Teacher guide, version 12

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Short version (Full version can be found down below)

Plot!

The evil Dragon-Sorcerer wants to light bonfires and rise a ton of ash to cover the sun. His good brother wants to stop him and summons 2 Heroes, that need to win battles against 14 Guardians and the Dragon himself.

How to unlock all levels: tap on one place on the map 10 times in a row

How to complete levels

Level 1: Sword Shore
Level completion: Only Warrior attacks, 1 attack

Level 2: Wizard Plains
Level completion: Only Mage attacks, 1 shot

Level 3: Ridges of Madness
Level completion: Either Warrior **or** Mage attacks (negotiable)

Level 4: Hills of Fear
Level completion: Either Warrior **or** Mage attacks (negotiable)

Level 5: Plain of Despair

Level completion: Either Warrior **or** Mage attacks

Level 6: Hunchbacked Passage
Level completion: Buff, Shoot

Level 7: Earth Cliff
Level completion: Attack, Heal, Attack

Level 8: Impassable Thicket
Level completion: Buff, Shoot, Attack, Shoot **OR** Attack, Heal, Attack, Shoot

Level 9: Battlefields
Level completion: Attack, Heal, Attack, Shoot, Shoot (one of the completion options)

Level 10: Witch Creek
Level completion: Attack, Heal, Attack, Buff, Shoot (one of the completion options)

Level 11: Windy Cliff
Level completion: Shield, Attack, Attack, Heal, Attack, Shoot

Level 12: Deadly Slope
Level completion: Distract, Attack, Attack, Heal, Attack, Shoot

Level 13: Ruinous Valley
Level completion: Buff, Distract, Attack (the monster will accidentally punch himself), Buff, Distract, Attack

Level 14: Lava Bridge
Level completion: Buff, Distract (the monster will accidentally punch himself), Buff, Distract, Attack

Level 15: Fiery Mountain
Level completion: Buff, Sacrifice (Mage), Attack, Buff, Shoot, Buff, Shoot

Full version

Plot

We learn about the plot from An-Aya, Dragon's brother, who ran to the city in panic, trying to find Heroes. He is tired, frightened, and in a rush.
At the peak of the highest mountain of the Eo island, lives the Dragon-Sorcerer, An's brother. Only the heat of the sun can be compared to the heat of his breath. Because of this, the Dragon hates the sun. He decided to raise a cloud of ash into the sky, that will hide the sun once and forever. He sent his Guardians to light bonfires and guard the only road to his mountain on the island. Forests and mountains around the road are inhabited by unspeakably terrible monsters and cursed with deadly spells, and only a small group of

desperate Heroes can pass through them, defeat the Guardians, put out the fires, and fight the Dragon to prevent the catastrophe!

Game progress

Location: The City, Introduction
Walkthrough: After the story is narrated and the message from An appears on the screen, we can ask the Player 'What is An feeling right now?', 'Are we ready to help him?'. If we are ready, we suggest the Player to press the button themselves and head to the Tavern.

Location: The Tavern, Character Creation
Walkthrough: We are choosing who plays as whom (who will be sitting to the right to the tablet, and who will be sitting to the left). Mage is wise, calculating, insightful. He shoots magic from a distance. Warrior is brave and strong, attacks enemies with their sword and boosts morale (Buff ability). Next, we choose the Hero's name. We can ask the Player why do they want to play this Hero or another one, which traits of character does Warrior/Mage have. What do they think Warrior/Mage can do when they meet the Dragon? How does the character look like, what are they dressed in, where do they come from, what do they do for a living and etc. Will these two Heroes be able to make friends and embark on a journey together from their point of view?

The Dragon lives on a high mountain at the far end of the road. The Heroes land on the opposite end of the island and follow the only road to the mountain, guarded by the Dragon's servants and bodyguards.

