Insert 3X5
Ruled White
Index Library
Card Pocket
Here...

3X5 Ruled White Index Library Card
Pocket glued here is required for using
the save feature for this book.

Characters, Story, and Music
created and performed by J.N
Pickee.

Rules written and designed by J.N
Pickee.

Bookmark Key: SOTT - TT - T002

Like any other book, you use bookmarks to remember where you
last left off in a book, but in gamebooks, it is a bit different, to
learn how to bookmark in this game, use the instructions on page
141.

You have to use the bookmark key above (sentence in red) to use
a bookmark, to create a bookmark, and to edit a bookmark for
this game, take this bookmark key above to do either of those.

Table Of Contents

Save Epionica
Trident Tale
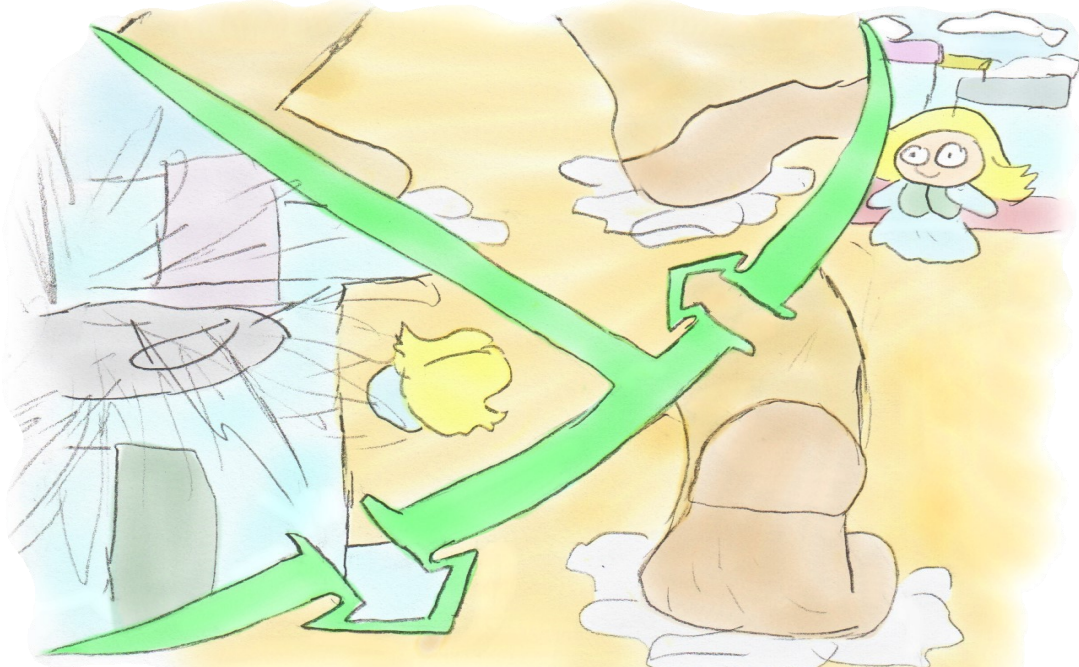
You are "Blu Phoenix", a kid of a cop with your little animal partner in training, inspired by your parent, you are training to be a swat team member, one day while riding the police helicopter, you and the pilot notice a girl jumping from rooftop to rooftop of the skyscrapers, shocked, you and the pilot that since you are a child yourself, you would have a better time apprehending her, you and your animal partner jump off the helicopter and land face to face with the girl, she turns to you as you land, it seems she is threating to jump, you walk towards her….

When you are done with this page (or want to skip it), and you know how a "Note" and a "Tutorial Box" works, then go the page after next (if you do not know of a "Note" and "Tutorial Box" and how they work, then go to the next page first)

Gamebook Start Guide

If you already know what this page explains, then skip this page and go onto the next page.

Welcome, Friend! To play this type of gamebook, you need to learn how rules are taught in this type of gamebook, rules are taught though objects which is called a "Note", a note is a blue ring with a small blue colored phrase wrapped around it, and a black letter or number in it's center, see example below...

A example of a note, see the object on the left.

So how it works is, When you do something that matches the blue phrase wrapped around a note, and you did that action to a element of the game that is near or contacting that note (or a element with no note but looks the same or close like the one that matching note is contacting/close to), that note is acted.

The blue phrase around a note is read clockwise, also a letter or number within parentheses that is in a blue phrase of a note pertains to another note with that letter or number in that note's ring. Now when you act a note or a note is acted, on the acted note will be a black letter or number within the center of the ring that makes up that note, if it is a letter.

Compare that letter to one of the letters underlaid in the tutorial box on the same page (except G, which is at the beginning, not underlaid) as that note, but what is a turotial box? See below...

A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment. **A**	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment. **B**	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment. **C**
A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment. **D**	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment. **E**	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment. **F**

G A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.

So, on the section of the letter underlaid or in front (the whole dotted box around that letter) matching the letter of the acted note, read everything in that section to understand the element. Now, if it is a number within the center of the ring that makes up that acted note.

Go to the page with a page number that matches that black number and read everything in that page to understand the element, after it's read, you are returned to the page and position before being taken to that page. It is recommended to pause your game session and test the newly learned feature as soon as it is learned by you so you can get used to it then continue your gameplay session after, as soon as a element is known, it can take effect immediately if it toke effect at/before knowing it.

Now if you come to a page and need to understand something, You can choose to act a note anytime (regardless of situation) in order to resolve this misunderstanding. Also, you can choose to ignore any notes that teach features or elements of the game that you already know of unless they are "Red" colored notes as those hint at features which contain slight changes and must be read when they are acted (every once per entry of page). You are done, please go to the next page to truly start the game.

Left page (6):

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.
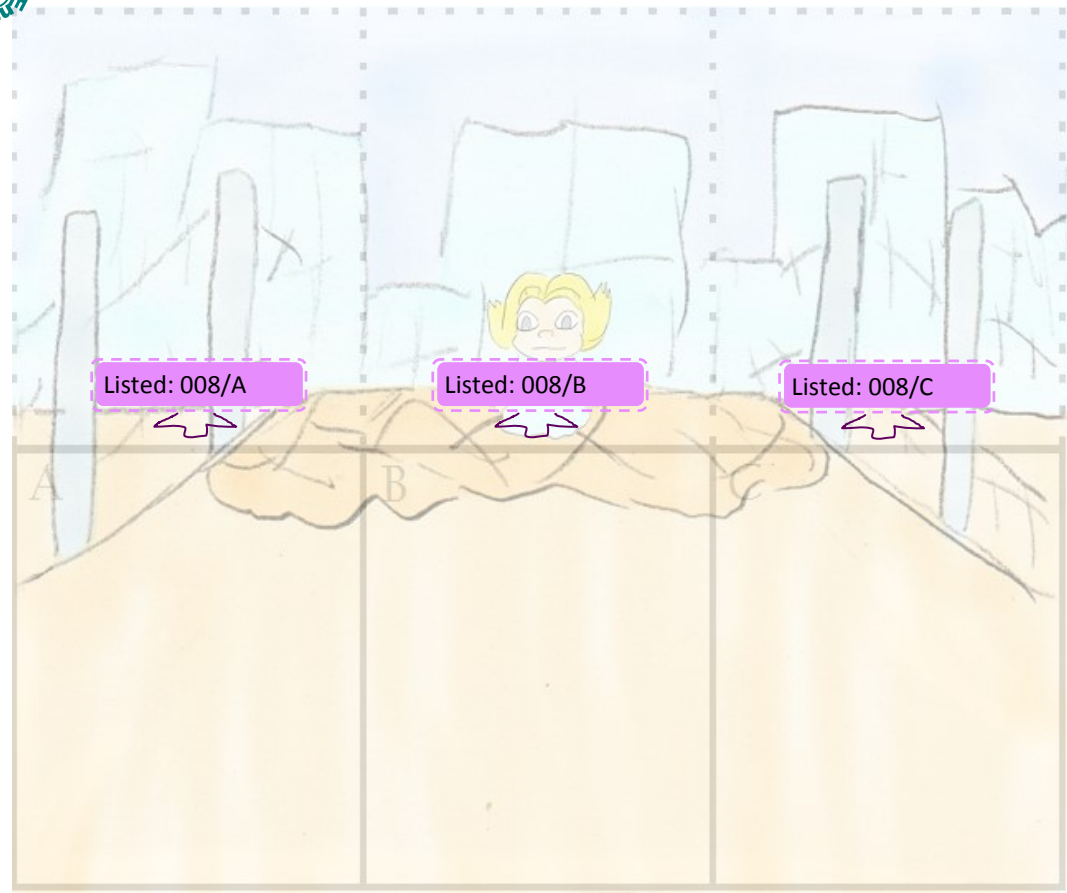
G — Nothing Here.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. Nothing Here.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.
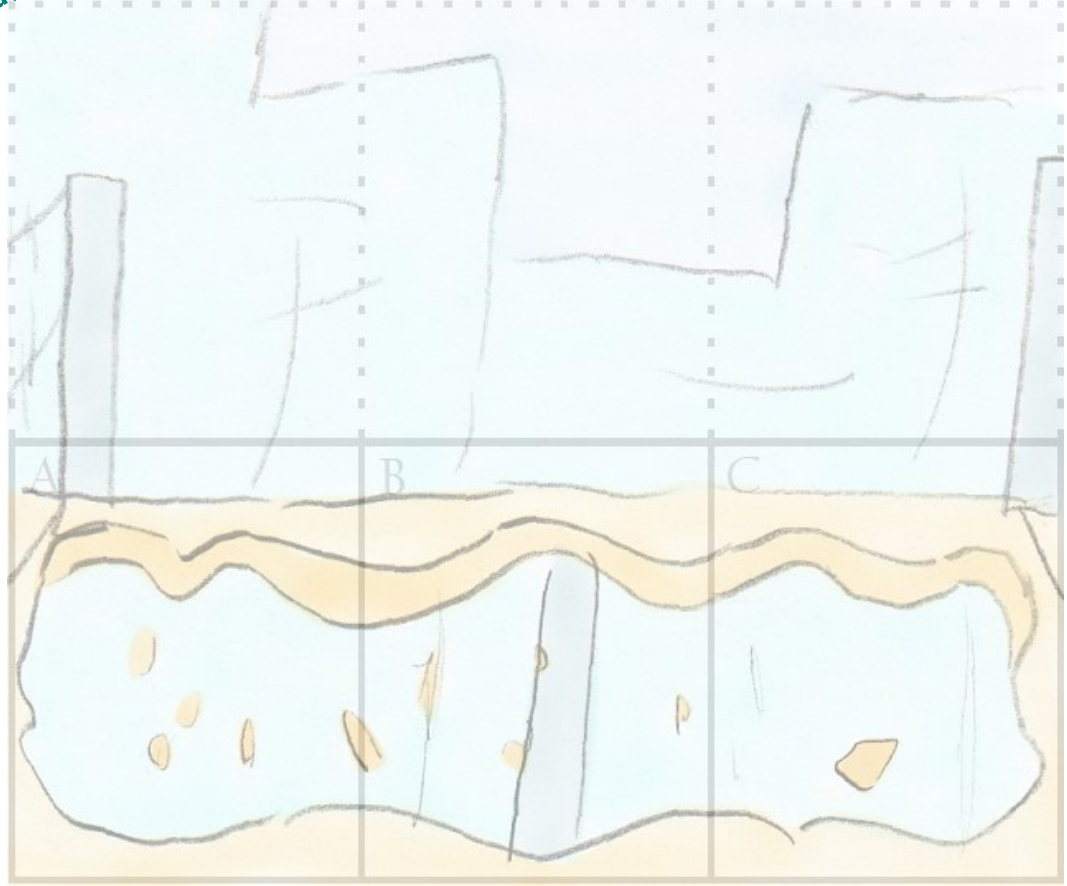
Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140 136

Listed: 008/A   Listed: 008/B   Listed: 008/C

A   B

Listed: 007/C   Listed: 007/B   Listed: 007/A

D

6   Play Music: 01 (To use go to page 132)   A ▷ Polymerize ◁ B   Page's View ▽ C

Right page (7):

A   B   C
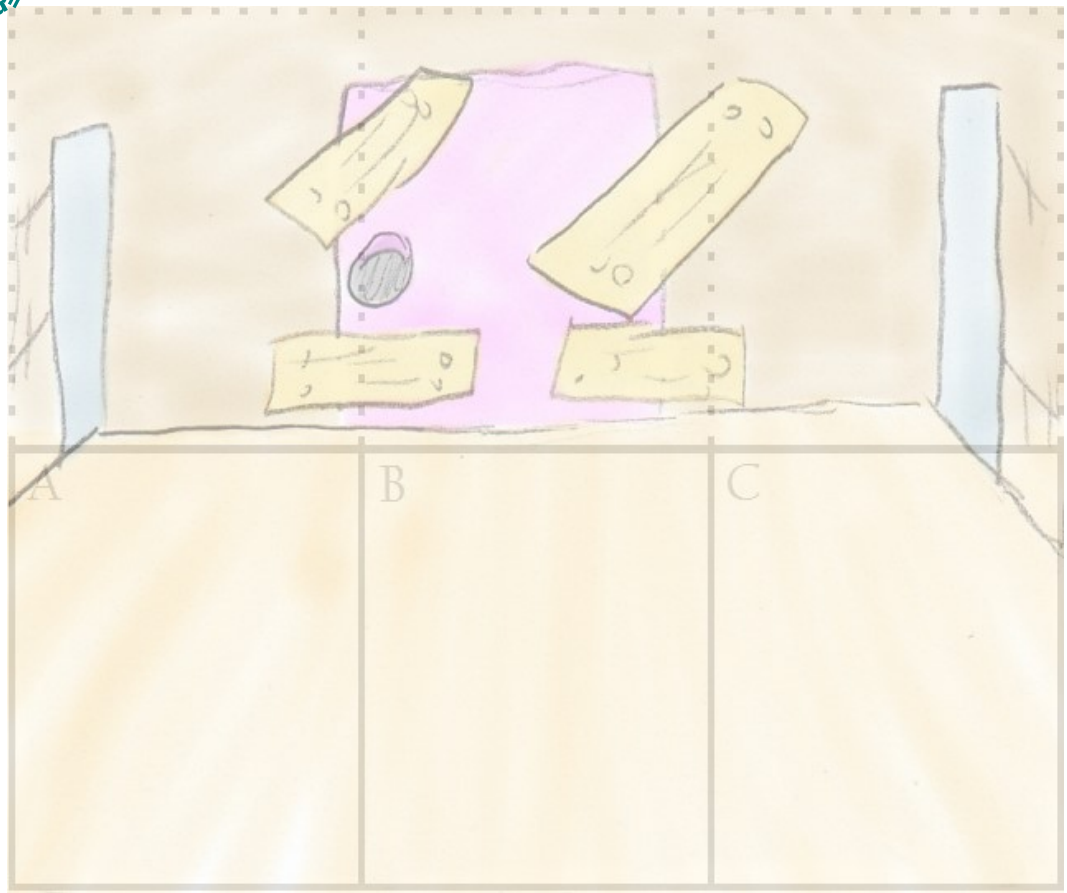
Listed: 006/C   Listed: 006/B   Listed: 006/A

D

Play Music: 01 (To use go to page 132)   A ▷ Polymerize ◁ B   Page's View ▲ C   7

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

A
D

A flop box, imagine the red number in this lower then what it is by 1 each second, when 0, take all tokens as is to page listed.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

B
E

Nothing Here.

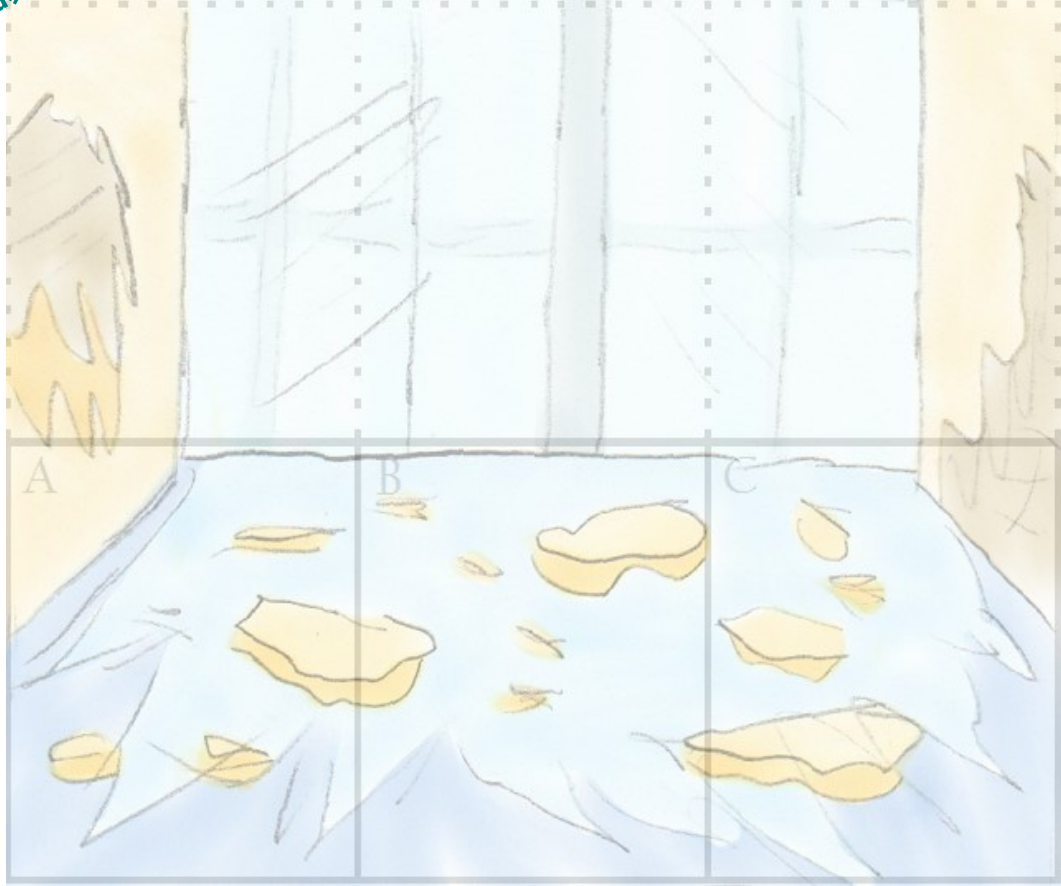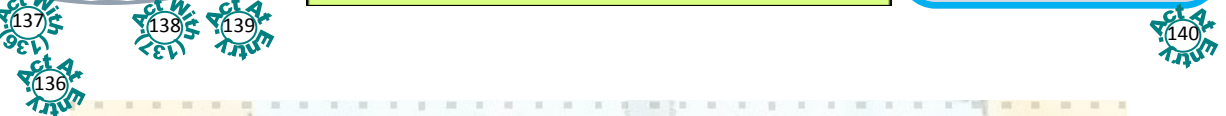The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

C
F

Nothing Here.

Character Play

Interact

1 Listed Page: 009

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
D
136
140

A   B   C

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View ∨ C

Character Play

Interact

1 Listed Page: 010

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
D
136
140

A   B   C

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View ∨ C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A
B
C

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
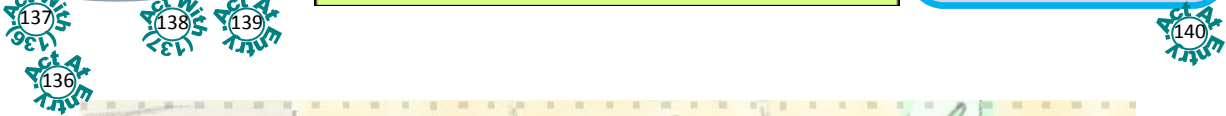Nothing Here.

D
E
F

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

G Nothing Here.

Character Play
Interact

Ignore This

137
138 139
140
136

Listed: 011/C
Listed: 011/B
Listed: 011/A

D

Play Music: 01 (To use go to page 132)
A
Polymerize
B
Page's View
C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A
B
C

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

D
E
F

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

G Nothing Here.

Character Play
Interact

Ignore This

137
138 139
140
136

Listed: 012/B

Listed: 010/C
Listed: 010/B
Listed: 010/A

D

Play Music: 01 (To use go to page 132)
A
Polymerize
B
Page's View
C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

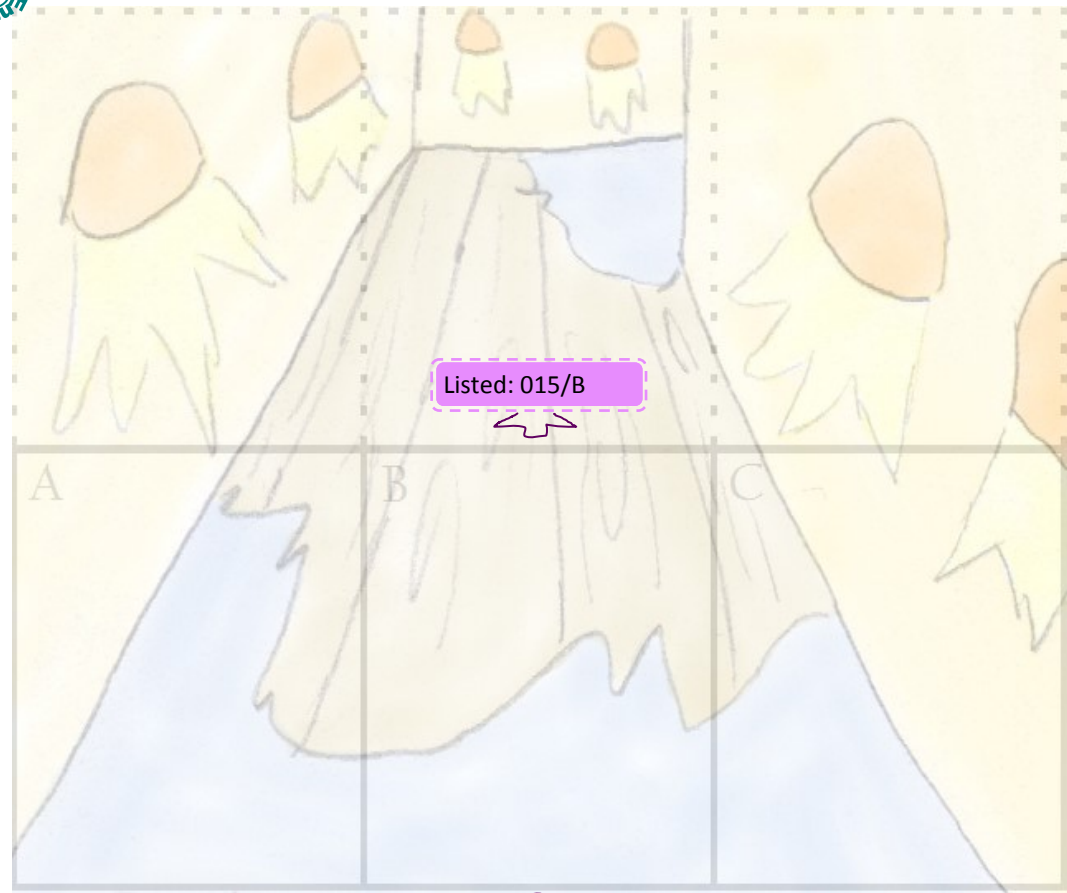A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

