Game Design and Development Proposal

A Puzzle + Strategy Casual Game

Of Fighting the Darkness!

0   CONTENTS

1   HIGH CONCEPT

Rainbow Faeries vs. Darklings is a puzzle/match-3 game with strategy elements. The evil Darklings are invading the Forests of the world to capture young faeries and destroy all colors. Play to match colored magical gems and get mana to summon Faeries to stop them. Match fast because huge amounts of more Darklings are on the way.

Call friends to join you in a Mage Guild and unlock powerful Spells to help you in the battles. Play a lot and also unlock Seals (achievements), new Forests to defend and even the ability to play as the Darklings!

2   MECHANICS

This section explains all gameplay rules.

2.1   OVERVIEW

Rainbow Faeries vs. Darklings is a Social game aimed at mixing classic match-3 mechanics with fantasy aesthetics and simple real-time strategy mechanics. All mechanics layers are planned to provide:

1. Fast play sessions over a couple of minutes, for very-casual players;
2. Game depth to reward frequent and loyal players;

2.2   CORE GAMEPLAY

2.2.1   MATCH-3

The main action of this game is to swap one colored gem with an identical adjacent gem to form a horizontal or vertical chain of three or more gems. Bonus points are given when chains of more than

three gems are formed, or when two lines of identical gems are formed in one swap. Gems disappear when chains are formed and more gems fall from the top to fill in the gaps.

Sometimes chain reactions, called Cascades, are triggered, where chains are formed by the falling gems. Cascades are awarded with bonus points.

2.2.2   MATCHING LONGER SEQUENCES

Although normally you match only 3 gems in a single movement, sometimes they can get 4 or 5 gems. In rare conditions (and normally only during a Cascade) you can get 6, 7 and even 8 gems match.

For each long match the game rewards you by creating a bonus gem in the grid:

- **4-Match sequences** generate a charged gem, 1 extra Coin and points are multiplied by 2. When matched this gem explodes a 3x3 grid nearby.
- **5-Match sequences** generate a rainbow gem, 2 extra Coins and points are multiplied by 4. This gem can match any other color.
- **6, 7 and 8-Match sequences** generate a rainbow gem and recharge a random Spell to its fullest. Points are multiplied by 7, 10 and 15 respectively.

2.2.3   CASCADES

Cascades are consecutive, automatic matches after a single movement. During a Cascade all points earned for matching gems are multiplied by 3, therefore it is a good idea to actively try to trigger Cascades whenever possible.

2.2.4   THE DARKLINGS

The second main action of this game is to stop the Darklings from claiming the Forest. The Forest is represented by a horizontal slice at the top of the screen. The Darklings enter the forest at the right corner and march all the way to the left corner. As they march all colors of the scenario disappear.

Each Darkling has a different movement speed. The faster ones are also the most dangerous since you have less time to stop them. If any Darkling gets to the left corner of the Forest, you lose the battle.

2.2.5   SUMMONING FAERIES

Each Darkling is vulnerable to a specific Faerie. To counter them you have to summon the right Faeries by fulfilling a magical recipe with mana from the gems in a match-3 grid. There are 6 colors of mana – red, yellow, orange, green, blue and purple. When the gems are destroyed they liberate mana of the same color that is automatically allocated on the currently available magical recipes.

For example, if a Darkling is vulnerable to a Druid Faerie that costs 5 green gems, 5 yellow gems and 4 purple gems, you have to match that many in the grid to enable the summoning.

You can have up to 4 summonings queued at the same time. Once a Faerie is ready you just have to click it to send it to the battle.

2.2.6 FIGHTING THE DARKLINGS

Faeries sent to the battle will automatically attack the Darkling that is vulnerable to them. However, they do take a while to run through the screen and attack - so you might prefer to send the Faeries that will fly faster and strike the Darklings first.

2.3 FAERIES

The following table summarizes the Faeries you can summon and their characteristics.

	Description	Cost
Tribe Faerie	Basic type, fast to summon.	3 red, 3 yellow, 2 blue
Druid Faerie	Controls the forces of Nature	5 green, 5 yellow, 4 purple
Vulcan Faerie	Bearer of Earth powers	8 red, 8 orange, 7 yellow
Lake Faerie	Guardians of the gates to other Worlds	10 orange, 10 blue, 5 purple
Warrior Faerie	Faeries with magical hammers	8 green, 7 purple, 5 blue, 4 red
Thunder Faerie	Masters of the lightning	17 blue, 12 green
Oak Faerie	The wisest Faeries	12 purple, 12 yellow, 7 orange
Wind Faerie	Almost invisible to the eyes	12 orange, 18 red, 8 green, 9 purple

2.3.1 CHAINED SUMMONING

Chaining is another important key to the success. You can have up to 4 summon recipes going on at the same time. When you finish a recipe and the summon is ready, instead of sending the Faerie right away, you may wait until you complete the other recipes and send all Faeries at the same time to earn substantial chaining bonuses.

Chained summoning bonuses:

- +1,000 for 2 consecutive summons.
- +2,000 for 3 consecutive summons.
- +4,000 for 4 consecutive summons.

2.3.2 MAGICAL INGREDIENTS & ARCANE FAERIES

Magical Ingredients are items that allow you to transform one type of Faerie into a powerful Arcane Faerie version during the next battle. The Magical Ingredients feature is optional but if used well, it can greatly boost point earnings and the overall efficiency in the battle ahead.

2.3.2.1 MECHANICS

Before a battle begins you may buy a Magical Ingredient to boost one type of Faerie
All Faeries of that type are automatically upgraded to an Arcane Faerie version upon summoning. You can check the types of Faeries that are going to be needed in each battle in a briefing screen.

The effect wears off after the battle. If you want to use Arcane Faeries again you have to buy the Magical Ingredient again as well. Use your Coins to buy a Magical Ingredient.

Example: at the briefing screen you learn the next battle will feature multiple Flame Darklings. It would be easier if you had Misty Vulcan Faeries on your side, so you spend 50 Coins to buy Mist and enhance them. When the battle is over they turn back to regular Vulcan Faeries, unless you buy more Mist for the next one.

