

lvl 2

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Lvl 2. Checkpoint 0. Location: The Savannah. Sunny Day.

You and **The Lonely One** arrive at The **Savannah**. There's yellow, dry grass around, and the hot sun is shining. The sky is blue, and there are some eucalypti around.

The Lonely One turns to you.

The Lonely One speaks with you.

The Lonely One: *Here we are. Looks like my portal still worked.*

You (Douglas Dark): *(curiously) What is this place?*

The Lonely One: *(grins) it is Africa...*

You (Douglas Dark): *(suspiciously looks around) It doesn't look normal out here... Something's odd... But I don't know what...*

The Lonely One: *(chuckles) So you sense it, huh? That's already good. Remember - be cautious. This savannah isn't indeed normal, as you said. We are here to defeat two wizards who rule this area.*

You (Douglas Dark): *(shrugs) Fine by me. I'll go through anything to avenge that witch.*

The Lonely One: *(smiles contently) Okay then. Good luck.*

The Lonely One disappears in black smoke.

Journey begins

You are now left alone in the yellow grass field. You walk along, seeing **Mount Kilimanjaro** far on the horizon. The view is spectacular - a true African savannah. But something still feels ominous - unlike the beautiful African landscape, here you can see no animals...

You advance, and see a tiny thing in front of you, far ahead. You approach it, as there's no other way around - everything is empty.

It turns out to be a lion pride! But these lions aren't ordinary - these are **NPC: Giant Fire Lions!**

They're eating their prey. Suddenly they look back and spot you, their red eyes sparkling! They roar and rush towards you, throwing fire out of their mouths! The fire hurts you!

You shoot them with **Special Ink** (or **Normal Ink**). There are 2 male **NPC: Giant Fire Lions**, and 5 female ones. The males have fire mane and tail. The lions are over 3 metres tall and really strong-built.

With **Special Ink**, female lions die in 4 shots while males die in 5, and with **Normal Ink**, females need 17 shots and males need 20.

You kill all of the 7 lions, and one of the male ones drops a **Med Kit**, and the second one - a **Fire Ink Load**!

NOTE: (***Fire Ink** is mightier than **Special Ink***).

But as you take the two items, instantly there appear multiple NPC animals - 6 **NPC: Giant Earth Elephants** and **NPC: Giant Fire Lions** (5 males and 10 females)!

NPC: Giant Earth Elephants (all are females) cause earthquakes by hitting the ground with their feet, and the earthquake hurts you badly, more than the **Lion's** fire!

You start using **Fire Ink** (also **Special Ink** or **Normal Ink**) on the NPC enemies. **Fire Ink** shoots female **NPC: Giant Fire Lions** in 1 shot and males in 2, while it needs 5 shots on female **NPC: Earth Elephants** (there are only females) (**Special Ink** needs 8 shots to kill **Earth Elephants**, and **Normal Ink** needs 23 shots).

2 of the 6 **Earth Elephants** drop **Med Kits**!

3 male **Fire Lions** drop **Fire Ink Loads**, and 5 females drop **Special Ink Loads**! 2 other female **Fire Lions** drop **Normal Ink Loads**.

You take all the dropped items.

NOTICE: You unlocked the **First Checkpoint**!

Checkpoint 1

Lvl 2. **Checkpoint 1. Location: The Veldt. Sunny Afternoon.**

You see two places on the horizon - a **Lake** where several animals are gathered (you cannot see which ones due to the long distance), and a **Giant Eucalyptus** with a single, but enormous animal under it (you cannot distinguish this species either).

You go to the Lake

You run towards the **Lake**. There you see 7 female **NPC: Giant Earth Elephants**! They spot you and roar and trumpet, hitting their feet to the ground every 5 seconds, causing earthquakes which hurt you badly!

There are also 3 female **NPC: Giant Fire Lions**, gathered around a flesh of a zebra!

You shoot the animals with the ink you've got (**Fire Ink**, **Special Ink** or **Normal Ink**) and kill all of them.

1 female **Earth Elephant** drops a **Med Kit**, and 2 others drop **Special Ink Loads**!

INSTRUCTION: *Grab the Zebra Meat!*

You take the **Zebra Meat** that is lying there (the prey of the lions you killed) and it goes into your **Inventory**.

NOTE: *Congratulations! You got Antipoison Zebra Meat!*

Now you advance towards the **Giant Eucalyptus** you saw earlier, as there is nowhere else to go. The savannah is empty.

