Heights
Narrative Design Document

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Influences

Story of triumph over feelings of lack of control

High adventure - Steampunk

Miyazaki – Castle in the Sky

Light-hearted for all ages

In-Engine, Font Size: 38

Characters:

Grandchild, Player:

Frequently fails, but not due to lack of ability. A lack of effort and a poor worldview become a self-fulfilling prophecy. Has a passing interest in art. Is an “everyperson” character, and the player character; herein referred to as “the player” or “player.”

Grandpa:

After “the war” grandpa stopped having any reason to fly dirigibles. This didn’t sit well with him, so he entered a depression. He recovered after reconnecting with Tinker, who built him his own small balloon. After a few trips into the sky that became longer and longer, he started to write diaries in letter form for his grandchild (the player) to find. He wanted to take the player skyfishing, but time never permitted since the player couldn’t ever seem to catch up on their schoolwork.

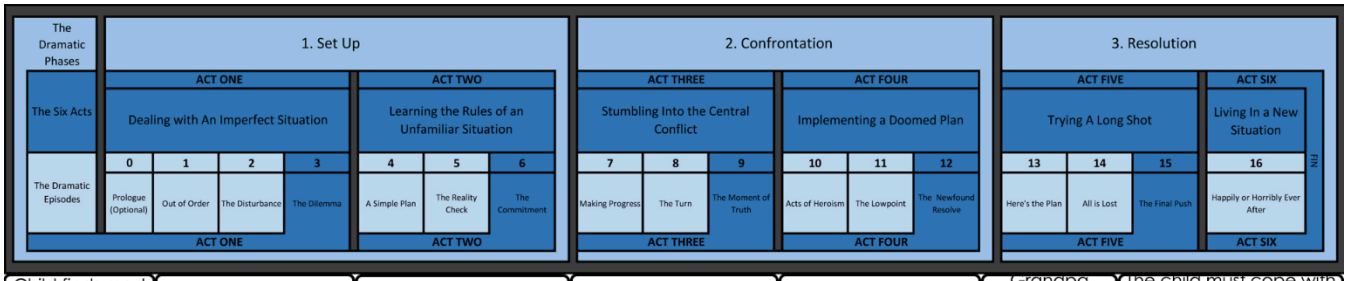
Grandpa worked with Tinker to build his airship.

Tinker:

Friends with grandpa when he was alive.

Has a love for dirigibles that goes beyond skyfishing. Tinker used to dream of building them as a child. This is why he joined up in the war to work on dirigibles, he had little money and needed to get access somehow. Now that he is in the sky, he still hasn’t a care about money. As long as he has stuff to work on, he is happy. Someone keeps him with a steady supply of mecha-fish and other parts could be his best friend.

Six-Act Structure



Child finds mad ramblings about grandfather's adventures skyfishing and scoffs, then falls asleep. Upon awakening, child realizes that the airship they had fallen asleep in was now in the sky. Not only that, but there were skyfish zipping around in the air. (Prologue) (This story for the child is mostly inferred, the grandfather's story is told.)	(Story told through letters from grandfather) Grandfather teaches child how to skyfish after all. A page explaining that the grandfather once was lost, and he found a way to keep afloat by using skyfish to fuel his airship. This page also contains instructions on how to skyfish. Grandfather leaves behind a map in his shack for the child.	Grandfather explains that he eventually figured out he needed to upgrade the ship by finding parts at various islands, and supplementing those parts with various skyfish parts. He also explains the usefulness of an engine, and how he thinks he saw a crashed airship nearby. The Rift	After some time enjoying fishing, grandfather realizes he wants to get home, but doesn't know how. The air currents seem to force you toward the storm if you leave the calm skies. He decides that he will do what it takes, no matter how hard, to get home and see his family again. Hard work is all it takes to succeed. Fishing Hole	Grandpa decides to use the Electricity Dispersal Device to ascend through the stormclouds. He runs afoul of the eels which are too numerous to navigate through, despite being safe from their electricity. Grandfather fails and falls from the sky. Before he does, he writes one final page that floats down from the storm, landing near the sunfish. Jellyfish Rock	Grandpa laments not getting to see his family any more, but assures the child that he is happy. He wishes that the child could understand that all it takes to succed is hard work, and he knows the kid can find a way home if he tries hard enough. If only there were a way to handle all these fish. Sunset Peak	The child must cope with the loss of their grandfather while finding a way to break through the clouds. The child gets the harpoon and Tinker suggests that the sunfish might be able to be harpooned. After getting the sunfish, Tinker devises the Nova Drive, and the player will learn that they can stun fish in a large area. The child ascends above the storm, and sees a beautiful sky. The child awakens back on the ground, and works hard to clean the house up and become a painter.

