

Rise of Altheria: Hometown Heroes

Rise of Altheria: Hometown Heroes is a game that combines role-playing, action-adventure, puzzle-solving, and simulation gameplay. It allows players to immerse themselves in the world of Altheria, where they can create a hometown and engage in diverse activities. In this game, players can battle monsters in dungeons, manage resources for their residents, and organize festivals.

The Hero's journey in Rise of Altheria begins when the player embarks on a quest to rebuild the town and retrieve the Anima Gems. The Anima Gems were lost in a catastrophic earthquake that occurred after the player was mysteriously transported to the world of Altheria. The malevolent Gloom emerged, and the inhabitants of this unfamiliar world were initially wary of the player's sudden arrival. However, a single Altherian named Arlie or Quinn speaks out in the player's favor, believing that the player holds the key to beating the Gloom. As Altheria's chosen hero, the player must travel the world, build a new town, and find and restore the Anima Gems to defend the world of Altheria from the Gloom.

Gameplay

The gameplay in Rise of Altheria combines the following elements:

- **Role-playing:** Players can customize their character and complete quests while interacting with non-playable characters (NPCs).
- **Action-adventure:** Players can explore the ruins of Altheria, battle the Gloom, and retrieve the Anima Gems through dungeons, combat, and challenges.
- **Puzzle:** Players can solve puzzles to unlock hidden areas, find clues about the Anima Gems, and collect rare items.
- **City-building:** Players can rebuild the town from the ground up, attracting new residents, establishing businesses, and restoring its glory.

- **Simulation:** Players can manage resources and protect their new home from the Gloom. Their decisions will affect the future of the town and its inhabitants.

The town can be customized and upgraded by the player in a variety of ways. By clearing out trees, rocks, weeds, and debris, you can create space for new developments such as homes, facilities, and attractions. Building facilities can provide income and services to both you and the town's residents. Attractions allow residents to practice their hobbies and even bring more attention to the town.

Upgrading the town involves expanding existing buildings or constructing new ones. For example, players can upgrade their houses to have more rooms or build a bridge to connect different parts of the town. These upgrades not only enhance the aesthetics of the location but also provide new opportunities for interaction and development.

Inviting new residents is another way to customize the town. Players can meet potential residents on their travels or through various events. By fulfilling certain requirements, players can convince these characters to move into their town. Each resident brings their unique personality and interests, adding more diversity and life to the community.

Overall, customization and upgrading options in the game allow players to shape their town according to their preferences. They have the freedom to design the environment, from landscaping and architecture to choosing which facilities and residents they want in their ideal towns.

In addition to customization and upgrading, players must also protect the town from various threats. The Gloom, a dark and corrupting force, poses a constant danger to the Altherians. Players must defend the town by going on adventures, defeating monsters, and gathering resources. As the Hero, players can travel with up to three members from their town. These adventures take players to different locations within the world. Along the way, they will encounter a wide variety of monsters, puzzles, and dungeons.

Resources collected during adventures can be used to upgrade the town's defenses and unlock new features. For example, players can build fortifications to increase the town's security or construct training grounds to improve their team members' skills.

As players progress through the game, they will face more challenging threats from the Gloom. The Gloom's influence spreads throughout the land, corrupting everything it touches. Players must constantly be on guard and find ways to counteract its effects. They will uncover the secrets behind the earthquake and the disappearance of the Anima Gems, embarking on quests to restore power to the six Anima Gems and bring prosperity back to the town.

Altherians

In Altheria, a world inhabited by bipedal, anthropomorphic animals, there are countless faces, species, and personalities to encounter in the game.

Species

There are a total of eighteen Altherian species, including **Cat, Dog, Lizard, Bird, Monkey, Bear, Fox, Deer, Mouse, Hamster, Raccoon, Weasel, Bug, Elephant, Rabbit, Wolf, Horse, Sheep,** and **Cow**. Each species has its own unique characteristics and traits, adding to the diversity of Altheria.

Species Traits

Each Altherian has one trait that influences their combat abilities based on their species.

- **Cat** Altherians can have either Silent Stalker or Catnap.
- **Dog** Altherians can have Loyalty or Sleuth.
- **Lizard** Altherians can have either Scales, Dragon Breath, or Regeneration.
- **Bird** Altherians can have either Perch or Sniper.
- **Monkey** Altherians can have either Acrobat or Thief.
- **Bear** Altherians can have either Sloth, Raw Power, or Thick Fur.