2.3.2.2 INGREDIENTS

- **Mist:** Mist costs 50 Coins. It creates Misty Faeries with blurry silhouettes, involved in a shroud of mystery.
- **Sunray:** Sunrays cost 75 Coins. They create Sun Faeries who have a bright aura and a warm, sunny presence.
- **Wild Spirit:** The spirits of Nature will imbue a type of Faerie for 100 Coins. They create the furry, roaring Wild Faeries.

2.3.2.3 ARCANE FAERIES

Arcane Faeries provide the following benefits:

- Special powers,
- Earn you extra points when summoned,
- Gives you 1 free Coin when summoned,
- Feature nicer graphics and animation,
- Avoid the decreasing of Darklings point values when they march beyond half of the screen.

Core mechanics don't change: Arcane Faeries strike an opposite Darkling the same way as regular Faeries.

Arcane Faeries are:

	Magic Ingredient	Power	Extra Points
Misty Faerie	Mist	After neutralizing a Darkling, a misty cloud remains at the spot, slowing down every other Darkling that crosses	1,000
Sun Faerie	Sunray	After neutralizing a Darkling, a sunray burst temporarily paralyzes all Darklings nearby.	2,000
Wild Faerie	Wild Spirit	After neutralizing a Darkling, a wild spirit randomly recharges a Spell to its fullest.	3,000

2.4 DARKLINGS

The following table summarizes the Darklings you will fight and to what type of Faerie they are vulnerable. Note the "Points" value is only earned after a Faerie neutralizes the Darkling.

	Description	Vulnerable To	Speed	Points
One-Eye Darkling	Basic type, they are everywhere.	Tribe Faerie	Slow	1,000
Floating Darkling	Capable of flying, so they move faster.	Druid Faerie	Fast	4,000
Flame Darkling	Fast-moving one with a flaming aura.	Vulcan Faerie	Medium	8,000
Fish Darkling	Emerged from the dark, abyssal depths of the sea.	Lake Faerie	Medium	12,000
Wraith Darkling	Its long fingers will suck away all happiness and joy.	Warrior Faerie	Fast	18,000
Silent Darkling	Never emits a single sound.	Thunder Faerie	Fast	25,000
Juggernaut Darkling	Big, fast and stupid	Oak Faerie	Medium	30,000
Moth Darkling	Scary figure that controls the gateways to the Storm Land.	Wind Faerie	Very Fast	50,000

2.4.1 DIFFICULTY

Each Darkling has its own marching speed. You should watch out to neutralize the faster ones first. The most difficult Darklings are those that are both fast-moving and require hard-to-summon Faeries, like the Silent and the Wraith Darklings.

2.4.1.1 POINTS DECREASE

The point value of a Darkling decreases by half when it reaches the half of the screen and continues to decrease as it approaches the left corner.

Arcane Faeries ignore this effect. They always yield you the maximum amount of points when neutralizing a Darkling.

2.5   FRIENDS & SPELLS

A unique aspect of *Rainbow Faeries vs. Darklings* is the ability to invite your friends to join your Mage Guild and influence your effectiveness in the game by unlocking and empowering Spells. The bonus can be mutual when you empower a friend's Guild as well (but it's not mandatory).

2.5.1   THE SPELLS

Spells are powers that greatly help, especially on later and advanced stages. The table below summarizes the Spells, their effects and the respective Mage Guild role you have to fill with a friend.

Note: some Spells at the current online prototype are actually Arcane versions, more powerful than usual.

	Effect	Mage Guild Role
Sunshine	Sunshine pushes all Darklings back over 3 seconds.	Sun Mage
Vines	Matches all gems in a row.	Druid Mage
Explosion	Matches all gems in a 3x3 area.	Fire Mage
Freezing Wind	Freezes the 2 closest Darklings for 10 seconds.	Lake Mage
Entropy	Scrambles the match-3 board.	Illusion Mage
Summon Channel	Complete 2 of the current recipes and makes the Faeries ready to summon.	Mystic Mage

2.5.2 THE MAGE GUILD

Spells are only available if you manage to get friends accepting a role in your Mage Guild. You need one friend for each Spell/Mage Guild role. Even if you have 4 friends you won't be able to use all 6 Spells.

The roles and its respective Spells are:

	Description	Spell Empowered
Sun Mage	The mage of the Sun, the truth and clarividence.	Sunshine
Druid Mage	The mage of Nature, the forest and the well-being	Vines
Fire Mage	The mage of the fire element, vulcanos and creativity.	Explosion
Lake Mage	The mage of the water element, lakes and ice	Freezing Wind
Illusion Mage	The mage of illusion and the mind.	Entropy
Mystic Mage	The mage of arcane powers and magic itself.	Summon Channel

2.5.3 INVITING A FRIEND

A friend can be invited through the game interface.

2.5.3.1 SKILLED FRIENDS

In most cases the game only allows the player one cast of each Spell per battle. However, if one of that player's friends has a big point score record, she can actually cast the same Spell more than once:

- Friend has a record from 100k to 300k: Spell can be cast **2 times**
- Friend has a record from 300k to 500k: Spell can be cast **3 times**
- Friend has a record of more than 500k: Spell can be cast **4 times**

2.5.4 CASTING A SPELL

Casting a Spell is a simple action; it only needs a click in the respective button. The effect triggers immediately and may be stacked with the effect of another Spell, with some exceptions:

- The player can't cast the Freezing Wind and the Sunshine at the same time.
- The player can't cast the Entropy, the Vines or the Explosion at the same time.