A B C
D E F

Character Play — Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140
136

Listed: 013/A   Listed: 013/B

A   B   C

E

D   Listed: 011/B

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

Nothing Here.
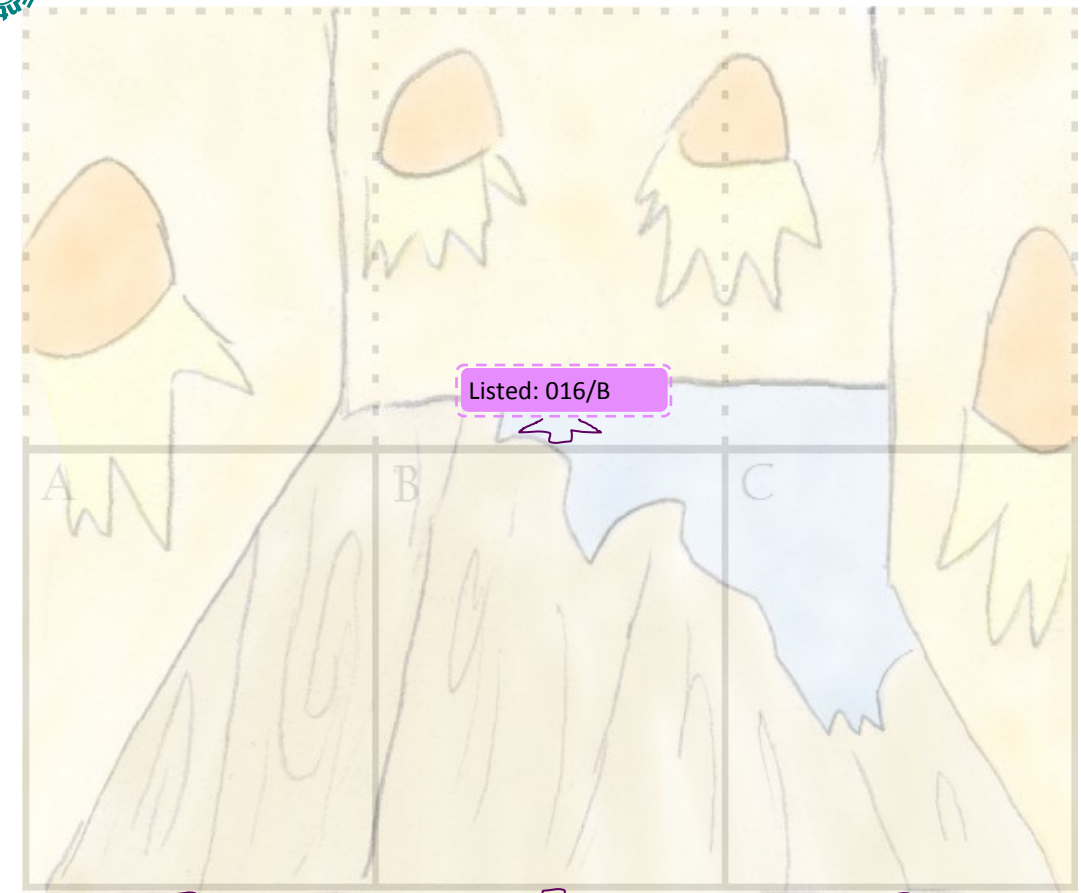
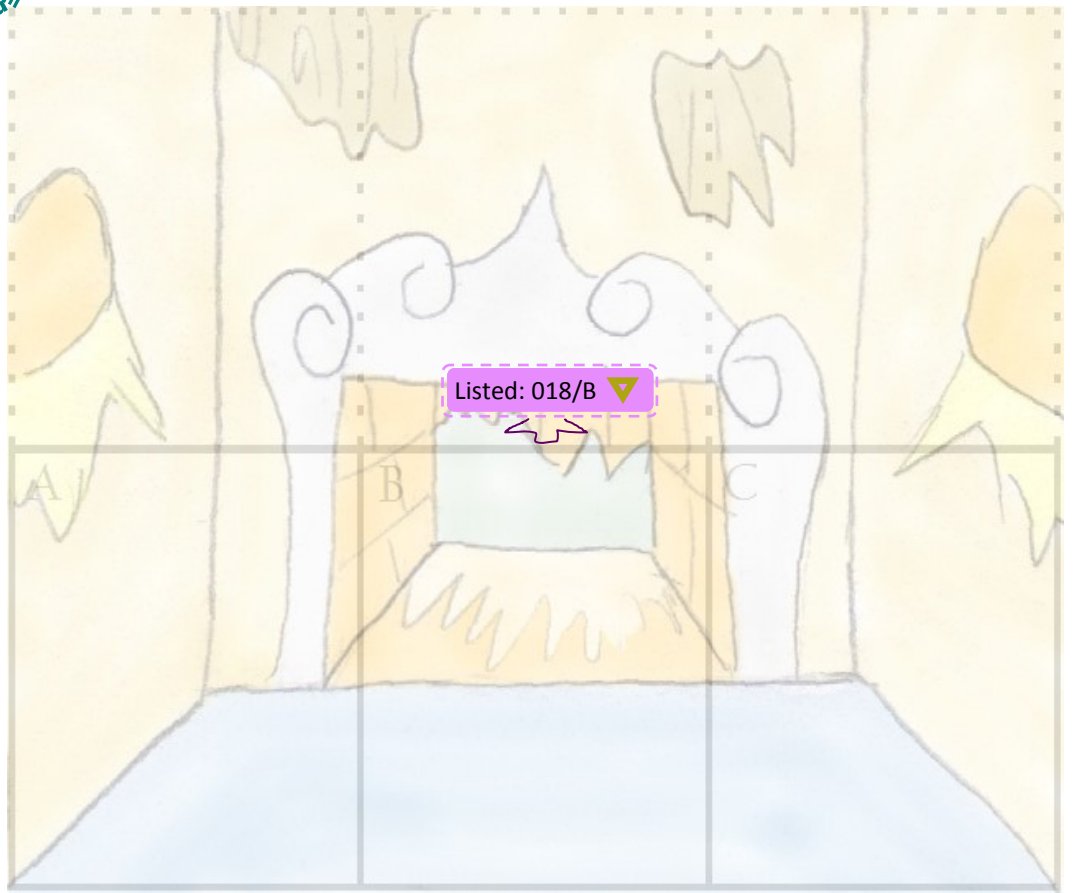The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

A B C
D E F

Character Play — Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140
136

A   B   C

Listed: 014/B

D   Listed: 012/A   Listed: 012/B

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

A

E

C

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
140
136

Listed: 015/B

A   B   C

D   Listed: 013/A

14   Play Music: 01 (To use go to page 132)   A   Polymerize   B   Page's View   C

A

E

C

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
140
136

Listed: 016/B

A   B   C

D   Listed: 014/B

Play Music: 01 (To use go to page 132)   A   Polymerize   B   Page's View   C   15

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B
E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

C
F

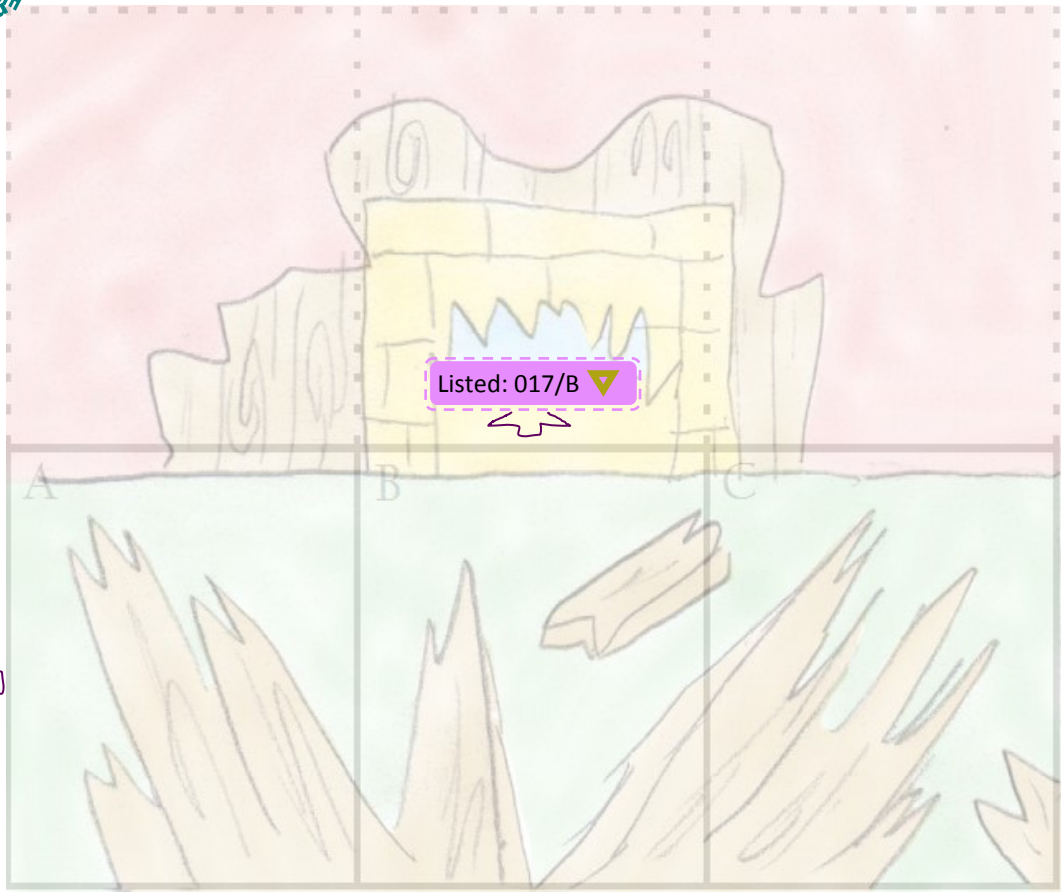Character Play

Interact

Ignore This

137 138 139 140
136

A   B   C

Listed: 017/B △

Listed: 015/B

D

Play Music: 01 (To use go to page 132) A ▷ Polymerize ◁ B Page's View ◀ C

---

137 138 139 140
136

A   B   C

Listed: 018/B ▽

Listed: 016/C ◁

D

Play Music: 01 (To use go to page 132) A ▷ Polymerize ◁ B Page's View ▲ C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B   **E**

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
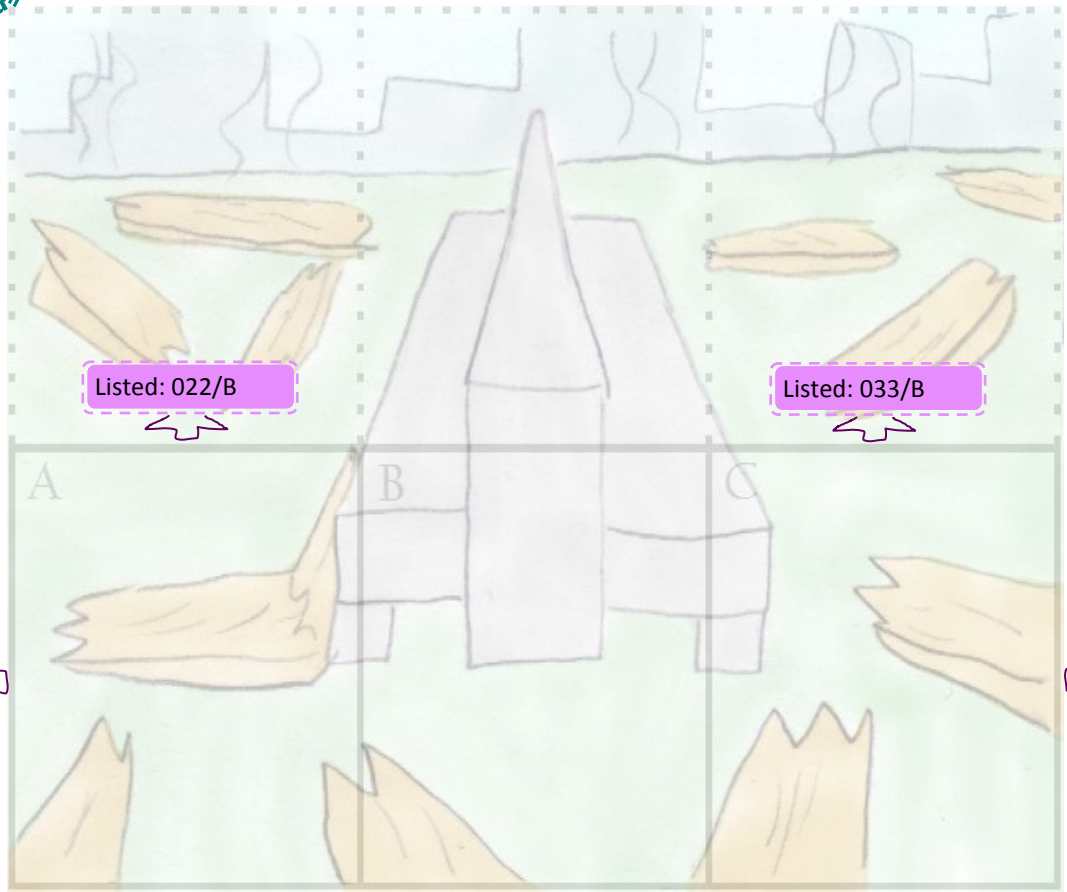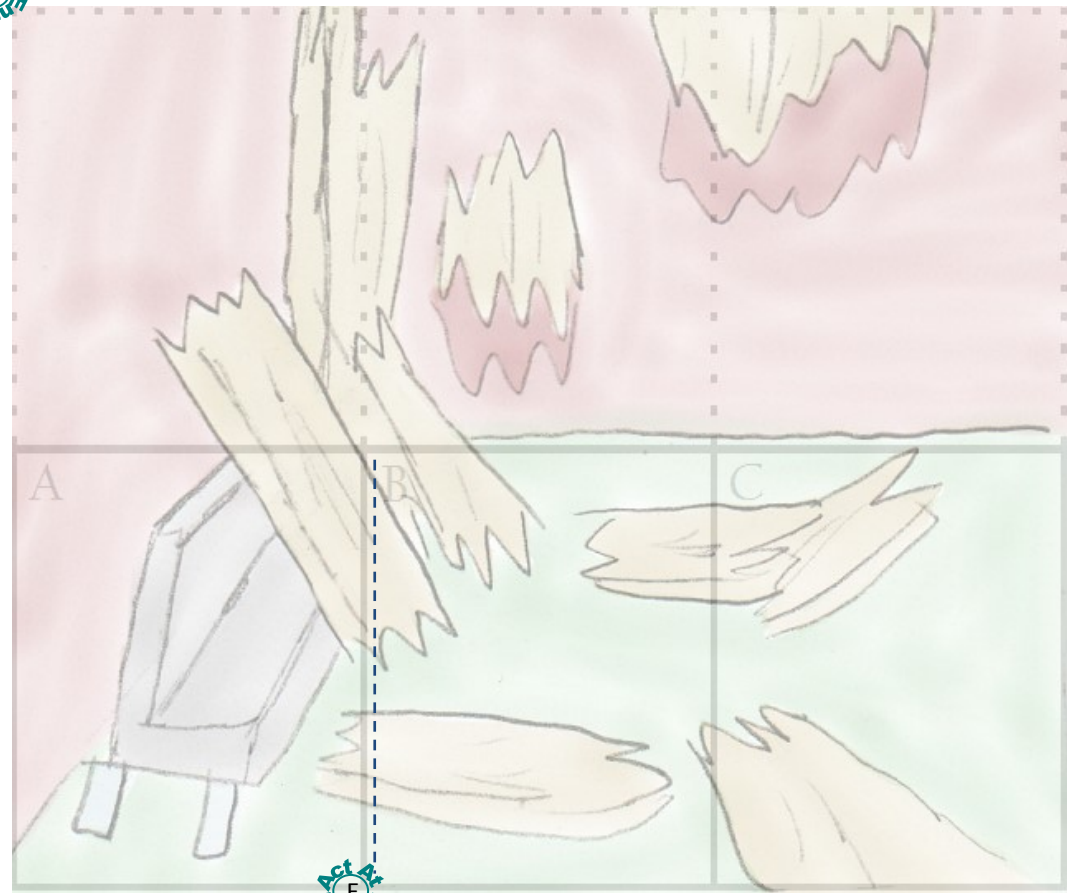Nothing Here.

C   **F**

G Nothing Here.

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

(137) (136) (138) (139) (140)

Listed: 017/B

Listed: 034/C

Listed: 020/B

Listed: 019/C   Listed: 019/B   Listed: 019/A

A   B   C

D

18   Play Music: 01 (To use go to page 132)

A   Polymerize   B   Page's View   C

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

(137) (136) (138) (139) (140)

Listed: 022/B   Listed: 033/B

A   B   C

Listed: 021/C   Listed: 034/C

Listed: 018/C   Listed: 018/B   Listed: 018/A

D

Play Music: 01 (To use go to page 132)   19

A   Polymerize   B   Page's View   C

Page 20

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.
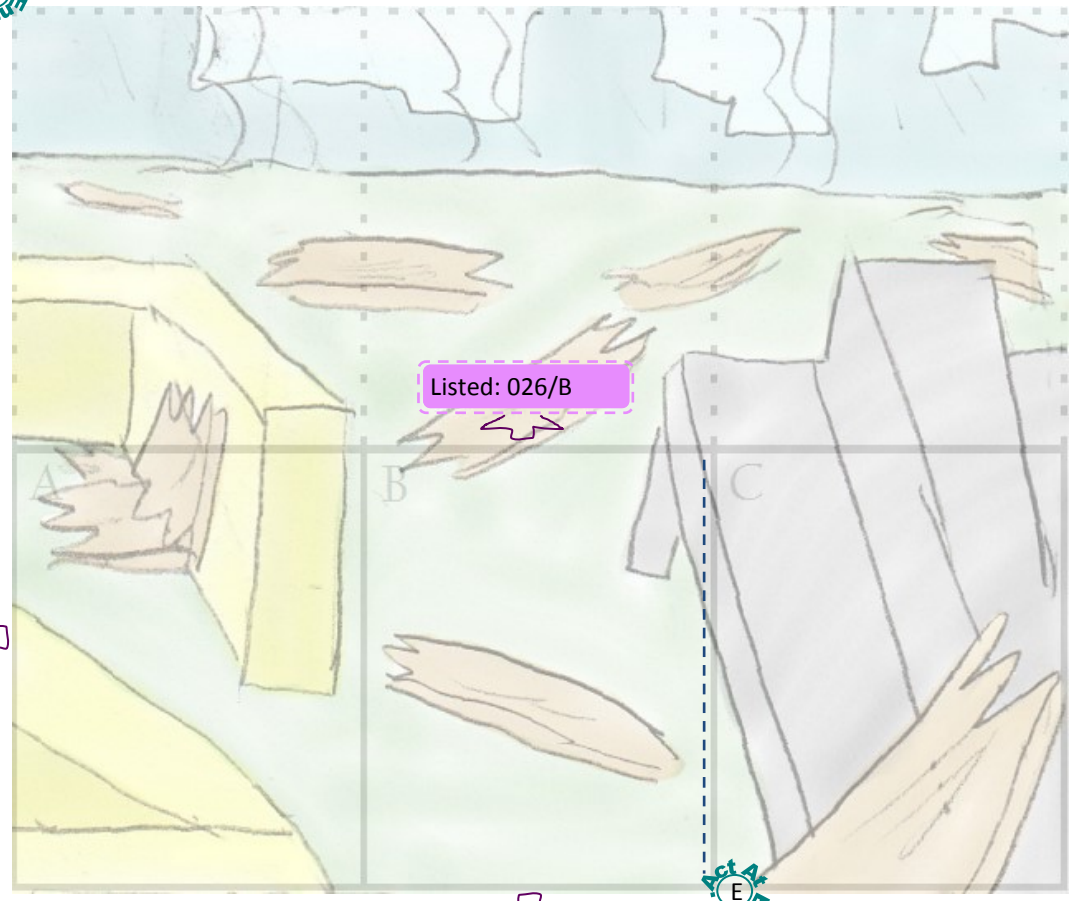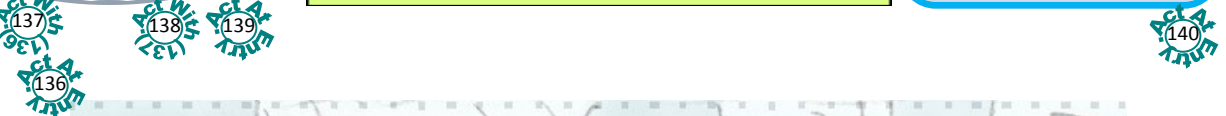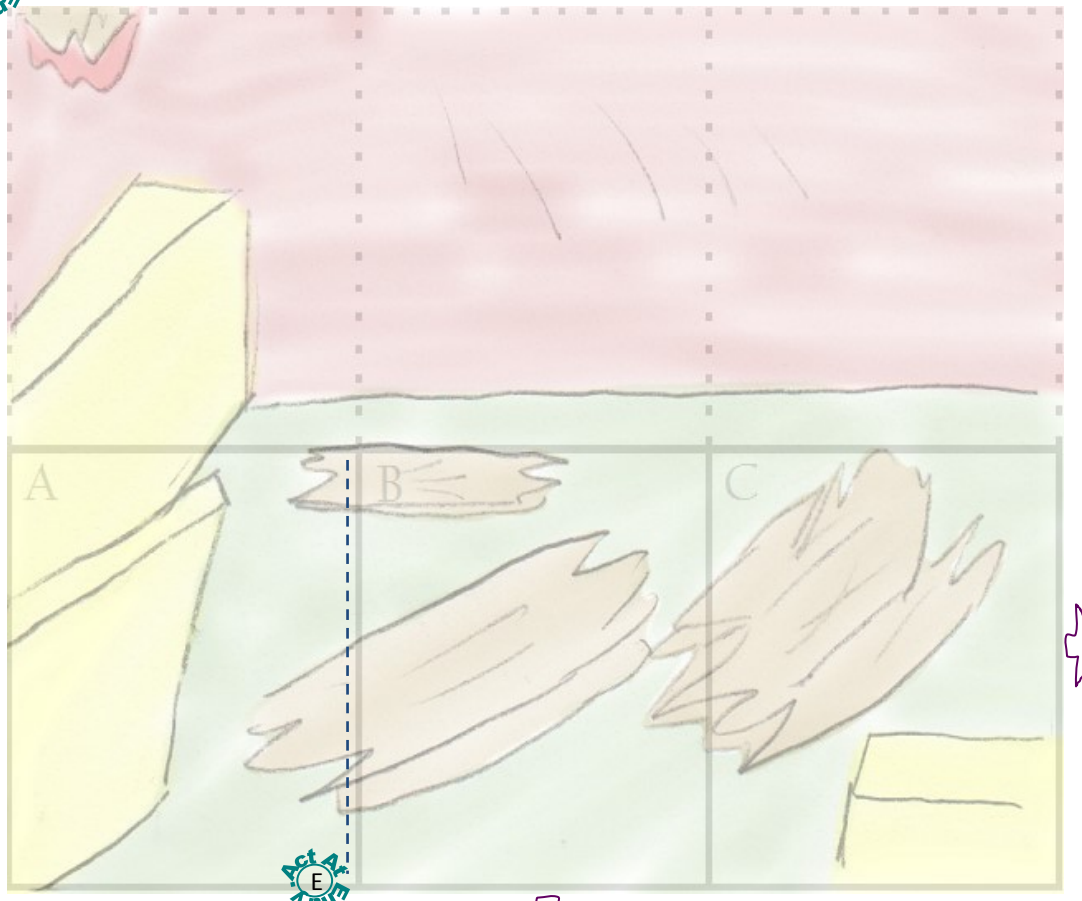
The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

A B C E F

Character Play — Interact

137 138 139 136

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

140

Listed: 021/B

Listed: 018/C

20 Play Music: 01 (To use go to page 132) A Polymerize B Page's View C

Page 21

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

A B E C F

Character Play — Interact

137 138 139 136

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

140

Listed: 022/B

Listed: 019/A

Listed: 020/C

Play Music: 01 (To use go to page 132) A Polymerize B Page's View C 21

A B

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.
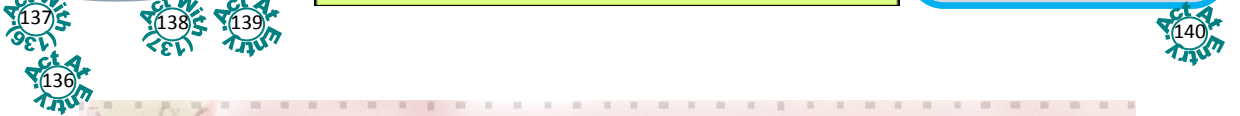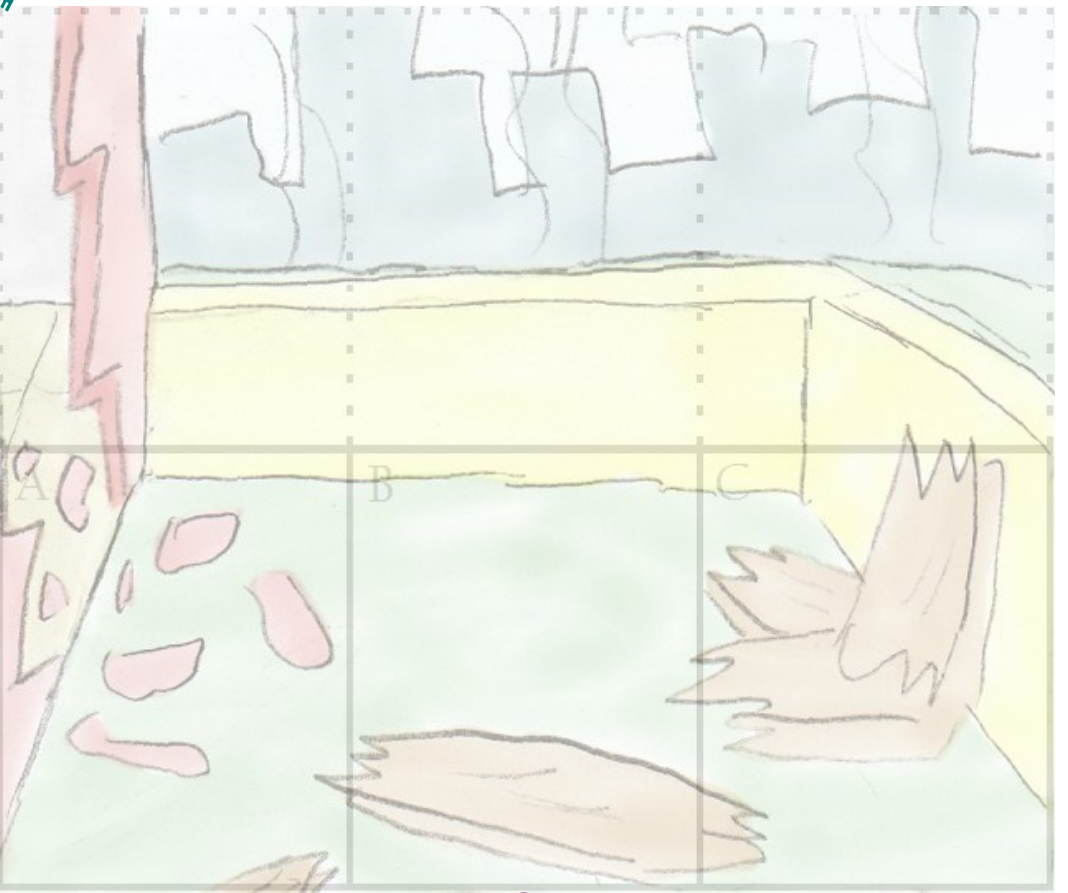
C E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140

136

Listed: 026/B

A B C

Listed: 023/B

E

D Listed: 021/C

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

C E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140

136

A B C

Listed: 024/B

E

D Listed: 022/A

Character Play

Interact

001 Listed Page: 025

Soul Garden: Pg: 118 "Abandoned Skyscraper"

(137) (138) (139) E (140)

(136)

Listed: 036/B

A B C

Listed: 023/C

Play Music: 01 (To use go to page 132) A Polymerize B Page's View ^ C

Character Play

Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

(137) (138) (139) (140)

(136)

A B C

Listed: 023/C

Play Music: 01 (To use go to page 132) A Polymerize B Page's View ^ C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

A
B
C
E
F
G Nothing Here.