- **Fox** Altherians can have either Silent Stalker or Hypnotic.
- **Deer** Altherians can either have Graceful or Dexterous.
- **Mice** Altherians can have either Scurry, Sleuth, or Miniature.
- **Hamster** Altherians can have either Cheek Pouch or Scurry.
- **Raccoon** Altherians can have either Dexterous or Scavenger.
- **Weasel** Altherians can have either Frenzy or Playful.
- **Bug** Altherians can have either Exoskeleton or Swarm.
- **Elephant** Altherians can either have Raw Power or Trumpeter.
- **Rabbit** Altherians can have either Lucky, Excavator, or Playful.
- **Wolf** Altherians can have either Howl, Sleuth, or Frenzy.
- **Horse** Altherians can have either Speed Rush or Power Rush.
- **Sheep** Altherians can have either Power Rush or Woolly Cover.

Personalities

Altherians have ten different personalities, each with its strengths and weaknesses. These personalities affect their interactions with other Altherians and the Hero, as well as their hobbies. The ten personalities include **Brave**, **Clever**, **Kind**, **Shy**, **Loner**, **Chatty**, **Prim**, **Lax**, **Tetchy**, and **Smug**.

Brave

“Hey, Hero! Heard you're heading on another adventure today. Mind if I tag along?”

Brave Altherians are confident, courageous, and inspiring. They are the most active in town and enjoy spending time outside, helping to improve the town. They have moderate interactions with other Altherians and are eager to try new approaches to their hobbies. They make good leaders and are cooperative and hard-working.

Clever

“Ah, Hero. I've been a bit curious about your kind and arrival here for some time, but I can't seem to find any books on the topic. Mind if I ask you a few questions?”

Clever Altherians are quick, resourceful, and rational. They are not very active in town and prefer to spend time in facilities such as the library or market. They like to learn and hone their skills and often share helpful tips related to their hobbies when interacting with the Hero or other Altherians.

Kind

"Thanks for all your hard work, Hero. Just try not to wear yourself thin today, okay? Remember to rest and take things at your own pace."

Kind Altherians are compassionate, charitable, and hospitable. They are very active in town and enjoy helping others in need. They get along the most with Brave and Tetchy Altherians but don't get along well with Smug Altherians.

Shy

"I can't wait for the next town festival. I-I don't participate much myself, but... it's nice to see everyone happy."

Shy Altherians are modest, clumsy, and fainthearted. They are not very active in town and prefer to be alone due to their self-consciousness. They like to spend their time daydreaming and take a moderate approach to their hobbies.

Loner

"I wonder, Hero... if we are truly ourselves when around others or when we are alone. Is the face you wear now the same as when no one is watching?"

Loner Altherians are taciturn, contemplative, and independent. They are not very active in town and prefer to be alone by natural hotspots such as trees, ponds, or lakes. They interact the least with other Altherians and like to ask thoughtful questions about goals, hobbies, or interests when interacting with the Hero or other Altherians.

Chatty

"Hero! Hey! While you were out, I've been keeping up with things around town. Want to hear all the juicy details?"

Chatty Altherians are talkative, sociable, and outgoing. They are very active in town and enjoy interacting with other Altherians. They like to share stories and gossip and often have many hobbies and interests.

Prim

"I'll do my part to restore Altheria to its former elegance, Hero. We'll rebuild our town into a beacon of refinement and good taste."

Prim Altherians are formal, polite, and well-mannered. They are not very active in town and prefer to spend time in their homes. They like to maintain a clean and organized environment and take a delicate approach to their hobbies.

Lax

"I can't wait to go home, Hero. Enjoy a nice bath... and a plate of bonbons... Are we there yet?"

Lax Altherians are laid-back, carefree, and easy-going. They are not very active in town and prefer to relax in natural hotspots. They like to take a leisurely approach to their hobbies and often have a good sense of humor.

Tetchy

"I won't stop fighting 'til I'm the best! Watch me, Hero. I'll be even stronger than you one day!"

Tetchy Altherians are tactless, impatient, and short-tempered. They are not very active in town and prefer to spend time alone. They like to challenge and compete with others and take an intense approach to their hobbies.