2.5.5 ARCANE SPELLS

Before a battle begins the player can choose to empower one or more Spells. For 50 Coins she boosts one Spell into an Arcane Spell for the next battle. Arcane Spells are:

	Original Spell	Effect	Mage Guild Role
Sunrise	Sunshine	Casts a sunshine that pushes all Darklings back over **6 seconds**.	Sun Mage
Crossed Vines	Vines	Matches all gems in a **row and a column** chosen by the player.	Druid Mage
Detonation	Explosion	Matches all gems in a **5x5** area chosen by the player.	Fire Mage
Freezing Wave	Freezing Wind	Freezes **all** Darklings for 10	Lake Mage

		seconds.	
Luck	Entropy	Scrambles the match-3 board **favoring big matches.**	Illusion Mage
Summon Master	Summon Channel	Complete **all** of the current recipes and makes the Faeries ready to summon.	Mystic Mage

2.6 DARKLING GAMEPLAY

Before a battle the player can chose to play as the Darklings! It costs **500 Coins per battle**. Mechanics are the same with the following changes:

- It is the Faeries marching from right to left instead of the Darklings. The goal is to avoid the Forest to become colorful again!
- Dark Spells are available, but only if the respective friend already played with the Darklings at least once. If none of your Mage Guild ever played in the Darklings side you won't be able to cast any Dark Spells.
- All points earned are **doubled**.
- **No Coins are yielded.**
- Gems at the grid are replaced for equivalent dark versions, but works the same way.
- Faeries and Arcane Faeries are replaced by Darklings and Storm Darklings.

2.6.1 SUMMONING DARKLINGS

Summon recipes will cast equivalent Darklings. For example, if in the next battle you were going to summon Tribe, Druid and Vulcan Faeries, after turning to the Darkling side you will summon One-Eyed, Floating and Flame Darklings. Recipes are the same, only using dark gems instead of the regular ones.

2.6.1.1 STORM DARKLINGS

The player can power-up a Darkling with Dark Ingredients the same way she does with the Faeries. This creates Storm Darklings with the same benefits of the Arcane Faeries. The Dark Ingredients and the Storm Darklings created are as follows:

	Magic Ingredient	Power	Extra Points*
Fog Darkling	Fog	After neutralizing a Faerie, a fog cloud remains at the spot slowing down every other Faerie that crosses it	2,000
Night Darkling	Lady of the Night Flower	After neutralizing a Faerie, a dark burst temporarily paralyzes all Faeries nearby.	4,000
Wild Darkling	Wild Spirit	After neutralizing a Faerie, a wild spirit randomly recharges a Dark Spell to its fullest.	6,000

* all points earned during a Darkling gameplay are doubled.

2.6.2 FIGHTING THE FAERIES

Fighting has the same mechanism: you just have to click on a summoned Darkling to send it to battle and to neutralize a Faerie. But one key difference is that the Faeries as enemies **move much faster** than the Darklings. Therefore the gameplay is more difficult and adequate for advanced players.

The table for the Faeries as enemies is:

	Vulnerable To	Speed	Points*
Tribe Faerie	One-Eye Darkling	Medium	2,000
Druid Faerie	Floating Darkling	Very Fast	8,000
Vulcan Faerie	Flame Darkling	Fast	16,000
Lake Faerie	Fish Darkling	Fast	24,000
Warrior Faerie	Wraith Darkling	Very Fast	36,000
Thunder Faerie	Silent Darkling	Very Fast	50,000
Oak Faerie	Juggernaut Darkling	Fast	60,000
Wind Faerie	Moth Darkling	Super Fast	100,000

* all points earned during a Darkling gameplay are doubled.

2.6.3 DARK SPELLS

Dark Spells are the counterparts to the normal Spells. They are only available if the corresponding Mage Guild friend has at least once played as the Darklings since she started to play the game.

Dark Spell	Effect	Counterpart Faeries Spell
Midnight Moon	Pushes all Faeries back over 3 seconds.	Sunshine
Ivies	Matches all gems in a row.	Vines
Explosion	Matches all gems in a 3x3 area.	Explosion
Freezing Wind	Freezes the 2 closest Faeries for 10 seconds.	Freezing Wind
Entropy	Scrambles the match-3 board.	Entropy
Summon Channel	Complete 2 of the current recipes turning the Darklings ready for the battle.	Summon Channel

2.6.3.1 STORM SPELLS

Storm Spells are the counterpart to the Arcane Spells, but even more powerful.

	Counterpart Faeries Spell	Effect
Eclipse	Sunrise	Casts a shroud of darkness that pushes all Faeries back over **8 seconds**.
Poison Ivies	Crossed Vines	Matches all gems in a row and a column.
Earthquake	Detonation	Destroy all gems in the grid!
Freezing Storm	Freezing Wave	Freezes all Faeries for **15 seconds**.
Luck	Luck	Scrambles the match-3 board favoring big matches.
Summon Master	Summon Master	Complete **all** of the current recipes and makes the Darklings ready for the battle.

2.7 POINTS

The player earns points the following ways:

- 50 points for each gem destroyed;

- 1,000 to 50,000 points for each Faerie summoned / Darkling neutralized, varying with the Faerie/Darkling strength;
    - o If the Darkling gets halfway through the screen, its value is halved and continues to drop down to 1/3 as it gets closer to the left corner of the forest.
    - o If the player uses an Arcane Faerie against a Darkling, the game ignores the point reduction mechanism mentioned above.
- 1,000 to 3,000 points for summoning a Arcane Faerie – a Mist, Sun or Wild Faerie;
- Chained Summoning
    - o +1,000 for 2 summons.
    - o +2,000 for 3 summons.
    - o +4,000 for 4 summons.
- Special Multipliers (all are cumulative with different types of multipliers):
    - o 3x points if the gem is from a Cascade, cumulative with other multipliers;
    - o 2x points if playing as the Darklings.
    - o Long Matches
        - ▪ 2x points if the gem is from a match of 4;
        - ▪ 4x points if the gem is from a match of 5;
        - ▪ 7x points if the gem is from a match of 6;
        - ▪ 10x points if the gem is from a match of 7;
        - ▪ 15x points if the gem is from a match of 8;

2.8   COINS

Coins are an important part of the long-term value and for micro-transactions. Coins are used to buy special powers for the next battle - and for this one battle alone. Powers have to be bought again every time you want to use them. There are a number of ways to win Coins:

1. Coins appear randomly in the match-3 board. Just click in the Coin to get it.
2. When you match a gem sequence of more than 3 gems.
3. When you summon an Arcane Faerie.
4. When you earn Seals.