You go to the Giant Eucalyptus

You arrive at the **Giant Eucalyptus** and spot a massive (even bigger than previous ones) **NPC: Earth Elephant** - it is a male, unlike the ones you've encountered before! It has huge tusks resembling tree twigs!

As it sees you, it growls, roars and trumpets, hitting his feet to the ground, causing earthquakes which damage you even more than the female ones' did! And more than that, the male **Earth Elephant** shoots you with boiling water coming out of its long trunk!

You get badly hurt. You start shooting it. **Fire Ink** brings it down in 7 shots, **Special Ink** - in 11 shots, and **Normal Ink** - in 26 shots!

You kill the male **Earth Elephant**, and it drops an item - **Water Ink**! (it is mightier than the **Fire Ink**).

NOTICE: *You reached the 2nd Checkpoint!*

Checkpoint 2

Lvl 2. Checkpoint 2. Location: The Veldt. Sunny evening.

You advance through the yellow dry field. You notice a downed **NPC: Giant African Martial Eagle**, all wounded and bleeding, and 2 **NPC: Giant Vultures** flying around it, as well as 2 female **NPC: Giant Fire Lions** standing at it, ready to dash at it!

You shoot the **Vultures** and the **Fire Lions** with the Ink you have. **Water Ink** kills **Vultures** in 3 shots, and **Fire Lions** in 1 shot. **Fire Ink**

kills **Vultures** in 9 shots, **Special Ink** - in 14 shots, and **Normal Ink** - in 30 shots!

When you kill all of the 2 **Vultures** and 2 **Fire Lions**, one of the **Vultures** drops an item - a **Vulture Flesh**!

INSTRUCTION: *Give the **Vulture Flesh** to the downed **Eagle**!*

You give the **Flesh** to the **Eagle** and it gets healed, squealing mightily, spreading its giant brown wings!

INSTRUCTION: *Mount the **Eagle**!*

You mount the **NPC: African Martial Eagle** and it instantly flies up, and you see 4 more **Vultures** approaching, dreadfully squealing!

You shoot them with **Ink** and kill all of them easily from above!

The **Eagle** descends back on the ground and you get off it.

NOTE: *You got **African Martial Eagle Sigil**!*

This **Sigil** will help you to call for the **African Martial Eagle** at any time you need to fly in the air.

NOTICE: *You completed the **2nd checkpoint**!*

Bonus Level - Underground

Lvl 2. Bonus Level 1. Location: The Veldt. Underground.

(**ATTENTION:** You only unlock this level only after you close **2nd checkpoint** of **lvl 2** at full, 100% health!)

You fall underground. You find yourself in dark corridors. But these corridors are ominous... There are depictions of spiders everywhere on the walls, and small spiders are crawling on the ceilings.

You advance. You hear terrible squawks, and soon, when you turn left (there's no other turn), you see a **NPC: Giant Black Spider**! It squawks angrily and spits its **Cobweb Shot** at you. If the **Cobweb** hits you, you get numb for 5 seconds and the **Spider** now hits you with **Fire Ball**, which hurts you! **Spider** spits **Cobweb Shot** and **Fire Ball** interchangeably, in 3 seconds interval.

You shoot the **Spider** with the **Ink** you have (**Water Ink** takes 1 shot, **Fire Ink** - 4 shots, **Special Ink** - 10 shots, and **Normal Ink** - 15 shots!)

You kill the **Spider** and it drops a **Med Kit**!

You advance. Now you see darkness in front of you in the corridor, and a turning to the right. Out of the darkness, 2 **NPC: Giant Black**

Spiders rush out and spit **Cobweb Shots** and **Fire Balls** at you! You shoot them with the **Ink** you have.

After they die, one of them drops a **Cobweb Ink**! (It is a special ink that will help you to paralyze the enemy for 3 seconds, and shoot them easily, while they won't be able to hurt you back, or even move).

You see that in front of you there's a deadlock, so you turn to the right, following the only turning, and advance in the dark corridors.

You arrive at a small room.

You enter the small room

When you enter, you see 5 **NPC: Giant Black Spiders** and 2 **NPC: Giant Scorpions**!

Giant Scorpions hit you with their poisonous tails! You get poisoned. **Med Kit** won't help you to get rid of the poison. In order to heal yourself from it, you will need **Antipoison Zebra Flesh** you have, which is divided itself in 5 parts.