Further in the game:

- During the game, An will be providing us details about the enemies. At first, he tells us about them, and only later we see them. It is recommended to discuss the enemies' emotions with the Player and ask them what do they think of them. After the discussion, you can proceed and see the enemy, discuss if the predictions came true or not.
- Most of the locations have names linked to certain emotions. It is recommended to discuss them with the Player. Why is this place called so? What used to be in its place before? What does it look like now?
- Each enemy greets us with an emotional line. It is recommended to discuss it with the Player.
- You can accompany each victory with some sort of ritual with the Player. For example, give a high five, clap your hands, or smile at each other.
- You can not lose in the game. It is made with a purpose: we want the Player not to be afraid of trying various strategies while risking nothing at all. It is recommended to replace explanations with experiments. Instead of saying 'Look, its number X here and number Y here, that's the reason we can not win', we should help the Player do what comes to their mind and analyze the outcome together.
- All locations can be replayed numerous times. If the Player enjoyed one location more than the others, and they do not want to move on from it, it is okay to allow them to play on the same location while trying out different strategies they liked.

- All attacks and actions are nothing but numbers and special effects, unless you speak them out. Accompany the battle and the victory screen with a phrase like ‘look how powerfully you punched them’, ‘You shot them so cleverly!’, ‘Nice idea!’ will cause a Batman-effect on the Player and will help them remember the sense of triumph.

Step-by-step walkthrough

Level 1
Location: *Sword Shore*. A rather boring coastal landscape with lots of weapons and armor scattered around. These items belonged to warriors that previously tried to storm the Dragon’s island.
Boss: *Ash, the Coast Sentinel.* He always sits in the cold. Hunts crabs when gets bored. He doesn't like the sun because he always gets sunburned on his post.

Walkthrough: Tutorial level. Only Player 1 can deal damage. Choose attack, tap on ‘Launch’ (bottom right corner) and watch the battle. Win.
What are we teaching the Player: Player 1 sees that they can win on their own, and Player 2 can only wait. It might be useful to explain that next time Player 2 will be able to play, stressing out the importance of waiting for their respective turns. Note: it’s also ok if Player 2 makes their turn on this level, but then the intention is that next time it’s Player’s 1 turn.

Level 2
Location: *Wizard Plains*. Their vastness is an illusion: the Plains are filled with magic capable of leading even the most experienced travelers astray.
Boss: *Ip, the Guardian of the Plains*. Pointlessly loiters in the snowdrifts for days. Thoughts rarely visit his head, meaning that Ip can never get bored. He does not like the sun because it makes his bald head feel too hot.
Walkthrough: Tutorial level. Only Player 2 can deal damage.
What are we teaching the Player: Now it’s Player’s 2 turn and Player 1 has to wait. This level is meant to reinforce the idea explained in the previous level.

Level 3
Location: *Mountains of Madness.*
Their dizzying heights and bizarre shapes drove thousands of wanderers crazy.
Boss: *Qi, the Guardian of the Foothills*. He loves to meditate on the side hill. He does not like the sun because it makes it hard to see other stars.
Walkthrough: Tutorial level. Both players can deal damage, but there is only one action slot available. The Players have to decide who is attacking in this particular fight.
What are we teaching the Player: We agree on a compromise. Let me punch this enemy, and you will punch the next one.

Level 4
Location: *Hills of Fear*.
Entwined by cramped thorny shrub, this place evokes impenetrable anguish and a desire to run away as far and as far as possible.

Boss: *No, the Guardian of the Hills.* Spends his days perfecting his kung fu. He doesn't like the sun cause it makes him sweat.
Walkthrough: Same as the previous level's. It is assumed that the other Player will deal with the monster now.
What are we teaching the Player: Let's do as we agreed: you attacked the last time, not it is my time to attack. It's a compromise: i.e 1+1 = ½.

Level 5
Location: *Plain of Despair*.
Endless steppes, empty and sad. A rare traveler can cross it without sending curses to the indifferent sky.
Boss: *Ig, the Guardian of the Steppes*. He has to wear a hat in order not to get sunburned. The hat does not suit him, and that's the reason he dislikes the sun.
Walkthrough: Tutorial Level. Both Players must make a punch.
What are we teaching the Player: We tried attacking one at a time and saw that it did not work. We need each other's help now. Let's work together and punch the monster together if we do it independently, we won't make it, the enemy is too strong. This is a lesson of cooperation, i.e 1+1 = 2.