Scenes

Cutscenes with images will have “Click to Continue…” on the bottom right of the panels.

Scene 1:

Show comic style image of player character being given two letters:

Letter, to be presented like a page from the Journal, maybe with different colored paper:

We regret to inform you that your grandfather has died. At the reading of the will, you were named the beneficiary of some of his belongings. Please proceed to his estate, where you are to catalogue the deceased’s items to confirm their receipt.

Our Condolences,

White Rabbit & Assoc.

Second Letter, attached:

(See Next Page)

If you are reading this, kiddo, I have passed. I know learning of my death will not help you to feel grounded. In my will I have left you my two most prized possessions. My journal and my airship. I cherish those flights I once took and the moments in which I could share memories with you. Although you and I have grown apart in past years, it is clear to me and your loved ones that you have lost a sense of direction in your life. I want you to know that it is okay to be lost, adrift among a sea of clouds. What is important is to have faith in your vessel, knowing that enough hard work will keep her afloat, no matter how old or tattered she may seem. Never stop dreaming nor falter in your pursuit of those dreams through the inevitable storms that await you. Right now, my words may seem fruitless, though I hope that soon the fog surrounding you clears and that an old man's stories may paint a picture and inspire you to find the meaning you are searching for.

With all the love in the world,

Grandpa

Scene 2:

Show rainy backyard of grandpa's house. A broken-down airship can be seen, and the child is entering it. (Establishing shot)

Show kid inside airship, books are strewn about. Kid picks up a journal to read.

Page 1: Remember when we used to fish?

This page shows the grandpa and the player character as a child fishing alongside a body of water. (On the ground.)

Page 2: Sometimes… I fished the skies!

Page 2 shows grandpa fishing off the side of an airship, happy as can be.

Frame 3 of the opening scene.

Strip Frame 1: Child: "What utter rubbish. I thought our elders were supposed to be wise… This isn't gonna help me!"

Strip Frame 2: The child lays back in a huff.

Fade into Game: The child wakes up to see mechanical fish zipping by overhead.

In game camera: The kid stands up. A page on a hook attached to a balloon is visible, and it looks just like the pages of Grandpa's Diary! The page slowly drifts towards the balloon, and the player character reaches out and grabs it.

Visual Representation:

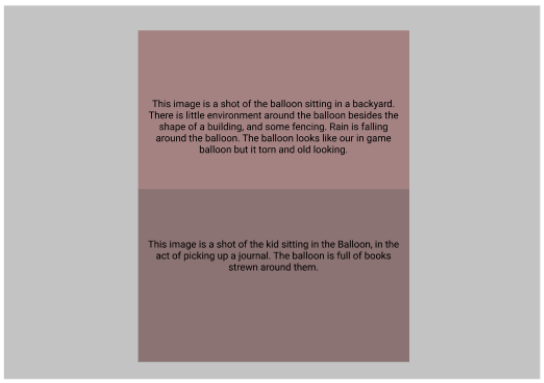




Frame 2.5 Grandpa Letter



Frame 3 - Shot of Balloon + Find Journal



Frame 4 - Fishing Intro 1



Frame 5 - Fishing Intro 2



Frame 6 - Kid tosses book in a huff + Sleep



Frame 7 Final Image - Fish zipping overhead



Scene 3:

Kid wakes up in the sky on the boat. There is a balloon nearby with a rolled-up page attached to it.

> Opening Flowchart:
>
> Narrator: “Upon waking, you notice there is a fishing pole in your hand and a page from your grandfather’s notebook floating nearby.
>
> Other pages may be scattered around the sky. Don’t lose your grandpa’s memories! They may contain tips, instructions or even secret lore.”
>
> Player: “How do I get home? I'm surrounded by storms!”

The kid must pick up the page (See page 3: below) and then fish up a boxfish.