Character Play
Interact
Ignore This

137
138 139
140
136

Listed: 027/B
Listed: 028/A

A B C

D Listed: 022/B

Play Music: 01 (To use go to page 132)
A Polymerize B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
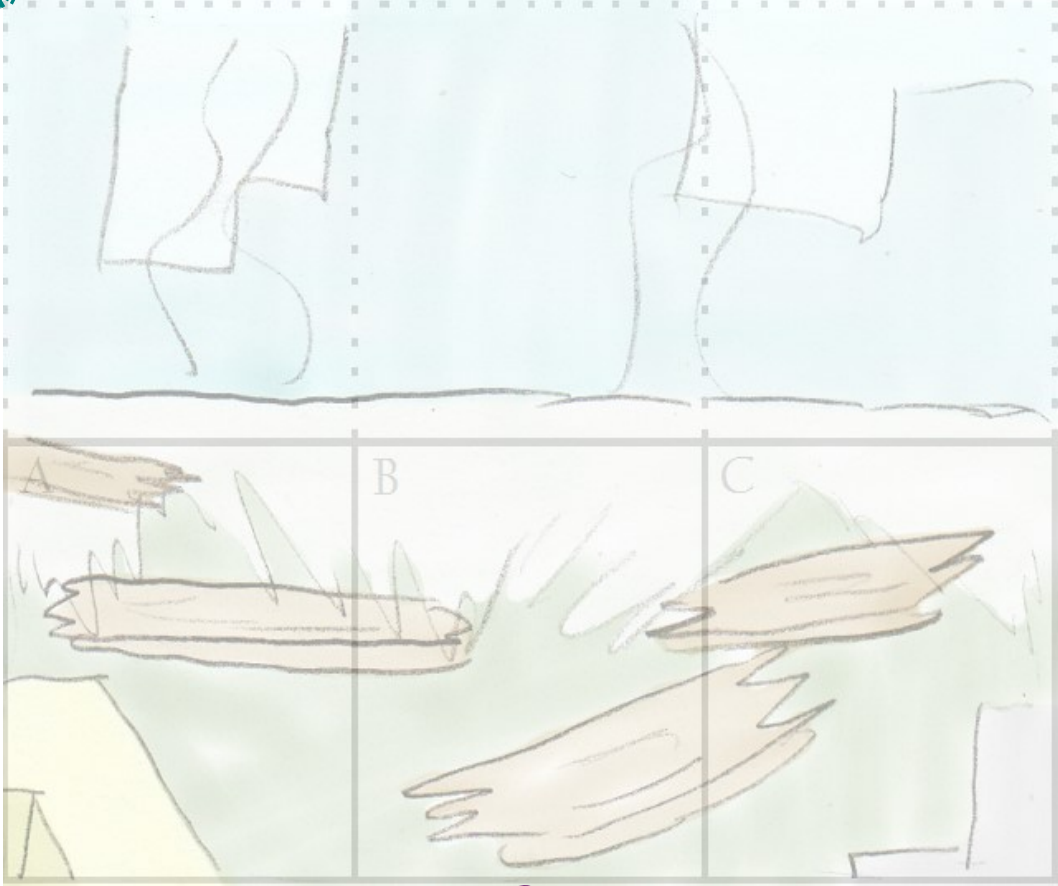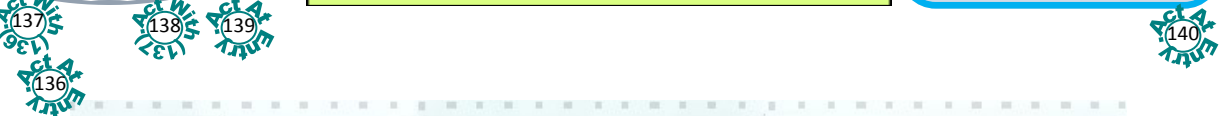Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

A
B
C
E
F
G Nothing Here.

Character Play
Interact
Ignore This

137
138 139
140
136

A B C

D Listed: 026/A

Play Music: 01 (To use go to page 132)
A Polymerize B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

B

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
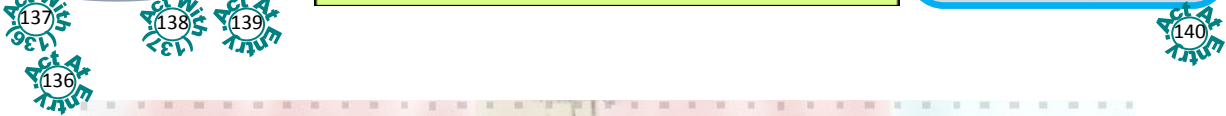
Nothing Here.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
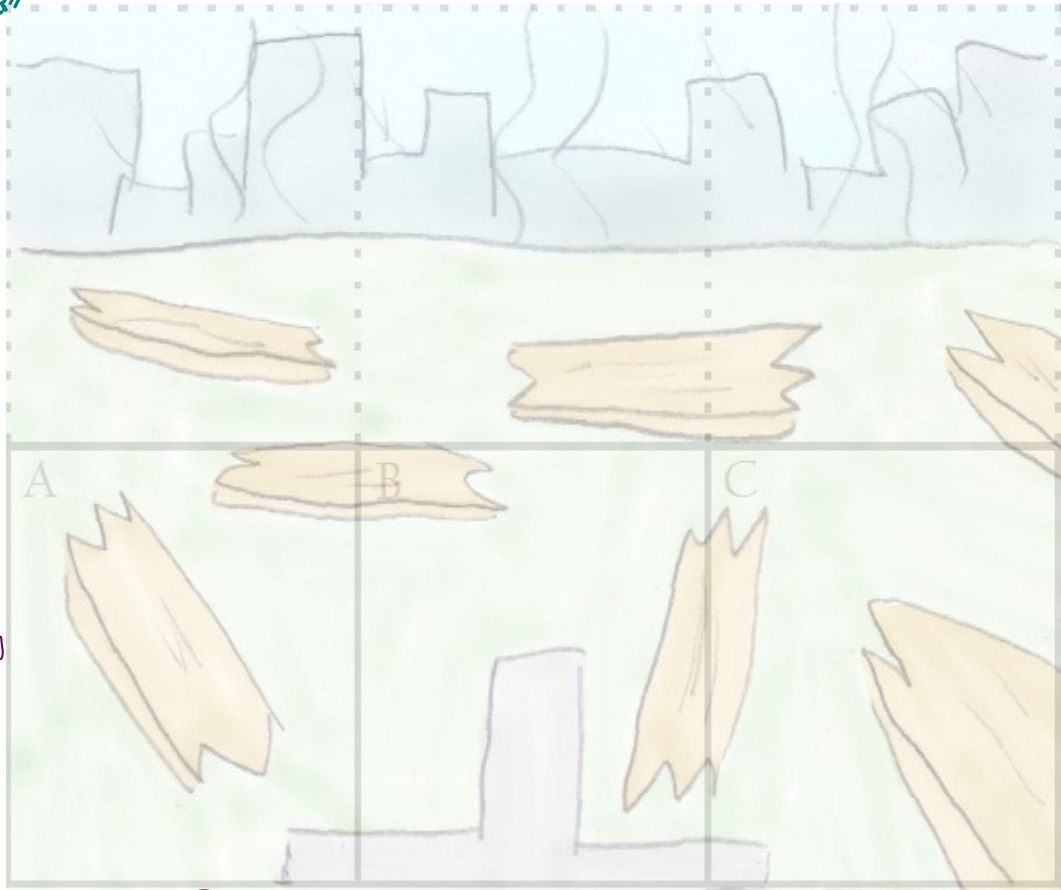
Nothing Here.

C

F

G Nothing Here.

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138
139
140
136

Listed: 026/C

A   B   C

Listed: 029/B

D Listed: 022/B

Listed: 033/B

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

B

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

C

F
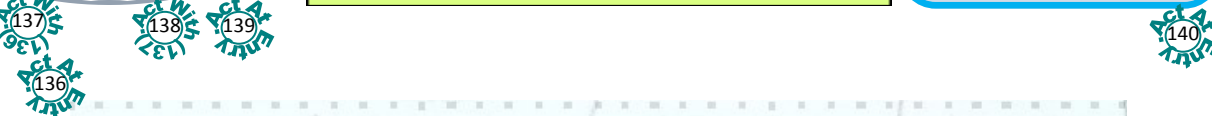
G Nothing Here.

Character Play

Interact

011 Listed Page: 030

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138
139
E
140
136

Listed: 031/B

A   B   C

Listed: 033/B

D   Listed: 028/C

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

Nothing Here.

B
E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.
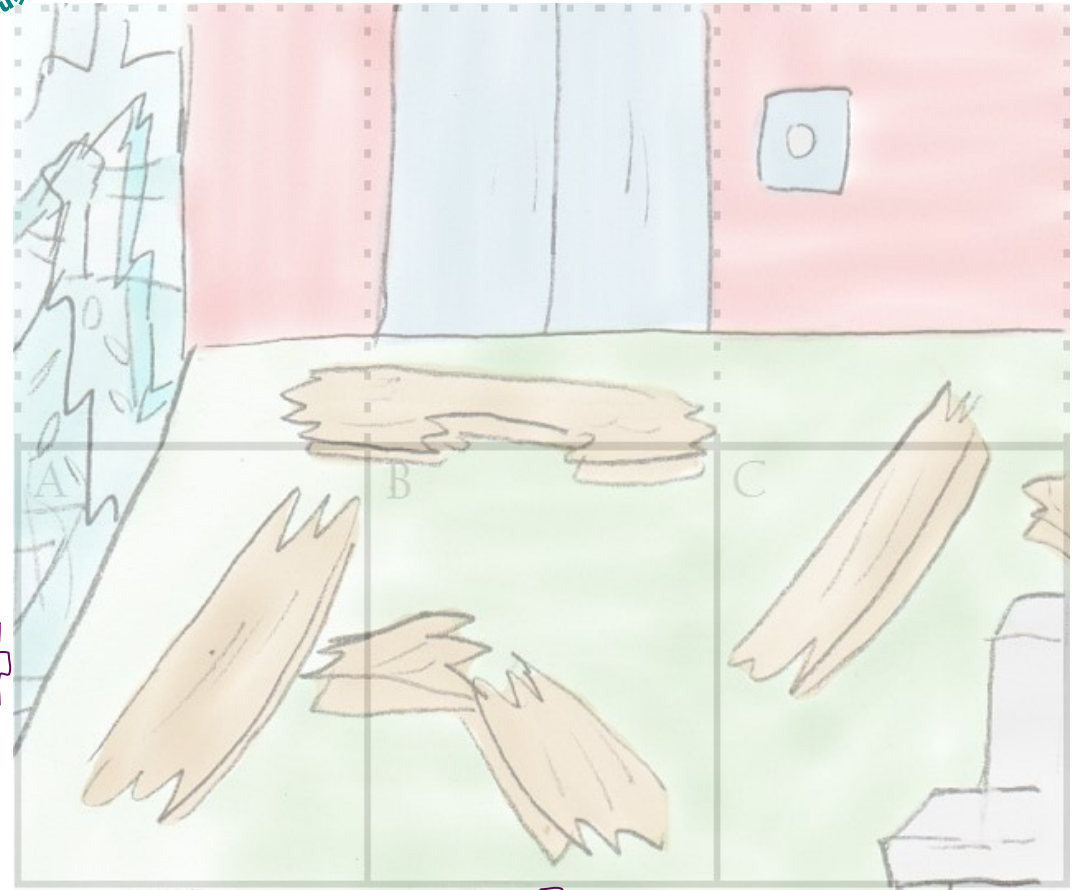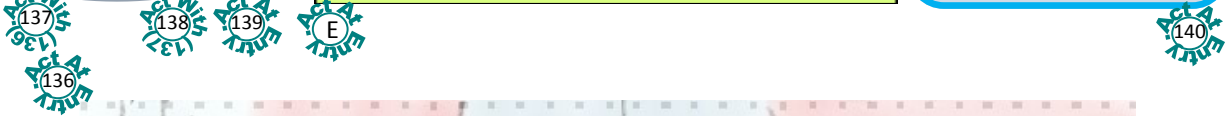
C
F

Character Play Interact

Ignore This

137 138 139 140
136

Listed: 103/B

Listed: 031/B

Listed: 033/B

D

Listed: 028/C

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

A

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

B
E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A restrict, all steps right next to the spot of this do nothing until you have a Switch number that matches number under this.

C
F

Character Play Interact

Ignore This

137 138 139 140
136

Listed: 029/A

F
012
012
E H

You put down the step ladder on the hook points, allowing you to go down and exit the building.

D Listed: 032/B

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B

E

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

C

F

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

G Nothing Here.

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
136
140

Listed: 031/B

Listed: 120/A
D
E

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B

E

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.
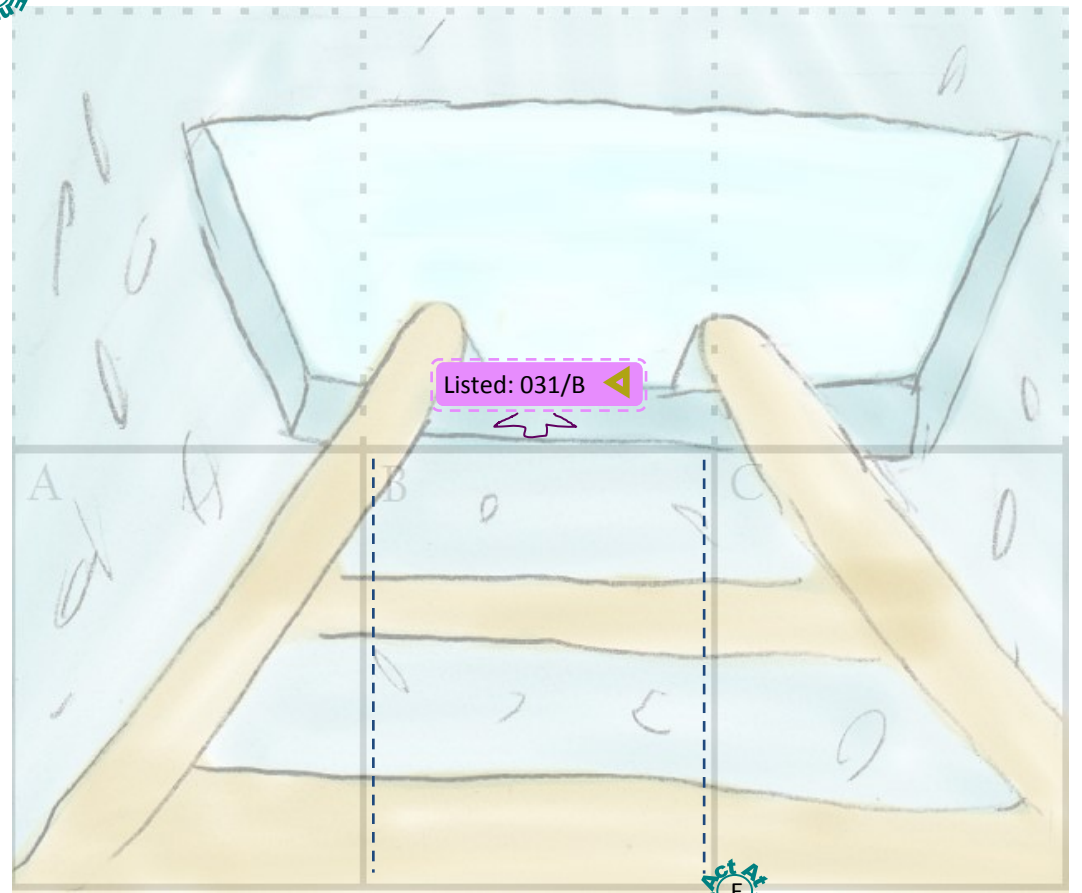
C

F

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

G Nothing Here.

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
136
140

Listed: 029/C

Listed: 034/B
D
E

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
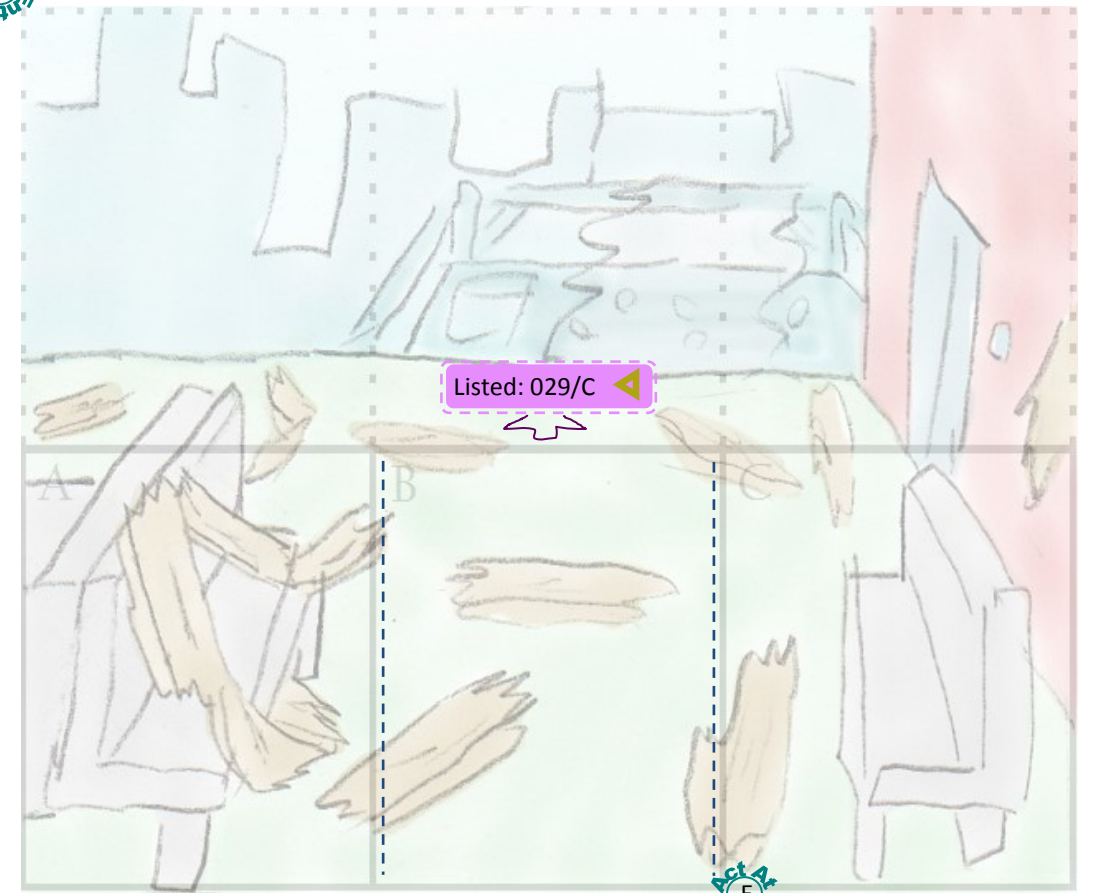
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

