

Pr. JONES and  
**THE LOST CRUSADER**  
LILAVERNA ESTERLAN

The art of

Life Precious

a chapter of The Demon Lords Chronicles

English Version



ASTERNE EDITIONS





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**THE LOST CRUSADER**

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a chapter of The Demon Lords Chronicles  
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# Author's Word



Life Precious is born from a whim, while I was wondering about the relevance of the free but limited version of RPG Maker VX Ace.

***Could a "true" game be created,  
from a tool deprived of its best features?***

I wanted to put my ideas on Game Design to test. How to make a video game with, and despite, the tools at hand, may they be virtual or intellectual.

A few maps with a handful of interactive elements, some variables, no common event or script, and a database as limited as the included resources. Create a decent game under those conditions might seem quite a challenge. But it was also an advantage. The true enemy of any creator isn't the quality of her tools, or her skills, but the time she 's willing (and able) to invest.

Time is central, because the author is running a long-distance race. His will and desire get worn out with flowing time, unexpected issues and life surprises. Evaluate one's time to complete a project is a necessity for any creator, and especially in videogame work, where composing, drawing, writing and directing add up to programming.

A short project has then a decisive appeal. Since you need less time to build it, its overall finition will benefit from a more focused work. But how could I restrain myself to a modest temporal window, when I've got so many ideas popping everyday?

The answer is simple: by being constrained by the tool itself.

Within the unbreakable limitations of RPG Maker Vx ACE Lite, I must downgrade my ambitions. And what's looked like a mistake becomes a strength. Forced to keep it modest, I focus on what remains possible for me to do. Through this, my invested time decreases. When I could loose myself in the infinity of possibilities, strong limitations constrain my to a single path. And by extension, a clear endpoint.

But limited tool doesn't imply limited result.

Of course, I could have made a simple game, without story or lore. A simple succession of dungeons, with a practical round-trip to a shopkeeper, wouldn't have been that different from the actual work. But this is not my definition of a good video game.

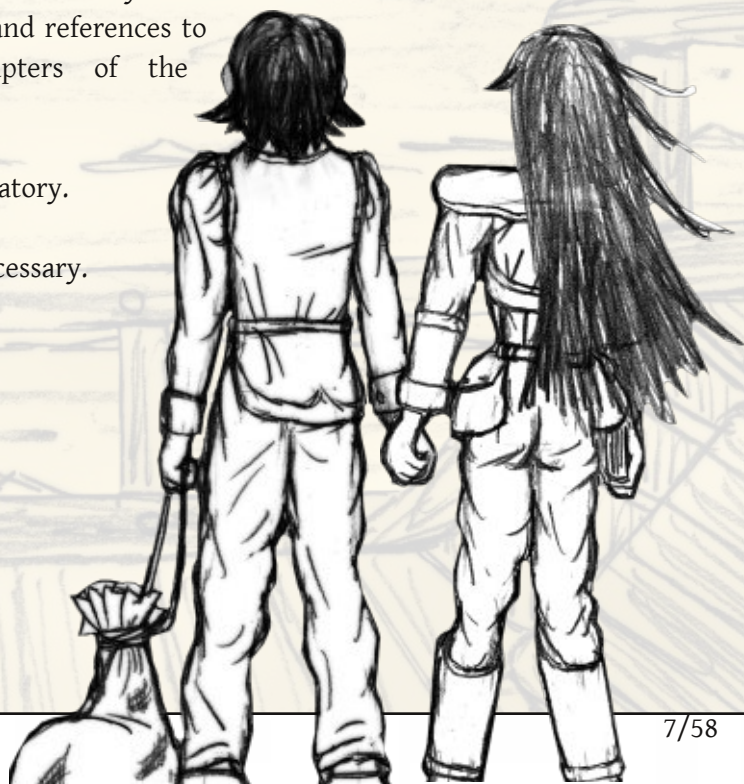
In my view, the link between real player and virtual world is paramount. This needs characters and story. Always, the player will go from point A to point B, will push buttons, and will receive an item mandatory to progress. The basics remain unchanged.

What gives all its flavor to what is pleasant waste of time, is the story. To experience glorious or miserable discoveries. To forget his own life while living a new one. Life Precious couldn't be an personal bet. I wanted to instill it with life. For it to exist. For it to be enjoyed.

During its conception, Life Precious linked itself with my own saga, The Demon Lords Chronicles, in a time-period currently not covered by the main episodes. We may find some eye-catches about certain events from other titles, small cameos and references to the upcoming chapters of the chronology.

All this was not mandatory.

But it was, I think, necessary.





Lore



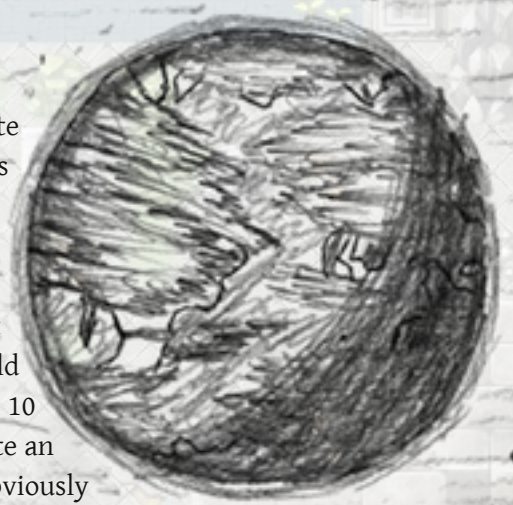
## Planet Aremis

Life Precious takes place on another star than Earth, somewhere in the universe, several thousand years in our future.

Very close to our planet geologically speaking, Humankind has prospered for a long time. Fauna and flora remain different on several levels from earthian ones. They are closer to what we could expect in a heroic-fantasy setting, with several mythical creatures and humanoid beings cohabiting more or less peacefully together.

Human people have conquered most of the continents, and have now entered the same industrial revolution we have known in the late 19th century. Numerous expeditions are organized by governments or private investors.

More than treasures and jewels, some of them are concerned about Humankind origins. Indeed, if old human settlements can be found until 10 000 years ago, some alien ruins indicate an even more ancient civilization. An obviously more advanced civilization, which went extinct some decades before the coming of humans on its territory...



*Why create a complete world? Because I like to complicate things. But even more because, writings after writings, my stories were weaving their own epoch, their own take on a living society. I ended up by blending them in a whole, The Demon Lords Chronicles, each one bringing its stone, while relying the others' stone. A rich universe is as important as amusing. And a gift to loyal players, who will bring life into my creations and feel "at home" in any of them, past or future.*

*A kind of elitism?*

*No. A privileged relationship.*

# Demeris Continent

Among all the continents of Aremis, the Demeris one is especially rich in pre-human artifacts.

