



WANDERER

DIGITAL ARTBOOK

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FOREWORD

In June 2023, **WANDERER: Broken Bed** will have been developing for 2 years now! Could you imagine such a thing? In fact, we definitely couldn't have. Looking from 2021, when we just started developing our game, all the attention and success, the amount of content now present in the game - it seemed impossible.

We really want to entertain you - not only with game content, but also bonus content to learn more about our game. We want you to talk about WANDERER, discuss it with your friends and share your impressions and choices you made in the game! And we really like when our Discord server is active.

We are pleased to present you the first version of the artbook, which provides information relevant at the release of update **v0.5 ANNIVERSARY**. Read with pleasure and remember - there's still a lot more content in the future!

*With love,
TopHouse Studio <3*



Special Thanks

OUR BIG PATRONS:

ONI

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UPD JUNE 2023



OUR WAY OF CREATION

CHAPTER I: OUR WAY OF CREATION

✦ HOW WE CREATED THE GAME ✦

As you know, «**WANDERER**» has been developed by the **TopHouse Studio** team since June 2021. This artbook, as well as the big update v0.5, will be released in June 2023, on the eve of the second anniversary of our favorite game!

The idea to create an ISEKAI game in the adult genre came about in the spring of 2021. We watched a video of the hentai game "YOGURT!", which became popular on Steam, and decided that we wanted to make one too! Initially, we thought of making a simple visual novel on the RenPy engine, with 4 hours of gameplay, and releasing the game on Steam, but then we realized that releasing a game on Steam without experience is difficult. Then we decided to release our game on Patreon, where games for adults were gaining popularity at that time.

From a simple build for an hour of gameplay, we made our prologue for the game and released it in **June 2021**. We began to distribute our game wherever possible so that as many people as possible would know about our game. The first reviews were not very good, because many understood that we took a heavy inspiration from one popular anime (I think you can guess where haha). Next, we started reworking the prologue, as well as some of the characters. Later, such unique characters as Vanessa, Berelman and others appeared in our game. We also made the first version of the sandbox, open world and locations.

For the first six months of development, we naturally earned very little on Patreon, because the game did not have much of a community. We also decided to change our game engine from RenPy to Unity. There are many more ideas that can be implemented on Unity, and it is also easier to do. We understood that there would be a large number of bugs, but this is solvable, but adding new gameplay mechanics (for example, card combat) on RenPy is much more difficult

❖ HOW WE CREATED THE GAME ❖

than on Unity. In November 2021, we hired our game designer **VOIDLUST**, who is still developing the game to this day. Also at that time, the first artist who had been with us from the very beginning left us, which slowed down the development of new versions. It wasn't easy. Very much so...

At some point, we reached our limit and were burned out as a team. Yes, let's be honest - this can happen to anyone. We have almost run out of motivation, because we spent a lot of our precious energy, time and money on this, and the number of Patreon subscribers was not growing as quickly as we needed. But everything changed with one decision.

We learned that it's possible to post adult games on the **Itch**.

In early February, we released our game there, but we had no idea what kind of traffic and popularity Itch.io would give us as a result! At the beginning of February we had \$200/month on Patreon, and in April we had already crossed the \$1000 mark!!! In addition, our game sold well on the Itch platform itself. With the increase in traffic, we decided to expand our game by hiring new people for various vacancies. We needed artists, writers, animators, SMM, project managers and UX/UI-designers. In less than half a year, we were able to staff our team with all the people we needed and get involved in the development at full capacity!

In **November 2022**, we released update v.0.4.3, and in December, a separate small visual novel "The Chronicles of Isabella", which is a prequel to the main game. Our business was going well, although we will not deny that there were many problems and not everything went perfectly (as in any project, of course). By the end of December we had passed the mark of 500 subscribers on Patreon, but this was not enough for us. We wanted more, because our goals were more

❖ HOW WE CREATED THE GAME ❖

ambitious than ever! In **February**, we moved our UX/UI Designer to the position of Marketing & Community Manager, and now, in tandem with our wonderful Project Manager, we hope that all of our people on the team will lead us to even more explosive growth in order to entertain our players with new updates more often! We also made our own Lust Launcher, which should make it easier to interact with our games.

June 2023. Now, we already have about 1000 active Patreon subscribers, and there are already 15 people in our team! Our launcher has been downloaded by more than 60,000 unique users, and the total number of players who have seen and played our game is more than 250,000 people! Our plans have become even more ambitious, so we intend to release updates **MORE FREQUENTLY**, and also release the game on Steam in 2024.

We hope you, our dear readers, that you will help make the game better with us, so in honor of the game's two-year anniversary, we present artbook on the game **«WANDERER: BROKEN BED»**

THE LORE OF THE GAME

CHAPTER II: THE LORE OF THE GAME

✧ LORE ✧

LORE for Wanderer was thought out from the very beginning of its creation. But at the same time, it's constantly changing. The game has more and more characters, details and gameplay elements, and our team periodically expands and changes. All this leads to changes in lore, as it becomes deeper and richer. At the beginning we had only a general idea, but now we have an idea about the different countries and peoples of Andir. We know a lot about how magic works in our world, what the elements and magical schools are. Trade, cultures and much more are being worked out gradually. More exciting details will emerge over time, and we expect all of them to make the story more interesting for players.