Smug

"Of course, you need my help, Hero. I am the most skilled here, after all. Besides, I'm not going to let you take all the glory."

Smug Altherians are arrogant, wealthy, and self-centered. They are not very active in town and prefer to spend time alone. They like to show off their skills and accomplishments and take a superior approach to their hobbies.

Hobbies

Hobbies are activities that Altherians regularly perform while in town or during adventures. Hobbies help benefit the town in various ways such as improving tasks, providing resources, and boosting Morale. Every Altherian has one hobby, and their personality determines how they interact with others when sharing their hobby. For example, a kind Altherian with the cooking hobby will assist when cooking, increasing the chance of success.

Gardening

Altherians with the gardening hobby will water and tend to plants. They will also forage for ingredients such as plants, seeds, and soil when traveling in a party.

Music

Altherians with the music hobby will play instruments either inside or outside their home which can boost Morale. They will also help sustain the Morale of an adventure party.

Reading

Altherians with the reading hobby will frequently read books and visit the Library, spotting Equip Arts. They also have a chance of spotting out Wonder Spots when traveling with the Hero.

Fashion

Altherians with the fashion hobby will frequently visit clothing stores and share equipment that they found. They also increase the chances of finding garments or accessories when traveling in a party.

Art

Altherians with the art hobby will be more likely to visit the town museum. They also will make art and display it. When traveling with the Hero, these Altherians will increase the chances of finding equipment when traveling in a party.

Fishing

Altherians with the fishing hobby will fish in bodies of water in the town. They will also share and display their catches either in town or while in a party.

Cooking

Altherians with the cooking hobby will practice cooking in their homes. When traveling with the Hero, they will sometimes use ingredients to create a meal that can heal or provide different effects for the party.

Crafting

Altherians with the crafting hobby will practice crafting in their homes. When traveling with the Hero, they will sometimes use ingredients to synthesize potions or items.

Collecting

Altherians with the collecting hobby will sometimes add to collections at the museum. They also increase the chances of obtaining items when traveling with the Hero.

Hunting

Altherians with the hunting hobby will learn about monsters and collect monster parts. Altherians will increase the chance of obtaining monster parts when traveling with the Hero.

Magic

Altherians with the magic hobby read about and practice magic. When traveling with the Hero, these Altherians will boost the Skill Power of the Hero.

Interests

Interests play a crucial role in determining which gifts an Altherian might prefer, as well as increasing your chances of success with certain jobs in town.

When not busy with their hobbies, Altherians enjoy discussing and sharing their interests, which include community, melee, flowers, baked goods, archery, gems, relics, books, monsters, toys, arts & crafts, history, fruit, and vegetables. Knowing an Altherian's interests will help you select appropriate gifts for them, and assigning jobs that align with their interests will ensure that they find the task engaging and enjoyable.

Aligning jobs with an Altherian's interests results in better effort and productivity, making them more satisfied with their jobs and leading to a more harmonious community.

Example Altherians:

Madeleine ♀

Species: Bug

Personality: Kind

Hobby: Cooking

Interests: Flowers, Baked Goods

Favorite Color(s): Yellow, Orange

Birthday: 06/12

Element: Earth

Pepper ♀

Species: Mouse

Personality: Chatty

Hobby: Collecting

Interests: Food

Favorite Color(s): Orange, Red

Birthday: 07/27

Element: Fire

Aeolus ♂

Species: Bird

Personality: Loner

Hobby: Hunting

Interests: Archery, Monsters

Favorite Color(s): White, Green

Birthday: 12/05

Element: Air

Zevana ♀

Species: Wolf

Personality: Tetchy

Hobby: Collecting

Interests: Relics, Melee

Favorite Color(s): Black, Pink

Birthday: 01/13

Element: Dark

Enif ♂

Species: Horse

Personality: Smug

Hobby: Magic

Interests: Gems, Archery

Favorite Color(s): White

Birthday: 02/20

Element: Light

Arlie ♀

Species: Rabbit

Personality: Brave

Hobby: Collecting

Interests: Relics, Community

Favorite Color(s): Red, Blue

Birthday: 04/07

Element: Fire

Quinn ♂

Species: Rabbit

Personality: Clever

Hobby: Crafting

Interests: Books, Community

Favorite Color(s): Blue, Black

Birthday: 04/07

Element: Fire

The text above provides information about seven Altherians including their species, personality, hobbies, interests, favorite colors, birthday, and element.

