

- Rerelease Rolling Sky 2 on Android, most likely version 1.2.1 or the Switch version with Ronin. Many players were probably triggered that both versions were gone & that they can't download it anymore.
- I want the game to be reverted back to version 1.2.1 on mobile, then work on an update with all of the previous version's good qualities, along with some other suggestions. See below for what they should be.
 - Pre-Alpha: Pre-Alpha version of Pharaohs (renamed to Ancient Pharaohs), Daydreaming (both are separate levels from the final version of Pharaohs & Home, respectively), shadows, Level Goals (for Idle mode's tasks), icons for Home & Fate (remade into the "poster" art style, of course), pre-alpha Home (as a new Normal mode; the other modes go up by 1), pre-alpha Little Prince (used only in the Puzzle/Nightmare redesign; see my level suggestions), & clock Checkpoints (except with the word Checkpoint on them).
 - Current/Best Experience: Text, main UI (except with the orchestra removed & the Wizard replacing the puppet), Bonnie pop-up IAP, widescreen level icons (except for Home, Fate, & Fantasia), difficulty selection, results screen (the one with banners & trumpets, with a slight difference; see the Other section), Ad Play, the clock slider thingy (which moves between the level selection, the shop, the settings, & now the idle mode), Gem-giving ads (none by default, 1 after getting to a certain Wizard rank, and 10 after getting to a higher ranking), power-up selection (where you can cancel them before gameplay), & Fate II (tutorial; remade into a main level)
 - Best Experience (old): Stay tuned screen, leaderboards (which will focus on the amount of Coins/EXP gotten in a level this time), checkpoint design, & Sunrain (tutorial; once again, as a new level).
 - Vinicunca/Wizard: Everything in idle mode (except Coins and some Promotion Bonuses), Wizard (in idle mode, following characters, & before pop-up ads), unlocking levels & difficulties (by getting to a certain Wizard ranking & completing the previous difficulty respectively), all levels removed in version 1.2.2 (including remade difficulties), new versions of Home (with the opening parts changed to the pre-alpha one), revival animation, Trophies for level difficulties instead of the level as a whole, Puzzle Pieces (both versions; in the result version's case, they replace the icons when you open up a gift box), transparent collectibles, collectible counter (but not the way the game tracks them), Moons (only as a new collectible), Vinicunca and Theft Prequel icons, & Vinicunca's ending.
 - Switch: Ronin & its icon, widescreen support (and icons & backgrounds), Little Prince's bedroom (Starry Dream & Puzzle), animated horse (Theft & Theft Prequel), & language selection.
 - Other: Being playable offline, ad Egyptian Prince (the one with the golden arrow-tipped scarf), Diamonds & Crowns instead of blue & gold Moons (said collectibles use the best experience design), collectibles becoming transparent if you got them before in the same level, & the lack of Coins.
- Remove Coins.

- EXP are now rewards for completing levels.
 - Gems are used to upgrade instruments & your Wizard's baton.
- Make the game use points as a type of high-score. The higher the score, the more Coins/EXP you get.
 - Raises points: Getting collectibles or getting near or at the end of a level.
 - Lowers points: Using power-ups or Skill Tree updates or resurrecting.
- Make the Moons their own collectible;
 - They are silver in color.
 - Like Crowns/Golden Moons, these can also come in multiple pieces.
 - There will be one well-hidden Moon per level.
 - These are completely optional.
 - They give out a very large Coin/EXP bonus.
 - Trophies don't count Moons; however, when collected, the latter does have a special icon which is next to the former.



- Change the Guiding Tools/Paper Plane to the following; While the plane effect is still there, you can change it in the settings to make it become the Wizard instead. Also, the “disappearing” effect and the promotion bonus that upgrades it to last longer is still there, but a new promotion makes them act like the Best Experience Guiding Tools.
- Switch around the usage for some of the power-ups/props;
 - Revival Token: Acts like Magic Hourglasses (respawn at checkpoint)
 - Free Revival/Orange Revival Token: Acts like the original Revival Tokens (respawn anywhere)
 - Magic Hourglass: Acts like the free revival, except automatic.
- Add a Floating power-up like in Rolling Sky;
 - They are called “Wings” in-game.
 - When activated at the start of or after resurrecting in a level, a halo will hover over the character's head.
 - When you're about to fall, a pair of white angel-like wings will appear on your character's back, preventing them from falling for a short bit.
- Limit the sliding area to the tutorial.
 - Also make said tutorial replayable.
- Stop forcing the players to watch ads randomly, even if they do reward you with Gems. Instead, just show these to when you finish or die in a level.
- Stop promoting IAPs every time the game is opened up!
- Add a trophy for when you perfect a level without reviving. Diamond/Platinum Trophies, perhaps?
- Properly loop & transfer from the game's animations.
- Add shadows in the highest graphical setting, like Dancing Line does.
- Add a little exit button in the “Keep Running” part which appears after you die.