3 DYNAMICS (LONG-TERM VALUE)

3.1 SEALS (ACHIEVEMENTS)

Seals are in-game achievements featured pretty much in the same way as medals and badges at many Social and connected games. Seals award special game events. Locked and unlocked Seals are listed at a proper user interface, so you can have a clear picture of what Seals are still to be achieved.

Each Seal grants bonus Coins when unlocked. They might also be integrated with an Achievements system at partner sites.

Seal	Event / Trigger	Coins Bonus
Victorious	Winning the first battle	10
Perfect Tactic	For winning without letting any Darkling reaches half the screen.	20
In the Edge	For winning with a Darkling only one step away from the left corner.	30
Gem Master	For matching 5 gems in a single move.	15
Gem Zen	For matching 6 or more gems in a single move or Cascade.	50
Fast Summoner	For managing to have 5 Faeries in the battle at the same time.	50
Chain Summoner	For summoning 4 Faeries in a row, performing the best Chain possible.	10
Master Summoner	For managing to have 8 Faeries in the battle at the same time.	100
Mage of the Mist	For summoning a Misty Faerie the first time.	50
Mage of the Sun	For summoning a Sun Faerie the first time.	75
Mage of the Wild	For summoning a Wild Faerie the first time.	100
Mage of the Fog	For summoning a Fog Darkling the first time.	50
Mage of the Night	For summoning a Night Darkling the first time.	75
Arcane Caster	For casting an Arcane Spell the first time.	100
Dark Side	For playing as the Darklings the first time.	500

3.1.1 POINT RECORDS SEALS

High and super-high point records in a single battle grants the player special Seals she can show off to friends and post on her Social media wall. For each 25k points and up to 1 million points there is a Seal representing an animal:

- 25k points – the **Ant Seal**
- 50k points – the **Beetle Seal**
- 75k points – the **Crow Seal**
- 100k points – the **Cat Seal**
- …and so on up to the 1 Million – the **Ancient Turtle Seal**

3.2 THE 7 FORESTS

The game features a World Map of 7 Forests. The player starts with the Celtic Grove available and unlocks all others in the Map after accumulating a global amount of points called the World Score.

The 7 Forests are planned to reward frequent and loyal players in a more substantial way, with extra content. On each Forest these players will still play the same game, but with different graphics and a new sub-mechanics to make the battles more interesting.


3.2.1   MAP MECHANICS AND THE DARKLING WAVES

Map mechanics are simple. Each time you return to the game the World Map presents 2 to 15 battle spots scattered through the unlocked Forests. Click on a battle spot to bring the briefing screen that describes who are the enemies and the Faeries to be used. This is the screen where you can purchase power-ups with your Coins.

When everything is set, hit the "Start!" button and go to the battle!

 After the battle, the World Map is presented again with the remaining spots for you to "clear". When all battle spots are cleared, a Darkling Wave is defeated. The player receives 25,000 bonus points per spot cleared upon the end of the last battle. (So the last battle is also the most critical to set new records and using multiplying bonuses.)

A new Darkling Wave with 2 to 15 randomized locations strikes again after the last battle, restarting the process all over.
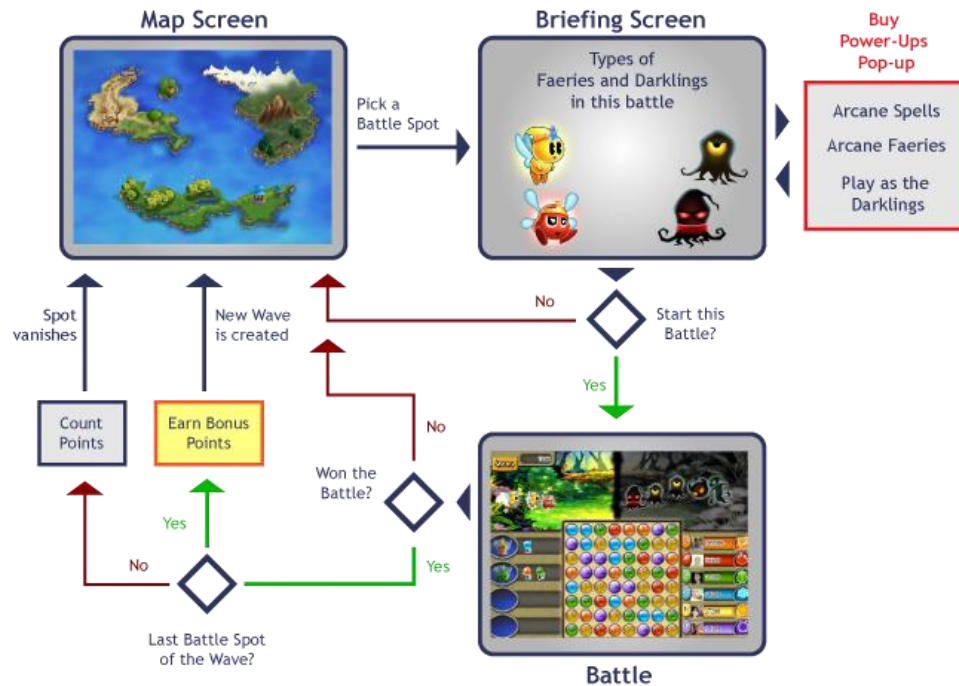
3.2.1.1 SAVED IN YOUR PROFILE

The status of the current Wave and the battle spots are saved in your player profile. If you return on the same day or a couple of days later, you can still play it from where you stopped.