Town

The town is the main setting of Rise of Altheria: Hometown Heroes, a place for the Hero to stay after arriving in the world. Players must build up the town to protect the Altherians after the earthquake that left them without anywhere to go. As they progress, Altherians such as Arlie and Quinn can either live in town, visit occasionally for trade or tourism, or become permanent residents later on.

History

Before the events of Rise of Altheria, the town was one of five locations where the Anima Gems could be located within the world. The Altherian residents here relied on their gem to protect themselves

from the harmful effects of the Gloom, much like in the other towns. The gem they safeguarded was the Anima of Fire, revered as their most precious possession. It was housed in a sacred chamber deep within the heart of the town.

The presence of the Anima of Fire brought prosperity to the Altherians' home. Its power provided light during the night and protection against any creatures tainted by the Gloom. The townspeople relied on it not only for survival but also for various aspects of their daily lives.

Shortly after the Hero arrives, an earthquake destroys all of the towns in Atheria. All of the Anima Gems are lost in the aftermath, leaving them virtually defenseless. When the Hero resolves to help Arlie or Quinn build a new town, the town's Anima Gem appears from the rubble and falls slowly into their hands, devoid of power.

Elements

Town Activity

Town activity refers to the behavior of Altherian residents. A resident's activity level determines how much they contribute to the town's success, and their activity levels are determined by their personalities. Active personalities such as Brave, Kind, Prim, etc., will have higher activity levels, leading them to spend more time outside their homes, provide more suggestions or contributions at the town hall, and practice their hobbies more. In contrast, less active personalities such as Lax, Shy, Loner, etc., will generally have lower activity levels, causing them to spend more time inside their homes and participate in town activities less.

The player will be able to track the activity levels of individual residents. Activity levels are relatively fixed, with the only exceptions being during special occasions such as town festivals or a resident's birthday. During these special occasions, the activity levels of individual residents may spike as they participate in various festivities and events.

When constructing a new facility or attraction, Residents with active personalities will contribute more money to the chosen town project but will generally make fewer suggestions for new facilities or attractions in town. Residents with non-active personalities will contribute less money, but make more suggestions for town projects.

Facilities

Facilities are available buildings that can be added to the town to help its growth and aid the Hero. They help make for a well-rounded and vibrant Altherian town, providing a place where residents can thrive, work, learn, and enjoy life. As a result, facilities are integral for the town's success and morale.

Altherian residents can be assigned jobs at local facilities. By assigning jobs to residents, you can better sustain Morale by keeping the town happy and productive. Altherians with jobs can support you in turn by sharing a portion of their earnings with you. Most facilities must be operated by Altherian residents invited by the Hero, the exceptions being the Town Hall, Museum, Library, Wellspring, and the Arena.

All facilities can be upgraded up to three levels. Upgraded facilities will garner higher payouts and sustain Morale for longer. In addition to the initial services provided by each facility, upgrading them unlocks a range of new and improved features.

Giving residents jobs at facilities they enjoy (matching their skills and interests) increases their individual morale and contributes to the town's overall happiness. Upgrading facilities not only improves their output but also provides employees with better working conditions, leading to increased job satisfaction.

Certain facilities can host special events that boost morale. The most important events are Festivals, large-scale celebrations that unite the community, which can be initiated with the Town Hall. Players can also host tournaments in the Arena, or special exhibits at the Museum

If facilities aren't maintained or upgraded, they can fall into disrepair, negatively impacting morale due to the lack of essential services and visual appeal. Facilities must be properly managed to avoid shortages.

Attractions

Attractions in a town serve as recreational spaces where residents and visitors can indulge in their hobbies. Unlike facilities, which require maintenance from the player, attractions are passive elements that do not need any upkeep. Additionally, residents cannot be assigned to attractions.

The purpose of attractions is to provide a space for all town members to enjoy and practice their hobbies without any specific assignments or tasks. These areas are open for everyone in or visiting town.

