

# LEVEL NAME: Argal's Invasion

GAM 607

Walkthrough

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## Story

Strange quakes beneath the mining town of Menor have the people of the town worried. Has their mining disturbed some ancient evil beneath their feet? Meanwhile, Brasht, a swashbuckling sword-for-hire with coin to spend, is treating one of Menor's beachside mining encampments like a beach resort. Suddenly, subterranean creatures begin to run amok in the nearby mining cavern and a surviving messenger manages to escape, running to the Tree Trunk Tavern to notify the people there. Now, it's up to Brasht to take sword in hand and defend Menor from the terrifying monster incursion.

## Location/Setting

### Main Location:

Within the continent-island of Sarkosis, the mining town of Menor, specifically, Mining Encampment C, a mining site on Menor's beachside cliffs with caverns digging into the mountain of Hucliff, one of the mountains of the Menor Mountain Range.

### Sub-Locations:

- Tree Trunk Tavern: Within the hollow of a petrified yet magically living tree, the tavern where the miners go to drink and lodge at the end of their day.
- A cove with a view to the Great Land Bridge, with a nearby cavern entrance leading through the cliffs into a system of mining caverns and grottos.
- Mining Encampment C: A small series of structures surrounding the Tree Trunk Tavern, in a forest clearing on the mountainside.
- The cavern system of Menor stretches up through the mountain of Hucliff and down below sea level, where pockets of water have found their way in. The player explores a small section around sea level near Mining Encampment C.

### Vistas/Views:

- The Great Land Bridge: Across the water, there is a view of a great sculpted land bridge, broken and crumbling into the sea. It was created by titanic figures that used to dominate the world ages ago.
- The mountain of Hucliff rises into the sky, casting an imposing shadow over the town of Menor.
- The lights from the mountainside settlements of Menor can be seen from a window cut into the Tree Trunk Tavern.

## Mission Objective

Make your way through a section of the cavern system and confront the dark sorcerer who is raising imp-like creatures from the depths.

## Gameplay Mechanics

Look around, explore the level on foot.

Interact with and pick up objects.

Engage in conversation with the people of Menor.

Jump.

## Special Mechanics

Swing your sword to defeat the imps.

Heal yourself with a spell requiring the component of gold. (Trade gold coins to increase HP.)

## Playable Character

Brasht, a vacationing adventurer / mercenary.

## Enemies

Imps – Flesh-eating subterranean creatures attacking the miners of Menor.

Imp Captain Gruthak

Argal the Blue – A blue-skinned sorcerer responsible for driving the imps to the surface.

## Non-Playable Characters

Gordo – The keeper of the Tree Trunk Tavern.

Guard 1, 2 – Guarding the seaside entrance to the mines.

Miner 1 – A miner stuck in the sand after falling asleep standing upright.

Miner 2, 3 – Working within the mines.

Resting Miners – A handful just outside and within the Tavern.

King of Menor – Visiting the Tree Trunk Tavern to find his renegade son.

Royal Guard 1, 2, 3, 4 – Accompanying the King.

Prince of Menor – Ran away from home to escape his royal duties.

Dead Miners

Some Talking Imps

Gruthak, Captain of the Imps

Argal

## Victory Condition

Come to the end of the level, fight Argal, but become enthralled as his slave at the end of the fight (mission ends on a sour note).

## Failure Condition

Death. Upon death, you are respawned to the last Respawn Trigger.

## Mission Walkthrough

1. **IGC:** Within the cavern, impish creatures dig themselves up from the ground like zombies emerging from the grave.



Argal emerges from the darkness and monologs to Gruthak.

2. **IGC:** The sun sets over the Great Land Bridge. Brasht is reclining on the cove beach, drinking from a tankard of ale. Realizing he's out of ale, he decides to return to the Tree Trunk Tavern to refill.
3. **Gameplay Begins. Traversal:** The player makes their way back to the Tree Trunk Tavern to talk to Gordo at the bar. Along the way, the player can:
  - Talk to the two guards at the seaside mining cavern entrance. They will tell the player entry is not allowed without a mining pass. The gates are locked.
  - Help the stuck miner get free from the sand.
  - Talk to some miners resting outside the tavern.

The player can skip talking to Gordo at the bar, instead going straight to Step 5.