3.2.1.2 WAVE SIZE

The amount of battle spots in each Wave is always a minimum of 2, and can reach up to 15 spots. The maximum amount depends on how many Forests you have unlocked in the World Map:

- **1 Forest (default):** maximum of 4 spots.
- **2 Forests:** maximum of 5 spots.
- **3 Forests:** maximum of 6 spots.
- **4 Forests:** maximum of 8 spots.
- **5 Forests:** maximum of 10 spots.
- **6 Forests:** maximum of 12 spots.
- **7 Forests:** maximum of 15 spots.

3.2.1.3   GLOBAL WAVES AND MAELSTROMS

Once in a while a Global Wave strikes the player network and affects everyone. This is a special case covered at the section Social Dynamics.

3.2.2   THE FORESTS

The 7 Forests are:

- **The Celtic Grove:** the first Forest, unlocked by default
- **The Oriental Peaks:** the second Forest, graphics inspired on the Chinese myths.

- **The African Steppes:** the third Forest, graphics inspired on the Dahomey and Yoruba myths.
- **The Amazon Rivers:** the fourth Forest, graphics inspired on the Guarani/Brazilian myths.
- **The Dreamland:** the fifth Forest, graphics inspired on the Australian Aborigines myths.
- **The Appalachia:** the sixth Forest, graphics inspired on the Cherokee myths.
- **Midgard:** the seventh Forest, graphics inspired on the Viking myths.

3.2.2.1 DIFFICULTY

This progression also reflects an overall increasing in difficulty. So a battle at The Appalachia will probably be much harder than a battle at The Oriental Peaks.

3.2.3 THE WORLD SCORE

The game has many mechanisms to reward high scores in a single battle (Seals, player rankings, improving Spells of friends), but the World Map feature is aimed on rewarding constant and loyal players.

To unlock new Forests the player must accumulate an amount of points called World Score. The World Score increases after each battle and point earning, and is associated with the player user profile (either in a Social network or in a partner database).

The World Score only increases in value, never reduces. You never lose your World Score as it is also never restarted.

3.2.4 UNLOCKING THE FORESTS

The World Score needed for each Forest is:

- **The Celtic Grove:** zero, unlocked by default
- **The Oriental Peaks:** 500,000 points.
- **The African Steppes:** 1,000,000 points.
- **The Amazon Rivers:** 3,000,000 points.
- **The Dreamland:** 6,000,000 points.
- **The Appalachia:** 10,000,000 points.
- **Midgard:** 20,000,000 points.

3.2.5 FORESTS CHARACTERISTICS

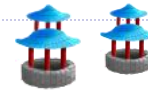Changes between Forests are:

- Different graphics and soundtrack ;
- Slightly different Faeries and Darklings, with slightly different recipes to summon;
- One new, unique sub-mechanic;
- A new Spell, derivative from one of the 6 default Spells;
- New Seals to unlock;

3.2.5.1 THE CELTIC GROVE

Default set of visuals and mechanics.

3.2.5.2   THE ORIENTAL PEEKS

Sub-mechanics: Darklings get invisible after reaching half of the screen. Faeries can still find them in the battlefield but the player loses the notion of where they are. The Sunshine/Sunrise Spell reveals the invisible Darklings.

New Spell: Entropy / Luck Spells are replaced by the Yin / Yang Spells. The Yin Spell destroy all gems of the least numerous type in the grid at the moment. For example, if there are very few red gems, they are destroyed. The Yang Spell (Arcane version) does the opposite, destroying the most numerous type in the grid at the moment. For example, if there are lots of purple gems, they are destroyed.

Seals:

Seal	Event / Trigger	Coins Bonus
Balance	Use the Yin or Yang Spells	10
Bind Strike	For defeating 4 invisible Darklings in a row.	10
Tao	For defeating all Darklings of a battle after they turned invisible.	15

3.2.5.3   THE AFRICAN STEPPES
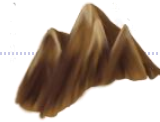
Sub-mechanics: at some point of its march a Darkling charges a red aura and performs a big jump equivalent in distance to 1/3 of the screen. The Darkling gets much closer to the left corner very quickly and suddenly. The player has a few seconds to try preventing this while the Darkling is charging.

Albeit the exact moment of the charge-up is random, all Darklings eventually jump. But no Darkling can jump more than once.

Darklings never perform a jump that would take it beyond the left corner, so when marching in the last 1/3 of the screen you can be sure no Darkling will jump. Nonetheless the jumping is a dangerous ability that makes the battlefield more chaotic.

New Spell: the Freezing Wind / Freezing Wave Spells are replaced by the Earthbound / Earthtrap Spells. The Earthbound Spell slows down all Darklings for 10 seconds and makes them unable to jump. The Earthtrap paralyses all Darklings for 10 seconds and also makes them unable to jump.

Seals:

Seal	Event / Trigger	Coins Bonus
Earth Master	Use the Earthbound or Earthtrap Spells	10
Spear Strike	For defeating a Darkling while jumping.	15
The Rainbow Snake Glance	For defeating all Darklings of a battle after they jump.	30

3.2.5.4   THE AMAZON RIVERS

Sub-mechanics: Darklings appear in a spiritual form the player cannot counter and they will only materialize and become beatable at a random moment. Therefore, the player has much less time and predictability to summon a Faerie.

Albeit the exact moment a Darkling turns material is random, they will always do so before half of the screen.

New Spell: Sunshine / Sunrise Spells are replaced by the Moonshine / Moonrise Spells. The Moonshine Spell pushes all Darklings back for 5 seconds and also forces immaterial ones caught by the moon light to materialize. The Moonrise Spell does the same but for 10 seconds.

Seals:

Seal	Event / Trigger	Coins Bonus
Moon Paje	Use the Moonshine or Moonrise Spells	10
Spirit Arrow	For defeating a Darkling up to 1 second after its materialization.	20
Chosen by Tume	For forcing the materialization of at least 5 Darklings with the Moonshine / Moonrise Spells.	15

3.2.5.5 THE DREAMLAND

Sub-mechanics: A new kind of gem appears in the match-3 grid, the Dream Gem.