Character Play

Interact

Ignore This

137
138 139
140
136

Listed: 035/B

Listed: 018/A

Listed: 033/B

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

Character Play

Interact

Ignore This

137
138 139
140
136

Listed: 049/B

E

D Listed: 034/A

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A B C E F

Character Play
Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140

136

Listed: 024/A ▶

Listed: 038/B ▲

A B C

D Listed: 037/C ◀

Listed: 044/B ▲

Play Music: 01 (To use go to page 132)
A ▶ Polymerize B ◀ Page's View ▶ C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.
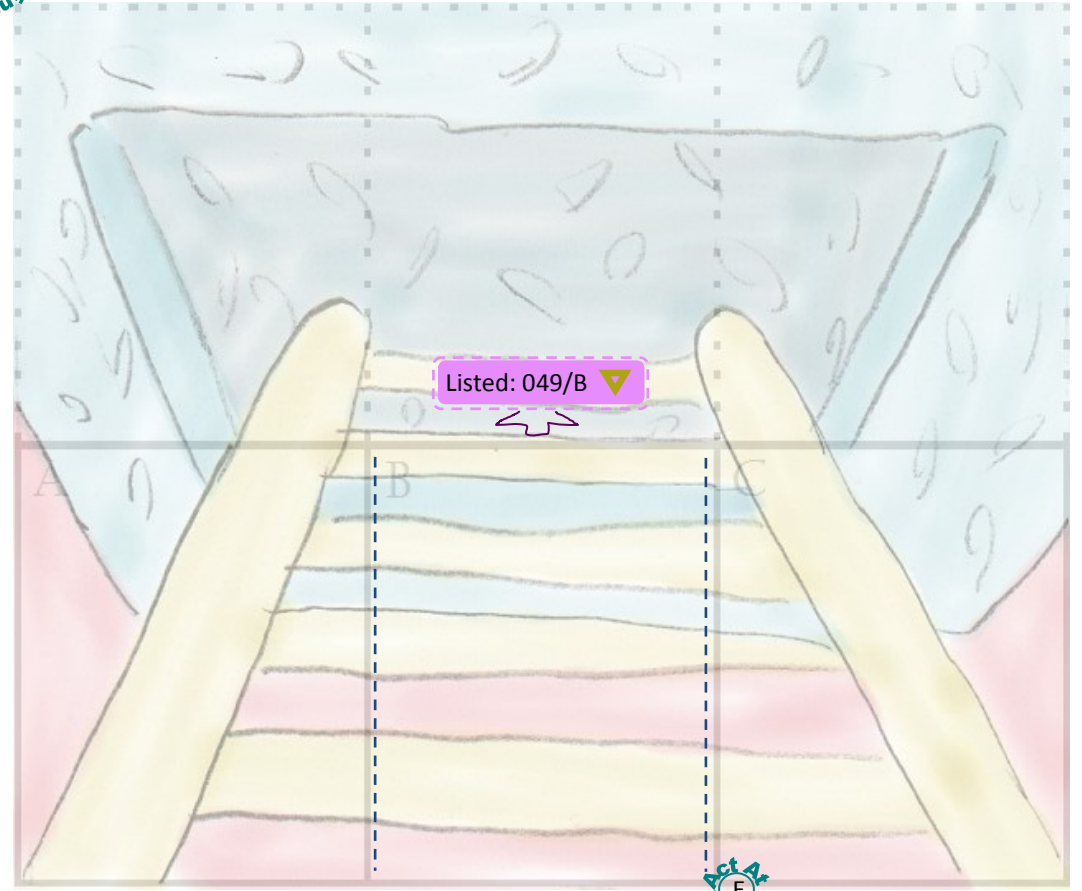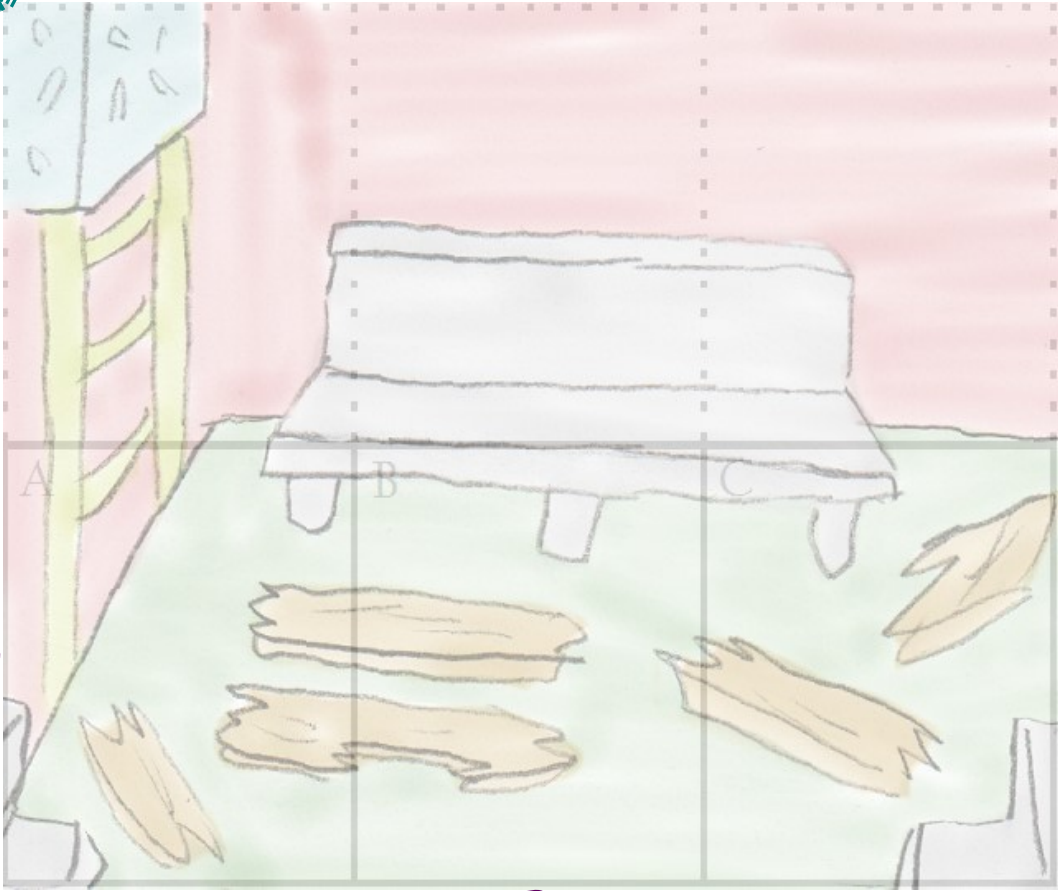
A B C E F

Character Play
Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140

136

Listed: 036/A ◀

A B C

Listed: 044/C ◀

D Listed: 036/B ▶

Play Music: 01 (To use go to page 132)
A ▶ Polymerize B ◀ Page's View ▲ C

Left Page (38)

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140

136

Listed: 040/A   Listed: 040/B   Listed: 040/C

A   B   C

Listed: 044/A

Listed: 036/C ◀   D Listed: 044/A ▶

38 Play Music: 01 (To use go to page 132)   A ▷ Polymerize ◁ B   Page's View ▼ C

Right Page (39)

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
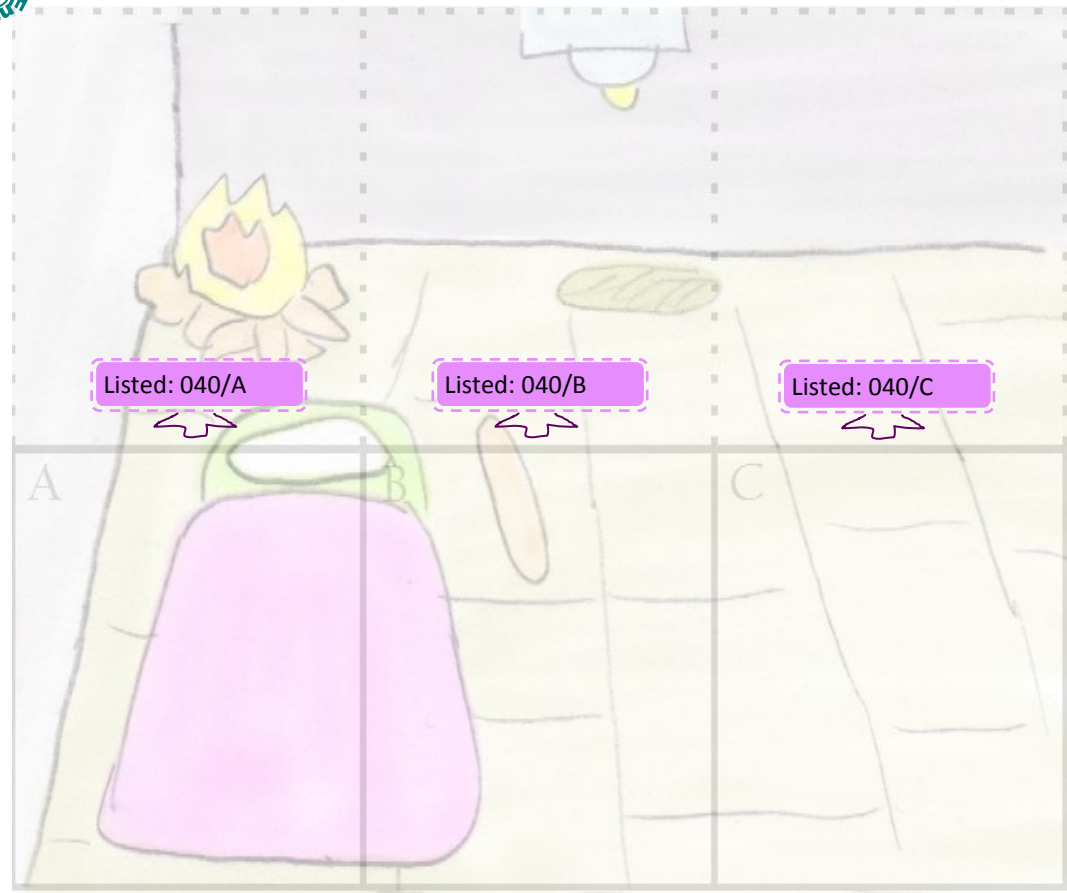Nothing Here.

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140

136

Listed: 041/A   Listed: 041/B   Listed: 041/C

A   B   C

Listed: 044/A

Listed: 036/C ◀   D Listed: 044/A ▶

Play Music: 01 (To use go to page 132)   A ▷ Polymerize ◁ B   Page's View ▼ C 39

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F A reaction, if all condition stamps in the same spot of this are "On", you are marked with the letter within this object.

G A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

Character Play · Interact

002 Listed Page: 041

Soul Garden: Pg: 118 "Abandoned Skyscraper"

(137) (136) (138) (139) E (140)

A **D** **E** [10]

You put the wooden stick you are holding into the fire, and it's tip ignites on fire, but now the stick will burn out into nothing soon.

B **A** **B** **D** **F** Move onto it

You trust your arms out with your hands open to reach and grab the wooden stick splintered off from the fire wood over there, you are holding the wooden stick now.

C **E** **002** **+1** **G** Move onto it

You reach out your ignited stick to the sprinkler sensor on the ceiling, it activates drenching the room in rain, the plant on the side is washed away where it can grow in piece somewhere.

Listed: 043/B

D Listed: 038/A

Listed: 038/B

Listed: 038/C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F Nothing Here.

G Nothing Here.

Character Play · Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

(137) (136) (138) (139) (140)

A

B

C

Listed: 043/B

D Listed: 039/A

Listed: 039/B

Listed: 039/C

Left Page (42)

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

Nothing Here.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
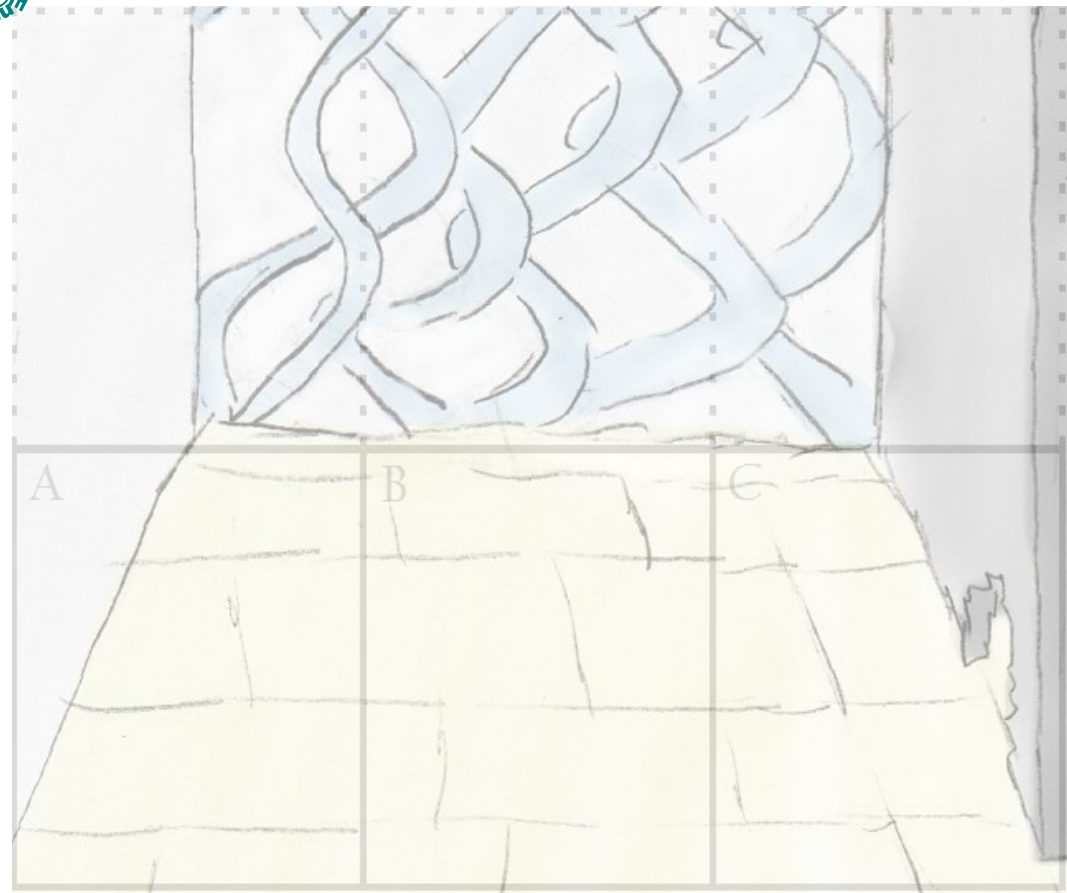
Nothing Here.

E

F

G — Nothing Here.

Character Play

Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 136 140

A B C

Listed: 040/C

D

42 | Play Music: 01 (To use go to page 132) | A → Polymerize | B → Page's View ← | C

Right Page (43)

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E — A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F — A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.
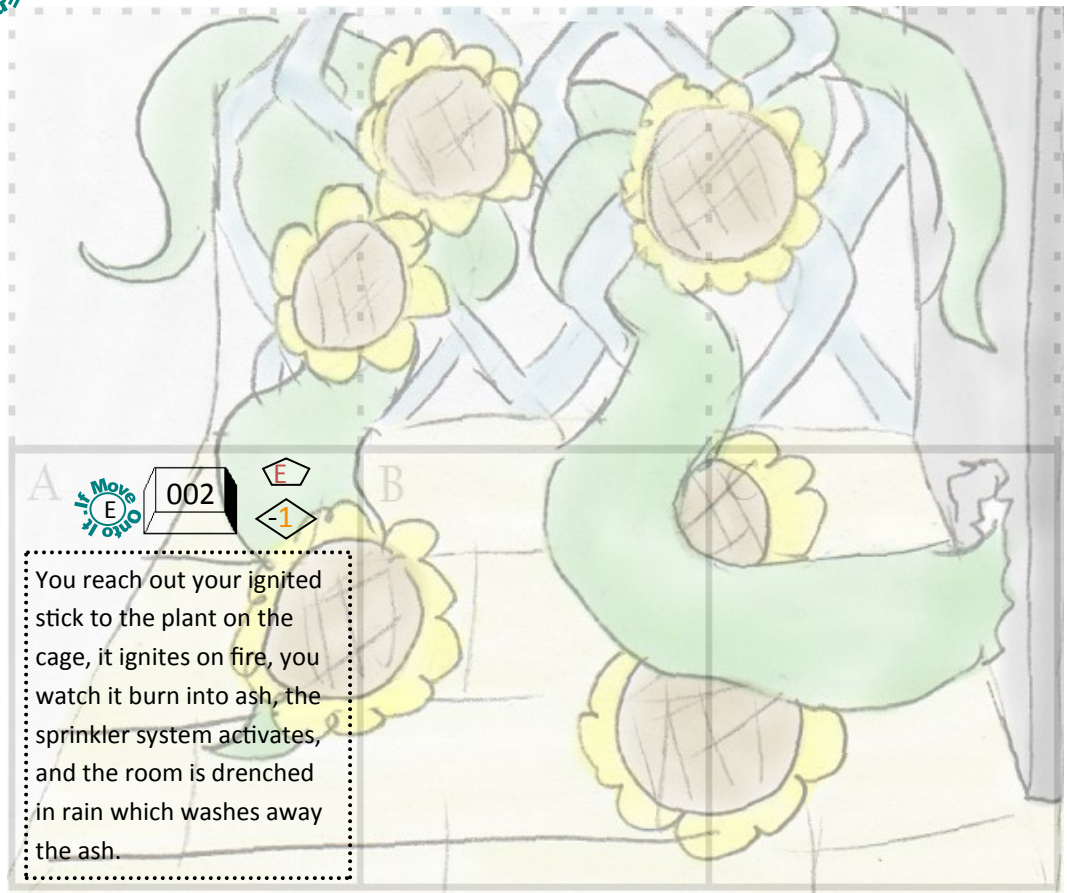
G — Nothing Here.

Character Play

Interact

002 Listed Page: 042

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 E 136 140

If Move Onto It — E — 002 — E — 1

You reach out your ignited stick to the plant on the cage, it ignites on fire, you watch it burn into ash, the sprinkler system activates, and the room is drenched in rain which washes away the ash.

A B C

Listed: 040/C

D

Play Music: 01 (To use go to page 132) | A → Polymerize | B → Page's View ← | C | 43

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

Character Play

Interact

002 Listed Page: 045

137 138 139 F 140 136

If Move Onto It:

E 002 E +1

Listed: 037/B

You reach out your ignited stick to the sprinkler sensor on the ceiling, it activates drenching the room in rain, the plant on the side is washed away (with the gun powder) where it can grow in piece somewhere.

D Listed: 038/C

Listed: 036/B

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F Nothing Here.

Character Play

Interact

Ignore This

137 138 139 140 136

Listed: 046/A   Listed: 046/B   Listed: 046/C

Listed: 037/B

D Listed: 038/C

Listed: 036/B

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
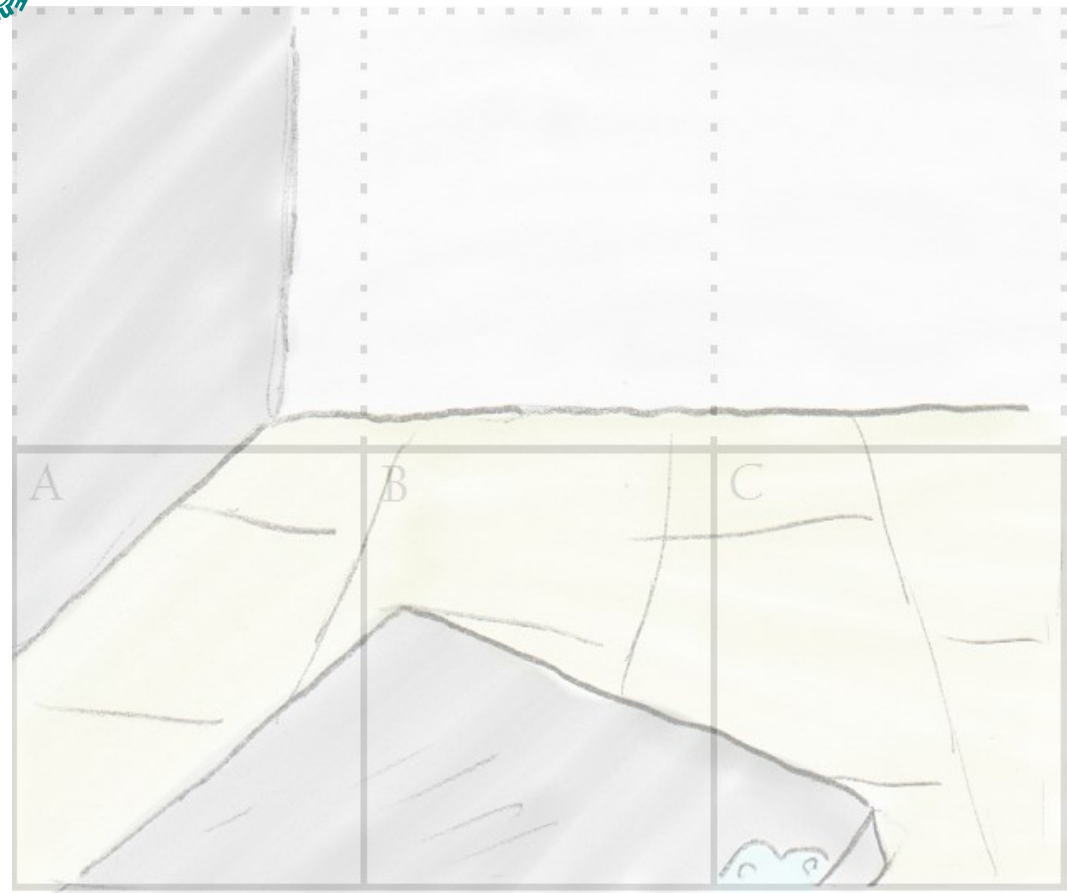Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

E

F

G Nothing Here.

Character Play
Interact
Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140 136

Listed: 047/B

Listed: 045/A   Listed: 045/B   Listed: 045/C

D

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
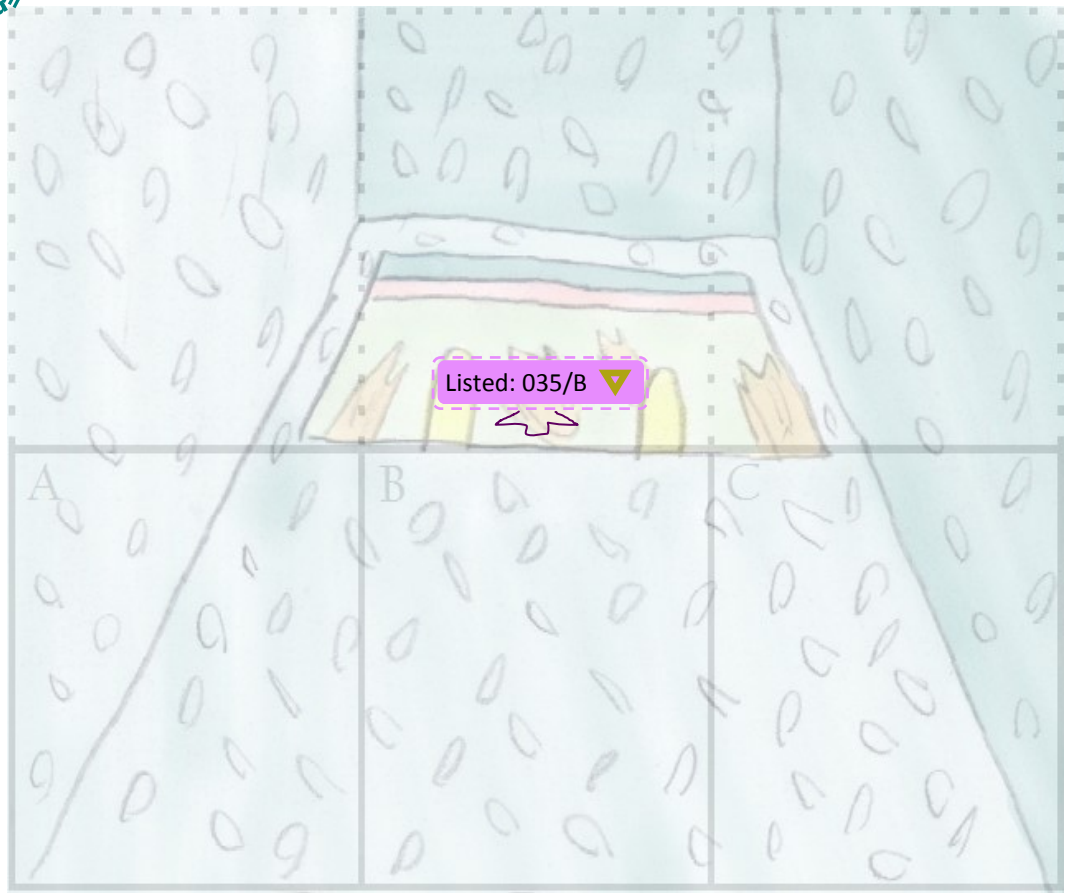Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

E

F

G Nothing Here.

Character Play
Interact
Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140 136

Listed: 048/A   Listed: 048/B   Listed: 048/C

D   Listed: 046/C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A reaction, if all condition stamps in the same spot of this are "On", you are marked with the letter within this object.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

Character Play — Interact

Ignore This

137 138 139 140 136

A B C F E F 001

You trust your arms out with your hands open to break the glass and reach out to grab the fuse, you place it in your pocket.