- Throw in a callback or two to the original Rolling Sky.
 - For example, Spring Festival might be a special holiday level, which is a remake of the RS1 level of the same name in RS2's style.
 - The Scrab skin could make a cameo in one of the Egyptian levels.
 - In the level Halloween, Trick Ball & Pumpkin could make cameos as well.
- Update the App Store & Google Play Store's preview images showing Pharaohs & Starry Dream (use the pic below instead); along with the idle mode's, Vinicunca's, & Theft Prequel's pics, even though they're currently removed.



- Give out awards for perfecting certain difficulties of certain levels.
 - Normal mode's award is the level's soundtrack.
 - Hard mode's reward is a comic or short film telling the level's story.
 - Finally, Nightmare mode's reward is a costume for your Wizard. (see the Wizard/Idle suggestions, since they aren't mentioned in the table below)

Level	Normal Reward	Hard Reward
Home	B. Free Productions - Roundstone, 1917 (CM Remake)	The Way Back Home!
Starry Dream	B. Free Productions - Starry Dream	Little Prince's Big Dream!
Pharaohs	PHARAOH (Pharaohs music)	Egyptian Adventure, Part 1: The Temple
Fate	Beethoven - Symphony of Fate: First Movement (Fate music)	This Is My Fate...
Theft	THIEF (Theft music)	Bonnie & Clyde

Fantasia	Fantasia: First Movement	Follow Your Dreams!
Puzzle/(Starry) Nightmare	Mystery (Puzzle/Nightmare music)	A Puzzling Nightmare!
Jazz	JAZZ	Life in Fantasia
Death Book	Death book	Egyptian Adventure, Part 2: The Sandworm
Vinicunca	Vinicunca Mountain (Vinicunca music)	The Rainbow Mountain
Theft Prequel	Prequel (Theft Prequel song)	Clyde's Heist!
Sunrain	SUNRAIN	Traveling Across A Mysterious Land
Fate II	Beethoven - Symphony of Fate: Second Movement (Fate II music)	The Escape Artist
King of The Sun	KING OF THE SUN	Egyptian Adventure, Part 3: The Finale
Fantasia II	Fantasia - Second Movement	??
Ancient Pharaohs (pre-alpha)	Pharaohs (original composition)	Egyptian Adventure: The Prequel
Daydreaming	Roundstone, 1917	Roundstone
Ronin	ROGUE (Ronin song)	A Ronin's Quest
Fate III	Beethoven - Symphony of Fate: Third Movement (Fate III song)	

- Give every character their own death & revival animations, sorta like in the original Rolling Sky.
 - Instead of making them explode, make the characters crash & fall down like an actual human would do.
 - Make the falling animation look like the characters tripped over something instead of playing dead in mid-air. Also, make them disappear after a bit.
 - The generic revival animation is the same as the Vinicunca/Wizard update's one.

Level	Death	Revival
Starry Dream & Puzzle	The Little Prince either	The Prince goes back to

	jolts up (crash) or falls (drop) from bed.	sleep.
Theft & Theft Prequel	Clyde gets caught & thrown in jail.	Bonnie helps Clyde escape from prison.
Home & Sunrain	1: After the boy dies, the owl circles above the death area. 2: The boy falls down as the owl swoops down to save him.	The owl carries the boy back to the revival area.
Vinicunca	At the beginning, the llama suddenly halts, tossing the boy to his demise.	Either the llama or a golden scarf will save the boy.
Pharaohs	The portal spits out the Little Prince.	The portal sucks him back in.
Death Book	The Egyptian Prince gets eaten by the sand worm.	The eagle from Pharaohs carries the Prince on its back.
Fantasia	1: The clown falls off of his unicycle. 2: After his death, the conductor changes back into his former form.	1: The clown remounts his unicycle. 2: The Wizard revives the character... then it realizes that it forgot to change him back, so it does.
Jazz	The character tucks itself back into its hat. Think of Clown's death in Dancing Line.	Like in the intro, it pops out of its' cap!
Fate & Fate Prequel	After he crashes, the puppet gets pulled back by his strings.	The puppet gets pulled back to the revival area.
Daydreaming	If hit while on water, the sailor falls off of his boat and drowns.	The boy gasps for air & remounts the boat!
Pharaohs (pre-alpha)	Same as the ones for Home (normal) & Daydreaming (boat).	See the "Revival" segments for said levels.

Ronin	If attacked by a guard, the girl will be sliced in half before exploding like in the current game. In the lake part at the beginning, if she falls, she drowns as well.	The girl jumps down from off-screen, with her katana in hand.
-------	---	---