From a strange irony, its inhabitants have decreed a strong taboo about anything related to those legacies from ancient times. Strengthened by the powerful local religion, any individual is explicitly forbidden to enter any ruins. And to loot anything inside.

Of course, this doesn't stop foreign adventurers, looking in total illegality for fame, wealth or thrills. A special militia has been deployed to enforce this policy by lethal means. An over-caring precaution, since every ruins are filled with old but still deadly traps...



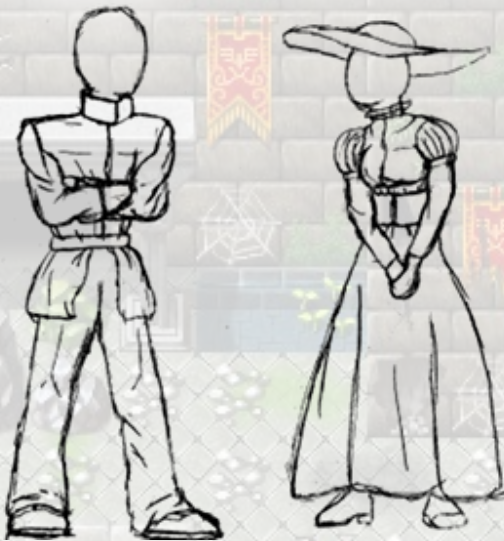
*Demeris gets its inspiration from Ancient Egypt.*

*But the included resources couldn't made up to that kind of visuals. I then designed a medieval continent, built on the ruins of a multi-millenia civilization. I could maintain a plausibility between the ingame visuals and the scenario about an explorer in hostile country. Historically speaking, old structures often end up as foundations for new ones. For instance, Paris has been built on the remains of Lutece, which has been built on even more ancient remnants. Rise and fall of local kingdoms then explains the diversity in architectural style of the visited locations during the course of the game.*

*Every Demerian chief, king and emperor brought his relics in his tomb, scattering artifacts in places as different as forgotten.*

# Humankind

The most common species on Aremis, with slimes.



Humankind has been able to adapt to any climate and any situation. Particular humans have the gift of magic, enabling them to cast spells with more or less efficiency.

Numberous empires have risen and fallen from this gift, and, despite lingering animosity between nations, the world knows a period of relative peace.

*Why 99% of our fictional stories are around our own post-ape civilization, sometimes with aliens in the mix?*

*Probably because it's easier to relate to the characters when they're like us... and milking out of it interesting adventures. The Demon Lords Chronicles perpetuates this legacy. Indeed, Humankind ended up on another planet.*

*How and why must remain a mystery at that point of the Chronicles. Same for our new talent in magical tricks, obviously absent from our earthian populations.*

*Everything takes place in a distant future, concerning at the beginning a "handful" of humans. I considered that a unique language, synthesis of all our modern ones, would have spread and through all Aremis. So, you should expect quite a few slangs and other modern expressions, strangely thriving in an -old- world.*

# Demonkind

Appeared less than two thousand years ago, demons are living beings from a parallel universe, where magic is a reality.

Under its influence during all their evolution, demons are obviously proefficient in spells, to the point of developing a kind of physical immortality. For unknown reasons, the frontier between their universe and ours is thinner on Aremis than anywhere else. This anomaly enabled the creation of transdimensionnal portals 1500 years ago, marking their entry in mortals' history. After several events, many hundreds have scattered across the planet.



Most are looking for tranquility, but every one of them dislikes human company. Some of them have made Demeris' ruins their home, and will mind being disturbed. They rarely go outside their lair, since their fear of a stronger demon keeps them in the shadows. Without doubt, if such an encounter was to happen, it would mean a new eternity of slavery in their new master's "care".

*My demons aren't those from religions. They are well rooted in modern science, albeit the exotic one. Because their universe is a little different from ours, their evolution has been greatly affected, while their appearance remains humanoid. An energy source as versatile and powerful as Magic impacted Life at several levels. Not only by favorizing the most gifted in this domain, but by imposing a magic-centered armrace as survival. This had as one of many consequences, an ironed individualism with an inclination to violent behavior. My demons might be evil by nature. But even more by necessity. And as in any rule, there are exceptions...*

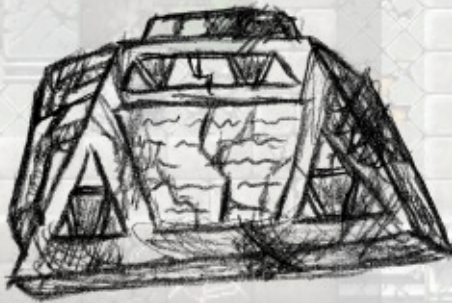
# The Lost Civilization

We know very little about this lost civilization.

Very scarce evidences remain around the world, and what could have been collected are vague at best. Artifacts from this culture have more and more attracted attention, and with it a worldwide lust of exploration.

Scholars and nobles organize expeditions to look for those legacies of a mysterious past, as much for fame than for the secrets they might conceal. More than trinkets from another age, they might hold the secret about humankind's origins on Aremis.

And about what could have wiped a whole advanced civilization, a little more than 10 000 years ago.



*I could have spared myself from an antediluvian society for this game. Shiny treasures and a fallen kingdom would have done the job as good. But that's not the lore of one title, ending at the credits. I needed a strong foundation, a deep background to enrich the other chapters. This lost civilization is one of those answers, still shrouded in mystery at this point of the Chronicles.*

*Why an ancient civilization? Why entirely wiped out?*

*I will only say that any planet with enough conditions for life is bound to see intelligent species arise. Aremis, inhabited by Humankind, offers those conditions. Then, there must have been another civilization, born on this very star. A specie which would have risen some 10 000 years before ours... then sent itself to space long before we could...  
... to eventually meet its demise there...  
...far before us?*