D Listed: 047/A   Listed: 047/B   Listed: 047/C

Play Music: 01 (To use go to page 132)   A Polymerize B   Page's View ∧ C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
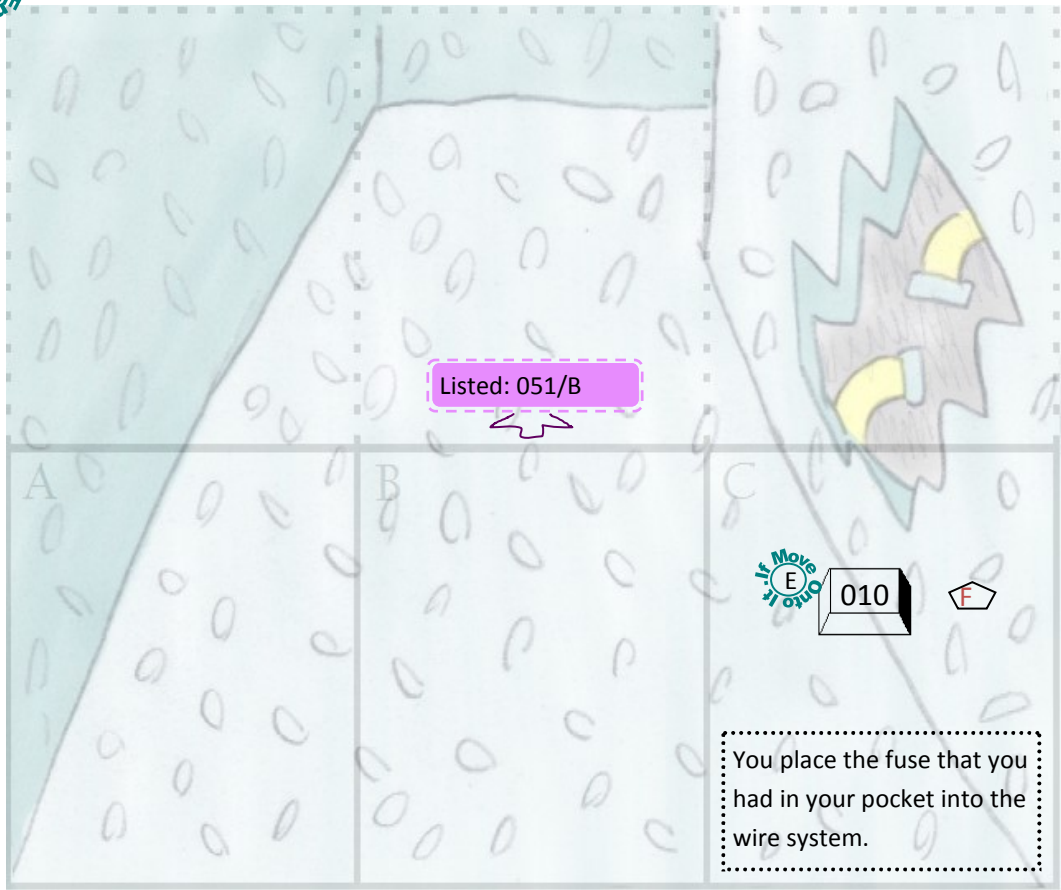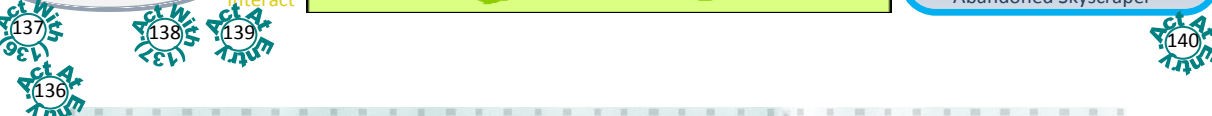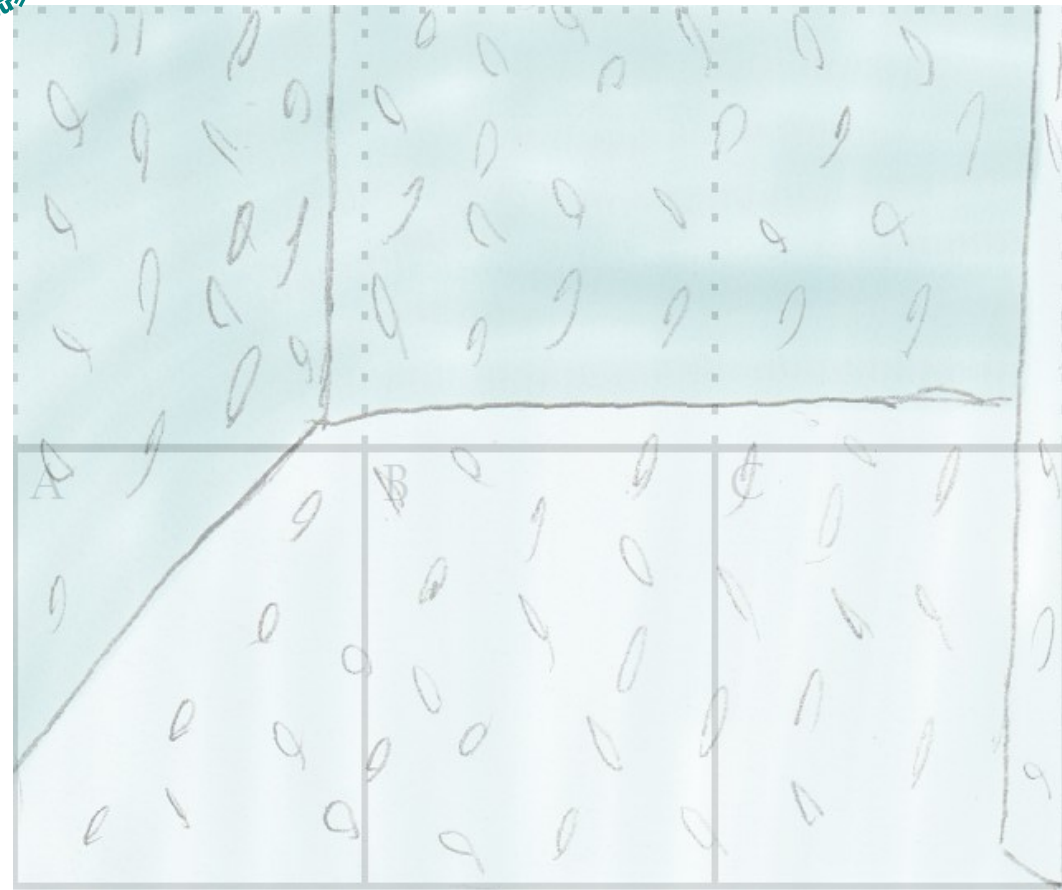
F Nothing Here.

Character Play — Interact

Ignore This

137 138 139 140 136

Listed: 035/B ▽

A B C

D Listed: 050/C ▲   Listed: 050/B ▲   Listed: 050/A ▲

Play Music: 01 (To use go to page 132)   A Polymerize B   Page's View ‹ C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.
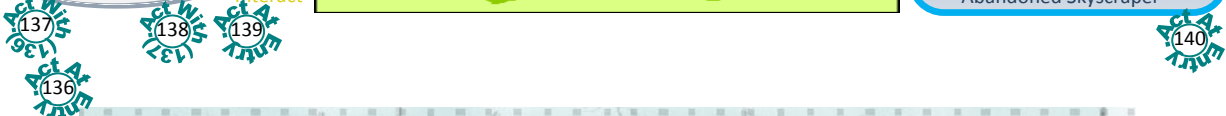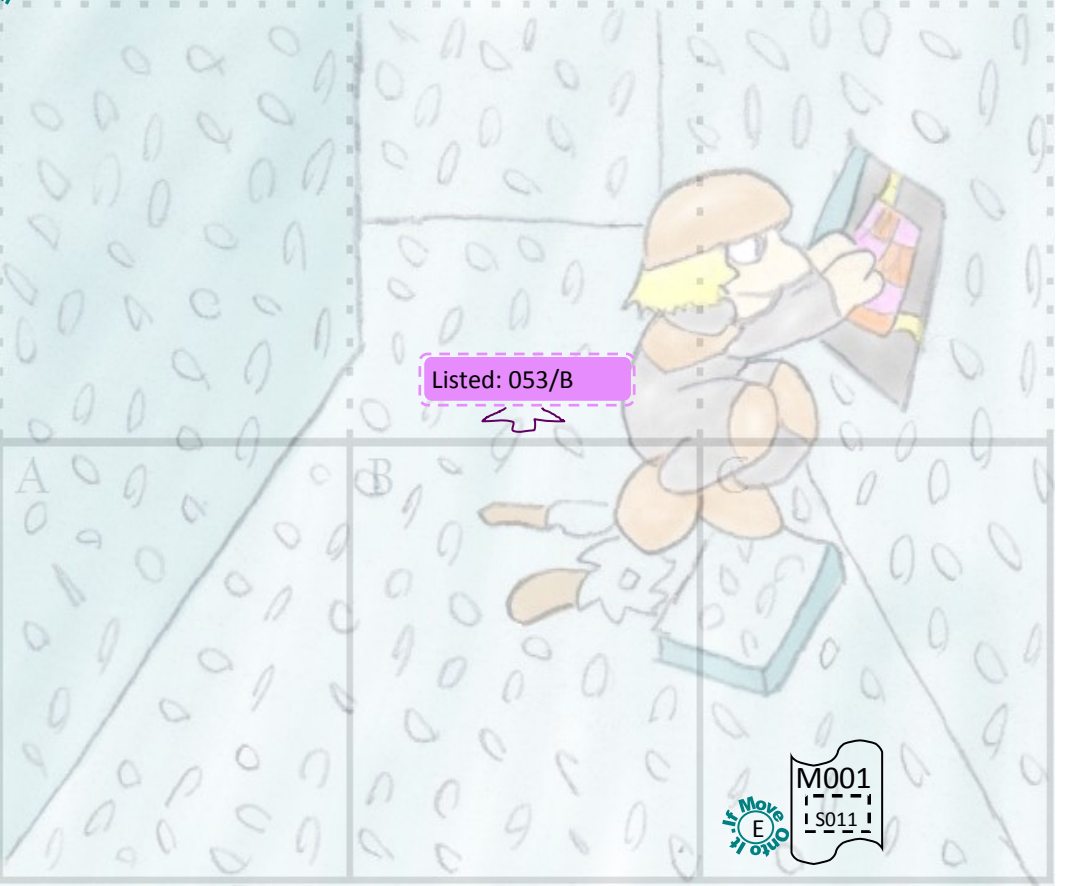
F

Character Play — Interact — Ignore This — Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 136 140

Listed: 051/B

If Move Onto It… E 010 F

You place the fuse that you had in your pocket into the wire system.

D Listed: 049/C

Listed: 049/B

Listed: 049/A

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. Nothing Here.

E

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

F

Listed: 052/B

D Listed: 050/B

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

D — A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

E — A dialog, look for message listed in this, if a S number is within this, this does nothing if you have it as switch number in your mind.

F — Nothing Here.

G — Nothing Here.

Character Play

Interact

Ignore This

(137) (138) (139) (140) (136)

Listed: 053/B

A B C

M001
S011

If Move It Onto E

Listed: 051/C

D

Play Music: 01 (To use go to page 132)

A ⟩ Polymerize ⟨ B Page's View ⌄ C

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
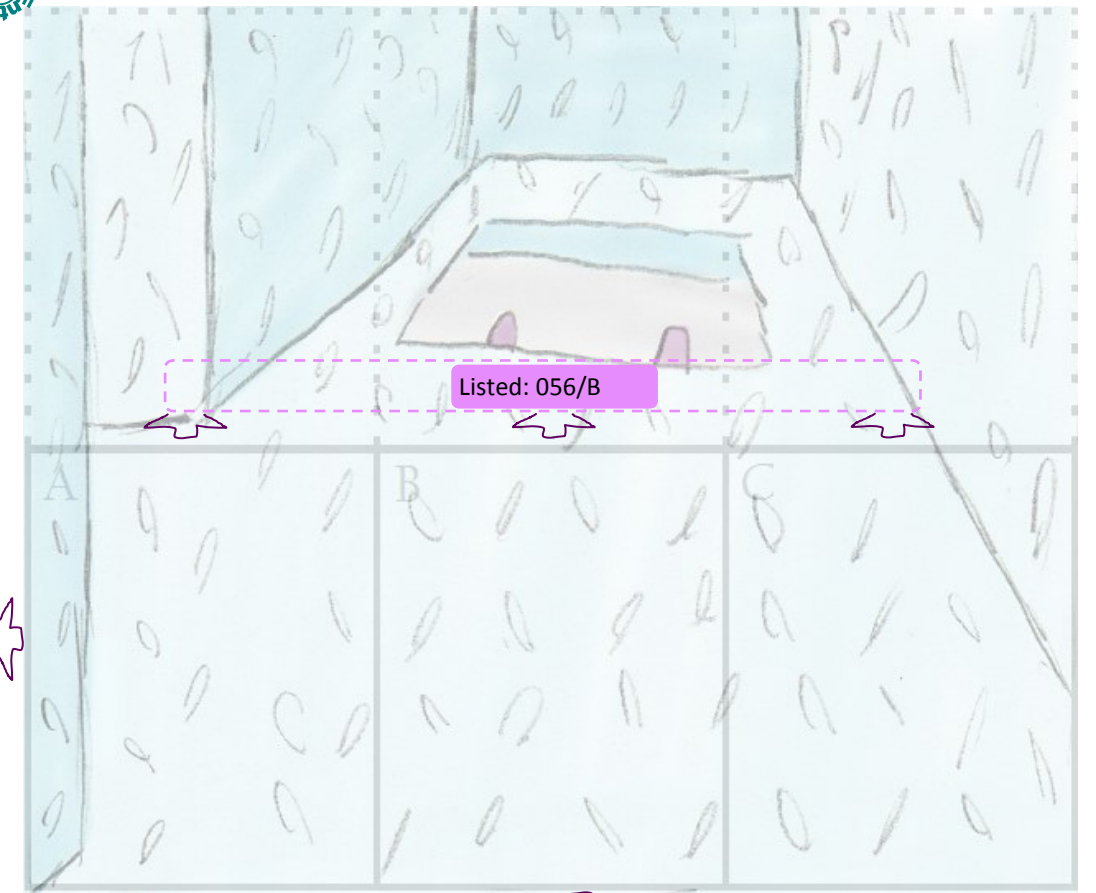
C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

D — A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

E — Nothing Here.

F — Nothing Here.

G — Nothing Here.

Character Play

Interact

Ignore This

(137) (138) (139) (140) (136)

A B C

Listed: 054/B

Listed: 052/B

D

Play Music: 01 (To use go to page 132)

A ⟩ Polymerize ⟨ B Page's View ⌄ C

Left page:

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

E

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

C

F

G Nothing Here.

Character Play   Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139   140
136

A   B   C

Listed: 055/B

D   Listed: 053/A

54   Play Music: 01 (To use go to page 132)   A Polymerize B   Page's View   C

Right page:

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

E

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

C

F

G Nothing Here.

Character Play   Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139   140
136

Listed: 056/B

A   B   C

Listed: 058/B

D   Listed: 054/B
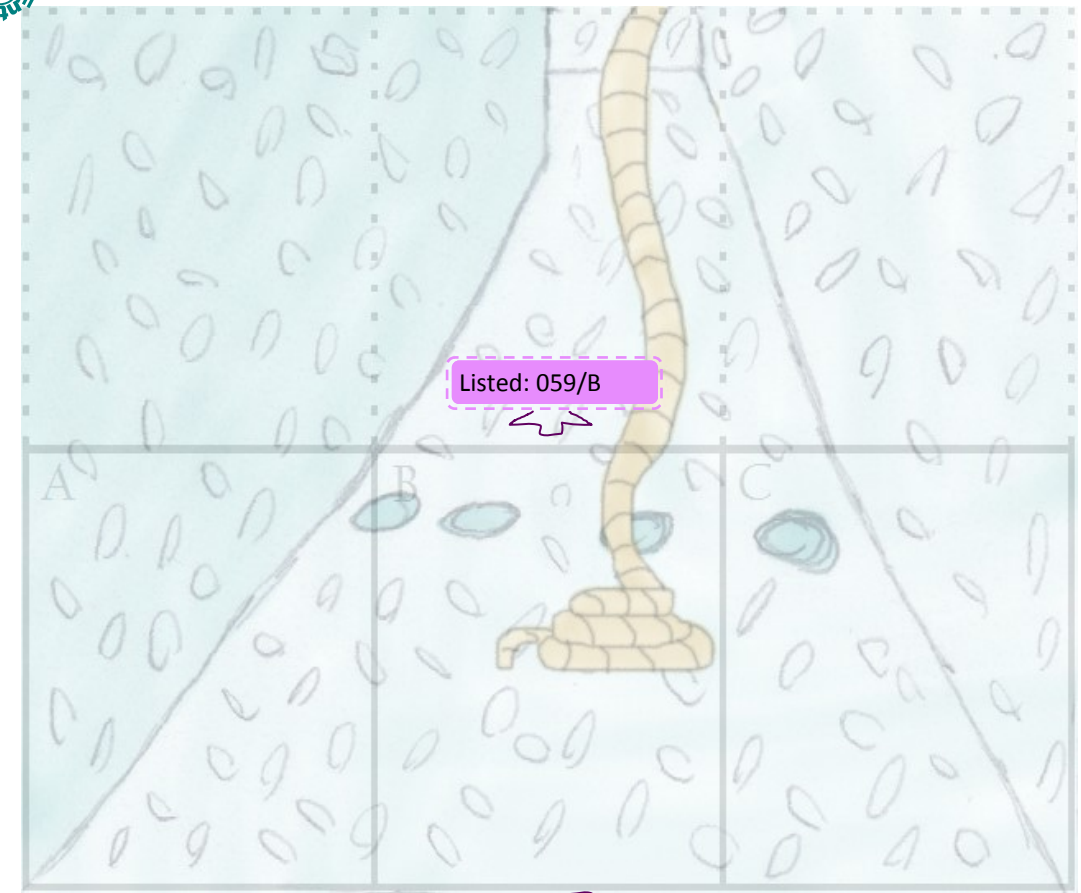
Play Music: 01 (To use go to page 132)   A Polymerize B   Page's View   C   55

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B

G — Nothing Here.

E — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. Nothing Here.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 140 136

Listed: 061/B

Listed: 055/B

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B

G — Nothing Here.

E — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. Nothing Here.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 140 136

Listed: 059/B

Listed: 055/A

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

E A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

F A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

G Nothing Here.

Character Play

Interact

009 Listed Page: 057

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 F 140 136

A 009 C

E Move it Onto

With your incredible strength of your fusion form, you pull the rope down, opening up the bars.

D

Listed: 055/A ▶

58 Play Music: 01 (To use go to page 132)

A ▶ Polymerize ◀ B Page's View ∧ C

Character Play

Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 140 136

Listed: 060/B

A B C

D

Listed: 057/B

Play Music: 01 (To use go to page 132)
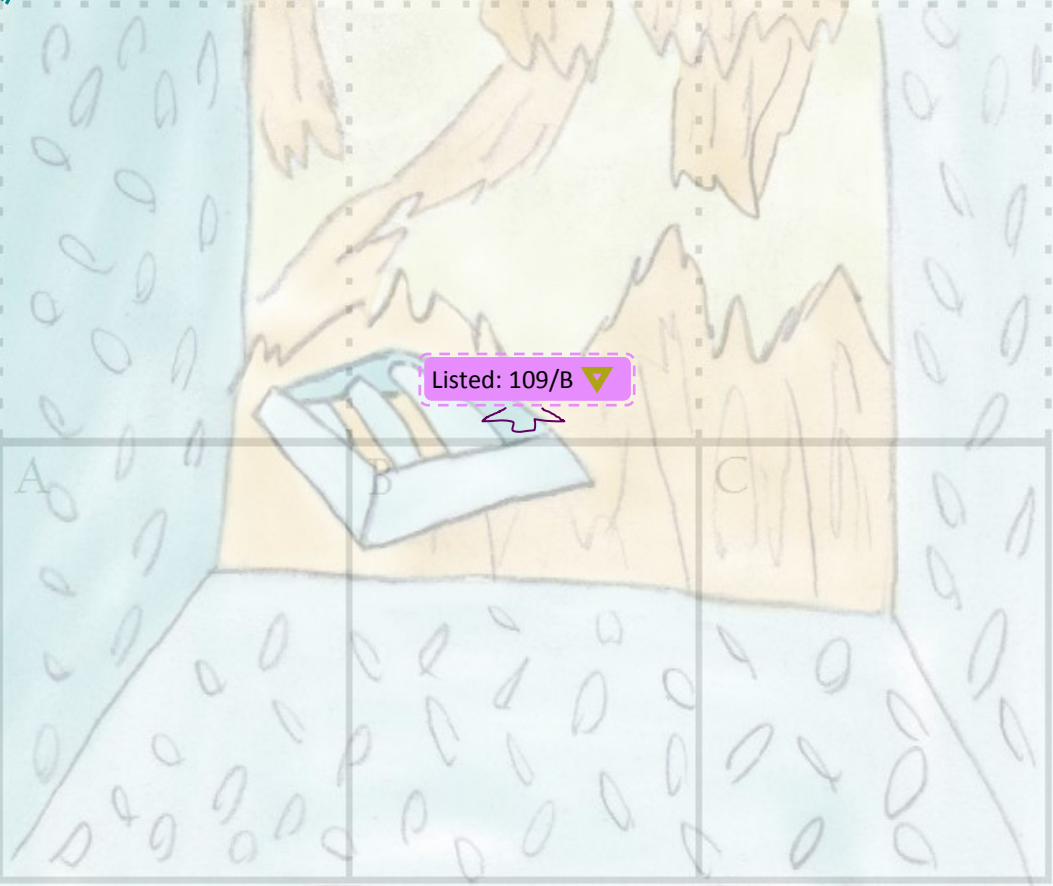
A ▶ Polymerize ◀ B Page's View ∧ C 59

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B **E**

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

C **F**

G Nothing Here.

Character Play
Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140
136

Listed: 109/B ▽

A   B   C

D   Listed: 059/A ▶

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.
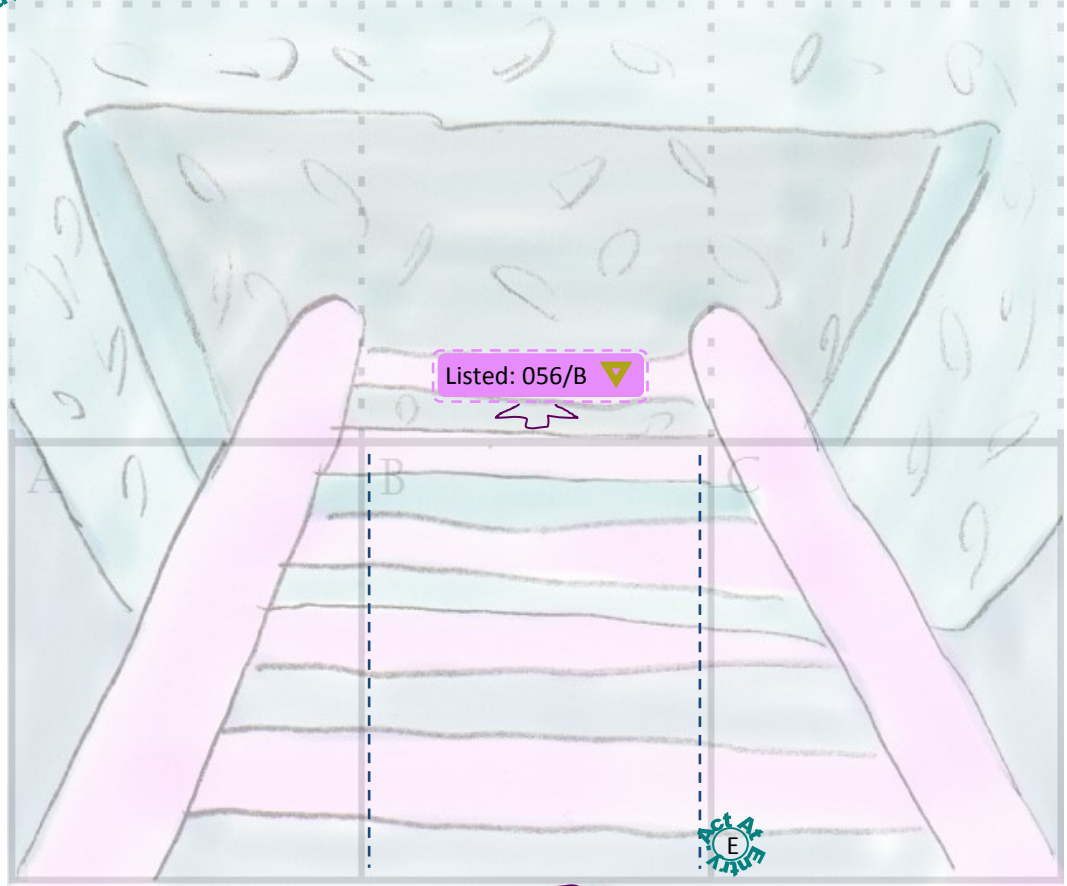
B **E**

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

C **F**

G Nothing Here.