4. **Gameplay – Conversation:** The player talks to Gordo outside the Tree Trunk Tavern, through a window. He tells Brasht that the Tree has sealed its entrance, as it occasionally does when “feeling fearful.” If Brasht wants to refill his drink, he will have to get into the tree through the Basement entrance by first making his way through the mines.
5. **Gameplay – Traversal:** The player makes their way through the caverns to the Basement of the Tree Trunk Tavern. They will need to help the stuck miner, borrow his mining pass, and talk to the guards to gain entry to the mines. Along the way, the player can:
  - Chat with a couple of miners at work.
  - Talk to some day-drinking miners in the Basement of the Tavern, on a lunch break.

Now the player can climb up to the Ground Floor of the Tavern, by pressing “E to Interact” at the base of a ladder.

6. **IGC:** Brasht climbs up to the Tavern. Gordo shoos him out from behind the bar and offers him a drink.
7. **Gameplay – Exploration:** Before accepting the drink, the player can explore the Tavern a bit. They can:
  - Go upstairs to the second floor and explore, finding a drunkard slumped against the door leading up to the third level (blocking player traversal).
  - Find the bedroom door on the Second Floor is closed and locked.
  - Talk to some day-drinking miners who have a day off.

8. **Gameplay – Conversation:** Brasht talks to Gordo and gets their tankard refilled.
9. **IGC:** As the player finishes their conversation with Gordo and takes a swig from the tankard, the Tree opens its entrance-mouth again just as the King of Menor brazenly walks in with a small retinue of soldiers. He demands to see the Prince of Menor, who he's been tipped off is staying at the Tree Trunk Tavern. He points toward Brasht and demands he find the prince. Gordo tells you they are staying upstairs on the second floor.
10. **Gameplay – Traversal, Conversation:** Brasht goes upstairs and finds the Prince, who is drunk in his room. Brasht must break open the door to enter. The player is prompted to press "E to Interact," which first results in a knock and a short conversation, then a shoulder slam against the door.
11. **Gameplay - Conversation:** Brasht discusses with the Prince why he ran away from home (he complains that "his daddy" wants him to marry some "hoity-toity" princess from the Kingdom of Sudenranhrath). He grows more violent as you attempt to get him to come downstairs.
12. **Gameplay - Combat:** Knock out the Prince. First combat teaches the player how to fight (swing fist with left-click).
13. **Gameplay - Traversal:** Carry the Prince downstairs.
14. **IGC:** As you come back downstairs to the ground floor of the tavern, a messenger bursts into the room, panting. He attempts to warn everyone about the imp incursion just as the imps begin to charge into the cavern, killing the king's retinue of guards. The king escapes to a corner with some of the other inhabitants of the tavern.
15. **Gameplay – Combat:** Fight the imps in the tavern. The player must defeat the 3 or 4 imps that rushed in.
16. **IGC:** Gordo barricades the Basement entrance to prevent any imps from coming up into the Tavern. (The player can no longer go that way).
17. **Gameplay – Conversation:** Brasht talks to the King and offers his services if he will pay. The king says, "500 gold pieces now, 5000 if you can find out what the hell is going on!"
18. **Gameplay – Traversal, Combat:** Brasht makes his way through the caverns to the Blue Sapphire room. Depending on the player's route, passages will be blocked behind them as the cavern caves in due to earthquakes. Along the way, the player will find a pocket or two of imps to fight. The player finds dead guards and unlocked gates throughout the Cavern System.
19. **Gameplay – Combat:** In the main part of the cavern, just before the Blue Sapphire room, Brasht fights one more group of Imps and their Captain. A short IGC with dialog introduces the Captain to the player.
20. **Gameplay – Traversal:** Brasht makes his way to the Blue Sapphire Room.
21. **IGC:** Argal floats a few feet off the cavern floor with a hand placed against the Sapphire. He appears to be drawing energy from it.
22. **Gameplay – Combat:** Ganondorf-style combat in which Brasht swats Argal's dark energy projectiles back at him.
23. **Gameplay Ends. IGC:** After seeming to defeat Argal, Brasht approaches to deliver the final blow, but at the last moment Argal reaches up and grabs Brasht's face, searing it with a blue handprint.