> Opening Flowchart 2: Narrator: “The wind just picked up! Be careful not to drop your fish!
>
> (Press ‘X’ to cycle through your inventory and ‘C’ to drop a fish.)
>
> It looks like I am going to that Island in the sky!”
>
> Damage Text: When a fish hits the ship: Player: “That fish just damaged the ship! “
>
> “If I lose too much steam, I might crash!”
>
> “It looks like I have to feed the furnace to keep this ship afloat...”
>
> Ship Docks: “I need to figure out how to control that thing… Otherwise, I’m at the mercy of the winds!”

Page 3: How to skyfish.

Player floats along, catching fish for fuel, and making their way to Skyhome.

When the player reaches Skyhome, they find Tinker, who explains the shop, though nothing is available yet, he does give the player an item. The following conversation occurs:

Tinker: “Hey, there, kiddo! It’s hard to make a change once you’re caught in the flow!”

“I have just the thing, but it needs repairs. It’s called a Puffer Propulsion Device, or PPD. It won’t get you anywhere fast, but it will help you get a move on!”

“Head over to your grandpa’s ol’ house and see if you can find anything useful! Oh, and catch a few pufferfish while you're at it. 3 should be enough to finish the PPDs.

When he wasn't fishing, he was writing in this old journal. Maybe he left some useful notes behind?”

After returning with the fish and map:

“Make sure you keep your journal close to you, and your thoughts organized therein! It's easy to lose your head amongst the clouds.”

“Why don’t you try to go to that nearby skyland? It’s called The Rift. You might find something useful in the airship there. It crashed into the Rift Reef years ago.”

“You might be able to find an Engine there. Your ship will need some Sails as well, if you really wanna get moving.”

Tinker points to a nearby skyland surrounded by a dangerous looking floating reef.

“I happened to have the racks for the PPD, but if you find any more parts bring them back to me and I’ll see what I can make of ‘em!”

“Make sure to bring me some fish too, I'll need their component parts to make any upgrades or repairs.”

“If you activate a PPD, or Puffer Propulsion Device, it’ll constantly puff out air and send your ship in the opposite direction. It’s the best I have for you for now.”

“I must warn you though: Stay out of the storm clouds! This vessel cannot handle you flying anywhere dangerous in its current state. “

The player can now control the movement of the dirigible. (To some degree)

Player unlocks Standard Menu.

Standard Menu:

After scene 3 has played, Tinker only says “What can I help you with?” until the Sunfish mission.

Each of the following menu options opens up a page showing what is required to get an upgrade and a description of what the upgrade does.

Menu options include:

[Questions]

[Who are you?]

Me? I’m just an’ ol’ tinker with my head in the clouds.

[How did you get here?]

Same as you, I’d wager, brought by your grandfather.

[Where are we?]

Among the clouds, of course! Near Sunset Peak!

[What do you do?]

A little of this, a little of that. Mostly, I like to tinker.

[What should I do?]

Well, that's up to you. If you want to get home, you'll need to upgrade that ship of yours.

Until you gather the right parts, there's no way through that storm above us!

Why don't you check out the surrounding skylands and see what you can find?

I bet you can also find missing pages from your grandpa's journal. I'm sure he left some interesting thoughts behind for ya!

[Tell Me About the Region]

There sure is plenty to see out here in the big ol’ orange.

Which places on your map caught your eye?

[The Rift]

Dangerous as The Rift is, I wouldn’t be surprised if you could find something useful there. More thana few ships have met their end due to an inopportune wind while trying to pass the Rift Rocks. It’s most likely to have something useful, so I would suggest going here first. Just be careful!

[Jellyfish Rock]

I wasn't supposed to say anything but... Your grandpa installed a strange contraption there. I'll bet there's something he was trying to keep safe.

[Fishin' Hole]

Your grandpa caught a whopper of a sailfish there! I was always jealous of his fishing skills. We used the fish's sail to repair your very airship!

[Sunset Peak]

I used to hear tales about a tribe that used to worship the sunfish, they say it sits high above Sunset Peak. I swear I saw it one day! The core looked particularly interesting… I wonder if I could build anything out of one of 'em?

[Upgrades] (Opens a menu for available fish-only upgrades.)