Character Play
Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140
136

Listed: 056/B ▽

A   B   C

E

D   Listed: 062/C ◀

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.
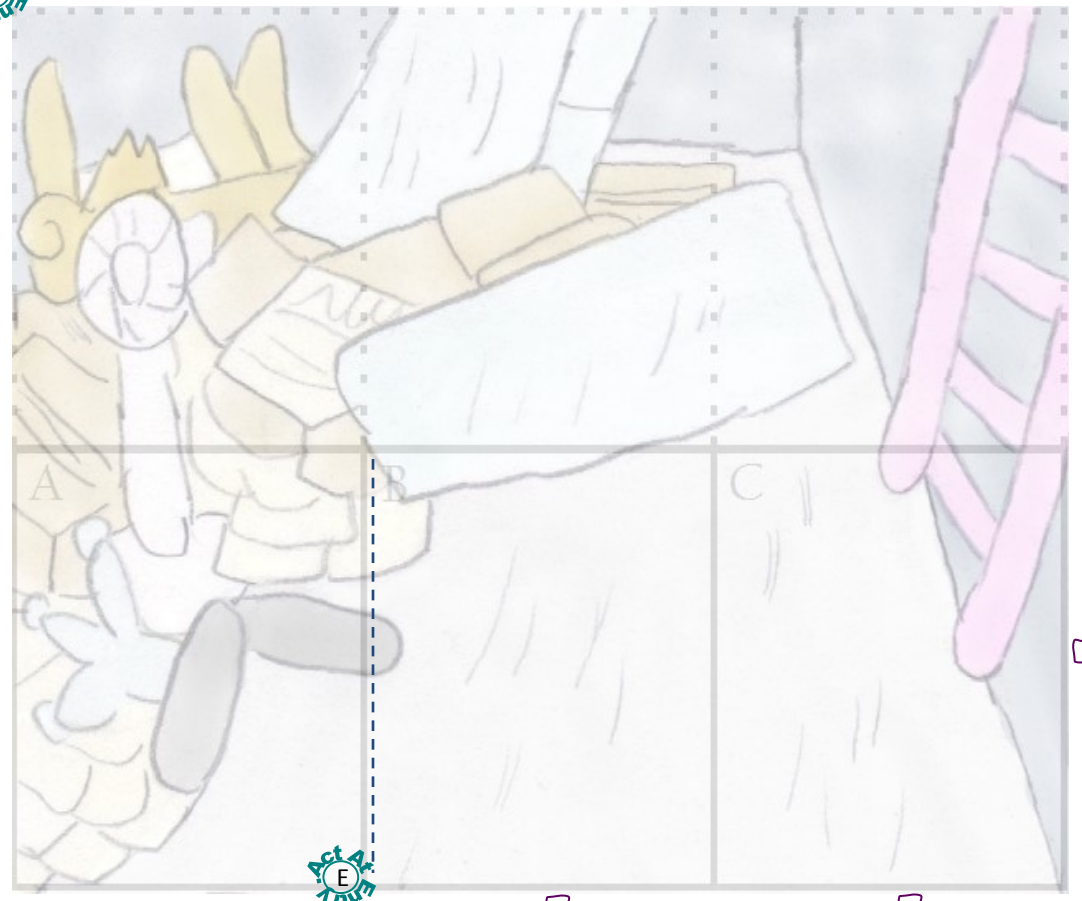
G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

(137) (138) (139) (140) (136)

A B C

Listed: 061/B ▲

E

D Listed: 063/B ▲

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View ∨ C

Character Play

Interact

001 Listed Page: 064

Soul Garden: Pg: 118 "Abandoned Skyscraper"

(137) (138) (139) E (140) (136)

Listed: 083/B ▽

A B C

Listed: 065/A ▲

D Listed: 062/B ▲

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View ∧ C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F Nothing Here.

Character Play Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140
136

Listed: 065/A

Listed: 062/B

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

Character Play Interact

001 Listed Page: 066

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 F 140
136

Listed: 067/B

E

Listed: 063/C

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Left Page (66)

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D — A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G — Nothing Here.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E — A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
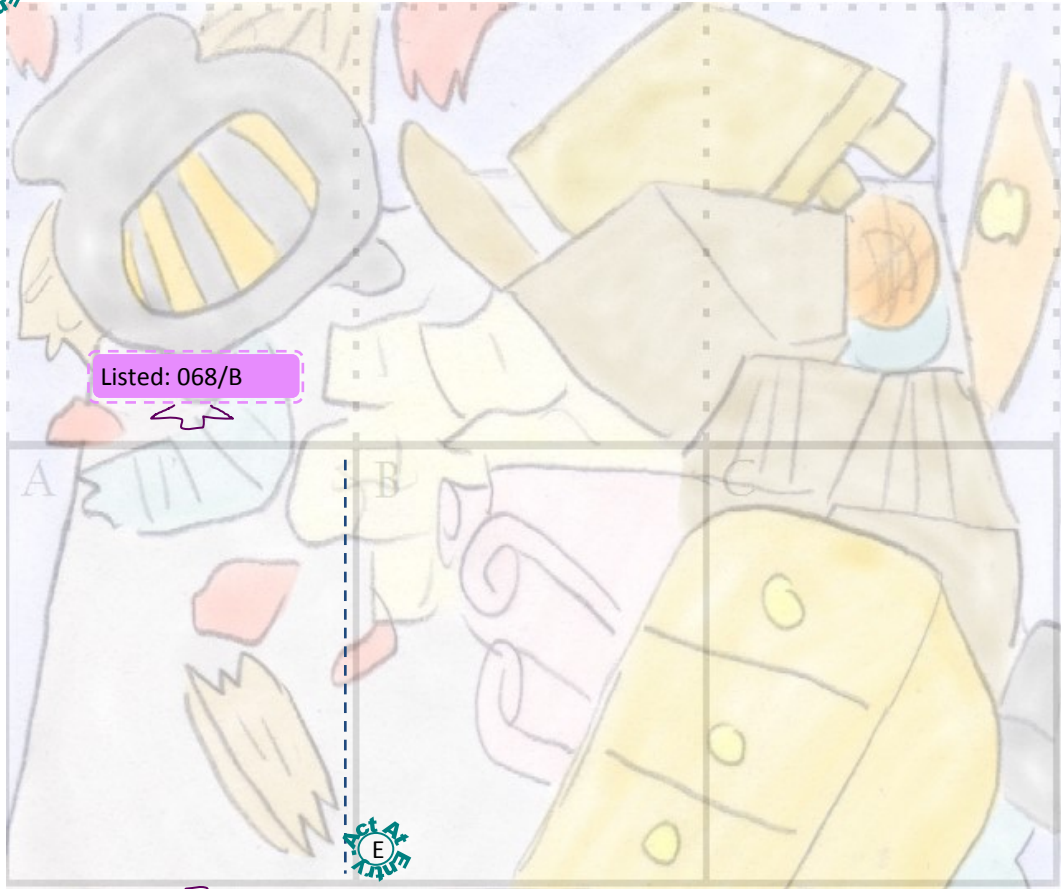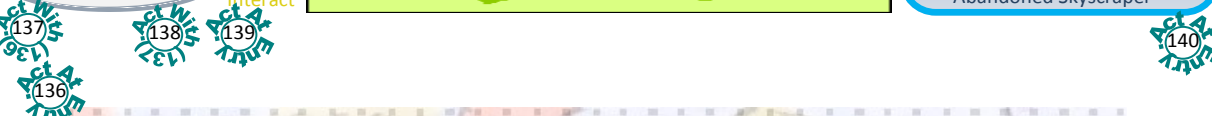
F — Nothing Here.

Character Play

Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 136 138 139 140

Listed: 068/B

A　B　C

E

Listed: 063/C

D

Play Music: 01 (To use go to page 132)　A ▷ Polymerize ◁ B　Page's View ❯ C

Right Page (67)

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D — A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G — Nothing Here.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E — A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F — A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.
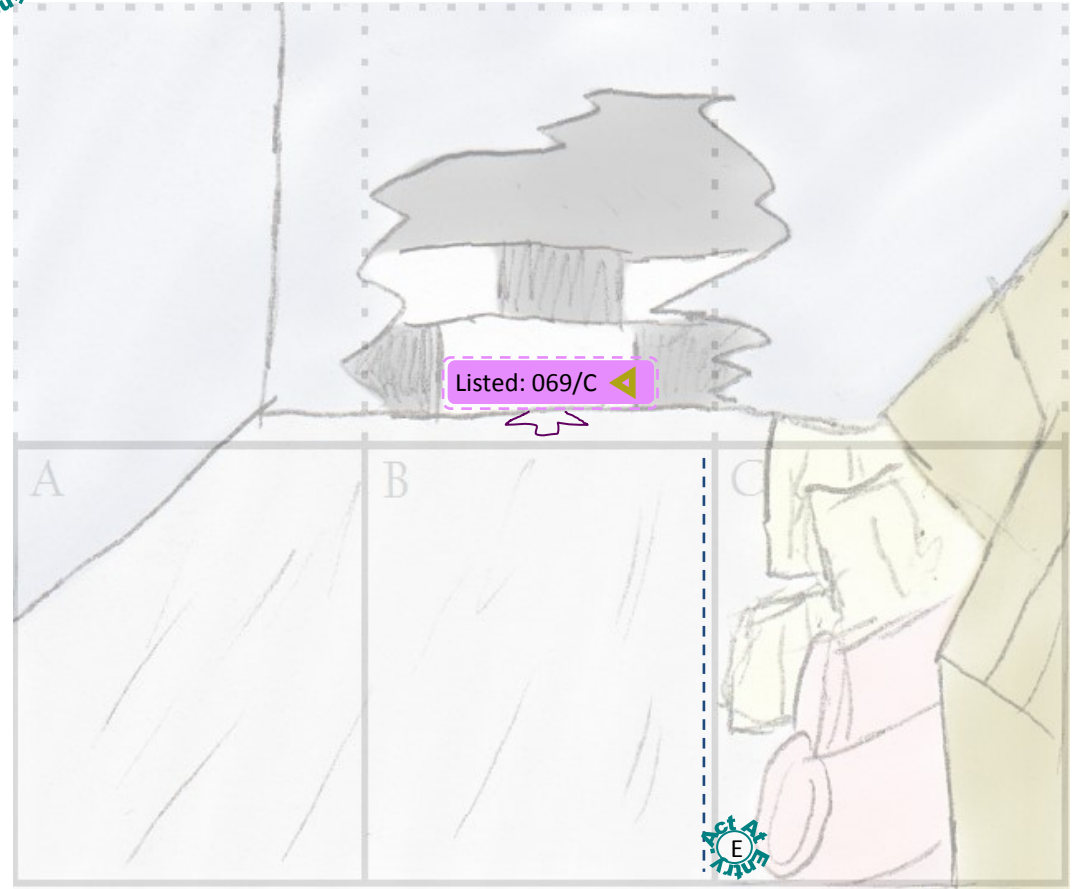
Character Play

Interact

001 Listed Page: 068

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 136 138 139 F 140

Listed: 069/C ◀

A　B　C

E

Listed: 065/A

D

Play Music: 01 (To use go to page 132)　A ▷ Polymerize ◁ B　Page's View ❯ C

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D — A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G — Nothing Here.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E — A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.
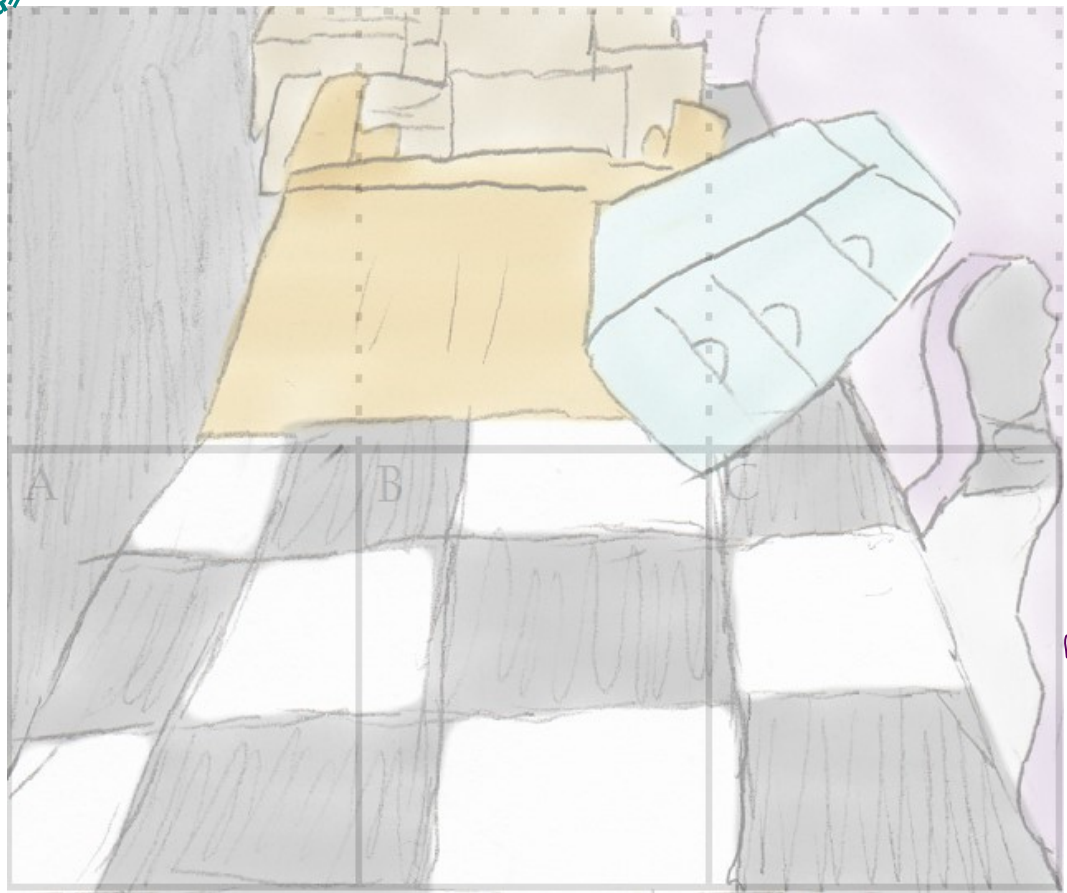
C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F — Nothing Here.

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 136 138 139 140

Listed: 066/A

D

Play Music: 01 (To use go to page 132)

A ⟩ Polymerize ⟨ B Page's View ❭ C

Listed: 067/B

Listed: 070/C Listed: 070/B Listed: 070/A

D

Play Music: 01 (To use go to page 132)

A ⟩ Polymerize ⟨ B Page's View ⌄ C

Left Page (70):

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A B

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.
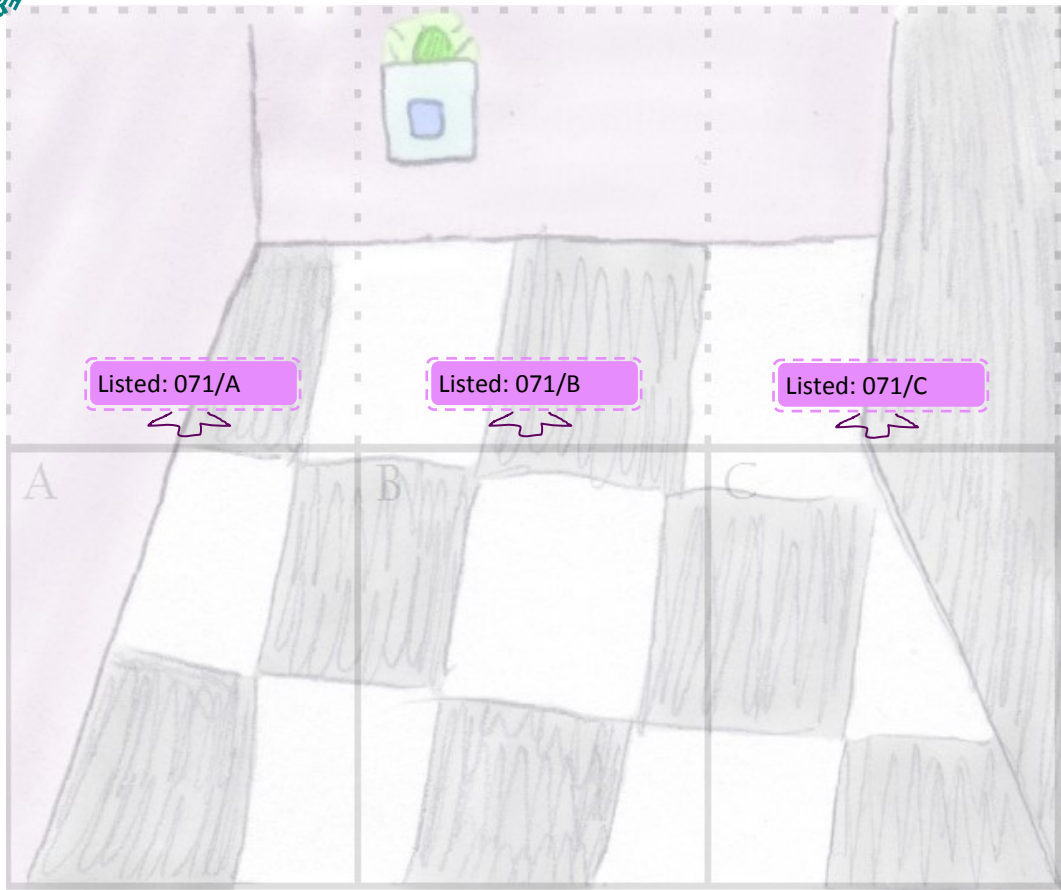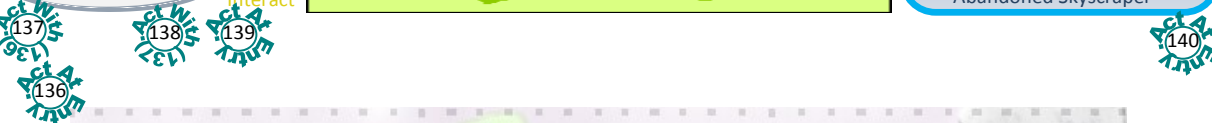
C F

Character Play
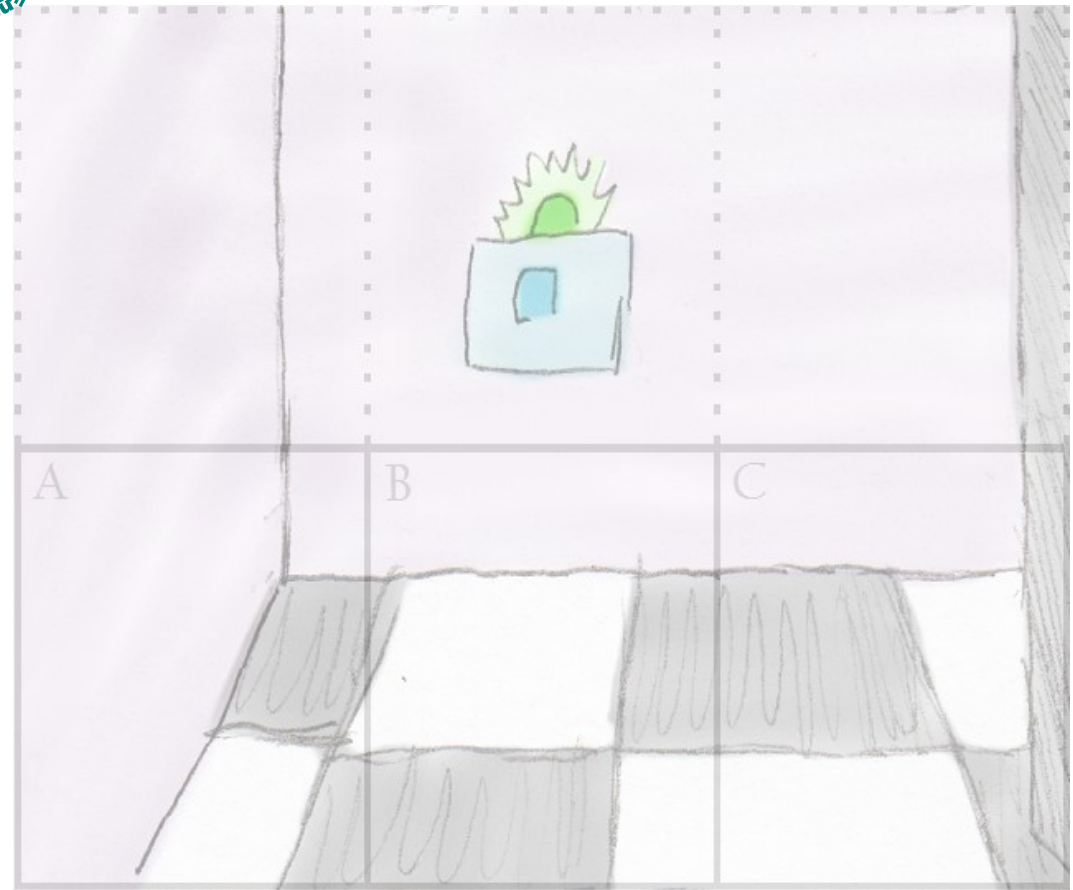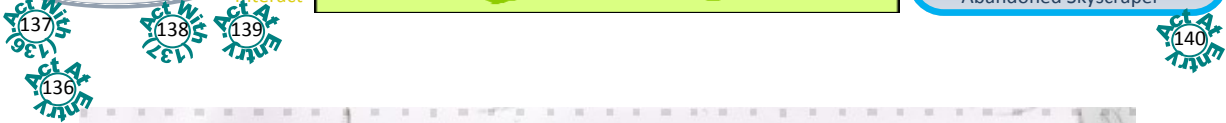
Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
140
136

Listed: 071/A   Listed: 071/B   Listed: 071/C

A   B   C

D   Listed: 069/C   Listed: 069/B   Listed: 069/A

Play Music: 01 (To use go to page 132) A Polymerize B Page's View C

Right Page (71):

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A B

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

C F

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
140
136

A   B   C

Listed: 072/B

D   Listed: 069/A   Listed: 069/B   Listed: 069/C

Play Music: 01 (To use go to page 132) A Polymerize B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A
E
C

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
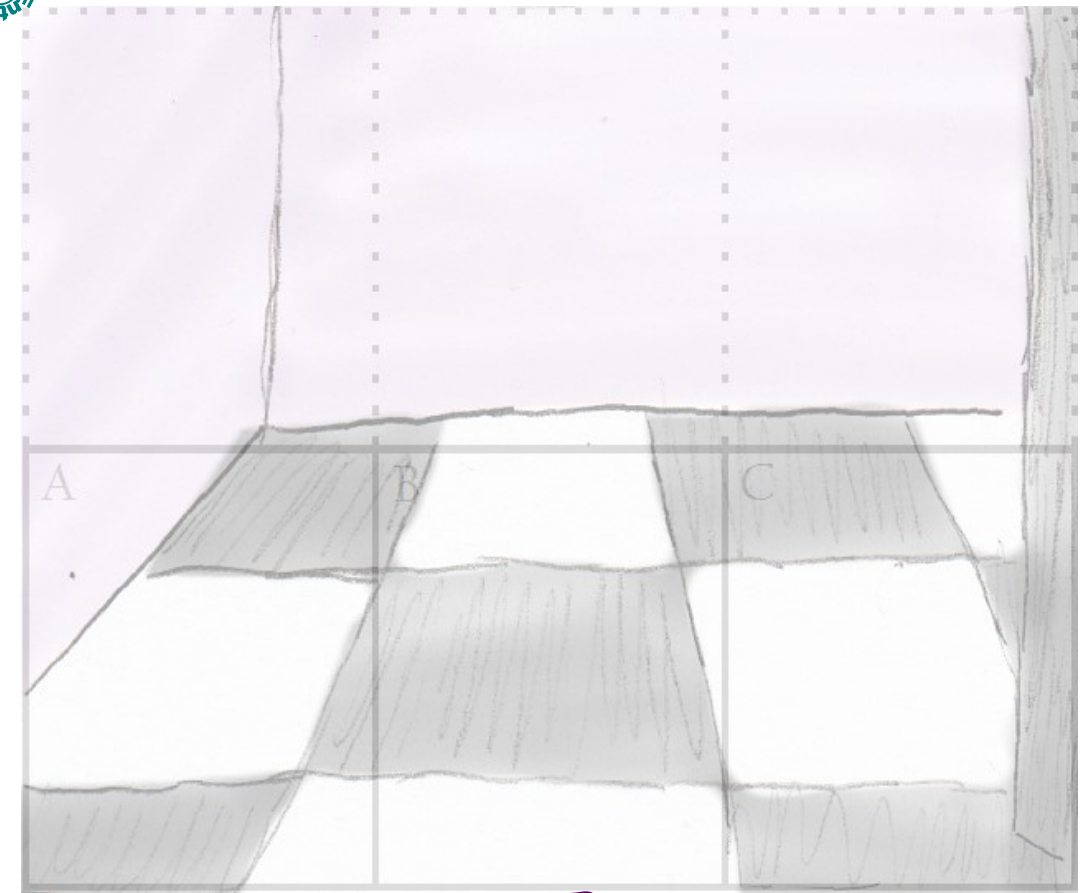Nothing Here.