Archepilag Arkhans

REPUBLIC OF ESPEK

CUNNINGHAM

MARGOLIA

ENEDHEIM

TARTARIAN EMPIRE

❖ CUNNINGHAM ❖

- | **Country:** Cunningham, First Kingdom
- | **Motto:** Knowledge is light, ignorance is darkness
- | **Capital:** Cunningham
- | **Languages:** Cunningham (English)
- | **Ruler:** Queen Eleanor Henrietta of Cunningham
- | **Reference:** Central Europe, France

CUNNINGHAM is the central country on the map of the continent, bordering between the Tartarian Empire and other great countries of the continent. Due to its location, it possesses significant influence in trade. Cunningham is also rich in its history of ancient magical aristocratic families known for their scientific discoveries in the realm of magic.

Population: Humans are the majority, with a small percentage of the population being elves and beastmen.

❖ MARGOLIA ❖

- | **Country:** Kingdom of Margolia
- | **Motto:** Who does not risk - he does not drink champagne
- | **Capital:** Nerea
- | **Languages:** Margoli (Spanish), Cunningham
- | **Ruler:** King Largus Libre, Conqueror of the Seas
- | **Reference:** Spain, South Europe

MARGOLIA is the land of adventurers. Wine, risk and sun are in the blood of the inhabitants of this bustling southern country. It is here that most famous sailors and explorers are born. Margolia is actively striving to open up new unexplored places for the entire continent - developing cartography, navigation and ship art.

Margolia has the largest fleet on the continent, which is not inferior in size to the fleet of the Tartarian Empire.

Population: Very diverse - Margolia is a place of million differences.

✧ ARKHANS ✧

- | **Country:** Archipelagos Arkhans
- | **Motto:** Whoever understands life is no longer in a hurry
- | **Capital:** Yasumi
- | **Languages:** Arkhanian (Japanese without kanji), Cunningham
- | **Ruler:** Beastmaster Kenji
- | **Reference:** Hawaii, Japan

ARKHANS is a quiet tourist country located on the islands. Known for its hot springs and heavenly beaches, it is here that you can watch the migration of the “gulk” fish, which plunges the entire ocean into a festival of light and magic called the Lunar Tide. Population: Beastmen are the majority, with a small percentage of humans and elves.

✧ TARTARIA ✧

- | **Country:** Tartarian Empire
- | **Motto:** Whoever comes to us with a sword will die from it
- | **Capital:** Sacred Petrograd
- | **Languages:** Tartarian (Russian literary), New Tartarian (Russian documentary), Steppe speech (Middle Eastern), Cunningham
- | **Ruler:** Tsar Demyan Alexandrovich Romanov
- | **Reference:** Russia, Middle East, some China

TARTARIA, the Great East-North Empire, is the largest country in Andir, stretching from the center of the continent to the edge of the known world. It's military superpower, with a huge fleet and exceptional battle mages. Population: Humans are the majority.

✧ ESPER ✧

- | **Country:** Republic of Esper
- | **Motto:** What goes around comes around
- | **Capital:** Sayora
- | **Languages:** Esperanto (Irish/Welsh/Italian), Cunningham
- | **Ruler:** Queen Chauntea the Magnanimous
- | **Reference:** Britain, Italy, Eastern Europe

THE REPUBLIC OF ESPER is an agricultural country that supplies most of the food to all other countries of the continent. Esper can safely be called the millstones of Andir. It is famous for its fields and white fluffy clouds hanging over the horizon. It is here that the most delicious food on the continent is grown.

Population: humans and elves are the majority, beastmen are less represented.

✧ ENEDHEIM ✧

- | **Country:** Enedheim
- | **Motto:** Architecture is an art that affects a person most slowly, but most firmly
- | **Capital:** Astorfurt
- | **Languages:** Enedheim (German), Runic Enheim (Futhark), Cunningham
- | **Ruler:** Grand Architect Ernest Elric of Jotunheim
- | **Reference:** Germany, Austria, Switzerland

Majestic castles, luxurious parks and architectural masterpieces – this is how **ENEDHEIM** can be described. This country is known for its architectural and engineering academies, which are just as prestigious to graduate from as magical arts academies. It is the birthplace of the most brilliant craftsmen who built the most breathtaking wonders of the world. However, the cities of Enedheim are as beautiful as they are impregnable. Not a single army has yet managed to pass through the sternly guarded gates of the capital.

Population: elves are the majority, with beastmen and humans as a very small minority.

HOW MAGIC WORKS

MAGIC IN WANDERER HAS 3 COMPONENTS.

These are: *knowledge of the self* (it determines the amount of energy you're able to generate), *knowledge of the world* (spell repertoire and casting techniques, mostly) and *mastery of the self* (the quality of casting gestures and articulation is very important). Technically, anyone with magical potential can wield magic, but this requires a basic magical education, which is not readily available for everyone.

Each person in Andir has a certain magical potential from birth. This potential can be used to learn a certain type and subtype of magic. However, it is limited. The potential amount of potential that a person can delegate for this or that magic is like a deck of empty paper cards. When a person studies magic, it's as if he paints these cards in the color of the chosen magic. The more he studies, the more color cards he can use. However, he cannot recolor the cards, and the deck is not infinite, so the mage must carefully choose which color or colors

HOW MAGIC WORKS

to choose. Most often, mages choose one color, or subtype, of their magic type in order to achieve the most powerful spells of that type.