[Leave]

(Example)

Scene 4:

Interior Grandpa's House. Page 4, a map, can be found here attached to a corkboard. This map shows where important islands are and shows where different fish types can be found by showing different groupings of clouds and some method or other of noting what fish live in that region, a picture of them on that group of clouds or otherwise.

Attached to the same corkboard are the illustrated pages from the start of the game, there are clear empty spaces for 4 new pages to be added after the removal of the map.

Scene 5:

Kid returns from The Rift and Tinker has the following to say:

Tinker: “Feels pretty strange not knowing where you’re going, I’d wager! I haven’t felt like that since I was your age!”

“I understand you’ll be wanting your control systems?”

Kid seems apprehensive.

Tinker: “Are you feeling bad about me doing this and not charging you?”

“Hah! Don’t worry, kiddo! This is what I live for! Besides… Me and your grandpa… We go way back!”

Play Control Module

Open Scene Standard Menu.

Tinker Upgrade Statements:

After getting each upgrade, Tinker has a comment on either it's function or how to use it as follows:

Control Modules: "To activate the ship control module, approach the wheel take hold [E] of it. You can move your ship forward [W] and backward [S] using the pedals and left [A] and right [D] using the wheel. Look around like normal! ([WASD] ship control, mouse camera control.)"

"The elevation is controlled using a lever. If you push [SPACE] up, it will go up and if you pull [L-CTRL] down, it will go down, of course!"

"The flow is much more forgiving, when you take control, kid!"

Net Gun: "Great job. Had a relaxing evening at the ol' Fishing Hole I reckon?"

"This thing will let you get a grip on things. It can catch up to six fish depending on how big they are. Be careful when firing, if you hit a target before your primary target, it will take up space in the net, then it might not fit the thing you were after!"

Electricity Dispersal Device: "This will provide an electromagnetic shield that will stop the fish's electrical components. It won't kill 'em, just stop 'em from stunning you. What do you think?"

"Oh, and don't go thinking this will get you through the storm…"

Hull Upgrades: "That'll keep you from taking too much damage!"

Aerodynamic Exterior: "I removed some dead weight and replaced part of the old sail to make the ship more lightweight and catch the air better. This should allow you to move a little faster through the sky!"

Radar: "This will help you see dangers even sooner, before they are close enough to be a danger!"

Storage: "That ought to keep your supplies where you want 'em."

Harpoon: See Scene 6-2.

Nova Engine: See Scene 7.

Scene 6:

Tinker: “Whoa! You found a harpoon at Sunset Peak? That’s great! Give me a minute and let’s see what it would take to get her working again! This thing should really let you grab hold of something, as long as your aim is true.”

After the player has given Tinker the correct fish and the Harpoon item, Tinker outfits the ship with a forward-facing harpoon.

Scene 6-2:

“This thing’s easy enough to use. It works a lot like your fishing rod, but it catches most fish instantly! Just use your [click]er to fire the harpoon straight ahead, while in control of your airship! I wonder if you can [take down something huge] with this sucker?”

“Your grandpa would have loved this thing! Keep your eye on the prize, he’d say.”

“Ha! Or maybe he’d say, “That takes all the fun out of it,” and I’d tell him… “Not if you’re after big game!””

“Good times… Oh! I’m sure you’ve your own fond memories of your good old grandpa though, eh?”

Scene 7:

Tinker: “Whoa… Is that what I think it is?”

“That looks like a core from a sunfish!”

“Your grandpa kept rambling about these things. He said that a local tribe worshipped them.”

“I never believed they were real!”

“I bet I could make something real fetching for your ship with this!”

After the required parts are traded in for the upgrade.

Scene 7-2:

Tinker: “I call this the Nova Engine!”

“Hitting it (TAB) will let out a blast that will cause all the fish around you to deactivate!”

“This may be what you need to get through those storm clouds… Yes, I believe she’s stormworthy now!”

“Be careful, kid… This is the thing that took out your grandpa.”

“Keep your eyes open and fly true. I’m sure you can get yourself back home.”

“You’ve worked too hard to fail now.”

Scene 8:

Above the Clouds, Home

Frame 1: Ship bursts through the clouds, establishing shot, showing cloud trailing up to the tail of the airship, showing great speed.

Frame 2: Kid can be seen on deck smiling towards the sunset, clear skyline behind them.

Frame 3: Kid wakes up in the decrepit ship in grandpa's yard.