Level 6
Location: *Hunchbacked Passage.* The ugliest mountains in the world, their shape resembles sinewy, twisted monsters.
Boss: Ag, the Guardian of the Passage. Ig's brother. He envies Ig for having such a cool hat. He doesn't like the sun because Ig won't give him his hat, and they own only one hat.
Walkthrough: Player 1 receives a new ability that strengthens Player's 2 attack. According to the plan, Player 1 must buff Player 2 so that they are able to make a mortal blow. A sword strike will lead to a counterattack that will kill Player 1.
What are we teaching the Player:
We tried using the strategy that worked previously, but it did not help us beat the guardian. It is a scary enemy and it is dangerous to get close to it. I.e. we can't kill it together. We explain that Warrior is so brave (he has even died a second ago by trying to get too close to the enemy) that he can boost Mage's morale (Buff ability). Then Mage will become able to make their attack more powerful. This way we need each other not for simply making 2 punches, but for support and help. This is a lesson of collaboration, i.e. 1+1=3. It is important to thank each other for helping.

Level 7
Location: *Earth Cliff.* Stunning giant thing. Grass and stones. It's strange that no birds or animals can be spotted around.
Boss: *Yi, the First Keeper*. He guards the top of one of the three Elemental mountains from which the Dragon draws his strength. Yi is fierce, stocky, and bearded. He does not like the sun because he is a gnome and lives underground, why would he need a sun?
Walkthrough:
Player 2 gets a new ability, that heals Player 1. Player 2 must heal Player 1 after the first attack, then Player 1 makes a second punch, that will kill the boss.

What are we teaching the Player:
We are repeating the lesson about collaboration, but this time, Mage can help Warrior. The idea is the same, we are not making 2 simple attacks, we can be useful to each other on the patch to achieving a common goal. As in previous level (and as all levels that come after), it is important to thank each other for help.

Level 8
Location: *Impassable Thicket.*
A centuries-old forest. Its tall trees' branches are intertwined forming an eerie cover over travelers' heads. The ominous lights of someone's eyes glance at the pathway from behind the trees...
Boss: *Yas, the Guardian of the Thicket.* Plays acoustic-death-metal ballads on a flute. He dislikes the sun because it is better to give concerts when it's dark.
Walkthrough: Players have to reach an agreement about which abilities to use and in which order. Buff, Shoot, Attack, Shoot OR Attack, Heal, Attack, Shoot.
What are we teaching the Player:
We are applying our knowledge about collaboration and reinforce it in a more difficult situation, cause we are getting closer and closer to the Dragon, meaning that the world around you becomes more and more dangerous. Any strategy can be used.

Level 9
Location: *Battlefields.*
Lifeless in appearance, they keep the memory of the glorious battles of the past. The wind whispers the echo of long-dead battles, the groans of the wounded and the cries of triumph into the ears of travelers.
Boss: *Du, the Guardian of the Fields.* Secretly hates the Fields, but order is an order. She does not like the sun because there is nowhere to hide from it.
Walkthrough: Players have to reach an agreement about which abilities to use and in which order. Attack, Heal, Attack, Shoot, Shoot is one option.
What are we teaching the Player: We are applying our knowledge about collaboration and reinforce it in a more difficult situation, cause we are getting closer and closer to the Dragon, meaning that the world around you becomes more and more dangerous. Any strategy can be used.

Level 10
Location: *Witch Creek.*
Animals never drink from this stream, despite its shady and quiet surroundings. Even in the worst heat, you should not try to dive into these waters - you may not come up to the surface after that.
Boss: *Zo, the Guardian of the Stream.* She loves fishing. Does not like the sun because when it's hot, the fish does not bite.
Walkthrough: Players have to reach an agreement about which abilities to use and in which order. Attack, Heal, Attack, Buff, Shoot is one option.
What are we teaching the Player: We are applying our knowledge about collaboration and reinforce it in a more difficult situation, cause we are getting closer and closer to the Dragon,

meaning that the world around you becomes more and more dangerous. Any strategy can be used.