Dream Gems slowly but constantly turns a random gem in the grid into another Dream Gem. It always happens after 15 seconds. The effect is exponential in since every new Dream Gem will convert other gems on its own. So if you do nothing, every 15 seconds you will have the double amount of Dream Gems in the grid, making it increasingly hard to complete summon recipes.

On the other hand, Dream Gems can be matched and destroyed as regular gems. In fact, they also provide a nice bonus: when a Dream Gem is destroyed, it also destroys a randomly chosen adjacent regular gem, liberating it's mana for summoning. With the Dreamwalker / Dreamtime Spells you may chose to wait until the grid is filled with Dream Gems before triggering a massive destruction!

New Spell: Explosion / Detonation Spells are replaced by the Dreamwalker / Dreamtime Spells. The Dreamwalker Spell forces all Dream Gems in a 5x5 area to explode. The Dreamtime Spell does the same in the entire grid.

Seals:

Seal	Event / Trigger	Coins Bonus
Honey Ant Dreamer	Use the Dreamwalker or Dreamtime Spells	15
Serpent Dreamer	Perform a 3 or 4 gems match with Dream Gems.	15
Kangaroo Dreamer	Perform a 5 or more gems match with Dream Gems.	30

3.2.5.6 THE APPALACHIA

Sub-mechanics: a new kind of gem appears in the match-3 grid, the Thunder Gem.

The Darklings of the Appalachia release thunder energy when neutralized and this energy is transferred to a randomly chosen gem at the grid. This gem turns into a Thunder Gem. So for each Darkling you beat you get one Thunder Gem in the grid.

You must not allow Thunder Gems to reach the bottom (last row) of the grid. When this happen the thunder energy is bolted back to the battlefield, energizing all Darklings and making them twice as fast!

On the other hand, Thunder Gems can be matched with other Thunder Gems normally. When this happen, the liberated energy summons a lightning bolt is the entire column or row (depending on the orientation of the match), destroying all gems.

New Spell: Vine / Crossed Vines Spells are replaced by the Bolt / Mighty Bolts Spells. Like the Vine Spell, the Bolt Spell casts a lightning bolt that destroys all gems in a row. If it hits a Thunder Gem another bolt is cast in the perpendicular column.

The Mighty Bolt Spell does the same but like the Crossed Vines spell casts a lightning bolt in both a column and a row. It means that if the player picks a good target she might hit lots of Thunder Gems and trigger a really destructive chain reaction.

Seals:

Seal	Event / Trigger	Coins Bonus
Raging Skies	Use the Bolt or Mighty Bolt Spells	10
Riding the Eagle	Perform a 3 or 4 gems match with Thunder Gems.	25
Wise Chief	Perform a 5 or more gems match with Dream Gems.	45

3.2.5.7   MIDGARD

Sub-mechanics: only the strongest survive in Midgard. While the player can normally work in 4 summoning recipes at the same time, in Midgard she can only deal with 3. With lots of strong Darklings marching in the Midgard battles this simple mechanics change provokes a dramatic effect on making the game much harder.

New Spell: Summon Channel / Summon Master Spells are replaced by the Wild Summon /Furious Summon Spells. The Wild Summon Spell fulfills the recipe of 2 Faeries and also transforms them into Wild Faeries, just like when the Wild Spirit Ingredient is used. The Furious Summon does the same but with all 3 Faeries recipes.

Seals:

Seal	Event / Trigger	Coins Bonus
Battlecry	Use the Wild Summon or Furious Summon Spells	10
Brave Warrior	Win a Midgard battle with no Darkling being able to cross more than half of the screen.	50
Legend Warrior	Win a Midgard battle with no Darkling being able to cross more than 1/3 of the screen.	80

3.2.6   THE 7 FORESTS WHEN PLAYING AS THE DARKLINGS

The Darkling gameplay is the same in all Forests, except of course you are trying to make the Darkling invasion successful and not defeated. Features and mechanics of each Forest work the same, including unique Spells and gems.

The World Score in updated with the points yielded regardless if playing the Faeries or the Darklings.

It should be noted that due to the great movement speed of the Faeries, the Darklings gameplay in Forests such as Midgard and The African Steppes are really challenging.

4 SOCIAL DYNAMICS

This section describes the Social mechanisms.

4.1 MAGE GUILDS

Social interactions are in the heart of the game through the Mage Guild feature. Without friends joining your Guild your ability to win battles is reduced without Spells. While certainly not impossible it's increasingly more difficult beyond the Celtic Grove.

You need help to succeed in later Forests, so if you are a dedicated player you are advised to form strong Guilds in order to win the battles and unlock more Seals.

4.1.1 WHAT A MAGE GUILD REALLY IS

It should be noted that a Mage Guild is by nature a set of links to 6 friends centralized on a seventh member, the creator and owner. Any Mage Guild exists only for its creator since all other 6 friends have Mage Guilds themselves - perhaps with completely different members.

So if a Sweepstake is held for the best Guilds the promotion is actually rewarding "the best players with the best connections". Prizes can be given for each one of the 6 friends of a Guild as well.

But it should also be noted that, in this case, specific rules are needed to avoid double or triple prizing - which could happen if a really good player gets in many powerful Guilds. For an example of a restrictive rule, see the Guild Leaderboard below.

4.1.2 ASSOCIATION LIMIT

Players can be a part to up to 6 Guilds other than their own. So if you are invited and accept to be a member of 6 different Guilds, you won't be able to join any other unless you give up from one of your current Guilds.

4.2 LEADERBOARDS & SWEEPSTAKES

A number of Leaderboards are maintained to reward the best players in different ways.

4.2.1 FRIENDS LEADERBOARD

This is the most basic Leaderboard, the one containing you and your friends. Friends' Leaderboards relates to the best scores each friend performed in a single battle, and not the accumulated World Score. These Leaderboards can be restarted periodically (weekly or monthly), but it never affects the World Score (which is *never* zeroed).

4.2.1.1 SWEEPSTAKES

If you manage to be at the top position among your friends you are eligible to run in Solo Sweepstakes with winning chances proportional to your point score. So a player that scored 100,000 in a single match has 10 times more chances than one that scored 10,000.