# Characters



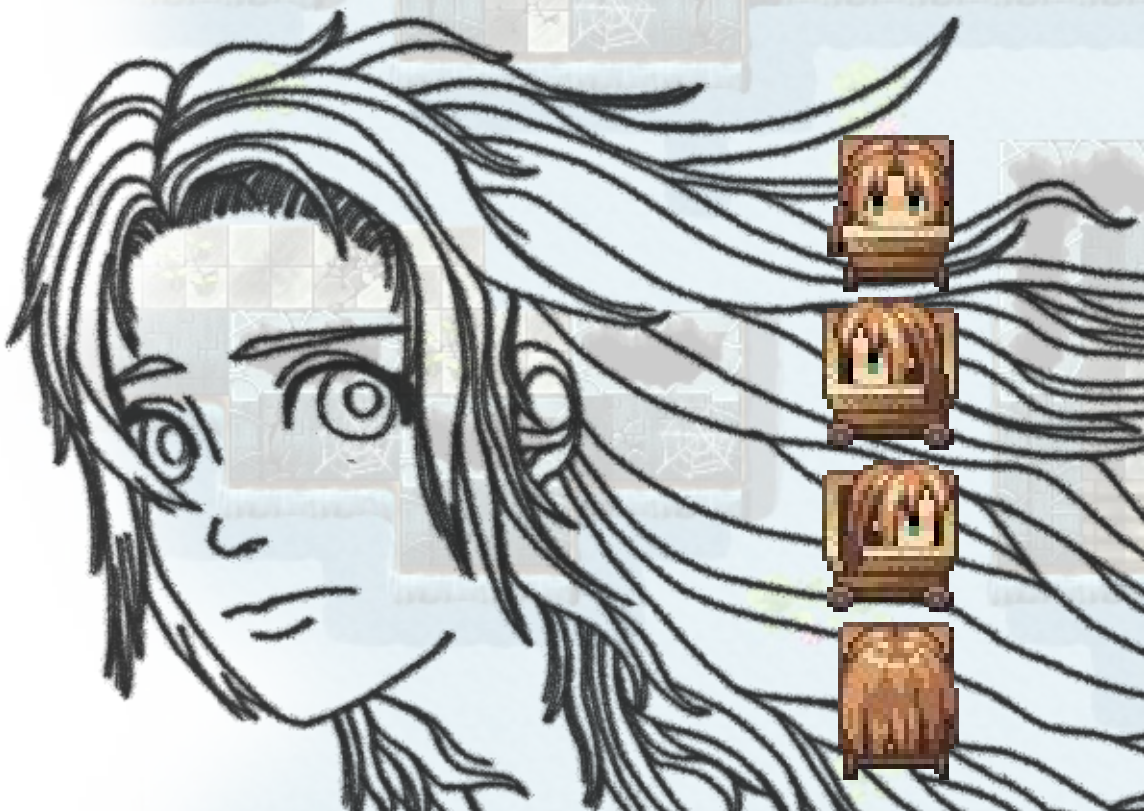


*Lilaverna Esterlan*  
*Heroine of our story*

An ordinary young woman, daughter of Jones Esterlan, a well-famed but short-lived explorer.

After having lost her parents at a very young age, she has been raised by her neighbors family, the Astern. Lilaverna has grown up in the streets of a little port town, where her optimist and adventurous temper rewarded her with some success and lots of trouble with the lawmen.

She has chosen to journey to the Demeris continent with a clear goal in mind: to understand what has enticed her father so much to go so far away. And, maybe, to find more about his last moments.





*Create a videogame hero is more complexe than it seems.*

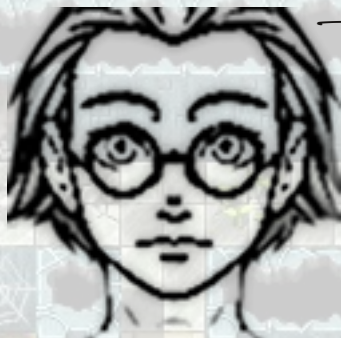
*She must be simple enough for any kind of player to relate to her, versatile to adapt to any gameplay contingency, but remain complex to spark interest.*

*Lilaverna get into this mold as she can.*

*I created her a little airheaded, optimistic, foolhardy, part-time thief, and more important, with a grey morality. A true seed of adventurer.*

*But the most important has been to give her a goal. Not "save the world" or "find my daddy". A personal, intimate drive. So her quest would, at the end of the game, evolve her as a person. Because a good hero is a changed hero, different from who he was at the start of the story.*

*Might it be in a good way, or in a bad one.*



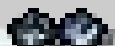
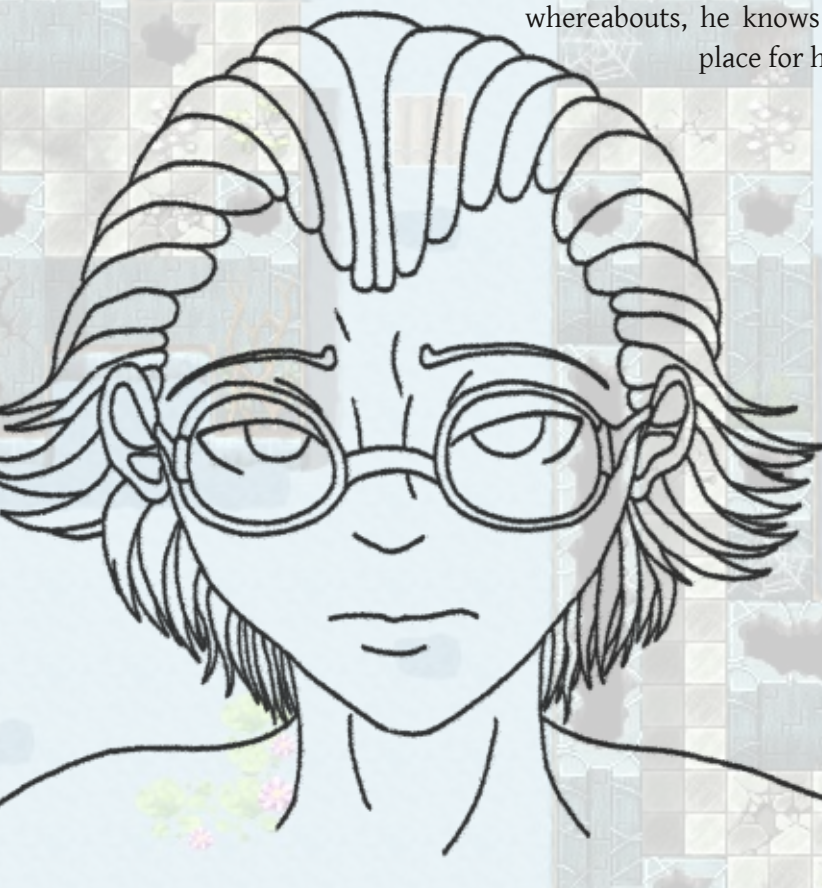
Rami Astern  
Childhood sidekick

Rami has grown along Lilaverna, and too many times he had to clean the mess she left behind.