Level 11
Location: *Windy Cliff*.
In the middle of a lifeless plateau, a huge, ominous, blew round by all the winds of the world, Windy Cliff grows from the cracked earth.
Boss: *Bo, the Second Keeper.* He guards the second Element mountain. He dislikes the sun simply because he has a nasty character.
Walkthrough:
A new ability - Shield - absorbs part of the incoming damage from the next boss' attack. It is assumed that on this level, Player 1 defends oneself and attacks, and Player 2 heals Player 1. Shield, Attack, Attack, Heal, Attack, Shoot.
What are we teaching the Player: We are complicating the strategy by introducing a new ability, Shield. Shield absorbs part of the incoming damage. It is assumed that a few tries will be made in order to understand how Shield works and a few discussions of possible strategies will be held. We are stimulating Player 1/2 to think of new strategies since you need to pass through somehow.

Level 12
Location: *Deadly Slope.*
A steep and dangerous descent from the mountain, which leads to a ravine with sharp stones at the bottom.
Boss: *Boogie, the Thug.* The strongest of the guards. He is not quite smart, but he is very self-confident. His favorite color is blue.
Walkthrough:
A new ability - Distract - becomes available for use. It is assumed that Mage will distract the enemy, and thanks to that, Warrior will become able to slay him. Distract, Attack, Attack, Heal, Attack, Shoot.
What are we teaching the Player:
The new ability is almost the same as Warrior's Shield but made for Mage. Upon use, the ability reduces the amount of damage enemy deals. Due to that, Warrior becomes able to step into the fight. We reinforce what we've already learned with the previous enemy, make a few tries and test all the strategies Players suggest. By this stage it's hard to win just by randomly stacking up the abilities, both players need to go through the process of trying, losing, modifying the strategy and trying again.

Level 13
Location: *Ruinous Valley.*
A corridor, - in which high cliffs are like walls, - leads to the foot of the highest mountain on the island. No one can think of turning back, left or right, no matter how sinister it may feel: behind lies a deadly slope, and ominous mountain ranges surround travelers from both sides.
Boss: *Woogie, the Wrecker,* is the most dangerous of the guards. He is not as strong as his brother Boogie, but he is extremely cunning. Distracts enemies with his stylish beard.

Walkthrough: Buff, Distract, Attack (the monster will accidentally punch himself), Buff, Distract, Attack
What are we teaching the Player:
A very hard task to complete. The Player needs to outwit the enemy. We haven't done anything like this before. After the Buff is applied, with a boosted morale, Mage can distract the enemy so effectively that the Enemy will accidentally punch himself. It is important to talk it through so that the Player understands that they won by jointly tricking a very strong opponent. A few minutes of unsuccessful attempts will only increase the value of victory.

Level 14
Location: Lava Bridge
Boss: The Silent Sentinel. Dragon's personal bodyguard. It is rumored that in secret he loves the sun.
Walkthrough: Almost any combination of abilities will do. Buff, Distract (the monster will accidentally punch himself), Buff, Distract, Attack
What are we teaching the Player: A very easy enemy that allows the Players fell almighty because the previous enemy was a lot harder.

Level 15
Location: Fiery Mountain
Boss: Yut-Aya, the Dragon-Sorcerer. Vain, quarrelsome, powerful. He does not like the sun because only its heat can surpass the heat of the dragon's breath.
Walkthrough: The main villain. The level is filled with drama: to emphasize the importance of the moment, a new ability - Sacrifice - is introduced. Warrior buffs Mage, Mage sacrifices their Health and buffs Warrior. Warrior will become very strong, deal a lot of damage, but in the end, they will get exhausted. Mage will put the Dragon to his end.
Buff, Sacrifice, Attack, Buff, Shoot, Buff, Shoot
What are we teaching the Player:
The grand finale, a dramatic moment. If the Player does not show interest in the plot, you can explain the importance of the moment in any other way (we are playing for the last time, I'm afraid of this enemy, he's scary, I heard that no one has defeated this enemy, he always kills me, etc.). We tell that in a moment like this you sometimes have to sacrifice something very valuable for the whole team to win. The Sacrifice ability takes the life of one Player and buffs the other so that they can deliver the final blow. It is important to indicate the high price of such a victory and to thank the Player at the end by clearly saying that they sacrificed themselves to save the Earth from the Dragon or dealt a crushing blow, and legends will be made following this great deed.

Conclusion

An tells us about the importance of this victory, promises to name streets of the City in your honor, and make legends. We recommend you to discuss the emotions, choices, and memorable moments with the Player. What do the residents of the saved city feel, are they happy to see the sun? What does An feel, what emotions does he experience?