Frame 4: Kid gets to work cleaning up grandpa's old ship, showing that they now understand the value of hard work.

Frame 5: Show Kid painting, inside airship. Airship has been transformed into art studio.

Frame 6: Show beautiful painting of the airship above the storm. Kid shows it off to crowd of enthusiastic patrons.

Frame 7: Show close-up of painting. Dim screen and run a credits crawl or put credits on screen.

Visual Representation:



Pages (Organized by natural acquisition order within in-game journal.)

Page 3 (Grandpa's First Instructions/How to Skyfish)

Fishing in the skies is so much fun! You have to try it! Don't worry, I was as lost as you when I first arrived. Here's what to do: [Hold] your [left click]er as you [gauge] your shot. [Release] the clicker when it is as strong a shot as you want it to be, and you'll be catching fishing in no time!

You'll need to hit the [click]er quicker than the fish can fight back! Don't forget to give the [right click]er a ticker, if you see a chance to pull 'em in! (Green bar.) Don't forget you can hook onto certain things and propel yourself to them.

[Fuel your ship by throwing fish into the furnace!] *I'd hate it if you fell out of the sky!* Fish will damage the ship when they collide with it.

Page 4 (Grandpa's House) – Map

This map shows where important islands are and shows where different types of fish can be found by showing different groupings of clouds and some method or other of noting what fish live in that region, a picture of them on that group of clouds or otherwise.

Page 5 (The Rift) - "Day 2"

I floated about aimlessly, until I came upon this area full of floating stones. I saw a ship, crashed into the floating rocks, and wondered if I could find anything useful there. You see, I had come to the realization that I couldn't navigate this skyscape properly without the right [upgrades] for the airship. I didn't want to end up like these guys, nor do I want that for you!

Why don't you [hop] on over there and see what you can find? You can use [misplaced parts] from ships and spare parts from [skyfish] to [upgrade] your ship! I found some stuff there, and there's no way to get home without finding a way to [safely pass through the storm.] If you can find a proper engine, you should be able to better control your ship! Won't help much if you don't keep a weather eye on the horizon.

Page 6 (The Fishing Hole) - "Week 2"

This place is amazing! I have spent a few days now just fishing here at the fishing hole. I find that I am missing my home and my family, terribly. I must find a way through that storm, if I want to share this discovery with the grandkid. That kiddo has always been my best fishing buddy!

I must find a way to stop the lightning from threatening the airship. Tinker thinks that if I head over to Jellyfish Rock, and catch a few, we might be able to learn why the jellyfish are unphased by the electricity generated by the storms, eels, and other jellies. Then, maybe we can create a way to keep the ship safe, too! Remember, if you invest in the right tools and invest your own hard work… You can become great at something, too!

Page 7 (Jellyfish Rock) - "Week 3"

We've done it! The ship has an electricity dispersing aura now! I'm not sure how that Tinker does it, but he knows his way around a machine and electric parts, too! I reckon he has surpassed anything I will ever know for these types of jobs. He's too scared to explore and doesn't know the bobber from the reel, besides. In the end we make a perfect team!

The only thing that will make this better is when I get my best fishing buddy up here. I know that kid is gonna love this!

It turns out Tinker is too scared to board the ship. Doesn't think we have the equipment to make the journey, eh? Hah! I am an expert pilot, no one dodges obstacles like me!

See you on the other side!

Page 8 (Sunset Peak) – "Week 4"

I've made a mistake…

I don't think the ship's going to hold…

There are too many of them

I'm taking too many hits.

I never thought it would end this way, but the journey has been more than worth the effort. When the war ended and Tinker and I left the service, I never thought we would find a way to continue our adventures together… Yet here we are! We charted a land of islands in the sky, and fished for mechanical skyfish, all while pioneering new ways to travel via airship!

Just know that I love you, kiddo. I hope somehow that this message gets to you. You must find a way to overcome the storm and make your way through to the other side.

Find a way to [disable large amounts of fish at a time.] I know you'll achieve your goals if you just keep working at it!

Hidden Collectibles

Extra Page 1 (Floating between Skyhome and The Rift) – "Rift Reef"

I met a sky pirate who left me with a warning. He was hungry, and no fisherman, so I traded him a fish for his knowledge. He told me:

"Rift Skyland lies ahead. Be careful, ye who adventure here, for ye shan't be the first the winds have dashed against Rift Reef, beyond.