More calm and level-headed, he continues to watch over her, following her in this journey to the other side of the world. Conscious of the many dangers of such a travel, he has carefully planned their expedition as much as he could.

Despite his continuous bickering with Lila, there's little doubt about the nature of his romantic feelings toward her adopted sister.

But as long as the young woman remains obsessed by her father's whereabouts, he knows there will be no place for him in her heart.





*With a defined hero, creating a sidekick is far easier.*

*It's about taking the hero's opposite, then tweaking it given what your story needs. In Rami's case, it seemed obvious to me that a somewhat pessimist know-it-all was necessary to the good balance of the two. The sidekick is the mirror to the hero's actions, both her conscience, her devil's advocate, and, of course, the invisible hand of the writer.*

*Opposites attract each other. A love story between those two was more plausible. Since they're together since childhood, it gave me the opportunity to write some anecdotes they share, deepening their relationship on screen, and spicing their dialogs.*

*Finally, their usual bickering enriches the storytelling, bringing in some comedy to the scenes.*

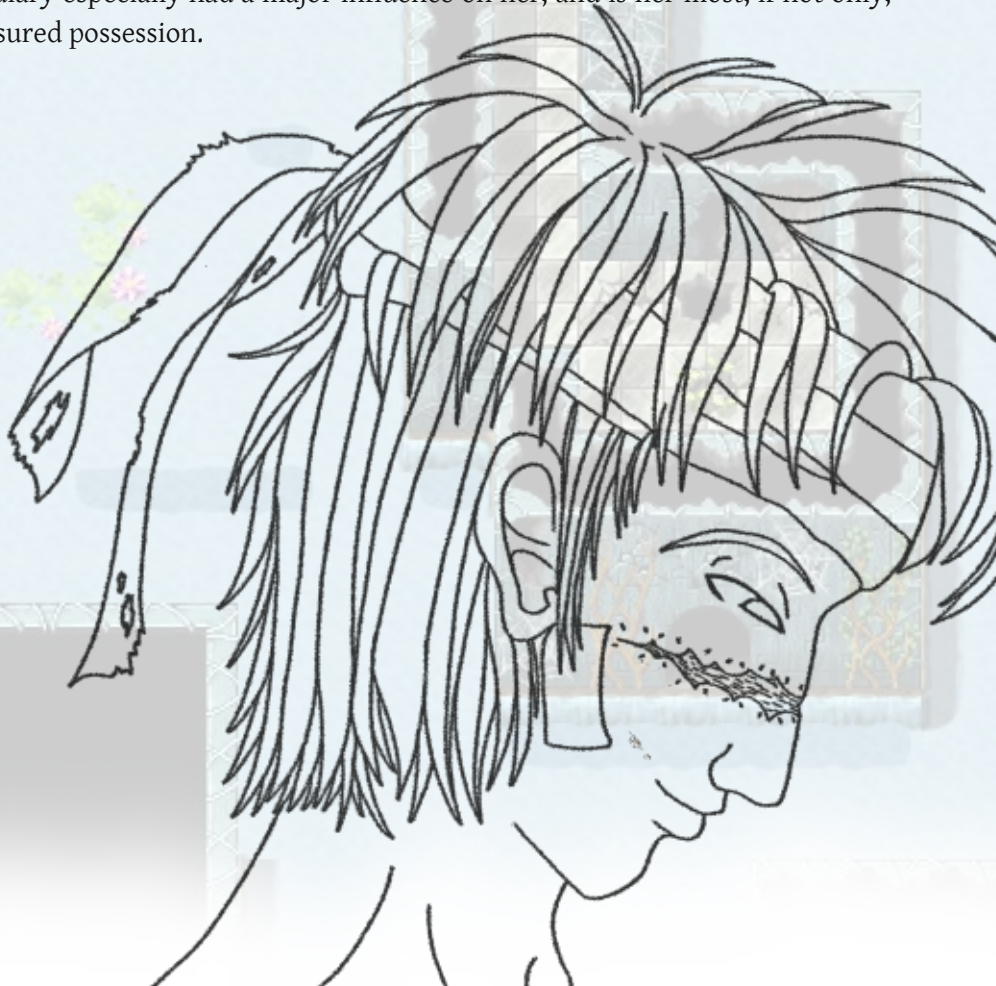


*Jones Esterlan*  
*Origin of your adventure*

Lila's father, he has lived an adventurous life, brutally ended by his disappearance during a secret expedition to the Demeris land.

He's still seen as a talented individual, more interested by the thrills than gold pieces. Despite his obvious lack for family obligations, he remains an important figure to his daughter.

His diary especially had a major influence on her, and is her most, if not only, treasured possession.





*An interesting work, this one was.*

*Jones himself only appears in the very beginning of the adventure, and disappears immediatly. He is the main reason for the story, the driving force pushing the heroine to move forward. But for this to succeed, he must also impress the player, to appeal him as much. Or at the very least, display enough charisma to justify his influence during the remaining game.*

*I imagined him like a certain Indiana Jones, adventurish and dashing, while more self-centered and less litterate. The most difficult has been to describe him as a failed father, an example to avoid, while justifying his daughter's admiration to him, the lone hero triumphing from every danger, leaving to the sunset for a new journey.*

*All of this, within a few monologues, and no action sequence!*



## Short-Round

*Business is business*

outrageously expensive.

Business is his pride, and he does take seriously the merchant's code of honor, whatever this could really mean. Is he only here to fill up his pockets at your expense? Or does he have another objective in mind, which he won't tell you about?



*Usually, building the game comes after the writing part.*

*I put everything on paper. I evaluate, compare, modify, and, I hope, enhance my first draft. It demands several days, to find the good alchemy, and to set up everything right for a good start.*

*But Short-Round is the exception. Until very late in the conception, he remained without name, labeled as a bland opportunist merchant. His role was only functional. It took the nearly end of the game for me to realize his full potential, and how much he could serve the story as a whole, granting a final reveal.*

*Short-Round is a wink to the sidekick of Indiana Jones in "Temple of Doom". Like his inspiration, my Short-Round has been a young associate of Jones, who saved him from poverty, and took him in his adventures. Short-Round has since felt indebted to his mentor. And he is the kind of man to pay back his debts... ..as a true businessman.*



## Militiamen

*A lethal encounter*

Particularly devoted to their mission, militiamen are a military force specially dedicated to enforce the ruins' inviolability.

More than their martial knowledge, it's their fanaticism that is the most dangerous. They won't even try to talk. They will stomp any invader on sight, whatever he is, like a cockroach on their path.

They know perfectly the traps of their surroundings. No use to hope they will fall into a deadly mechanism, instead of you.