Characters

Arlie / Quinn

The Rabbit Altherians, Arlie and Quinn, are deuteragonists to the Hero in Rise of Altheria. The player can choose either Arlie or Quinn to help them rebuild a new town and locate the Anima Gems.

Throughout the game, Arlie or Quinn will act as a guide for the player, providing advice and information about different aspects of gameplay. They will also have their personal goals and desires that players can assist them with.

As permanent residents of the town, Arlie or Quinn will contribute to its growth by providing suggestions for new facilities or attractions. They may also participate in events and festivals, interact with other residents, and engage in their hobbies.

By choosing either Arlie or Quinn, the one that was not chosen becomes a passive NPC, meaning they cannot be interacted with outside of their facility or added to an adventure party. For example, if the player chooses Arlie, Quinn will become a passive NPC. However, players may still have limited

interactions with Quinn within that facility or engage in conversations that provide hints about their personal stories. They can also take on a more active role after completing their story questline later on.

Billsworth

Billsworth is a Bird Altherian who specializes in construction and architecture. He can be found in the Town Hall, and he is responsible for helping the player with building new homes, facilities, and attractions. Billsworth is known for his meticulous attention to detail and his passion for creating functional and aesthetically pleasing structures.

In addition to his construction expertise, Billsworth has a friendly and approachable personality. He is always willing to lend a helping hand or offer advice to other residents. His passion for architecture and construction extends beyond his work, as he enjoys visiting other towns and studying different architectural designs.

Cassadee

Cassadee is a Bird Altherian who acts as secretary for the Town Hall. As secretary, she assists players with any resident donations or suggestions they may have. Whether it's collecting materials for new infrastructure or gathering funds for exciting projects, she keeps track of all donations and provides players with updates on their progress. Players can also speak with her in the Town Hall to quickly distribute resources to all facilities and set up events such as the Anima Festival.

Clawdric

Clawdric is a Lion Altherian who owns and operates the Arena. Players can speak to Clawdric to test their mettle in player-vs-player (PVP) or player-vs-enemy (PVE) tournaments.

All Facilities

Market

The market is a central hub for trade and commerce, allowing Altherians to exchange goods and services. It's a place where people can gather, socialize, and get their hands on the items they need for daily life.

Museum

The museum serves as a repository of Altherian history and culture, preserving artifacts, artworks, and stories that reflect the town's heritage and traditions. It's an educational resource for Altherians and a source of pride for the community.

Library

The library provides access to a collection of books, scrolls, and other informational materials, catering to Altherians' thirst for knowledge and entertainment. It's a place for learning, research, and personal growth.

Garden

The garden serves as a source of fresh produce, providing Altherians with nutritious food and a connection to nature.

Wellspring

The wellspring is a source of clean drinking water, essential for the health and well-being of Altherians. It's a shared resource that symbolizes the town's commitment to its inhabitants' needs.

Clinic

The clinic helps injured party members quickly recover after their adventure.

Observatory

The observatory allows Altherians to study the stars and planets, fostering a sense of wonder and connection to the cosmos.

Tailor

The tailor provides clothing and tailoring services, ensuring that Altherians have access to well-fitting and stylish attire.

Jeweler

The jeweler crafts and sells jewelry, allowing Altherians to adorn themselves with precious metals and gems.

Dojo

The dojo provides instruction in martial arts and combat techniques, enabling Altherians to defend themselves and develop their physical prowess.

Forge

The forge is where blacksmiths create tools, weapons, and other metalwork, providing Altherians with essential tools for their daily lives.

Inn

The inn is a place after for traveling Altherians to gather, socialize, and enjoy food and drinks, fostering a sense of community and hospitality.

Town Hall

The town hall serves as the center of Altherian governance, where important decisions are made and the town's affairs are managed. It's a place for civic engagement and community leadership.

Temple

The temple is a place of magical energy and spiritual guidance.

Fort

The fort is a fortified structure that protects the town from invaders and threats, providing Altherians with a sense of security and safety. It's a symbol of the town's resilience and determination.

Arena

The arena is a place for competitions.

Bakery

The bakery provides fresh bread, pastries, and other baked goods, satisfying Altherians' cravings for sweet and savory treats.

Mines

The mines

Anima Gems

The Anima Gems are sacred artifacts created by the Sage, Etheragolas. There are six Anima Gems in total, one for each of the magical elements. Starting with the unpowered Anima of Fire, the player will have to retrieve the other five in order to fully restore the Anima Gems and their energy.