I hear there be treasure there, but even I refuse to sail by way of the deadly rocks. With my wooden leg, I cannot [jump] between the rocks like I might have in my youth.

-Dread Pirate Robertson"

What he didn't know is that you can also [hook] into some kinds of terrain and pull yourself to it! There are many perks to knowing your way around a rod and reel up here, kiddo!

Extra Page 2 (Rift Reef) - "Amelia Airheart's Airship"

I heard some say that this ship belonged to Amelia Airheart herself! She was the first person to try to take an airship over Sunset Peak. The winds up here can sure be different. I guess she didn't notice the winds change around rift reef in time to adjust her course. I had always wondered what had happened to her… Too bad, really.

Though, I do find myself wondering if there are any good [airship parts] left to find on that shipwreck.

Extra Page 3 (Fishing Hole) - "Sailfish Vortex"

When I saw this set of skylands floating together, I couldn't believe my eyes. A small floating archipelago! I wonder what the physics behind it are…?

I approached the skylands to see what I could find, and there I was, staring at the most intense feeding frenzy of fish I had ever seen! Believe me, I feared for my life for a moment! It looked like a tornado, and I tell ya kiddo, you do not want to get your airship caught in one of those! This, though, was something else entirely! Most fun a tornado I've ever encountered!

In the end, what I found was a nice relaxing place to fish for great big fish! I hope you are finding these notes! I seem to be a butterfingers. I dropped the last one down beyond the airship in the rift. Hopefully I don't misplace this one, too!

Extra Page 4 (Jellyfish Rock)

I have only ever seen one other skyscape, kiddo. It was a stark contrast to this one, as well. There were no fish, and the floating islands were not organic like this… Oh, they were massive works of metal and marvel. Great armored galleons and other, even more well-armed warships filled the skies instead of these lovely, relaxing clouds.

The devastation discolored the sky as far as the eye could see. No relaxing sunset colors to be seen. Just the reds of bombs exploding and the darkening of the sky with smoke. Occasionally you could see just a little further when large munitions flashed, and the resultant explosion from the hit lit the sky for the longest few seconds you'd ever live through.

Extra Page 5 (South of Addie Islands) - "Addie Skylands"

The legends of the local tribes say that Addie Island used to be called Sunset Isle. In the legends, the skylands above Sunset Peak are created when the mountain gets angry, that every hundred years or so Addie Skyland splits in two before floating away on the wind sometime later. Sometimes there aren't even skylands there, so they say.

It is honor of those tribes' legends that we sky captains call them the Addie Skylands, because they seem to grow additional land masses.

Part of me wonders if the Fishing Hole is from a cycle where the Addie Skyland split into more than just two before beginning their travel away from the mountain? Furthermore, that would imply that most, or even all these skylands could have come from Sunset Peak!

Extra Page 6 (Wolffish) - "The Great Battle"

These things look an awful lot like the jets I saw in the war. Quick and deadly, they are. Be careful if you decide to mess with them, because they will mess you up, kid. They fight unlike anything I have ever seen! They weave between the floating stones and dive bomb you as if they have no care for their own survival. The good news is these things mostly keep to themselves unless they're provoked.

(Show a handful of Wolffish flying throughout the floating stones, looking menacing, as they do.)

Extra Page 7 (Sunset Peak) –
"Worshippers of the Great Sunfish"

The local tribes here worship something they call a sunfish. Now… My eyes aren't what they used to be, but I don't believe I have seen such a thing. Just my luck, too. I would have loved to have had a chance to catch one!

All you need do is work hard, and you can achieve your dreams! Just put in the time and the effort and put your work in front of as many people as possible!

(Show a tribe of people worshipping the sunfish, in cave painting style.)

Extra Page 8

They once had a hotline to report UFO activity. These same people denied the existence of UFOs for many years! Seems to me that maybe some of these fish could have been the unidentified objects in question!

I mean, look how they move! Impossible for a standard skybound vessel! Some of the longer ones are reminiscent of a cigar. I wonder if someone out there knew these things existed and has documented them?

(Show drawing of government documents detailing a handful of skyfish classified as UFOs with some text redacted.)

