsible for the crystallization of his arm, so he urges Altare to help Flayon. The guild leader has no intention of waiting and dashes into battle with his alchemist beside him. *[Tactical fight engagement, Altare and Magni must free Flayon from the crystal within 18 turns. If this limit is exceeded, he can't be rescued anymore, and a game-over will occur. Once turn 10 ends, Shinri, Vesper, and Hakka find the team and are automatically added to Altare's party.]* After freeing Flayon from the crystal, he slowly regains consciousness, happy to be reunited with his team but angry the goblins took his machinery. Magni continues worrying about the crystal situation, unsure of who he should inform. As Flayon angrily takes apart the houses in the background, Shinri notices Magni's unease but decides to observe.
Act 5	*(Location: less crystals than before, the dark walls have a smooth surface but it's still cold here.)* As they ascend, they notice the crystal formations are thinning out. Shinri mentions that Phantom, who is revealed to have been the one to lead Shinri's group to Altare's, behaved strangely and looked weaker than usual. After guiding them, he vanished and hasn't been seen since then. Vesper heals a wound on Magni's cheek as he notices Flayon is far behind the group. The pilot is clearly exhausted, his shoulders hanging down and appearing as if he just ran a marathon. As they approach him, certain spots on his body and even his clothing have begun to crystallize. Looking down at his arm, Magni notices the crystallization has spread upward to his shoulder. He can't hide it anymore, and Shinri informs the others that their alchemist is affected, too.

	Offended, Magni begins to complain to Shinri that it's none of his business, with Hakka retorting that it's all of their business since he's being affected similarly to Flayon. However, as Flayon has been directly in contact with the crystals, he is far more affected than Magni. As soon as Vesper touches Flayon's crystallized skin, his fingers also begin crystallization. Despite his best efforts to heal himself and his friends, nothing works. Altare declares they must leave this place as quickly as possible but is interrupted by a loud shriek below them. Flayon immediately identifies the voice as Bettel's, and the team follows the path back down to the origin of the cry. As they arrive, a minotaur has its hammer lifted above its head, prepared to strike Bettel and Axel. Shinri interrupts the attack by shooting an arrow at the creature, embedding itself in the creature's hand and making it tumble. This provides Bettel and Axel enough time to flee, only to see Phantom clutched in the Minotaur's other hand like a toy. The jester calls out that Phantom needs their help, and everyone prepares themselves for combat. *[Tactical fight engagement, kill the Minotaur to save Phantom.]* The reunion between Bettel and Phantom is happy, the tiny creature disappearing and popping up on Bettel's shoulder and rubbing its head against the jester's cheek. Magni and Vesper identify that, despite living in a crystal-infested area, the Minotaur has not been affected by the crystals. Curiously, they inspect the items it carried, finding a purple shard with a faint glow. With their interests piqued, they take it with them, noting that it can stop and even reverse Magni's and Flayon's corruption slightly.
Act 6	*(Location: a few plants stick out next to blue crystals from a dark, smooth wall made out of natural stone)* While holding onto the shards, Vesper is overwhelmed by a strange sense of nostalgia, as if his memories have been suppressed by the area. Those affected by the corruption are noticeably improving. Axel starts to get hungry and grabs food from the bag he brought for the quest they initially took. Sharing it with Flayon, he accidentally touches the pilot's crystalization, but they notice it does not spread this time. Assumably, this is due to the shards as well. They conclude this is how the Minotaur was able to withstand the corruption, trying to look for more shards. Altare feels like these shards are somehow connected, but his train of

	thought is interrupted as Magni, Flayon, and Hakka fall through a sudden corrupting rock. Shinri attempts to grab Hakka but manages only to grasp his sacred beads instead. Within this pit, there are crystals as far as the eye can see. Realizing the seriousness of their situation, Magni and Flayon immediately begin trying to formulate a way out. Hakka is collapsed on one knee, trying to shake off the sense of foreboding he feels. However, he realizes the cause too late and chokes before letting out a bestial roar and launching himself at the other two in the pit. Back with the others, monsters nearing complete crystallization and close to insanity have swarmed them, preventing them from reuniting with the other three. Hearing the commotion below, they know they must quickly reach the other three. *[Tactical fight engagement, the boys above must fight their way through the swarm to reach Magni, Flayon, and Hakka. The battle will end if the Hakka is defeated and the monsters above have been cleared, or Shinri initiates a conversation with Hakka.]* Depending on the battle's outcome, Hakka will collapse into Shinri's arms or onto the cave floor. Hurriedly, the boys carry him out of there and into the safety of the zone above. The swarm of crystallized monsters is investigated in the aftermath, and Vesper concludes that this may happen to them all if they remain here too long. Bettel picks up the purple shard he was given, only to have it knocked out of his hand by a panicked Phantom, confusing the jester. He can't comprehend why Phantom dislikes the shard that protects them. The guild members begin their ascent again and find themselves in a large, abandoned hall.
Act 7	*(Location: old, abandoned and forgotten guild hall similar to the tempus guild hall)* The abandoned hall has barely any crystals, only a few hanging from the wall. It looks like a meeting room, and Flayon points out that it reminds him of their guild hall. He locates the table they love to use for simple meetings, the same staircase, and even the greyed-out banners on the walls. However, the Tempus logo is corrupted and barely recognizable. All the boys wonder how their home could be here, deciding to spread out to gather more information. Altare finds a picture of his guild with each face scratched out. His friends look a bit weird in the photo as if they are corrupted or different in some other way. The more he contemplates it, the more his heart hurts as he rejects the idea of them becoming corrupted.