*Every game needs menace, even virtual.*

*Militiamen are the most direct threat for the player. Given their purely utilitarian role, they don't need a personality. Their sole presence is enough to evoke their dreadful dourness, and the player's imagination fills voids.*

*In the first draft of the scenario, they should have threaten Rami of retaliations, if he was caught in the act of plunging. Then, I considered more logical to give this role to shady adventurers. Obviously, one cannot be fanatic and corruptible at the same time.*





## Competitors

*A danger greater than traps*

You are not the only adventurers around.

Others, like you, have come to this land, ready to make a quick living for a life long. Among them, the least civil gets the bigger share.

Why then risking his own life in perillous ruins...

...when you can rob the survivors, their bags full of heavy treasures?





*What's the point telling a story, if there's no surprise along the way?*

*I needed to add more tension, not during the ruins' exploration, but outside those sections. An incentive to complete the ruins as fast as possible. Something more immersive than a score or a timer. I also found sad that, despite quite a number of adventurers around, the player would meet nearly none of them.*

*I then merged those two letdowns as one solution, with a trio of shameless explorers, ready to go to any length for filling their pockets. Their personalities appeared "by themselves".*

*The boss is an efficient gang leader, cynical and confident. He never hesitates to enforce his authority, in blood if necessary.*

*His silent comparse is a little inspired from hitman Jules in the movie Pulp Fiction. He talks little, and follows orders without question.*

*The chatty one is paradoxically the most dangerous of the three. A mad dog who takes whatever he wants, without any thought about the consequences for others.*



## Sponsor

### History at all costs

Many rumors fly around about his real identity. Some say he's a powerful demon. Some think he's a scholar-prince, exiled from a forgotten country.



His attitude, as cold as it is dry, doesn't soften his reputation, neither his more-than-questionable visitors. Nevertheless, he has an impressive wealth, and enough influence to keep the emperor's eyes away while he organizes his "private" invasions.

Giving little regards to his adventurers' survival, his interest relies only in the artifacts, and the hidden history they could conceal. For those, he's ready to pay an incredible price, to anybody bringing him what he wants. No matter the way.

*The instant I put Life Precious in the Demon Lords chronicles timeline, I had to include some recurring characters of the saga.*

*The sponsor is exactly one of them.*

*Those who will play "Threaders of Destiny" (still in pre-production :p) might recognize Jeral Domieux, apostle of Gam'ii Ghyn. As eager of learning as before, he carries on his quest to absolute knowledge.*

*His obsession about Aremis' History grew stronger with passing centuries, to become his only priority. His Eternal supports him in this task, as much from boredom as from curiosity.*

*He has little doubt the results might prove themselves useful, against his demonic rivals.*



## *Demons* *Do never disturb*

Each demon is unique...  
...except in his disdain for mortals.

Some are aggressive. Others more likely to talk. They remain wicked, liars and dangerous.

They hide themselves in some ruins from their kin, too glad to find some centuries of freedom, after many millennia of slavery.

For their situation to remain that way, they're ready to go to many lengths.

The least scrupulous ones, if possible.



*Demons are the essence of the Demon Lords Chronicles.*

*I could have done it without them, in this distant spinoff. But I found more interesting to use them as antagonists with their own agenda.*

*To surprise the player, you need a minimum of diversity, and the sole presence of militiamen would have damaged this. I was looking for other "living" threats, able to startle the player, and forcing him to rethink his strategy, even for one second.*

*With a few demons, I offer an explanation for minigames, devils getting bored or angry, but also a world richer of new mysteries and unknown dangers.*



# Tips





You can run, by pressing the key from your keyboard. You need a certain delay to catch your breath after a run. So you cannot chain two runs one after another.



Treasures hide themselves under small boulders on the floor. While running, you cannot look for treasures.

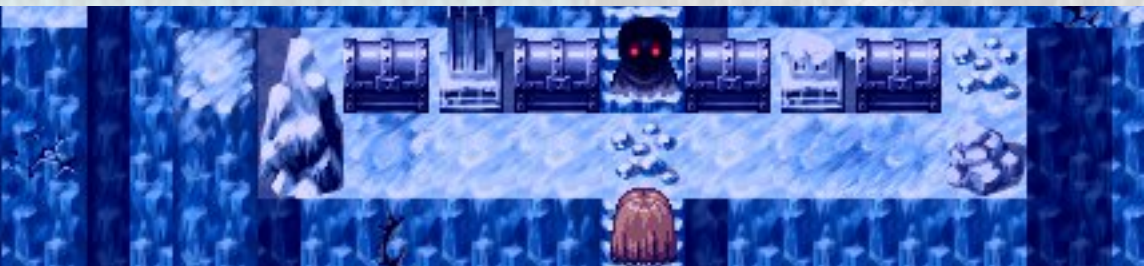


Traps are often noticeable by a skeleton lying above them. While running, your delay to react is halved. Fail to evade a trap teleport you back at the beginning of the current screen, with all your treasures acquired in the current ruins lost.

Use your autosave efficiently. Explore the current ruins fully, devising the best course of action. Load your autosave, and complete the ruins maximizing your loot and minimizing your time.



Bonus ruins enable you to gain wealth quickly. The best strategy is to complete the main ruins, obtaining their five artifacts and the five diary pages. When the boat is back, use the bonus ruins to increase your wealth.



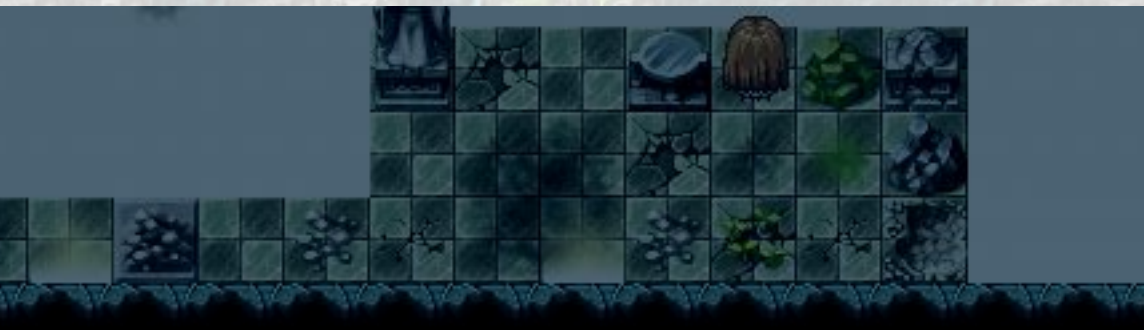
08:56

Each dungeon can be completed in less than six minutes, without running. Special events only appear when you complete the last three ruins in less than six minutes. Missing those first two are without consequence on the endgame.