You use **Antipoison Zebra Flesh** and heal yourself. You shoot **Scorpions** with **Cobweb Ink** or other **Ink** you have (**Cobweb Ink** imprisons them, and **Water Ink** kills them in 2 shots, **Fire Ink** - in 6 shots. **Special Ink** needs 14 shots, and **Normal Ink** - 21 shots!

You kill the beasts. One of the **Scorpions** drops a **Med Kit**! 2 of the **Spiders** drop **Cobweb Ink Loads**!

You advance through the exit and into the corridors.

Walking through the corridors

In the corridor, you see 8 **NPC: Giant Scorpions** and 3 **NPC: Giant Black Spiders**! You start shooting them, while they start hitting you with **Cobweb Shots**, **Fire Balls**, and poisonous tails!

After you finish the slaughter, 3 **Scorpions** drop **Med Kits**, and 1 Spider drops **Fire Ink Load**!

NOTICE: *You cleared the **Bonus Level**! You get a **Resurrection Sigil**!*

The **Resurrection Sigil** goes to your **Inventory**.

NOTICE: *You unlocked the **3rd checkpoint**!*

Checkpoint 3.

Lvl 2. Checkpoint 3. Location: The Veldt. Sunset.

You appear in a small, yellow, dry field surrounded by eucalypti. There are two children of over 12-13 years standing in front of you. Both of them resemble gypsies. One is a boy - **Peter**, and the second, the younger one, is a girl - **Wendy**.

In all of a sudden, **The Lonely One** appears, and starts speaking to you.

The Lonely One speaks

The Lonely One: *There we are, **Douglas**. These two are the rulers of this savannah.*

You (Douglas Dark): *(surprised) You mean these two are the vicious wizards you talked about? They're mere children!*

Peter: *(to **Wendy**) Hmph, looks like these two fools underestimate us...*

The Lonely One: *(to **You**) They're not 'mere' children, but the son and daughter of the gypsy witch. The one we're looking for. They both are wizards, just like her.*

You (Douglas Dark): *(eyes widened) Ah! (frowns) Then I guess, we must get rid of them... (clenches fists)*

The Lonely One: *Yes, but it's not easy. You will have to use all your might. Take this.*

NOTICE: *You got **Normal Tattoo Needle Load!***

The Lonely One: *(continued) These **Tattoo Needles** will help you magnify your powers. They're a lot more powerful than the **Water Ink** you got. That's all I can do for you now. Good luck!*

The Lonely One disappears.

Peter: *(to **You**) Mother told us about a guy who would appear here, looking for her... I guess she was right, after all.*

Wendy: *(frowns) Then I guess we should give our Lions some food, don't you think, **Peter**?*

Peter: *(chuckles) Not only **Lions**, **Wendy**. Every animal we have here.*

The battle begins!

Battle the bosses (Peter and Wendy)

Peter clenches his fists, and accumulates dark blue electric energy, creating 5 female **NPC: Earth Elephants** and 2 male **NPC: Earth Elephants**, while **Wendy** accumulates her purple electric energy and

creates 3 female **NPC: Giant Fire Lions**, 2 male **NPC: Giant Fire Lions** and 8 **NPC: Giant Vultures**!

The slaughter begins! **Peter** and **Wendy** recreate the same amount and same species of beasts every 20 seconds. You must be able to slay all of them, as well as kill **Peter** and **Wendy**, in order to clear the level.

INSTRUCTION: Use **Tattoo Needle** only on **Peter** and **Wendy**!

You start shooting **Peter** and **Wendy** with the **Tattoo Needles**. **Peter** needs 15 shots, and **Wendy** needs 12. But **Tattoo Needles** need 5 seconds to reload after each shot, so the battle becomes difficult.

INSTRUCTION: Use **African Martial Eagle Sigil** to fly in the air with your friend!

You use the **African Martial Eagle Sigil** you have, and the **NPC: African Martial Eagle** appears! You mount its back and rush up in the sky, shooting the animals and the boss wizards better from there!

After you manage to kill **Peter** and **Wendy**, **Peter** drops an item - a **Summon Sigil**!

You take the **Summon Sigil**.

NOTICE: You got the **Summon Sigil**! You can now summon 3 **African Martial Eagles** apart from your own, in order to get their help in attacks!

The **Summon Sigil** goes to your **Inventory**.

NOTICE: You cleared Level 2! Congratulations!