Fish Pages

Fish Page 1 Boxfish

The boxfish is a rather unique specimen, in that it's shaped like… Well, a box, kiddo! We, that is Tinker and myself, figured out rather quickly what to do with those!

(Show concept art or improved version here)

We built storage units for the ship so my fish didn't get lost while navigating the troposphere! Lucky for us, these mechafish are plentiful! We were able to easily create enough storage to keep things in order!

Fish Page 2 Pufferfish

A pufferfish is another one of the small variety fish in the skyscape, here. Despite its diminutive size, it is one of the most important ones!

If you run into engine trouble, you can set up a few of these to work as a makeshift engine. They won't get you anywhere fast, but they will definitely get you there. They fill up with air and then they puff it out in a small gust of air.

(Show model of the PPD along with pufferfish)

Fish Page 3Jellyfish

Jellyfish are wispy things. They are not particularly useful for most of their parts. They do have a part that can be created by the great Tinker that disperses the electric field in nearby fish, allowing you to catch them more easily. We used the same part the jellyfish use to disperse electricity.

That's how they keep themselves safe with so much raw power flowing among them. We found a way to repurpose them, allowing us to do the same! With this, the electricity isn't nearly as much of a problem. I think I can make it through the storm!

(Replace bottom text with diagram of Jellyfish, and what parts do what, emphasis on propulsion systems, how they

generate electricity, and what allows them to be unaffected by the electricity.)

Fish Page 4 Sailfish

Sailfish are quite a useful sort. Their sails are easily repurposed into many different ship materials.

For example, you can use it to improve the way the wind catches your sails by increasing their durability and patching holes, causing your vessel to be faster.

The sails can even be used for deconstructing into a rope material! This can be used to fashion a net so you can catch even more fish at a time, and with only half the struggle!

Moreover, these are one of the biggest fish you can go after in the sky! You feel like a real angler after bringing in a couple of these bad boys!

Fish Page 5 Eel

These are one of the most dangerous of the fish in *this* skyscape! You should really try to avoid them unless you have some way of dispersing the electrical current before catching them. They will send enough volts through the line to knock you on your butt!

They also have a unique sensor that allows them to avoid hungry wolffish. This sensor can be repurposed into a sort of fish sensing radar you can use to help you catch more fish!

(Show drawing of eel.)

Fish Page 6 Rockfish

Rockfish are hard to find. They can camouflage and are crafty as they come. If you come up on one you are more likely to be startled out of your seat than to actually catch it!

Once you do catch one, they are rather useful. They are sturdy and can be used to reinforce your ship's hull, among other things.

I haven't been able to draw one in it's natural state. They get away too quickly!

(Replace last line of text with drawing/blueprint of rockfish if able)

Fish Page 7 Wolffish

The Wolffish is the king of the sky. If they were more aggressive, they might destroy everything we love about the skyscape. They are strong, fast, and mean, but luckily, they are also territorial and a wee bit lazy!

I once saw a wolffish tear through a sailfish like it was nothing! The wolffish was just flying around in it's favorite area, and the sailfish didn't know it was his spot. Well, the sailfish came along and… CHOMP! A spray of metal bits spelled the end for that sailfish.

(Show Wolffish eating Sailfish (or concept art of wolffish))

Fish Page 8 Cuttlefish

I don't know what allows the cuttlefish to disguise itself so well. It's almost as if they generate the clouds here. I almost wrecked the first time I encountered them; I couldn't help but hit what I couldn't see!

Aww, here comes the wind again. It keeps taking my pages! I don't even get to fini

(Show drawing of cuttlefish.)

Fish Page 9 Sunfish

The great sunfish is a myth that was passed down by a local tribe. They worshipped the sunfish and believed that it carried with it the day and chased away the nights. It was said that the sunfish lived high above Sunset Peak.

They said that this fish was the master of the skies and that all other skyfish were cowed by its presence. Of course, they were dismissed as an unevolved people explaining their surroundings the best way they could. It would seem to me that maybe they could be taken literally… If only I could find the darn thing!

Fish Page 10 Sunfish [In your own writ, after receiving the Nova Engine]

The sunfish has provided me with a Nova Core. Tinker made me something called a Nova Engine out of it. I can use it to disable large swathes of fish at once. I can't use it to catch anything but… I just might be able to make it through the storm. Grandpa never caught a sunfish, after all!

(Show drawing of Sunfish)