Cunningham Academy of Magical Arts teaches elemental magic only, and prefers to teach students who specialize in one element, because the more potential is used on a subtype of magic - the more powerful the spells of this subtype. Mages with two or more elements are usually weaker than a mono-elemental opponent, but have a more diverse spell repertoire and, therefore, can win with clever spell use.

Wanderers have no limits on magical potential. They can learn an infinite amount of any type and subtype of magic, although magic that you do not have a predisposition for is extremely difficult to study.

ELEMENTAL MAGIC

FIRE. Allows you to create and control fire. It can be created from energy or used from a source, which is less wasteful.

WATER. Allows you to create and control water, analogous with fire.

EARTH. Allows you to control earth. For example, you can strengthen your steel sword, create an earth barrier from under your feet, make a hole in a stone wall, quickly build a building from debris and rubble, slow down opponents with mud and sand, make pottery from clay, etc.

WIND. Allows you to control air particles - speed them up, slow them down, compact, discharge, pick up and carry matter such as sand or water, etc.

VOID. Allows, inversely to other elements, to destroy matter and process it into energy that can be concentrated to create energy bursts. The magician can teleport by "removing" the distance between places, create a vacuum by removing air, can create a hole or a rift by removing earth, or dispel someone else's spell by breaking it down or consuming it.

THE CUNNINGHAM ACADEMY

THE CUNNINGHAM ACADEMY of Magical Arts was built shortly after the death of King Arthur by William Minerva Monroe and Elizabeth de Pompadour. It specializes in elemental magic, and teaches between 25 and 40 students at a time. The current director, Iroh de Silva, is the third in line and has been in office for 20 years. It is considered the second most prestigious among the six academies scattered throughout Andir. The academy has proven itself so successful in teaching students that homeschooling at Cunningham has become bad manners. It has an impeccable reputation as an academy that does not accept mediocrity and produces only exceptional talent. Like all other academies, it has great political influence, as it teaches students from the political elite of all countries of the world.

III CHARACTERS

CHAPTER III: CHARACTERS

✧ OUR LOVELY CHARACTERS ✧

At the moment, the game has **6 main characters** with whom it will be possible to build relationships. In addition to them, there are secondary characters, of which there will be even more. Our protagonist is an otherworlder who arrived from a world similar to ours. He is a modern guy who had problems that are familiar to many men in our world. Like the players, the main character will discover the world of Andir from scratch. In addition, in our game there are several secondary male characters, as well as the favorite of the whole team - a raccoon by the name Areikhstargh Berelman. We love all of our heroes and heroines and hope our players love them too.



MAIN CHARACTER



MC is a young man with black hair, light brown eyes and fair skin. He's a capable student that quickly grasps information. For this reason, he was bored studying at the university, and without putting any effort went through university with average scores. Of course, this is not enough to master such a discipline as magic. But even here the hero was lucky - at the beginning of the journey he meets a great teacher, who was dying of boredom, just like himself. The legendary sentient sword Excalibur is taken to train the wanderer, and thanks to this and natural ingenuity, the hero quickly begins to catch up with his peers in the magical arts, learning both himself and his environment. He understands people well, as he lived in a large family - his mother was a psychologist, and his father was a teacher. He sees people who try to assert themselves at the expense of others as losers. He lives his life as an observer, and does not like unnecessary struggle. However, there comes a moment when you need to change and move forward, and such a moment comes. Students don't trust the hero, and the aristocrats, for the most part, are not eager to treat him as equal.

| **Parameters:** 172cm | 72kg | 21cm



HERO



HERO



ISABELLA TOUCHE



Isabella is a girl with fiery red hair, bright purple eyes and light peach skin. Her magic type is fire. Has a short temper, at first glance she seems very arrogant. Has a complicated ancestry. Extremely popular among male students, but does not get along with female students. She loves to fight, travel and explore new horizons. She's very competitive with Anastasia, but their relationship is much more friendly than expected. Maria is her main rival and a sore sight to her eyes. Isabella is persistent, purposeful and inquisitive, but at the same time, she often makes hasty decisions and wrong assumptions, which often make her speak out and provoke conflict.

Parameters: 168cm | 60kg | D

Nature: kind-hearted, slutty, vindictive, hypocritical

Wish: take revenge on Maria for a broken heart

Soul problems: warm feelings for Maria and a good heart

Facts: popular with students, had an affair with a teacher, pet salamander, goes to baths at night



ISABELLA



ISABELLA



❖ MARIA DE POMPADOUR ❖



Maria is a girl with silver locks, ruby eyes, and pale pink skin. The element of magic is unknown. An aristocrat and a descendant of the founder of the academy, Elizabeth de Pompadour. Despite her position, she's treated like an outcast. This may be due to the fact that her family doesn't wish to acknowledge her. She loves astronomy, enjoys reading fiction, especially adventure stories. While no one's looking, she has a real sweet tooth. She hangs out in the library where she likes to talk with Cruella - her confidant, mentor and the only close friend she has. She does not get along with Isabella, to say lightly, but she does not understand the reason Isabella is so upset at her.