B

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

F

G Nothing Here.

Character Play
Interact
Ignore This

137 138 139 140 136

Listed: 073/B

A B C

Listed: 071/C

Play Music: 01 (To use go to page 132) A Polymerize B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A
E
C

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

F

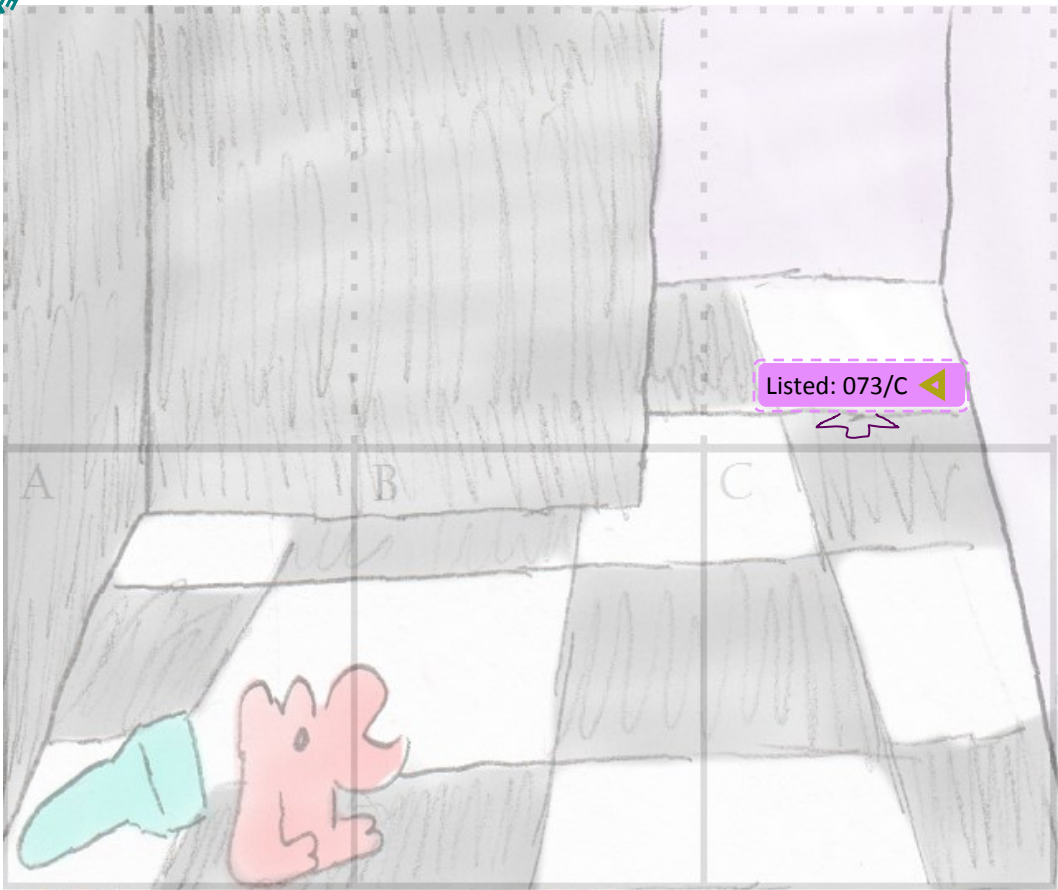**G** Nothing Here.

Character Play
Interact
Ignore This

137 139 138 140 136

A B C

Listed: 074/C

Listed: 072/B

Play Music: 01 (To use go to page 132) A Polymerize B Page's View C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.
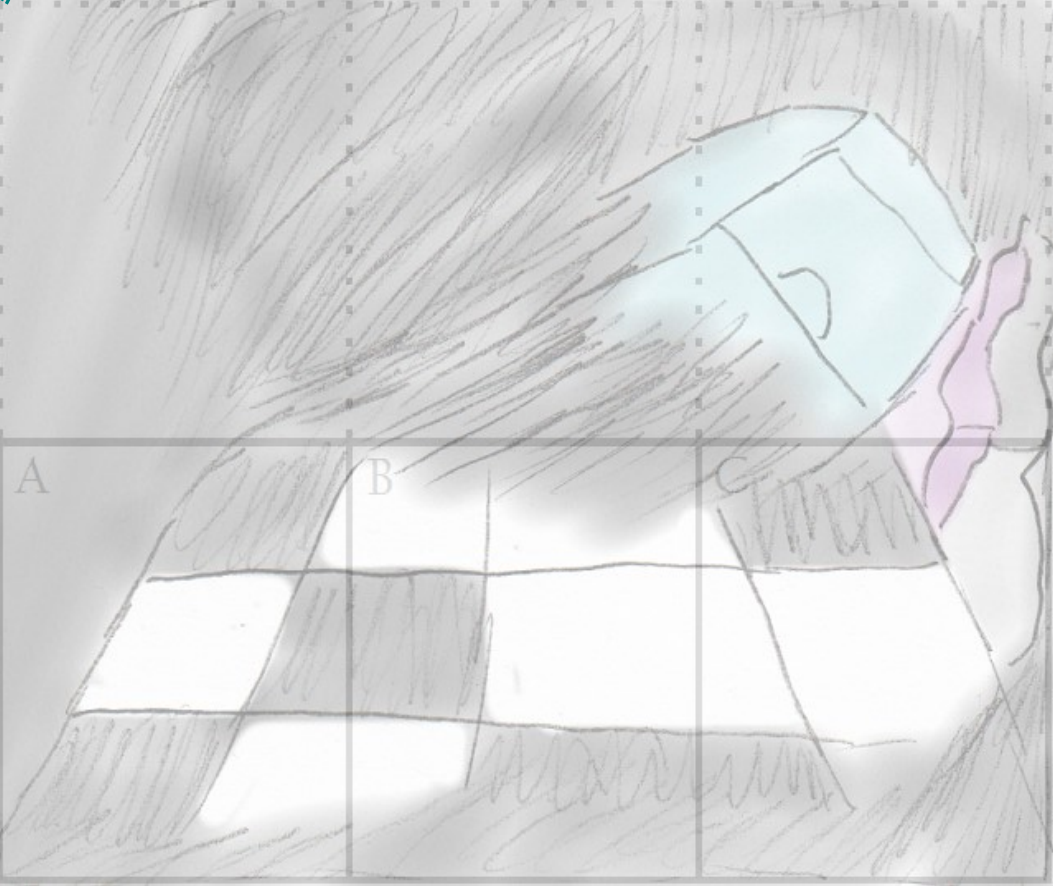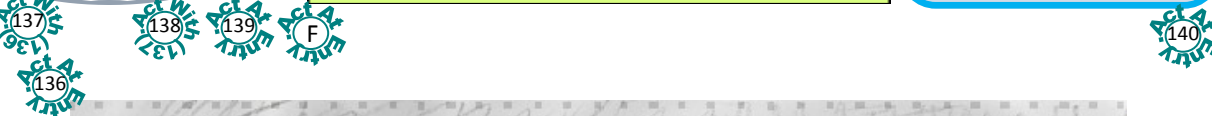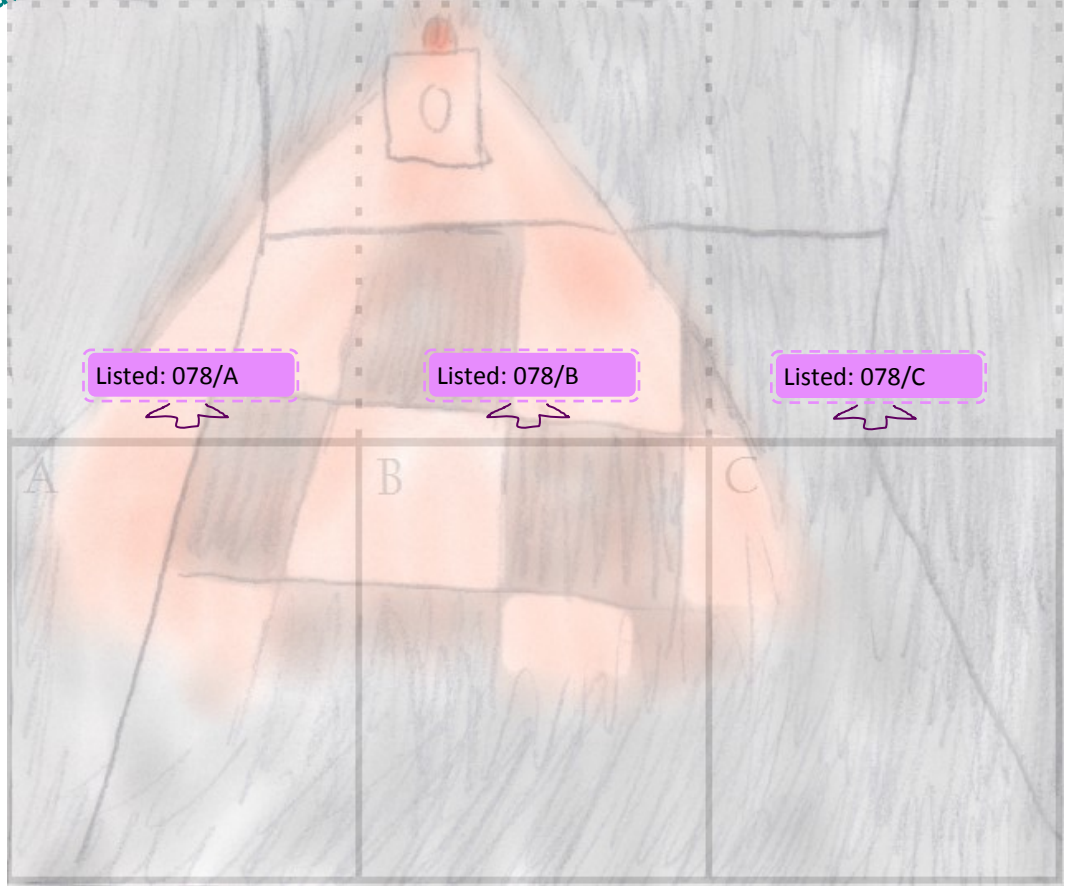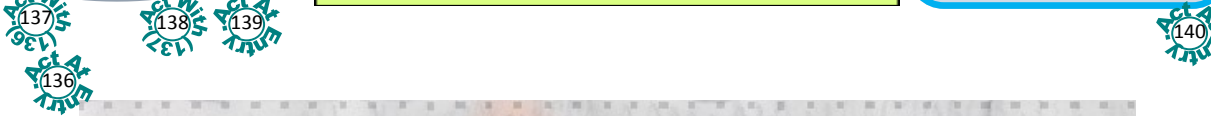
Character Play   Interact

Ignore This

137 138 139 140 136

Listed: 073/C ◄

A   B   C

D   Listed: 075/B ▲   Listed: 075/A ▲

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A reaction, if all condition stamps in the same spot of this are "On", you are marked with the letter within this object.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

Character Play   Interact

Ignore This

137 138 139 140 136

A   B

F

F   Move Onto It...   E Move Onto It...

001

You trust your arms out with your hands open to break the glass and reach out to grab the fuse ahead, you place it in your pocket.

G

D   Listed: 074/C ▲   Listed: 074/B ▲

Left Page (76):

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

A
B

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

Nothing Here.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

C
F

Character Play
Interact

003 Listed Page: 069

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139 F
136
140

A
B
C

Listed: 067/B

Act A
D Listed: 077/C
Listed: 077/B
Listed: 077/A

Play Music: 01 (To use go to page 132)
A Polymerize B
Page's View ⌄ C

Right Page (77):

Character Play
Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
136
140

Listed: 078/A
Listed: 078/B
Listed: 078/C

A
B
C

Act A
D Listed: 076/C
Listed: 076/B
Listed: 076/A

Play Music: 01 (To use go to page 132)
A Polymerize B
Page's View ⌃ C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.
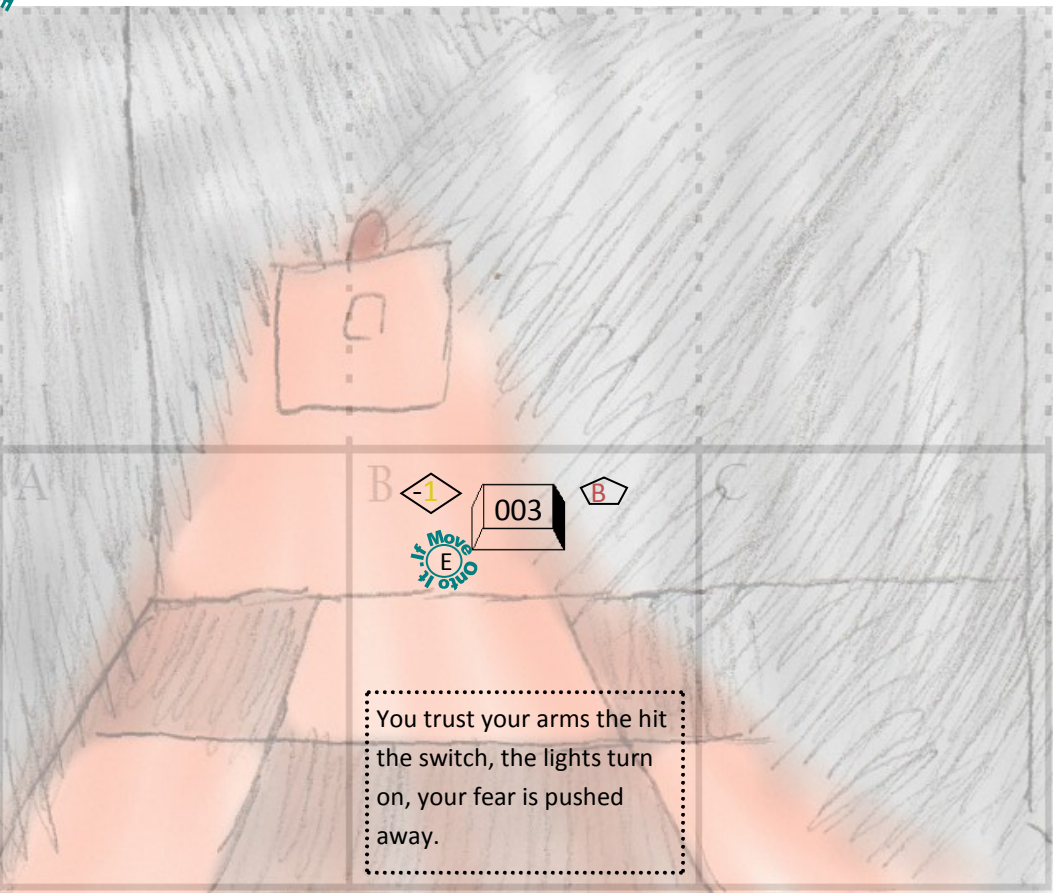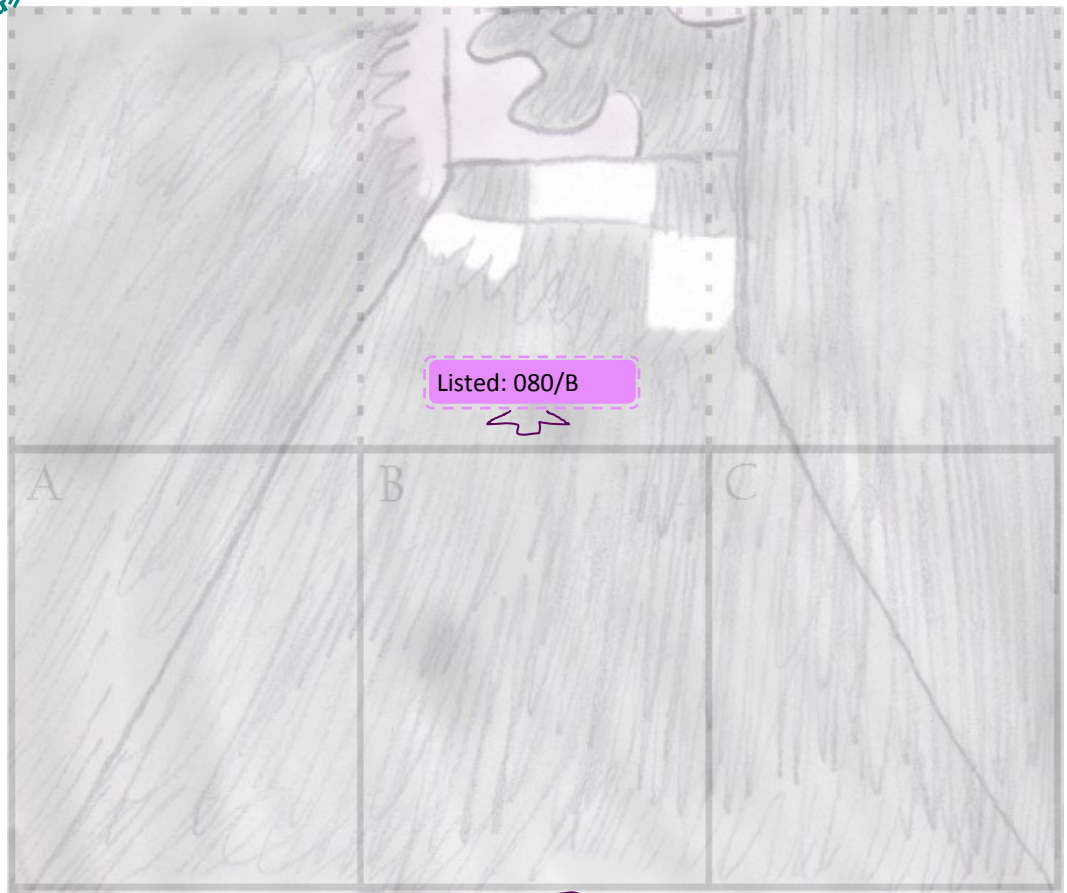
G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

Character Play — Interact

003 Listed Page: 071

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 F 140 136

-1 003 B

E If Move onto it

Listed: 079/B

You trust your arms the hit the switch, the lights turn on, your fear is pushed away.

D Listed: 077/A   Listed: 077/B   Listed: 077/C

Character Play — Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 140 136

Listed: 080/B

A   B   C

D   Listed: 078/C

Character Play
Interact
137 138 139
136
140

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

Listed: 081/C

Listed: 079/B

Play Music: 01 (To use go to page 132)
A Polymerize
B Page's View C

Character Play
Interact
137 138 139
136
140

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

D Listed: 082/C
Listed: 082/B
Listed: 082/A

Play Music: 01 (To use go to page 132)
A Polymerize
B Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.
G Nothing Here.

A B

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
A button, when you move onto the spot of this, add within number of this as a "Switch" into your mind (imagination).

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

C F

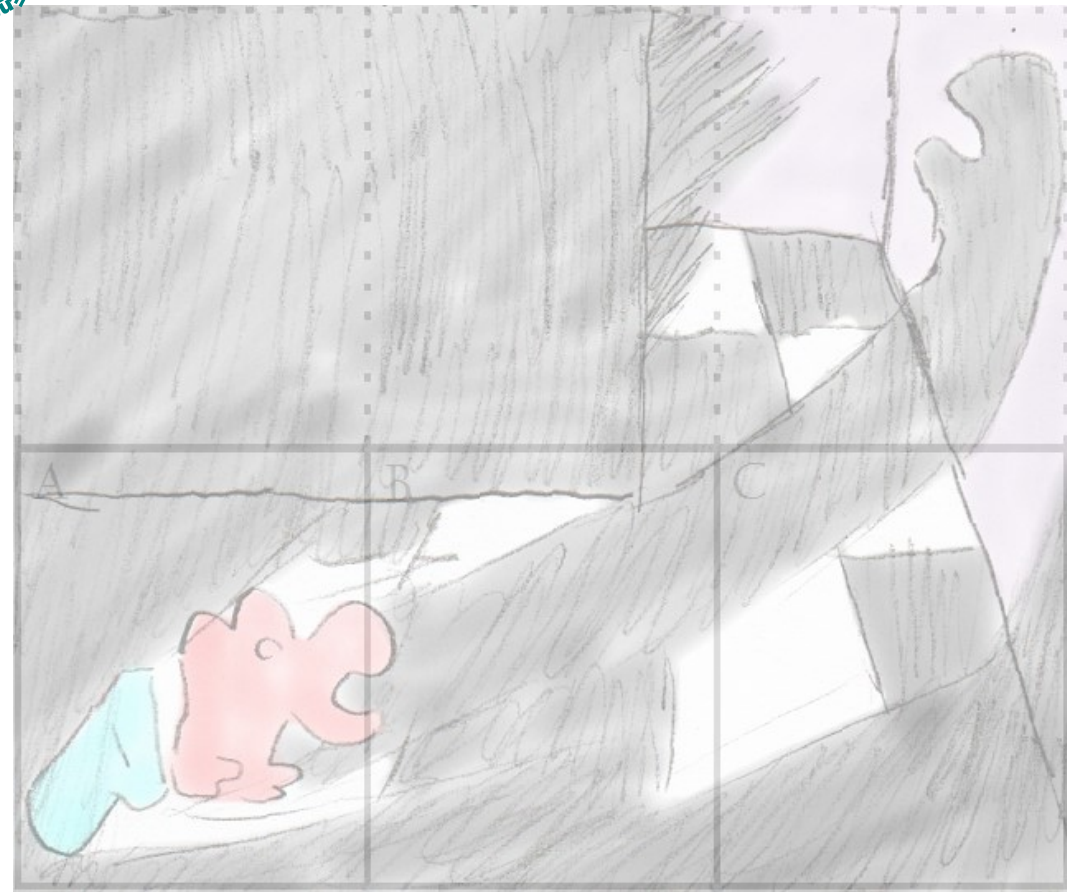Character Play — Interact — Ignore This — Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 136 138 139 140

+1
003

You trip on a switch, and like that the lights are on, you conquered your fear of the dark.

A B C
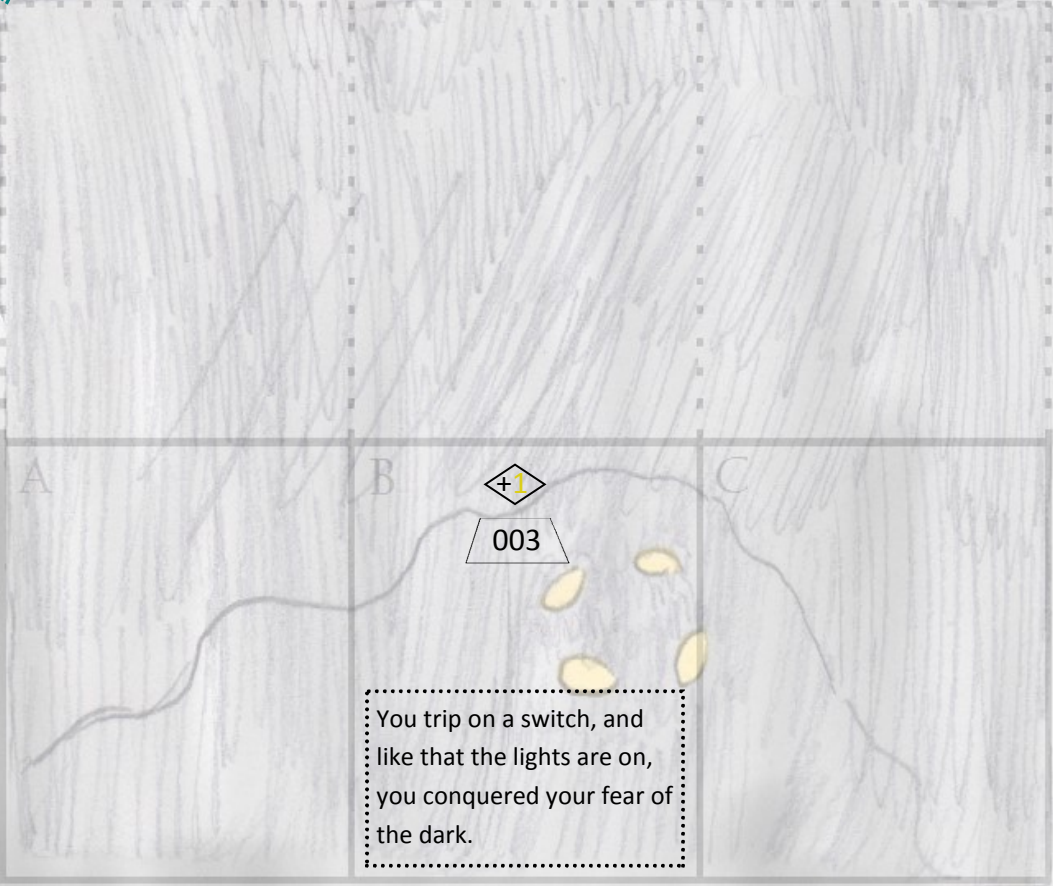
D Listed: 081/C — Listed: 081/B — Listed: 081/A

Play Music: 01 (To use go to page 132) — A Polymerize B — Page's View C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.
G Nothing Here.