4.2.2   MAGE GUILDS LEADERBOARDS

This is a Leaderboard of the best Mage Guilds. Each Guild has a Guild Score amount, which is the sum of the best scores among all of its members.

To avoid ladder abuse if one of your members is also a member of more than 2 Guilds other than her own her best score is **split among all Guilds** she is associated.

For example: if Brian has a top a score of 240,000 and accepts to be your Fire Mage, this amount is added to your Guild Score and your Guild move up in the ladder. A couple of days later Brian also accepts to be the Sun Mage of a friend, and this is fine – both Guilds get 240,000. However, a week later Brian also accepts a third invitation, and in this case the score of 240,000 is split among the three Guilds and you only get 80,000 in your Guild Score.

4.2.2.1   SWEEPSTAKES

With the score splitting mechanism, sweepstakes for the best Guilds work well. It will truly reward the most dedicated, united teams. The best the Guild Score the better the chances to win.

Since the Mage Guild Leaderboard stems from the individual records of each member, the Guild Score and the whole ladder are also restarted periodically when the Friends' Leaderboards restart. So many sweepstakes can be held in a year.

4.2.3   WORLD SCORE LEADERBOARD

This is a Leaderboard that rewards veteran or frequent players. It can get to really high numbers and are difficult to climb, but once you get there it is also difficult to be overrun.

4.2.3.1   SWEEPSTAKES

Sweepstakes here shall be rare since it's pretty much difficult to get in this ladder. It doesn't change much over the course of few weeks, but might change a lot over the course of 6 months of 1 year.

4.3   DARKLINGS GLOBAL WAVES

The Global Waves are network events where the World Map of each player lights up with strange dark maelstroms of energy. These maelstroms are always outside the 7 Forests areas and always appear in the same exact location for all players.

4.3.1   MECHANICS

When you click a maelstrom you engage in a regular battle, but the outcome (victory or defeat) is counted in a global Struggle measurement. If lots of players help the Faeries with thousands of victories, the Faeries win the battle and the maelstrom is dissipated. If most players lose the battle or play as the Darklings, the

Faeries are defeated and the maelstrom blows into 2 to 5 red spots in each player's World Map, bearing very difficult battles to win.

4.3.2 IMPLICATIONS & PRIZES

A global event like this one is certain to draw attention as soon as a player enter the game and check out that strange maelstrom spinning in the map. The event could also be used for media promotion and advertising.

The collective effort to push the Darklings back into their dimension shall be rewarded with extra 10 Coins for each player that succeeded in a maelstrom battle.

It is also possible that many players unite to actually help the Darklings, activating the Play as the Darklings feature before the maelstrom battle. In this case, if the maelstrom blow each player that played as the Darklings are rewarded with extra 15 Coins.

4.3.2.1 SWEEPSTAKES

It is also possible to run sweepstakes contests among all players that helped the Faeries - or that helped the Darklings! In any case, only those players that won battles shall be counted.

4.4 SOCIAL SEALS

These are Seals triggered by Social interactions, especially friends and joint achievements.

Seal	Event / Trigger	Coins Bonus
Leader	When successfully inviting a friend to be the first Mage of your Guild.	50
Circle of Mages	When completing a full Mage Guild with friends.	100
Full Circle	When you accept to be in the Guild of a friend who is already in your Guild	10

Powerful One	When you accept an invitation to be a member of a friend's Guild.	5
Wise One	When you accept a second invitation for another Guild.	5
Soldier	When you engage a maelstrom battle on the Faeries side.	2
Lieutenant	When you win a maelstrom battle for the Faeries.	5
Opposing	When you engage a maelstrom battle on the Darkling side.	5
Nemesis	When you win a maelstrom battle for the Darklings.	10
Public Speaker	When you invite 5 friends outside the game network and they accept to join with a new user account.	50
Outstanding Speaker	When you invite 10 friends outside the game network and they accept to join with a new user account.	500

5   STUDIO INFORMATION

Interama is a 5-years old Brazilian game studio based on the town of Vitoria-ES. The official website is http://www.interama.net/. Interama is regarded by the local industry and game developers as one of the most talented Brazilian studios.

5.1   PUBLISHED TITLES

5.1.1   LEX VENTURE: A CROSSWORD CAPER

Lex Venture: A Crossword Caper mixes elements from classic board crosswords games (like Scrabble®™ and Upwords®™) with features of puzzles. Help Eugene and his friends to fix the Word Machine before the Science Fair begins! Fun for the family!

http://www.interama.net/?page_id=12&langswitch_lang=en

5.1.2   BLOOMING DAISIES

Blooming Daisies is a game of urban parks management. Daisy is a recognized botanist who all of a sudden inherits the botanical garden of her grandfather. Now she needs your help to turn this garden into a major life quality beacon for the town around!

http://www.interama.net/?page_id=59&langswitch_lang=en

5.1.3   GUITAR IDOL

SEGA Genesis is still sold by Tectoy in Brazil, and Guitar Idol is a hired project for the 2009 edition with a guitar-shaped controller and plenty of Brazilian rock music to be played. The game is bundled on the console's new internal memory.

http://www.tectoy.com.br/produto_interna.php?id=39

5.1.4   ESTHER ART GALLERY

A time-management of Art and Glamour! In the 1920`s, Esther and Lana are Fine Arts experts that set to revive closed galleries. Recover their former glory in major cities around the World!

In Production

5.2   THE DESIGNER

Tiago Tex Pine is an experienced game producer, game designer and project leader, with skills on programming and 2D art as well. He works on video-game production focused on casual games markets. He's one of the co-founders of Interama and worked as a producer at Tectoy Digital - the game studio arm of Tectoy, the oldest and largest video-game company of Brazil – and at the Zeebo console first-party studio.

Professional blog: http://www.texpine.com

5.2.1   SOFTOGRAPHY

5.2.1.1   ESTHER ART GALLERY

- **Status:** In Development, releasing in Q3 2010
- **Production Period:** 2009-2010
- **Responsible for:** executive production, game design, business development
- **The game:** A time-management casual game of art galleries and glamour. In the 1920`s, Esther is an Arts student that has to revive art galleries of her family.