Parameters: 152cm | 45kg | A

Nature: shy, insecure, tries to hide behind a mask of severity

Wish: graduate from the Academy with honors and bring glory to the family

Soul problems: tightness and insecurity, suppressed libido, Isabella and her constant bullying

Facts: a fan of Princess Eleanor of Cunningham, was in love with her uncle the Baron and Headmaster Iroh



MARIA



MARIA



VANESSA LACROIX



Vanessa is a woman with long fiery hair, emerald eyes and fair skin. She's exceptionally skilled in magic. She's an insightful researcher but her ambition often hinders her progress and health. She easily adapts to any situation and person. Or is it the whole world adjusting to her? She evokes respect and admiration in her students. Some teachers, and even the director himself, are afraid to get in her way sometimes – such is the power of her anger. Cruella is her best friend, and this is completely mutual, despite the difference in their personalities. Vanessa is also Amelie's wealthy patron, allowing her to study here. She feels very warm to Catherine, and often stands up for her and supports her. She is suspicious of the director, though, investigating him for his strange behaviour.

Parameters: 172cm | 66kg | E

Nature: firm, tough and uncompromising

Wish: increase the Prestige of the Academy and advance science

Soul problems: strongly experiences the emotions of others

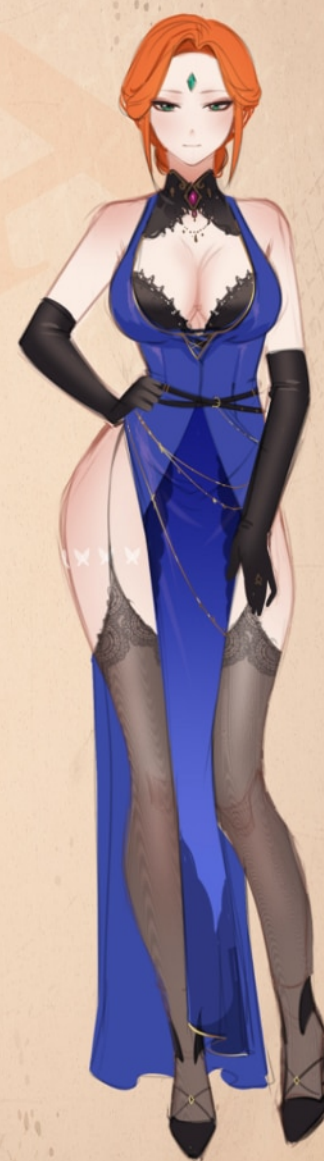
Facts: born a female, but decided to try out the partial sex change potion



VANESSA



VANESSA



❖ CRUELLA CASTELLIER ❖



Cruella is a kitsune with silver hair that darkens towards the ends, amber eyes, fair skin and a long soft fluffy tail. She wears silver-lined reading glasses on a gold chain. She's cunning, unpredictable and very playful. Students in need of advice or reassurance go straight to the library. She has been best friends with Vanessa for a long time. She likes to tease Catrine, and loves to get a good reaction out of her. Maria is one of the students she sees hanging out in the library too much, so she tries to support her best she can. She's on the same wavelength with Anastasia, but not Vanessa's maid Amelie. Her main hobby is teasing people and addressing inappropriate behaviour.

Parameters: 178cm | 72kg | F

Nature: promiscuous, curious and open-minded, picky, principled, good-natured, empathetic

Wish: take care of students

Soul problems: jealous of her parents, wants to be successful too

Facts: born into a large family of animal scientists, has a rich sexual experience, served in the Jaeger Corps in her youth



CRUELLA



CRUELLA



◆ CATRINE LOVELLE ◆



Catrine is an elf, has light blond hair, light pink skin and heterochromia, with one eye rosy red and the other vibrant green. She has a very soft voice and a quiet, patient and incredibly kind personality, which earned the universal love of the students of the academy. She's rumoured to be the top pick among the girls who study at the academy. Catrine is a real workaholic, and she doesn't seem to do much else apart from healing. Her friendship with Vanessa, who defended the interests of the elf many times, is the main reason. Often, Cruella makes fun of Catrine, driving the girl into a blush and forcing her to retreat in embarrassment.

Parameters: 167cm | 55kg | C

Nature: accommodating, responsible, soft-hearted, shy

Wish: marry an elf and go with him to the rest of the elves over the edge of the world

Soul problems: the only remaining elf in Cunningham

Facts: she doesn't know her father and mother disappeared at a young age



CATRINE



CATRINE



ANASTASIA ROMANOVA



Anastasia is a tall girl from the Tartarian Empire with a strong, hardened body of fair skin, golden hair and violet eyes. An unattainable ideal for all students of the academy, a popular, polite excellent student and a cold-blooded duelist. She is beautiful, smart and devoted to her studies. Students are always embarrassed about approaching Anastasia for help, but Anastasia has never refused someone who needed it. She thinks of Isabella as her friend in arms, and when she's in a more peaceful mood, she likes to sit in the library and chat with Cruella. Romeo disgusts her because of his projected arrogance and meaningless insults. And the director Iroh seems very suspicious to her eyes - who would hire such an irresponsible and childish man?