	Shinri finds a dragon with the colors of a koi, and it immediately attaches itself to the ronin, allowing Shinri to become a dragon rider. In his mind, Shinri recognizes how similar this dragon feels to his Koipanions with how affectionate it is toward him. Magni opens a door that's supposed to lead outside the guild hall and is suddenly face-to-face with a sage who appears similar to Magni but almost entirely crystallized. He pushes Magni aside and steals the shard he holds, causing the corruption to begin spreading once more. The Sage states he is not ready to be forgotten yet and will take what he needs, attacking despite his opponents looking nearly identical to his forgotten friends. *[Tactical fight engagement, defeat the corrupted Sage and the monsters he summons.]* Lying on the ground, the Sage begins to talk about his guild members and how he is the last of eight. They had been on countless adventures, fighting goblins and hunting boars, mostly in mountainous areas. Returning Magni's shard to him, he warns the alchemist that not even they can protect them entirely. Eventually, they will lose themselves if they remain in the dungeon for too long. Altare asks about their names and the name of their guild, but the Sage has already forgotten everything, nothing that he once knew remains but a tiny fragment of his life. He tells Shinri to take care of this dragon because it once belonged to his guildmate. Eventually, the corruption consumes him entirely, and his body becomes fully crystallized.
Act 8	*(Location: almost up the dungeon, a few grass patches are visible on the ground, almost no crystals are left and a few rays of sunlight are visible)* Flayon and Magni discuss the chance that all crystals here may have been living beings before and conclude this is either some sort of corrupted graveyard to be forgotten, which could be the main reason getting too close corrupts them. Since those memories they owned were supposed to be deleted, those memories may be the source of the corruption. Hakka notes that this corruption is a bit different than the ones he and Shinri have, and they all agree that they need to leave this place as quickly as possible. Altare and Axel feel bad for the guild left here, not wanting to leave them here, but Magni and Vesper remind them that there is no way to restore them, and the best thing they can do is remember them, even if it's only the Sage. Continuing their ascent, a ray of sunlight stretches across them. Motivated to see the surface again, they sprint toward the origin point, only to be stopped by one last monster, a Hydra.

	Altare won't allow this creature to prevent them from leaving, calling his guildmates to prepare to fight. *[Tactical fight engagement, defeat the monster, or get the guild out of the dungeon. The light provides a motivation buff, boosting the guild members' damage.*] As soon as their feet touch the grass, Bettel falls to his knees, happily touching it with his hands and crying out in joy while Hakka and Axel join him. Vesper looks up to the sky, inhaling the fresh air and glad to be out of there. Altare and Shinri observe their surroundings and see the trees, knowing they are right where the Necromancer threw them off the cliff. Flayon and Magni are relieved to inform the others that their crystallization is starting to fade, and they are beginning to feel better. Suddenly, the entire ground beneath them is frozen in crystals, and a new cave forms around them, shutting them away in a large prison of crystals once more. With loud laughter, the Necromancer appears before them.

Act 9	*(Location: outside the dungeon but stuck in a large cage made out of blue/white crystals. This area will work as a fighting area.)* Everyone is stuck in that crystalline ground, corrupting far faster than previously. Altare is the one who corrupts the slowest, trying to reach his friends but is just an inch too far away to touch Hakka's hand. One by one, his friends are entirely corrupted, unable to move and appearing like statues. Altare calls for his friends, but it's too late; they've been fully crystallized. Observing Altare's struggle and denial that this is happening, the Necromancer approaches him, allowing his hood to fall, revealing his identity. Regis, the mastermind behind it all, smirks in triumphant glee. He explains that throwing them into the dungeon was only the first part of the plan; exhausting themselves while returning to the surface was the second step, and now, corrupting and deleting them is the final step. Regis intends to take everyone's power to return to full strength and use Altare's body as a vessel to rule over all of Elysium. Altare is almost entirely corrupted, his face being the only thing remaining, and all his adventures with his guildmates flash before his eyes. He cannot lose like this. There must be a way. Out of nowhere, the alternative mascots all appear, clutching those purple shards they found and hanging onto their respective partner [bats on Vesper, birds on Hakka, and so on], causing them to fully absorb the corruption and get deleted. Phantom pops like a balloon when he frees Bettel, making him cry when he realizes what's happened. He declares to avenge his friend and will ensure Regis pays for this. Regis reveals that he and those mascots were concepts that should have been scratched out of existence. It was why they'd been in this dungeon where they were meant to be forgotten and deleted. Regis didn't want to be forgotten, so he willed his way out with rage and madness. Phantom was the only mascot that escaped all those years ago, finding Bettel and trying his best to keep Bettel away so he would never encounter this dungeon. Since he was a concept, Phantom had to feed off life energy, which he obtained from Bettel. The jester doesn't care if Phantom did that because he was his best friend. He would have done it anyway.