5.2.1.2   BLOOMING DAISIES

- **Status:** In Development, releasing in Q2 2010
- **Production Period:** 2009-2010
- **Responsible for:** executive production, game design, business development
- **The game:** Blooming Daisies is a casual sim game of urban parks management. Daisy is a botanist who all of a sudden inherits the botanical garden of her grandfather. Now she needs help to turn this garden into a major life quality beacon for the city around.

5.2.1.3   ZEEBO EXTREME SERIES

- **Status:** All 5 games published in 2009– Roliman, Air Race, Baja, Aqua-Ride and Jetboard.
- **Production Period:** 2009
- **Responsible for:** game production and pre-production (sole producer), art direction, localization to Spanish (original in Portuguese). Led up to 27 people in a 9-months pipeline to develop 5 different games, with tight schedules as low as 2 months to produce new and stable 3D racing games.
- **The game:** Zeebo Extreme is the first original creation for the upcoming Zeebo game console, featuring 5 different extreme-sports mini-games. This is also the first game to make full use of Zeebo's motion-sensing Boomerang.

5.2.1.4   GUITAR IDOL

- **Status:** Published in 2009

- **Production Period:** 2009
- **Responsible for**: game concept & design.
- **The game:** music, guitar game for the SEGA Genesis platform, still sold by Tectoy in Brazil. The 2009 Genesis edition featured a guitar-shaped controller and Brazilian rock music. Guitar Idol is bundled in the internal memory.

5.2.1.5   QUAKE 2 - ZEEBO PORTING

- **Status:** Published in 2009
- **Production Period:** 2008-2009
- **Responsible for:** game production including managing the game controls adaptation from the PC interface to a joystick one, localization to Portuguese and Spanish.
- **The game:** This is a porting from the PC version of the game to the Zeebo game platform. The game is the same classic acclaimed by critics, but tuned for a joystick gameplay

5.2.1.6   CRASH BANDICOOT NITRO KART – ZEEBO PORTING

- **Status:** Published in 2009
- **Production Period:** 2008-2009
- **Responsible for:** game production including controls adaptation from the iPhone interface to a joystick, adaptation for the motion-sensing Boomerang, game design tuning, localization to Portuguese and Spanish.
- **The game:** This is a porting from the iPhone version of the game to the Zeebo game platform. The game is the same classic acclaimed by critics, but tuned for a joystick gameplay

5.2.1.7   LEX VENTURE, A CROSSWORD CAPER

- **Status:** Published in 2008
- **Production Period:** 2007-2008
- **Responsible for:** game production, game design, art direction, tools programming, GUI components programming.
- **The game:** Casual word game that mixes elements from classic board crosswords games with features of puzzles. Recognized for featuring very high production values, and won the prize for Best Story Development of the Innovate 2007 contest held during the Casual Connect Kyiv 2007.

5.2.1.8   INCORPORATED

- **Status:** Developed on 2005-06, currently on hold.
- **Production Period:** 2005-2006
- **Responsible for:** game design, game production, tools programming, GUI components programming.
- **The game:** A casual 3D game about professional ascension and career. The player starts as an intern of a big corporation and will grow and get promotions according to his performance. The ultimate goal is to get to Presidency and retire.

5.2.2   TASKS FOR RAINBOW FAERIES VS. DARKLINGS

- Game Production

- Project Management (SCRUM Master.)

5.3 STUDIO STORY

5.3.1 2005

The entrepreneurs win the JogosBR Contest for Game Demos, and a sponsorship of the Brazilian Department of Culture. They gather a group of developers, and are aided by the pre-incubation program GeneVIX and FAESA faculty.

The team wins the Uniempreendedor 2005 Contest, sponsored by the technology incubator Tec Vitoria to promote young entrepreneurs.

5.3.2 2006

The company was chosen by the PAPPE Programmee - sponsored by FINEP and Fapes - that aids entrepreneurs on R&D on high-potential businesses. The approved project was Abraham Crowds, which applies crowd simulation techniques on urban planning and real estate planning.

Interama wins, for the second time, the JogosBR Contest for Game Demos, sponsored by the Brazilian Department of Culture. The winning title (Lex Venture) is in development.

5.3.3 2007

The company is shortlisted as one of ten Brazilian game development companies to run for the Best Brazilian Game Company prize at the 3th Gameworld Trophy "Best of 2006", sponsored by Futuro Comunicação.

Lex Venture wins the "Best Story Development" category of the Innovate 2007 contest, held during Casual Connect East meeting. It was chosen out of other 50 games subscribed from everywhere in the world. The winners of the other categories are from US, UK, Belorus, Ukraine and Russia

Lex Venture wins the Santander Bank Prize for Entrepreneurs, due to his educational potential for kids all over Brazil. Because of this sponsorship, Interama will be able to code a Linux version of the game!

5.3.4 2008

Lex Venture is released on major casual games portals: Trygames, Alawar Games, Big Fish Games and AOL Games. The game has very positive reviews at GameZebo, Diamond Games and Gamers Chronicle.

Interama acquires the Zeebo Developer status and is ready to starts making some fresh Zeebo games! Zeebo console is certainly a great opportunity for the Brazilian game industry.

5.3.5 2009

Interama announces its new Services offerings for the game industry. First offerings are custom game development for PC/Mac, Zeebo game development/porting (focused on casual games) and localization for the Portuguese idiom.

Blooming Daisies is announced.

A deal is inked with Tectoy to develop a new SEGA Genesis game – Guitar Idol, a music game for a guitar-shaped controller!

Interama wins, for the third time, the JogosBR Contest sponsored by the Brazilian Department of Culture. The winning title (Esther Art Gallery) goes in production.

5.3.6   2010

A second deal is inked with Tectoy to develop Guitar Idol 2.

Blooming Daisies is launched (May 2010).