Parameters: 173cm | 64kg | C

Nature: serious and bold, sympathetic and calm. Ready protect the weak

Wish: complete the academy and take the throne in your state

Soul problems: loves the life of ordinary people and peasants

Facts: military history and tactics, country food, writes poetry



ANASTASIA



ANASTASIA



◆ AMELIE RADCLIFFE ◆



Amelie is of average height, with blue eyes, brown hair and fair skin. She's a sweet and polite girl, and very sympathetic, but her smile gives off a cunning and a harmful spark slips in her eyes once in a while. She likes intrigue and drama, and this makes her a very good actress when needed. She likes cute clothes and shipping students together. She has been long-time best friends with Lisa - they're practically inseparable in the Academy. Amelie is on good terms with Vanessa, and appreciates the chance to get a magical education given to her. Even with her love of drama, she tries to avoid Maria and Isabella, and generally ignores Romeo.

Parameters: 161cm | 52kg | B

Nature: accommodating, confident, friendly, helpful

Wish: win the heart of the MC

Soul problems: doesn't understand what it means to be free and independent

Facts: in love with MC at first sight, believes that Maria is her main rival, friends with Lisa, believes in sex only after marriage



AMELIE



AMELIE



❖ LISA BELLA ❖



Lisa is a pretty girl of average height, long brown hair and brown eyes. She earns money by selling her underwear undercover, and her business was booming until an unknown competitor appeared. Despite this, everyone knows her as a modest shy girl, which attracts many young men. She's childhood friends with Amelie, and she enjoys their time together - be it shipping other students, studying or planning something. She has a lot of respect for Anastasia, and aspires to be as masterful as her. She was in love with Romeo briefly, but now she tries to ignore him, seeing through the mask.

Parameters: 165cm | 55kg | B

Nature: very quiet, sweet and sympathetic girl, rarely raises his voice

Wish: try BDSM

Soul problems: due to the poverty of her family, she is forced to earn her own pocket money

Facts: big sister to four brothers, extremely warm to fetishists if they respect her, she also works in baths

❖ ROMEO MONTEKKI ❖



Romeo is a young man with blond hair, light green eyes, a beautiful face and fair skin. He's arrogant, acting more pompous than his status would let him, and his behaviour is rash at times. Romeo fully supports the mages' supremacy in society, believing that those who are weaker, poorer, etc. deserved it and need to work to get closer to them. His dating life is sporadic - he breaks up and gets a new girlfriend every couple weeks or so. And when the girl breaks up with him, he blames it on the fact that she "didn't fit" him. He sees Director Iroh as an example and looks up to him, even if he never really sees him outside of his duties. He has a crush on Anastasia, and her coldness and indifference irritates him to no end.

Parameters: 171cm | 60kg | 9cm

Nature: pompous, quick-tempered, sincere, but loyal and responsive like dog

Wish: become a knight of the Round Table like his father

Soul problems: he is not taken seriously

Facts: often dumps girls who like him, owns swordsmanship and combat magic better than anyone

✧ IROH ✧



Iroh is a man with gray hair and a beard, young blue eyes, and is always seen wearing a robe and a pointed hat. Nothing escapes his gaze. He's always busy, so it's difficult to catch him, even in his workplace.

For the director, doing magic is as easy as breathing. Rumor has it that he had flirted with students, but even the girls themselves refute this totally baseless rumour. Cruella, as his peer, is his most reliable assistant when things go awry. He deeply wishes to spend more time with Anastasia, but her respect to him does not let him close the distance. He does not like Isabella very much – the antics of this impulsive person add a lot of stress to his chores as the director. He teaches Romeo privately from time to time, hoping to make a valiant and just man out of him.

Parameters: 166cm | 54kg | ∞cm

✧ AREIKHSTARGH BERELMAN ✧



Berelman is an adult raccoon with a gray-black coat color, black eyes and extremely cute paws in black "gloves". He wears round gold-rimmed glasses and a small shoulder bag. Among the students there are different opinions about him – someone believes that Berelman is a familiar of one of the wizards – perhaps the director? – while others believe that this is a strange magical beast that has become the academy's mascot since. However, few people know that this raccoon can speak, and speak well at that. Berelman has a fiancée, which he talks about with admiration. The Director is one of the few who knows about the raccoon's talkativeness, thanks to which Berelman is allowed to live in the academy.

Parameters: 60cm | 12kg | Infinite Charisma and Greed

IV LOCATIONS

CHAPTER IV: LOCATIONS



OUR LOCATIONS



AT THE MOMENT, the game has more than 20 locations, most of them are in different lighting depending on the time of day. Many of the locations are animated and the courtyard backgrounds have multiple angles.

In addition, there are 3 more locations/backgrounds in the Isabella spin-off that do not have animations like in the main game.

In the future, as the game develops, we will add many more amazing locations, among them - the rooms of many heroines and more!



CITY OF CUNNINGHAM

THE CITY OF CUNNINGHAM is located on an island on the north coast of Cunningham, washed by the Great Ocean. The main points of interest are the trade port in the northwest and a bridge crossing the river in the southeast.



CASTLE

CASTLE an ancient building in the Gothic architectural style, surrounded by white stone walls. The academic campus is located on an island and is surrounded by water, a long bridge leads to the main gate.