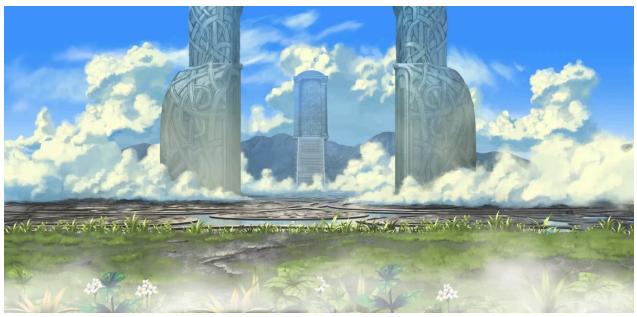
	Altare lifts his gunsaber and points it at Regis, declaring that they would avenge Phantom, all of the other mascots, and the guild that never escaped this miserable place. *[Tactical fight engagement, defeat Regis]* Regis lies on the ground, slowly disappearing. He is angry that he lost with such a magnificent plan, but he is also somewhat relieved that everything is finally over. Even had he been given a second chance, he wouldn't do anything differently because it felt right to do that. He reveals that Phantom can be restored if they use all of the purple shards plus his armor of corruption. Ragus was the original concept as a guild leader of the guild with the sage they have found, and that he has succumbed to madness of getting deleted. Bettel thanks him and promises they will not forget him, taking him along on their adventures. As Regis dies, his armor of corruption is all that remains. Following the instruction he gave them, Phantom is restored to life. The entrance to the dungeon is sealed shut after Regis's death, and the boys decide to keep this memory as a lesson to cherish every moment they have together and make their way back home.

˚ʚ Background Art ɞ˚

Background Art is the department in charge of creating the backgrounds used during non-battle portions of the game.

Please go to this tracker and place your name next to the background that you choose to work on under the Background Art tab.

Examples:



These are not strict guidelines and are only there to serve as examples/inspiration.

Dimensions & Submission Format

Every single submission will adhere to the following guidelines.

1280 x 720 PX / 300 DPI / PNG
BackgroundName_ArtistName.PNG
Drive Folder Link

When submitting your file to the Google Drive, please submit everything as **one .PNG file.**
Please follow the naming conventions.
For personal use, please keep your .PSD files in case anything needs to be changed.

Background Information

This section will showcase inspiration for each background area of the game.

Crystal Cavern	
Guild Hall	
Outdoors	
Crystal Cavern (Final Stage Against Ragus)	For Act 9: outside the dungeon but stuck in a large cage made out of blue/white crystals. This area will work as a fighting area. The water is very low, only about ankle high.

˚ʚ Twitter Art ɞ˚

Twitter Art is the department in charge of creating the promotional artwork that will be shared on the Twitter account for the game.

These works do not have to follow any strict style guides. The only specific is that the artwork can only feature Holostars English members and must fall within the theme of the game without containing spoilers.

These works can be anywhere from doodles to full illustrations. Artists only need to choose one or two dates to submit artwork for. Posting of these images will be done by the management team.

Please go to this tracker and place your name next to the dates that you choose to work on under the Twitter Art tab.

The date you pick is the date that the art must be **completed** by. Twitter Art does not follow the same Check-In based timeline that other departments follow.

Available Dates:

September 1
September 15
September 29
October 13
October 27
November 10
November 24
December 8
December 22
January 1

Character Classes & Stats
Character Weapons & Items

Some examples of promotional art from video games should you need a starting point.
These are elaborate examples and we do not expect this level of detail unless you feel comfortable doing so.

Dimensions & Submission Format

Every single submission will adhere to the following guidelines.

1280 x 720 PX / 300 DPI / PNG
Month_Day_ArtistName.PNG
Drive Folder Link

When submitting your file to the Google Drive, please submit everything as **one .PNG file.**
Please follow the naming conventions.
For personal use, please keep your .PSD files in case anything needs to be changed.

˚ʚ Pixel Art ɞ˚

Pixel Artists are tasked with creating the pixel sprites used in battle.

Character Classes & Stats
Character Weapons & Items

Examples:

Dimensions & Submission Format

Every single submission will adhere to the following guidelines.

Placeholder PX / 300 DPI / PSD
CharacterName_PixelSprites_ArtistName.PSD
Drive Folder Link

When submitting your file for the character art to the Google Drive, please submit everything as **one .PSD file.**
Please follow the naming conventions.

This section will be updated at a later time.