Morale

The Morale stat represents the overall happiness and motivation of the townspeople or the party members. Your decisions and actions will affect the well-being of the townspeople or your adventuring party. By making positive choices and avoiding actions that could damage morale, you can keep the town and its residents happy and productive.

Morale affects various aspects of gameplay. For instance, high Morale boosts productivity, increases resource gathering efficiency, and enhances combat performance. Conversely, low Morale decreases work efficiency, leads to more conflict, and reduces combat effectiveness. Your actions can positively or negatively impact Morale. Completing quests, providing resources, and making decisions that

benefit the townspeople could boost Morale. On the other hand, neglecting quests, hoarding resources, and making decisions that prioritize personal gain over the common good could lead to a decline in Morale.

Morale fluctuates based on external events. Natural disasters, Gloom attacks, or the loss of important resources could temporarily lower Morale. Conversely, successful events, such as defeating Gloom enemies or discovering new resources, could provide a temporary boost to Morale.

There are many different ways to influence Morale—from managing resources to resolving conflicts and even protecting and supporting the townspeople. Additionally, you can organize events such as the Anima Festival to foster community spirit.

Festivals

The Anima Festival is a special recurring event that can be initiated at the Town Hall. It is essential for the restoration of the Anima Gems as well as the town's prosperity. The positive energy generated from the nightly celebration is harnessed and amplified through the Anima Gems to protect Altherians in the future.

The Hero will need to build up the town to have a successful festival, which can be done by upgrading and expanding facilities to attract residents, as well as maintaining a high overall morale among the town population.

Players could participate in different activities and challenges, and by successfully completing them, they could contribute to the festival's success and help restore the power of the Anima Gems. Festivals will only restore one Anima Gem at a time, meaning that the player will have to initiate multiple festivals to restore all of them.

Opening

The game opens with a cinematic cutscene showcasing Morato/Inna amidst a chaotic scene. Their world is collapsing around them, with flashes of light and ominous whispers. They scramble for safety but are inevitably caught in a blinding flash.

- The scene fades to Morato/Inna awakening in a daze, surrounded by the lush wilderness of Altheria. Disoriented and confused, they find a strange device strapped to their arm. A voice cuts through the silence. The source is revealed to be Arlie/Quinn, a friendly Altherian who cautiously approaches, noticing Morato/Inna's disheveled state and the strange device.

First Steps in Altheria

Arlie/Quinn explains they witnessed Morato/Inna fall from the sky and offers help. They guide the player through a basic tutorial disguised as assisting an injured traveler.

Gameplay introduces core mechanics like movement, interaction with objects (picking up items, examining landmarks), and basic combat (fending off small creatures encountered on the path).

As they reach a nearby village, the village elder greets them. News of the strange arrival spreads quickly, and some Altherians express fear or suspicion towards Morato/Inna.

The Anima of Fire's Plea

Suddenly, the world around Morato/Inna shimmers, and a spectral figure appears – the weakened Anima of Fire. It speaks telepathically, projecting a message only Morato/Inna can understand.

The Anima pleads for help, revealing the Anima Gems' weakened state and the rising threat of the Gloom. It fades away, leaving Morato/Inna shaken and confused.

Finding Purpose

Arlie/Quinn, having witnessed the encounter, expresses belief in Morato/Inna and their potential role in saving Altheria. They become the player's first companion and guide.

The village elder, intrigued by the events, reveals legends about the Anima Gems and their connection to a prophesied hero. They explain Morato/Inna's strange arrival might be foretold in these legends.

The player is presented with a choice: embrace their newfound purpose and aid Arlie/Quinn in understanding the Anima of Fire's message, or try to find a way back to their own world.

The Path Unfolds

Regardless of the initial choice, the narrative steers Morato/Inna towards helping the Altherians. This initial quest could involve _____. Completing this quest establishes the core gameplay loop: exploring the world, interacting with Altherians, engaging in combat, and collecting resources.

By successfully restoring communication with the Anima of Fire, Morato/Inna receives their first cryptic clue about the location of the first Anima Gem. The game opens up, allowing the player to explore the world, rebuild the town, and begin their grand quest to collect and restore the Anima Gems.