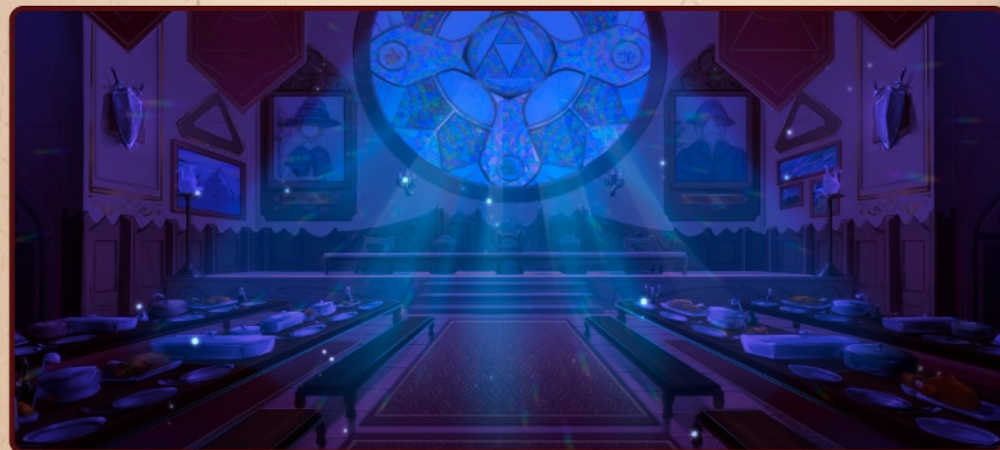
MAIN HALL

MAIN HALL a spacious central room at the base of the tower, leading to different parts of the Academy. The statue in the middle looks alive, and many students at different times tried to find out what was under her many-layered clothing.



DINING ROOM

DINING ROOM is an impressive dining area that looks cozy. Portraits of the founders hang on the wall, as do decorations - shields with swords, crystal swans and a large bright stained glass window with the symbols of the elements.



AUDITORIUM

AUDITORIUM - magic-resistant furniture, stone walls, lots of space and books - this is what the Academy's auditoriums look like. Large windows provide natural light. Everything for the students to better comprehend the magical arts.



LIBRARY

LIBRARY is one of the largest libraries in the world. They say that here, behind the shelves full of books, there are secret passages in which students disappeared. Magic crystals are installed on top, which provide daylight, so you can read here in comfort.



❖ BATHS ❖

BATHS, which are legendary among students. Mostly for indecent rumours. It is not clear whether this is because the baths are shared here, or because no one watches the entrance at night. And large columns are very convenient to hide behind.



❖ INFIRMARY ❖

INFIRMARY is a long room with a long row of beds. When a student is hospitalized - the bed is shielded with a screen that filters sound and controls the temperature. Everything for quick recovery and quality rest for students who really need it.



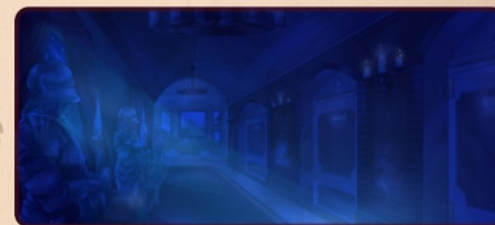
??? ROOM

???’S ROOM is a small storage room where books, magical artifacts, astronomical maps and more are stored. According to rumors, an ancient ghost of someone famous in the Academy lives here.



DORMITORY

DORMITORY has two wings: female and male. The hallways are decorated with armor and symbols of the Academy, including the symbols of the elements.



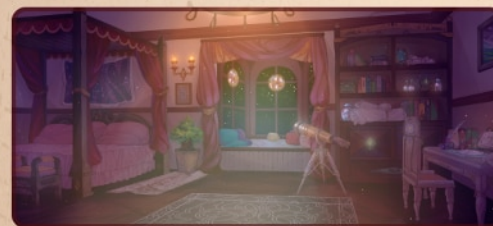
MC'S ROOM

MC'S ROOM is an attic space that was cleared for the main character to live, and before him - the raccoon Areikhstargh Berelman. There is a mail tube for letters, a mattress, a round window and a small lounge on it. Looks worn by time.



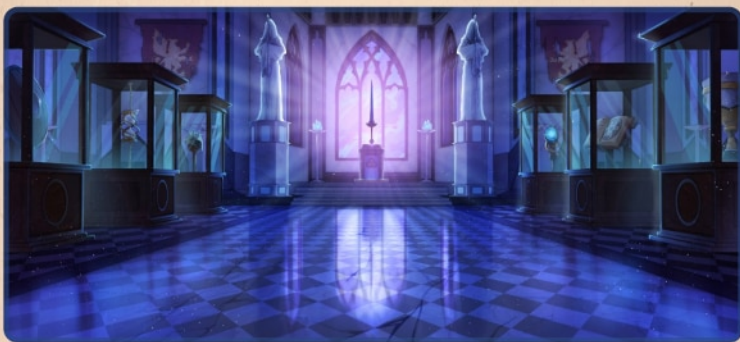
MARIA'S ROOM

MARIA'S ROOM - boudoir in pink, with a cozy reading area by the window, a wardrobe, a table and a bed. Judging by the astronomical map and telescope, Maria likes to look at the stars. Many of the books on the shelves are adventure books.