There's a shortcut in the 4th ruins, on the first rampart, behind the two militiamen against the wall. Force them to come after you, pass behind them, then go up to the cracks in the wall. Your character will climb them up to the next level. Go to the right to access the roof.



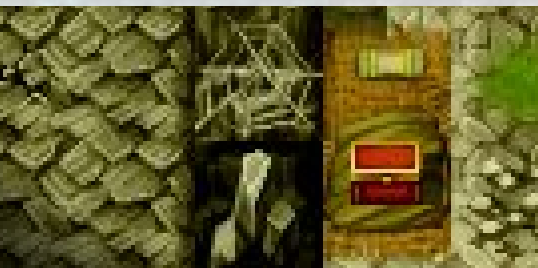
You must complete the 5th ruins in less than six minutes to access the good ending. There are two shortcuts. The most obvious one is in the middle of the map. For the hidden second one next to the starting point, a raft makes a perfectly functional ladder on a small wall.



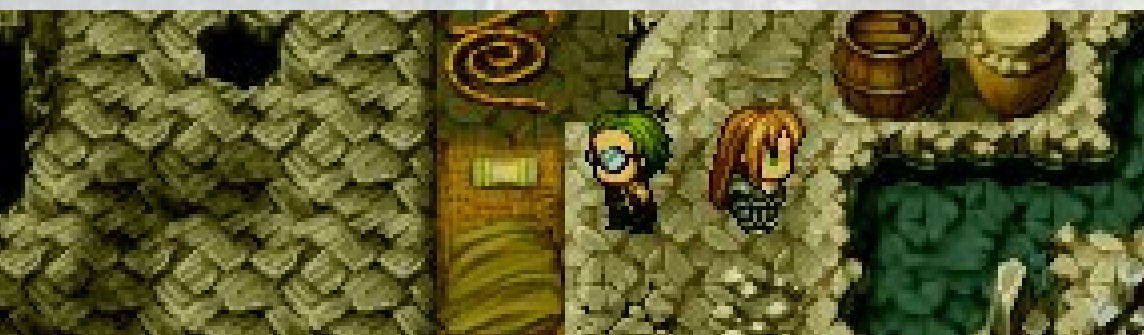
In the artifact room of the 5th ruins, there is a secret path on the right side of the platform. From here, run upward to the wall, then turn left. In front of the center platform, go down to access the stairs.



Every artifact will be taken by the merchand if you take more than eight minutes to complete a dungeon. You can buy them back if you missed them.



Every ruin hides a page from the father's diary. You can buy them from the merchand if you missed them.



The ending depends on three factors:

- Wealth level (ten thousand)
- Number of diary pages (five)
- Survival of Rami (less than thirty minutes and five artifacts).





## Contents:

# Conception

>Show Balloon Icon: This event, Silence, Wait

one

```
@> Conditional Branch: Switch [0081:EnglishVersion] ==
```

: : Rami, you ok?

: You're white as a paper sheet.

@&gt;

: : Rami, ça va ?

: Tu es  comme une feuille de papier.

**ACTION** > Turn away from Player

@>Conditional: Switch [0081:EnglishVersion]

@>Text: 'Rami', 0, Normal, Bottom

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

: : Yes. No big deal.

: : His travels were terrible.

consciousness.

@>Text: ( )mal, Bottom

: : The first time you made such a face, it

: : was when you got caught by

: : Jaqal and his gang.

... eggs in his face.

## Inspirations

I didn't want a generic RPG. I wanted an active, yet easy, game. With a story as enjoyable as its characters. Given the few possibilities of the limited game engine, I take the route to action-adventure. But I still needed diversity in activities available to the player. I then took my inspiration from old retro-games to enrich the gameplay. The bonus dungeons are freely adapted from classic titles from videogame history. In order of appearance: racing game, Pacman, Space Invader and an watered-down memory game.

On the writing side of things, Life Precious presents the adventures of a young woman looking for her lost father. In a "Jules Vernian" context, with in the background the exploration of ancient ruins and the secret of humankind origins on a foreign planet, I had to evoke a sense of wonder and danger...

What's best for this than the master of all?

Many scenes are inspired from Indiana Jones movies. A runaway from a giant boulder, a lethal trap activated by a previous explorer, "savages" pursuing you, the jump from a long bridge cornered by enemies, a wagon chase. Even a statue you must trade for its exact weight!

But what need did I have to imagine a heroine re-writing the classic works of adventure?

Because I consider that grand ideas, those which speak to anyone, no matter the time or place, are bound to arise. In the setting of Life Precious, Humankind has landed on a foreign planet, oblivious to all its past on Earth.

Nevertheless, if those works are entirely forgotten, the imagination that gave birth to them is still around. It seems obvious to me History will repeat itself. The wheel will be discovered again, just as the adventures of Pr. Jones will be rewritten the same. With minor differences of course. But the lone adventurer, slayer of mysteries and bad guys alike, will continue, as iconic as he is.





I didn't imagine Life Precious from nothing. The seeds of the game had been planted several years before. But it wasn't a game at that time. More of a meta-game.

In my project OniromanSim (still in production at this time of writing :p ), the player is an amateur game creator (known as "maker", as in RPG Maker). He must fulfill several parallel objectives, and one of them is to produce an interesting game in one week.

Of course, the player couldn't make a real game in the game. I simulated this activity with a visual quizz.

A few times during the course of the game, the player must choose between four game-desin related decisions. Points are attributed for each card. At the end of the game, the player's project is measured and judged good or bad, based on the total score of the cards.



To get the highest score, the player must produce an easy game, casual-friendly, without high-level feature, where we follows a young girl exploring a treasure-filled world, with her secretly loving sidekick.

Rings a bell?

Yes. Indeed.

That meta-game, that I made and implemented nearly three years earlier in a purely minigamey goal, has eventually grown "body and soul" into Life Precious. Sweet irony: it's the game coming from the meta-game that does become available long before its inspiration.



The ways of Game design are impenetrable.

## Analysis

I don't think we can create a game, or anything else for that matter, without express a wide variety of implied ideas. Ideas that the creator himself didn't notice at the time. But I will eventually recognize, for himself to look back a little closer to his completed work. I try here to analyze the wheels of my own creation. Some are deliberate from my part, others have found their way "all alone", out of my consent.

### *To create from a legal, free and user-friendly tool*

In its free edition, RPG Maker VX ACE Lite limits the number of modifiable elements. Life Precious has then been made under strong constraints. However, by restraining its possibilities, it enabled to define a more realistic game design, in sync with the investable resources.

