Art that is specified in the Dialogues, in brackets, is used until a new one is specified.

Name of the level

Over the Chirring Forest (Morning)

Music theme: Carefree Flight Full of Hopes

The beginning must always promise only the good things - see how beautiful it is around!

Design and atmosphere: flight over the forest of green summer trees.

Smaller enemies: dragonflies of different colors and species.

Midboss: large green dragonfly Ryòkuyòoku

Boss

Shaggygàicho, kijimùna (nature youkai)

Music theme: Watch Your Head!! ~ Good Apple

Place: a small clearing inside the forest surrounded by trees, with a large apple tree in the center-top

Profile

(Unlocks after completing the First Level with Yuriko)

"I don't have bad apples!"

Shaggygàicho

"Apple-Tree Hooligan"

Race: Kijimùna (nature youkai)

Age: Unknown

Height: 105 cm

Eye color: Dark orange

Handedness: Right-handed

General

Shaggygàicho - the typical kijimuna. Looking, thinking and behaving like a child, cheerful, mischievous, red-haired varmint.

He lives in the Chirring Forest near the Apple-Tree Glade, named so because of the only big apple tree growing there. Shaggygaicho adores ripe red apples, which is why he "appointed" himself as the spirit and the keeper of this tree - kijimuna even used his little spiritual powers to provide apple tree with an unusual property, that allows any apple torn from it to grow fully ripe again, exactly after 24 hours.

Although mind of Shaggygaicho corresponds to a human child of about 12 years old, this does not mean that he is stupid - despite his childish nature and desire for pranks, Shaggygaicho is capable of serious, "adult" actions - both fully deliberated and simply dictated by his heart.

(Unlocks after completing Extra Level with any character)

And judging by recent events, his heart is pure.

Abilities

It would seem, being childish youkai not possessing really significant powers, Shaggygaicho, nevertheless, due to his connection with nature and active, curious character, has some remarkable skills. For example, he is capable of light telekinesis, controlling the flight of objects that are close in weight and size to the apples, and can also affect the properties of the flora next to him, helping flowers to bloom and fruits to grow faster, but even restore dead vegetation - however, Shaggygaicho's abilities are limited by his low spiritual endurance and restless temper.

And, of course, he masterfully throws apples.

Common "attacks"

Projectiles in the form of leaves and ripe red apples, i.e. not projectiles resembling them, but "real", and we can try to make apples differently sized from each other, or left them the same. You can take a look at the flowers of Yuka Kazami from PoFV, at the anchors of Minamitsu Murasa from UFO, at the taikos of Raiko Horikawa from DDC (see “References” folder). The main thing is to make an adequate hitbox, so that player did not have problem with them - such "real objects projectiles", in the mentioned Touhou games, are extremely rare, so this move will be both interesting and gameplay wise unaccustomed.

Spirit Arts

Icons: ripe red apples.

1.

Trick "Apple Throw" **(Easy-Hard)**

You might think that Shaggygaicho is wasteful, but thanks to a little magical property given by him to a tree, he can afford it.

Prank "Birth of the Great Discoveries" **(Insane)**

Let's be honest - every great scientist of the East really just once snooze at the Shaggygaicho's apple tree.

2.

Childishness "Shaking of Apple Tree" **(Easy-Hard)**

It's good that the Apple-Tree Glade is not so far from the Lake of Floating Lights - otherwise Shaggygaicho would've be in a "bitter situation".

Merry-making "Apple Avalanche" **(Insane)**

It would've be not a big deal to just move away from the tree, if apples did not continue to fly after you...

Dialogues

(Yu) - Yuriko

(Sha) - Shaggygaicho

Start of the level

(Yu) - (Has my time really come... The Goddess calls me.) ***(main art with pink title and name)***

(This world... Incredible... Oh, she talked about it so much...) ***(inspiration)***

(How wonderful it is to fly again!)

(My connection to The Mistress, to dreams and wishes is still weak... Maybe I woke up in the wrong "phase", ha-ha.) ***(laughs, holding right hand close to mouth)***

Meeting the boss

(Heroine is hit by a whole apple in the forehead)

(Yu) - OW! What the... ***(corresponding emotions, holds her left hand on the forehead)***

Ahhh, well yes, of course, they have not changed over the... centuries?..

Come on out! You're a kijimuna, right?! I remember you, pranksters! ***(funnily angry, clenched fists)***

(Sha) - Remember, but still got in the forehead! Hahahaha! (⌒ᗜ⌒) ***(main art but laughing)***

(Yu) - Well you will get it from me!

(Sha) - Ha-haaaa, peeer-feeect! ***(art before the start of the "battle")***

Behold the Spirit Arts of a great Shaggygaicho! ＼(￣▽￣)／ ***(dark orange title and name)***

“Battle”

Speech balloon

- That's the first! *(before the first Spirit Art)*

- That's the second! *(before the second Spirit Art)*

- That's all. (-_-) *(after the second Spirit Art)*

Dialogue box

- Ha-ha, hit! *(After the first defeat)*

- Hurraaay, play on! *(After using the first Continuation)*

- My Spirit Arts are the strongest! *(After the second defeat)*

- Mischief managed! *(After the third defeat)*

- You give in because I'm little! (>﹏<) *(after the third defeat on Easy difficulty)*

After the "battle"

(Yu) - (This world, Spirit Arts, I no longer sleep...) ***(inspiration)***

(Just like The Mistress told me... But how much time had passed?) ***(concerned thoughtfulness)***

(Sha) - So you will be keep standing here with an abstruse look? Where did you come from at all? First that man with a sharp stick, now you... ***(art after the "battle", irritated)***

Now I again need to collect all the apples and wash them at the lake, aaaaaa!.. ヾ(`ヘ´)ﾉﾞ***(art after the "battle", but with capricious emotions)***

(Yu) - At the lake, hm?.. ***(interrogative)***

I'm just there - I can help you if you promise to behave well now and henceforth! ***(positivity, friendliness)***

(Sha) - At least I hit you once anyway... ***(art after the "battle")***

Musical inspiration

Here are some musical compositions for you to get inspired by a character more, that is, a *part* of the list of those that I find appropriate to his image in various situations and moods:

Here and in the other Concepts, they are not meant as sources of inspiration specifically for the musical themes of the characters (again, they serve as additional inspiration for their overall image), since I write those separately. However, if the composer will be even more and qualitatively inspired, I'm up for it, and it is definitely very useful for character artist too.

Sergey Eybog - Always Ready + Eat Some Troubles!;

Okami OST - Oira's Theme;

Gensou Shoujo Taisen Kou OST - Refractive Curiosity ~ Sunny Rutile Flection + Flap & Frappe & Flapper;