❖ VAULT / DESKS ❖

VAULT is a story-locked location. There are a lot of trophies and in the middle is King Arthur's sword, Excalibur. This is located in the depths of the restricted sections.



DESKS - front view of study tables in the auditorium. You can use all the reagents provided, notebooks, artifacts and other subjects necessary for study.



❖ SKY ❖

SKY - during the day it's blue, at sunrise and sunset it acquires blue-pink tones, and at night it is strewn with stars. It's always cloudy here because ocean is nearby.



YARD 1

YARD 1 - The courtyard has three views. The first angle - a look at the dining room, study tower and fountain.



YARD 2

YARD 2 - the second angle is a look at the dormitory and the statue of the founder of the academy. Under it there is a tablet with the names of the patrons who participated in the construction of the Academy!



YARD 3

YARD 3 - the third angle is a look at the infirmary and baths. This is the best view of the Northern Lights at night.



PORTAL

PORTAL is a battle arena surrounded by an invisible protective dome. It hosts training and all sports activities, including meditation.



✧ RECTOR'S ROOM ✧

RECTOR'S ROOM is a room with a cluttered table, books and scrolls lying on the floor, alcohol "hidden" in a globe. Behind the curtains in the wall is a bed. Letters and an ancient sword hang on the walls.



✧ CHRONICLES OF ISABELLA ✧

CHRONICLES OF ISABELLA - includes 3 new winter backgrounds. All of them are in Cunningham.



V MECHANICS IN THE GAME

CLASSES: POTIONCRAFTING

At the moment, our game has limited gameplay mechanics related to studying at the academy. So far, there are two classes: a potioncrafting class and a quiz (only in the prologue).

Potioncrafting is a replayable match-three mini-game where you need to gather the required number of ingredients within a certain time. In the future, we will revise this mechanic.



CLASSES: QUIZ

TEST

MAGICAL PHYSICALITY IN INGREDIENTS

COMPLETE THE PHRASE

Magical physicality in ingredients is:

- | | |
|---|---|
| <input type="checkbox"/> The mirror of it's element | <input type="checkbox"/> The magic of physicality |
| <input type="checkbox"/> It's alchemical basis | <input type="checkbox"/> The physicality of magic |

WHAT DOES THE MAGIC IN THE INGREDIENT DESCRIBE?

- | | |
|--|---|
| <input type="checkbox"/> The ingredient's basis | <input type="checkbox"/> It's reflection in the magical realm |
| <input type="checkbox"/> It's essential properties | <input type="checkbox"/> It's magical color |

WE HAVE COMBINED THE FOLLOWING INGREDIENTS: A LIVE FROG; A GOLDEN RAINDROP; SIREN'S SPHINCTER.
What result do we get?

- | | |
|--|---|
| <input type="checkbox"/> An anti-diarrhea potion | <input type="checkbox"/> Three Kingdoms extract used to create more complex potions |
| <input type="checkbox"/> Hemorrhoidal relief salve | <input type="checkbox"/> Nothing happens |

SUBMIT

SIGNATURE

Hew

THE CHANGE OF NIGHT/DAY



GUARDIANS & DUNGEONS

In the lore of the game, there is a castle dungeon under the Academy, inhabited by monsters. Obviously, it was necessary to somehow implement this idea in a gameplay way, and we decided to develop a special **card battle combat** mechanic for this.

IN **GUARDIANS&DUNGEONS**, you need to fight the guardians with the help of special combat cards, removing his health to zero to clear the way to some pretty nice trinkets and souvenirs. You may have various potions to help last longer.

At the moment there are 4 dungeons with different types of monsters and rewards. For each defeated boss you get erotic cards with our female characters.

The card battle interface was designed by our UX/UI designer.



G&D: DUNGEONS

DUNGEONS come in different types and with different room options. There are currently 4 dungeons. In the future we plan to add new