### *Absence of gratuitous violence*

There is no graphic death in Life Precious. Violent acts are implied only. More important, the player cannot kill his enemies. The gameplay is centered around exploration and dodging, puzzles, reflexes and managing resources at disposal.

### *To convey a positive message*

«The important is not wealth or fame, but someone to share them with»

This sentence is used as a canvas for all aspects of the game.

- The heroine is looking for a sense to her life, following her father's steps is just a way to discover, through his experience, what would be precious to her.
- Her sidekick already applies this leitmotiv, supporting her the best he can while keeping his feelings hidden while he waits for her to be ready to answer them.
- Her father has realized too late his mistake, as his daughter discovers it at the end of the game, while reading the last page of his diary.
- The three competitors are the example to avoid, eager to kill or let their partner be killed for more loot.
- Finally, the merchand offers an ironic variation of this message. By putting his business above everything else, he remains able to honor his commitments. Although looking for money, he keeps on fulfilling the will of the only person with his shared his best moments years ago.

On the rules side, the player must repeatedly give up on his wealth to progress in the game, to ignore treasures for gaining time, to buy at outrageous price clues about the heroine's father. If he prioritizes his own score before well-being, mental (for the heroine) and physical (for the sidekick), he obtains a sad ending.

To succeed, the player must put his score (the historical symbol of success in videogames) aside, and focus both on some paper sheets and the survival of his associate. An utilitarian associate at first glance, but a real "princess to save", right in the very own player's castle.

### ***User-friendly gameplay***

Commands are limited to the four arrow keys and two action keys, with one (running) being trivial to finish the game. Keys are symbolised ingame by graphical bubbles on each first occurrence in the game, to make them the most understandable. Dialogs, available in English or French, present and enforce the game principles, without damaging immersion with "breaking the 4th wall" sentences.

### ***Amateurish yet law-abiding work***

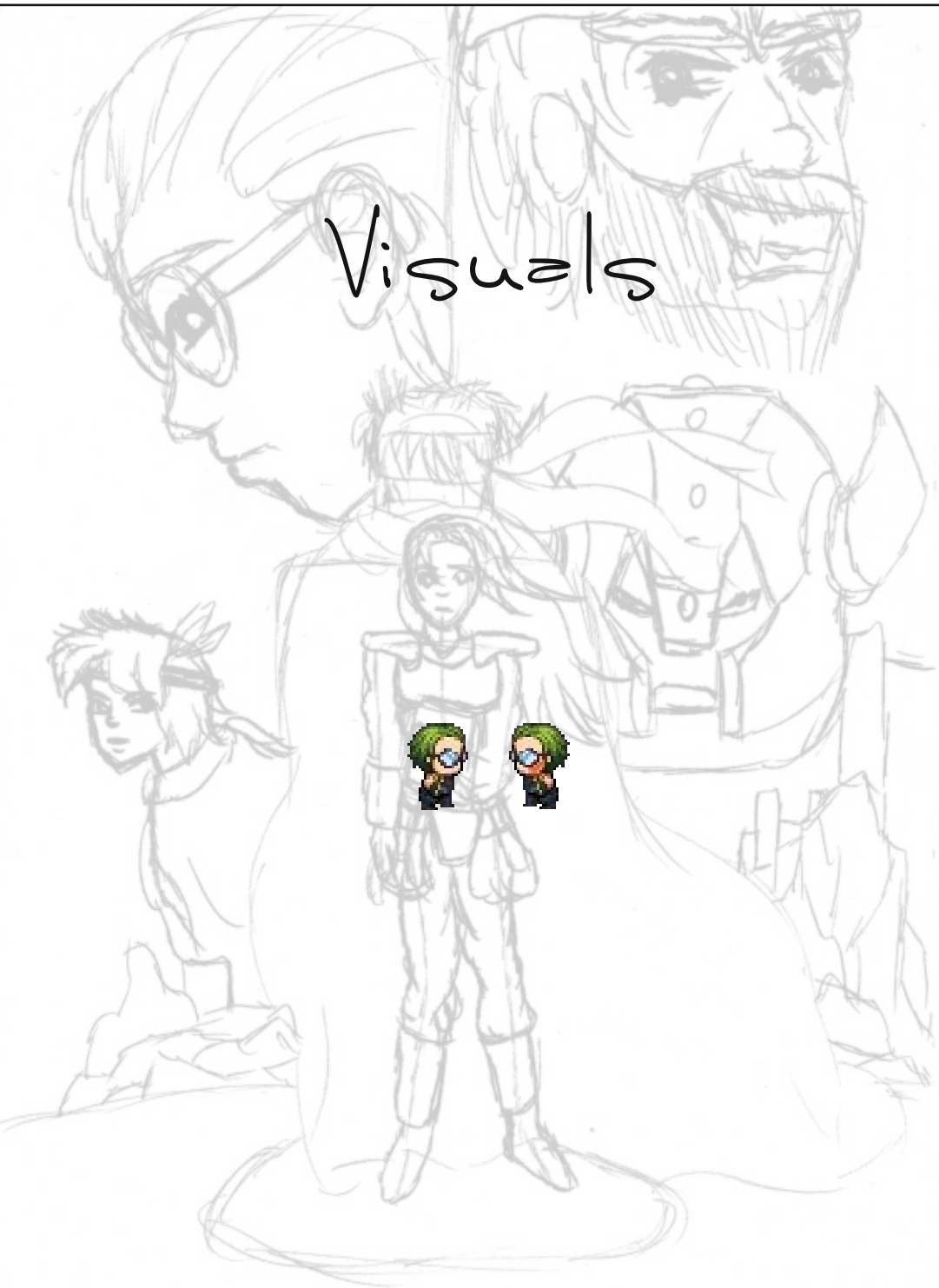
The game has been built with the free version of RPG Maker VX ACE, published online by the copyright-holder itself. Resources foreign to the game engine has been made from opensource free softwares (Gimp, CeltX, MediaCoder, VirtualDub, LibreOffice) or mainstream (Music Maker). The game is available online for free, under Creative Commons 3.0 licencing, authorizing redistribution under the same licence, and alteration of the project if naming its original author.

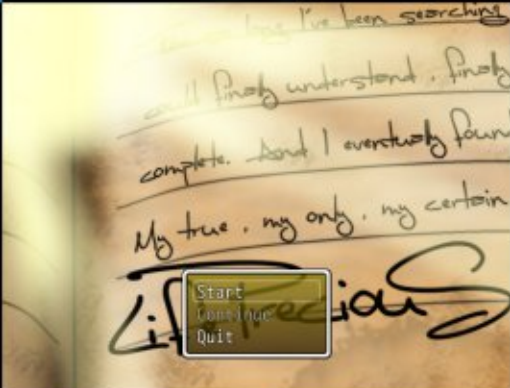
### ***Educational purpose***

The project file, include with the game, can be open with the same free version of the game engine. Creative Commons licencing covers this use. The goal here is to prove a full game can be made from free/cheap tools without advanced knowledge or expertise. Modifying the original game can be used as a training medium for computer programing, or to initiate casual audiences to game-design. The RPG Maker brand is well-known for its user-friendly approach to game making, and its numerous amateur resources available in any language over the Internet.



# Visuals





11:28



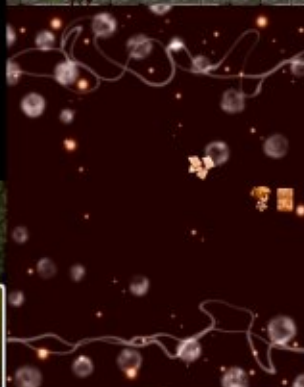
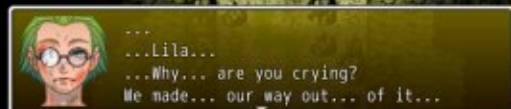
10:27



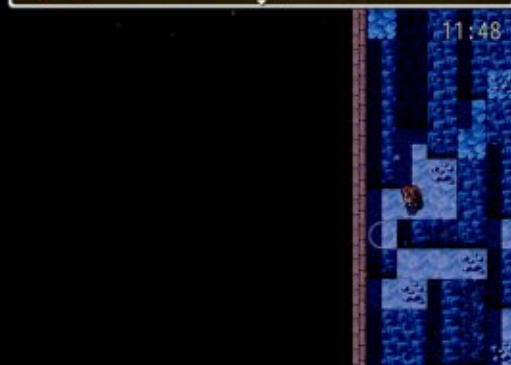
English



11:16



00:41

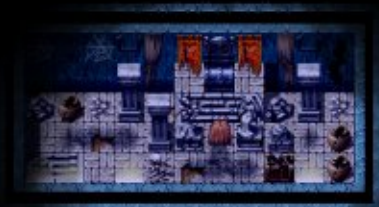


11:48



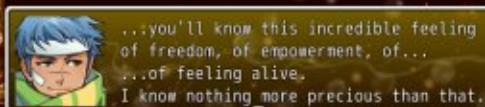


09:35



NON LOADING

please wait...



...you'll know this incredible feeling  
of freedom, of empowerment, of...  
...of feeling alive.  
I know nothing more precious than that.



00:54



00:52



11:3



09:45



Welcome, little missy.  
I think we both have something  
the other desires.





# Credits

Thanks for  
Playing



## Concept, Direction and Programming

mtarzaim

[www.thefrogstudio.net](http://www.thefrogstudio.net)

## Game Engine

RPG Maker VX Ace, Lite version, Enterbrain

[www.rpgmakerweb.com](http://www.rpgmakerweb.com)

## Visual Design

RGSS

[www.rpgmakerweb.com](http://www.rpgmakerweb.com)

Gimp

[www.gimp.org](http://www.gimp.org)

## Font

LunaBar

[www.fatcatfonts.com](http://www.fatcatfonts.com)

## Sound Design

RGSS

[www.rpgmakerweb.com](http://www.rpgmakerweb.com)

Magix Music Maker

[www.magix.com](http://www.magix.com)

## Credits Song

"Sans Toi", Orange Macadam  
<http://orangemacadam.bandcamp.com>

## Various

CeltX  
[www.celtx.com](http://www.celtx.com)

Scribus  
[www.scribus.net](http://www.scribus.net)

Install Creator  
[www.clickteam.fr/installcreator](http://www.clickteam.fr/installcreator)

MediaCoder  
[www.mediacoderhq.com](http://www.mediacoderhq.com)

Dewplayer, Dewslider, Dewtube  
[www.alsacreations.fr](http://www.alsacreations.fr)

Special Thanks

kvk, Imperium and Verehn for Quality Assurance

rpg-maker.fr and rpgmaker.net for  
their respective team

All of those who played the game...

...and even more, all those who  
enjoyed playing it



# Epilogue



You are now arrived at the end of my last story, dear reader. It has been some years now I have stopped writing, not from lassitude, but from health issues. I wanted to share with you, before my leaving to the last adventure, what pushed me to literature.

I always liked stories. Certainly because it was my own father who was relating them to me. Those weren't fantasies. They were the retelling of adventures he experienced in every of his journeys. He was speaking with so much spirit, so much passion. He seemed so alive, so happy while he was narrating.

That's what impressed me the most, and probably gave me the desire to convey those very strong feelings. Alas, he left me in my early years, taken by the very passion that made him so alive, yet devouring him from inside.

My father was Jones Esterlen. An adventurer with quite the reputation. A danger-lover, always hitting the road to explore the most forgotten places of this world. My Professor Jones has been entirely inspired by my Dad. They share the same boldness, the same recklessness in front of danger. Of course, my

professor is gifted with a far better talent to come back alive despite the odds!

It's only after many years later, after his death, and when I was facing myself to the same life filled with exhilarating unknowns, that I finally understood what's driven him to go farther and longer. Through his final writings, he gave me more than a last memento. He sent me his advices, the final words of wisdom from an absent father to his hesitant daughter.

He has, in a way, left me behind. He chose to go away, rather staying on my side. I should resent him for that. And I do. A kind of bitterness is still lingering, when I remember all those adolescent years in his absence. But thanks to him, I realized what matters the most for me. Reading those wornout yellowed pages, I understood what was the most precious in my life. That the mistake he has made, I shouldn't repeat it again myself.

Life is an adventure in itself. It's full of surprises, traps and mysteries. The important is not the quantity of wealth or fame one can gather. The important is the person to share

those instants with, my they be happy or sad, strong or ordinary. It's thanks to my father, and his posthumous legacy, I have been able to realize myself as an individual.

Thank you, Daddy. Thank you for giving the love of marvel. Thank you for opening my eyes on what was the most precious to me.

This books are for you. They are my gift to your attention, a present from a daughter to her father, beyond death and time. That way, through each reader, during each reading, you will live adventures again. As long as there will be someone to read my stories, you will experience new journeys to unknown worlds. Again and again.

May it make you happy. As happy as you made me.

To my father. To my family. To my readers.

Lilaverna Esterlan