G&D: ENEMIES MODELS



G&D: HERO MODELS



G&D: FIGHTS



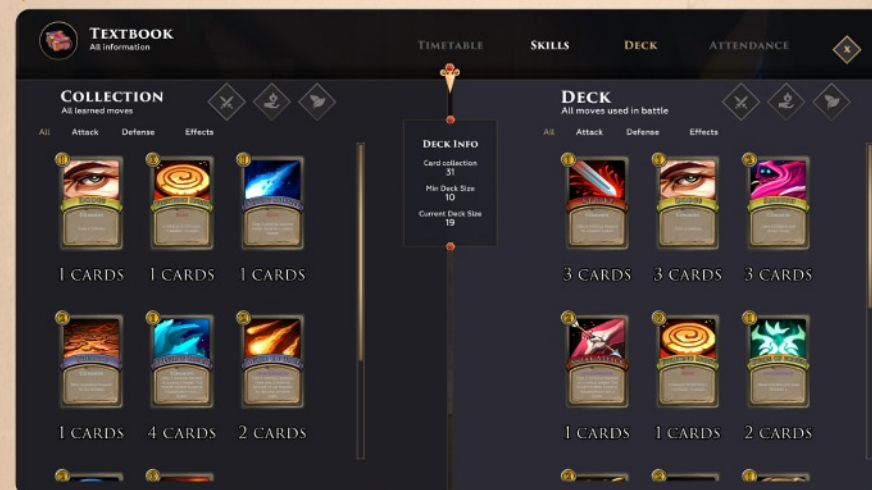
G&D: ASSETS



G&D: REWARDS



G&D: SKILLS/DECK



◆ BACKGROUNDS OF G&D ◆



◆ BACKGROUNDS OF G&D ◆



◆ BACKGROUNDS OF G&D ◆



◆ BACKGROUNDS OF G&D ◆



BACKGROUNDS OF G&D



BACKGROUNDS OF G&D



◆ BACKGROUNDS OF G&D ◆



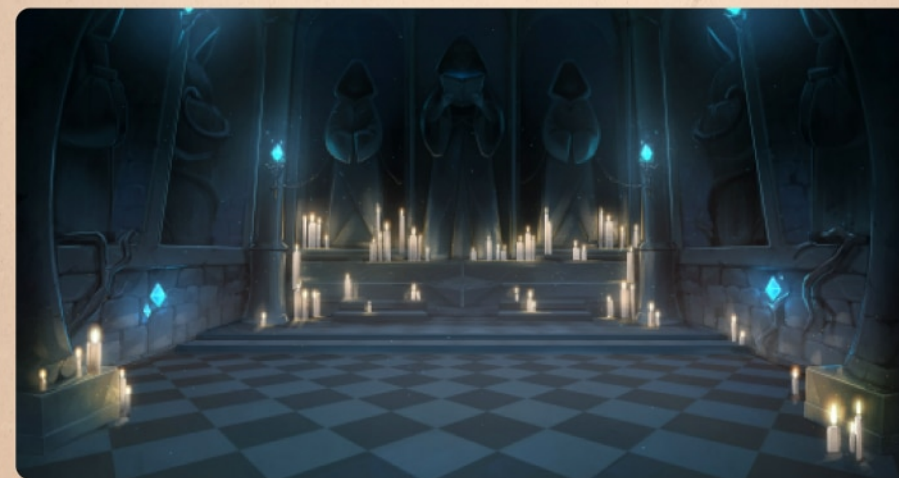
◆ BACKGROUNDS OF G&D ◆



◆ BACKGROUNDS OF G&D ◆



◆ BACKGROUNDS OF G&D ◆



V VI MISCELLANEOUS

CHAPTER VI: MISCELLANEOUS

◆ PATREON'S TIERS ◆



GUARDIAN



KNIGHT



BARON



GRAPH



KING



MASTER OF
THE ELEMENTS

OTHER STUDENTS



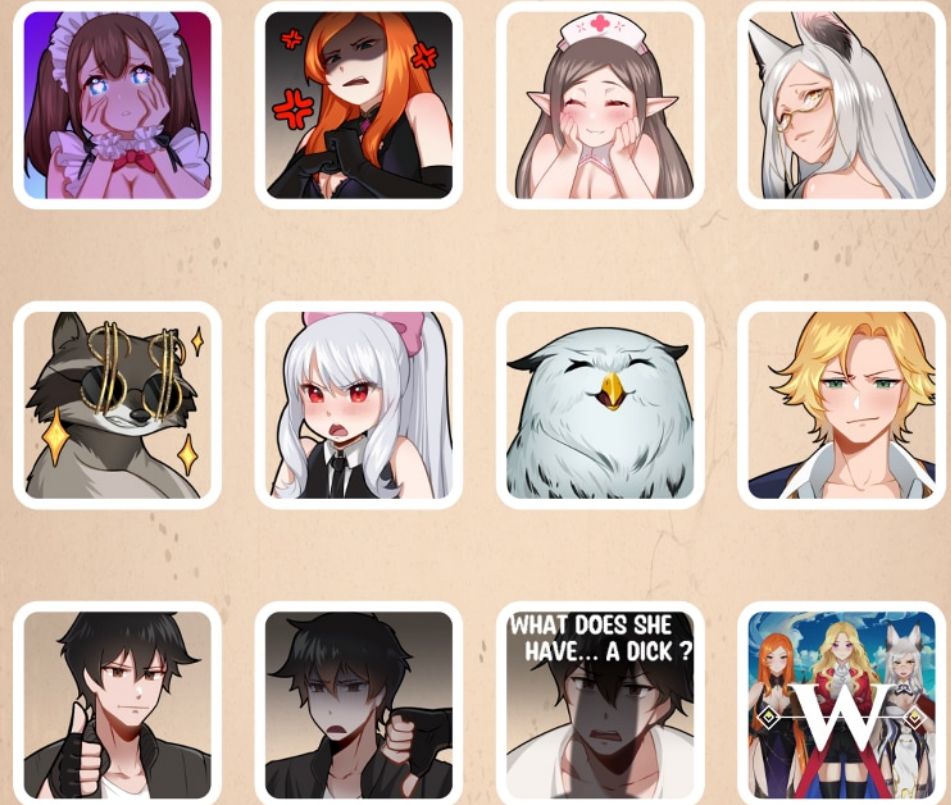
OTHER STUDENTS



CHARACTERS FROM CHRONICLES



CUTE STICKERS





WANDERER

BROKEN BED



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game to your wishlist!



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AURA
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