A B

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

C F

Character Play — Interact — Ignore This — Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 136 138 139 140

Listed: 088/B

Listed: 085/B

A B C

D Listed: 084/C — Listed: 084/B — Listed: 084/A

Play Music: 01 (To use go to page 132) — A Polymerize B — Page's View C

Character Play

Interact

Ignore This

137 138 139 140 136

Listed: 085/C

Listed: 088/C

18

E

D

You put the wooden stick you are holding into the fire, and it's tip ignites on fire, but now the stick will burn out into nothing soon.

D Listed: 083/C

Listed: 083/B

Listed: 083/A

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

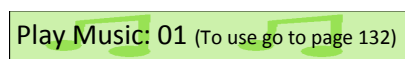**A** Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

G A reaction, if all condition stamps in the same spot of this are "On", you are marked with the letter within this object.

Character Play

Interact

004 Listed Page: 086

137 138 139 F 140 136

A B

D

G

-1 004 E

E
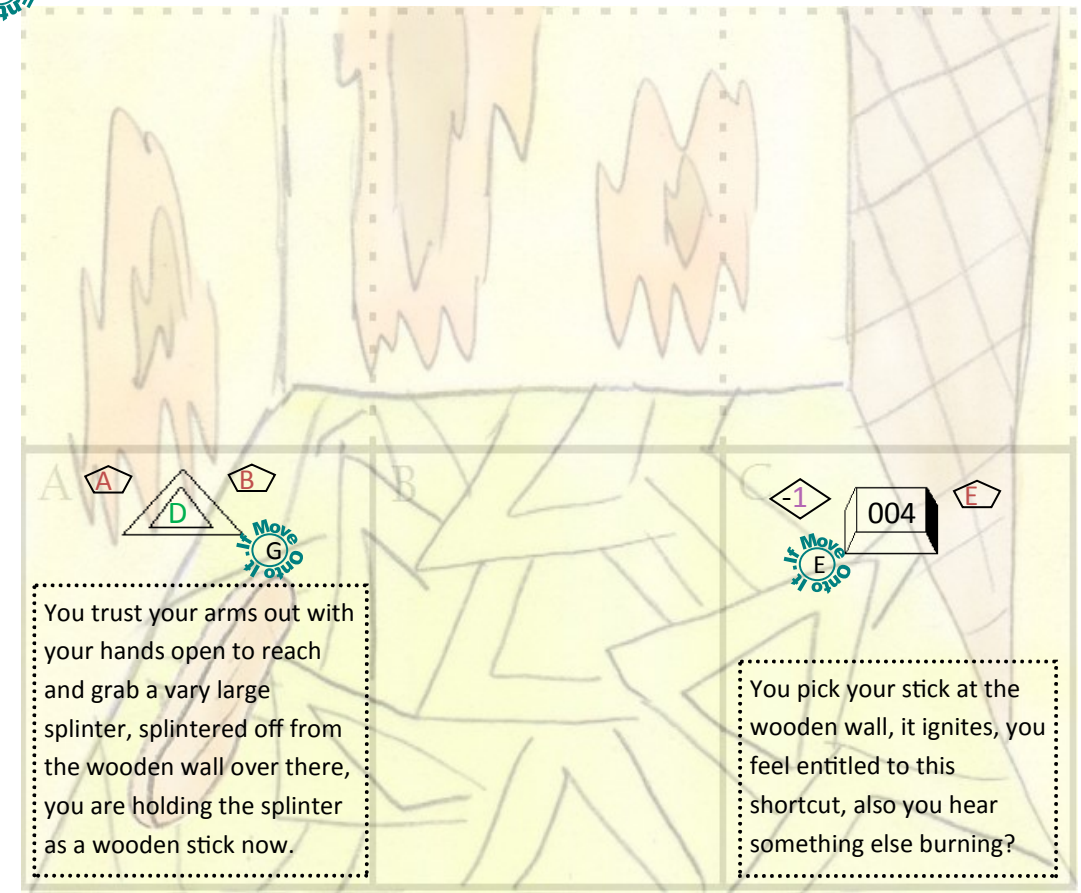
You trust your arms out with your hands open to reach and grab a vary large splinter, splintered off from the wooden wall over there, you are holding the splinter as a wooden stick now.

You pick your stick at the wooden wall, it ignites, you feel entitled to this shortcut, also you hear something else burning?

Listed: 083/C

D Listed: 084/A

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140 136

A

B

C

Listed: 102/B

Listed: 083/C

D Listed: 084/A

86

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G — Nothing Here.

B E — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

Nothing Here.

C F — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

Nothing Here.

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140 136

Listed: 089/B

A

B

C

D Listed: 084/C

Listed: 083/A

87

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

Character Play — Interact

005 Listed Page: 087

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 136 138 139 F 140

005 — E

E — If Move it. Onto

You pick your stick at the wooden wall, and it ignites, opening the way for you.

A B C

D Listed: 084/C ◄

Listed: 083/A ►

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
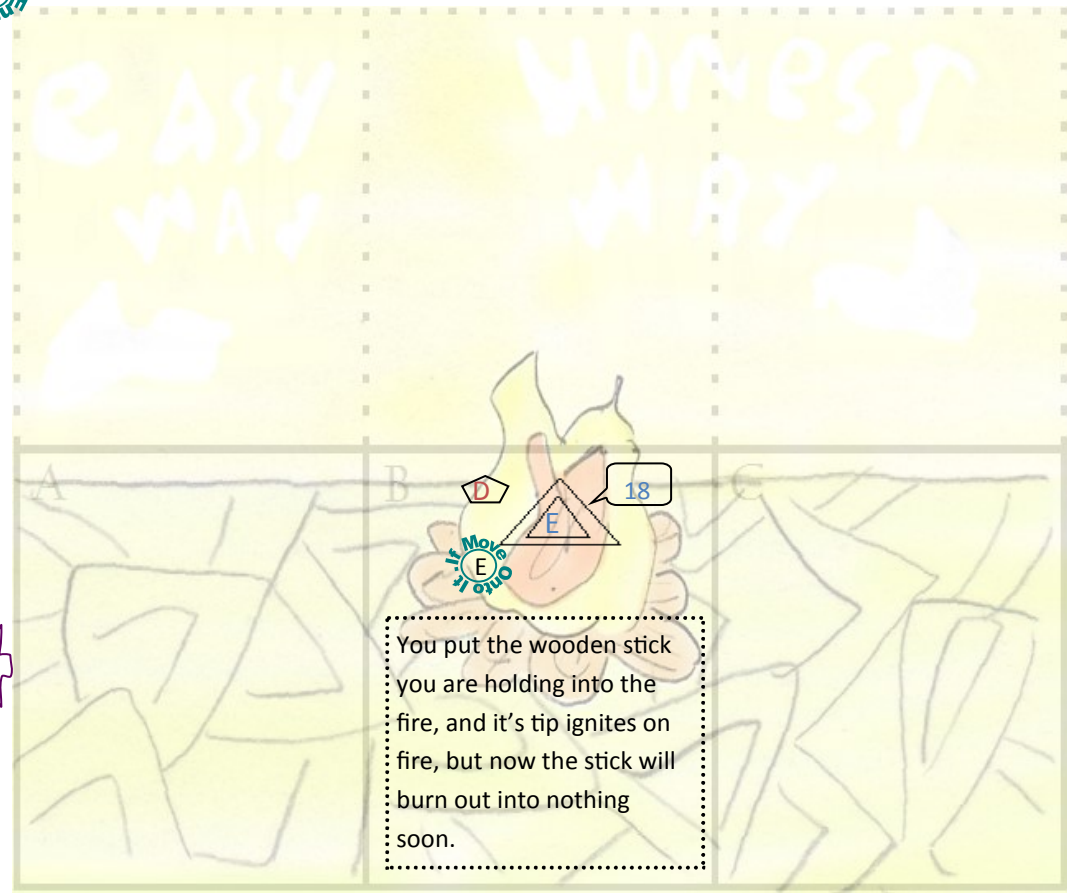
E Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F Nothing Here.

Character Play — Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 136 138 139 140

Listed: 091/B

A B C

D Listed: 087/B

Left Page

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

A B C E F

Character Play Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 136 138 139 140

Listed: 092/B

Listed: 089/A

D

Play Music: 01 (To use go to page 132) A ▷ Polymerize ◁ B Page's View ∧ C
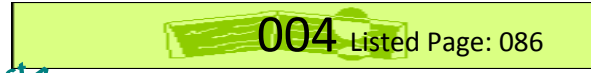
Right Page

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

A B C E F

Character Play Interact

006 Listed Page: 090

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 136 138 139 F 140

006 E

If Move Onto It E

You pick your stick at the wooden wall, and it ignites, opening the way for you.

Listed: 089/A

D

Play Music: 01 (To use go to page 132) A ▷ Polymerize ◁ B Page's View ∧ C

Character Play

Interact

137 138 139 136

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

140

Listed: 095/B

A B C

Listed: 090/B

D

92 Play Music: 01 (To use go to page 132) A Polymerize B Page's View C

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D — A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G — Nothing Here.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E — Nothing Here.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F — Nothing Here.

Character Play

Interact

137 138 139 136

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

140

Listed: 097/B

A B C

Listed: 092/A

D

Play Music: 01 (To use go to page 132) A Polymerize B Page's View C 93

Left Page (94)

A | B | C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

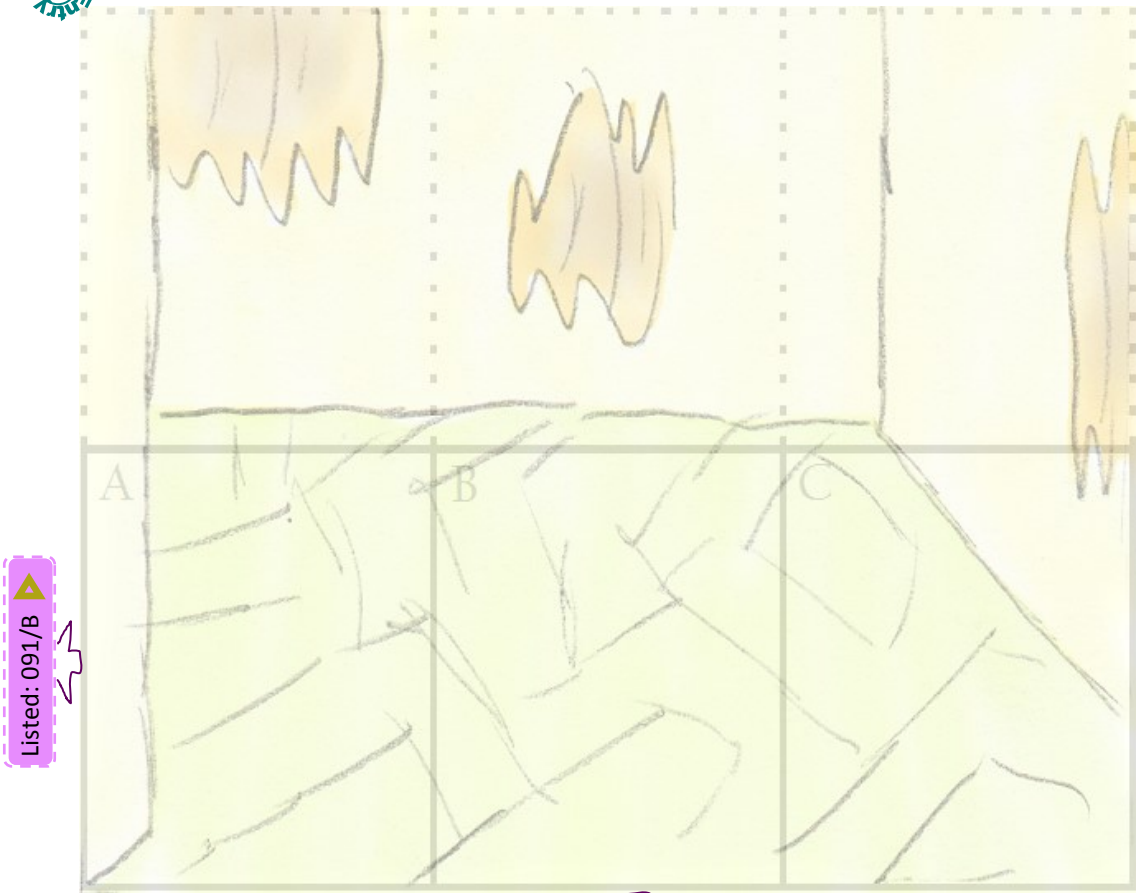C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

D | E | F

Character Play Interact

004 Listed Page: 093

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 E 140 136

Listed: 096/B

A B C

Listed: 092/A

Right Page (95)

A | B | C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

D | E | F

Character Play Interact

007 Listed Page: 094

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 F 140 136

A B C

007 E

You pick your stick at the wooden wall, and it ignites, opening the way for you.

Listed: 092/A

Left Page (96)

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

Character Play — Interact

004 Listed Page: 097

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 F 140 136

+1 004 E

If Move Onto E
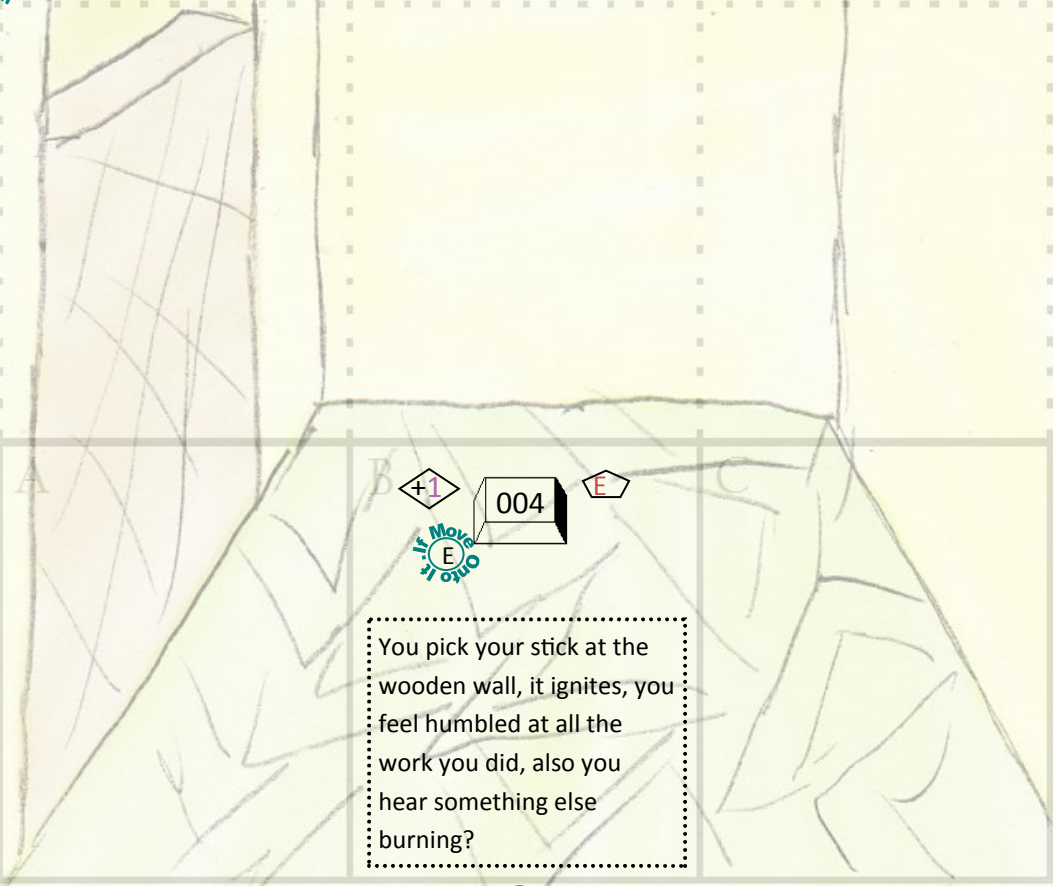
You pick your stick at the wooden wall, it ignites, you feel humbled at all the work you did, also you hear something else burning?

A B C

D

Listed: 094/B

Right Page (97)

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G Nothing Here.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F Nothing Here.

Character Play — Interact

Ignore This

Soul Garden: Pg: 118 "Abandoned Skyscraper"

137 138 139 140 136

Listed: 098/A

A B C

D

Listed: 093/B

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.
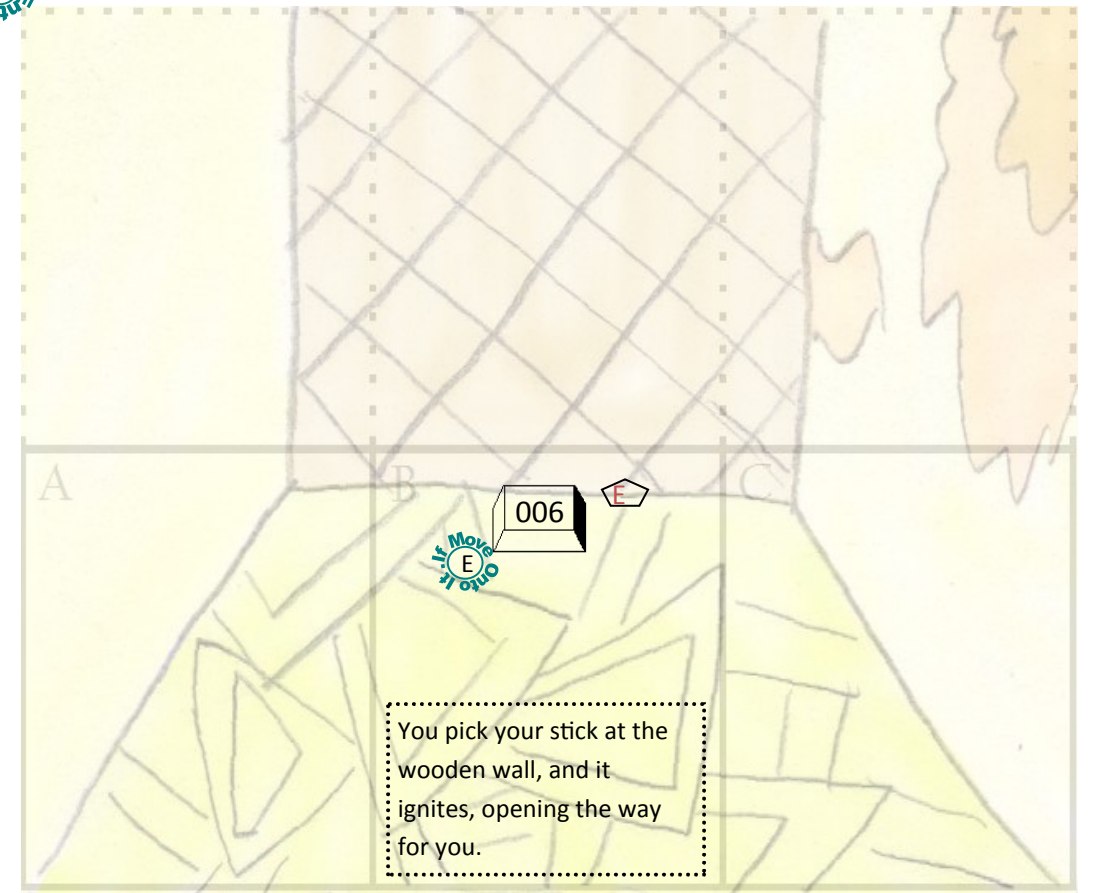
A
B
C

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
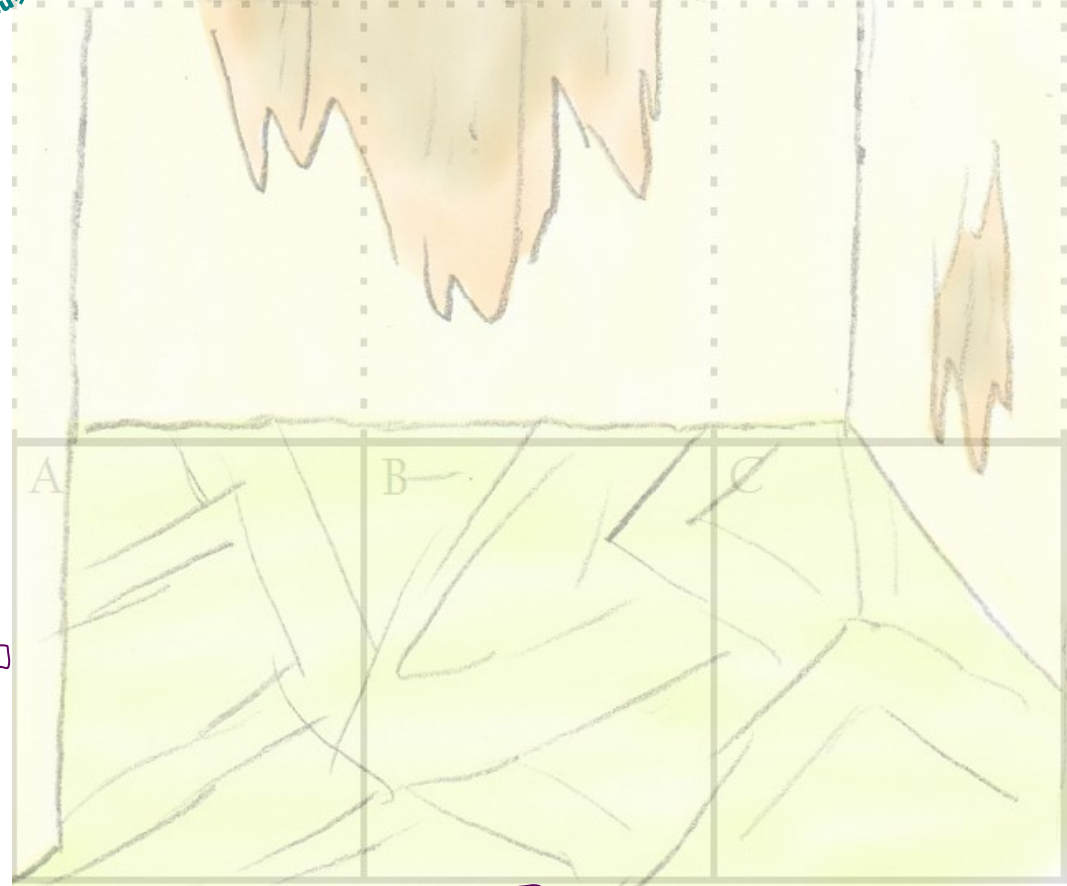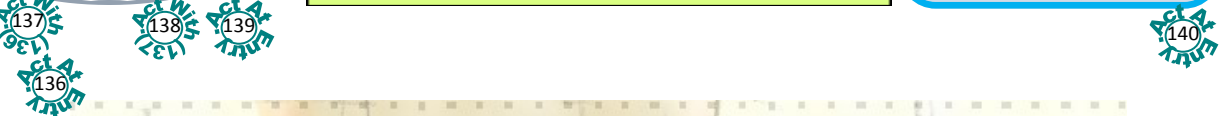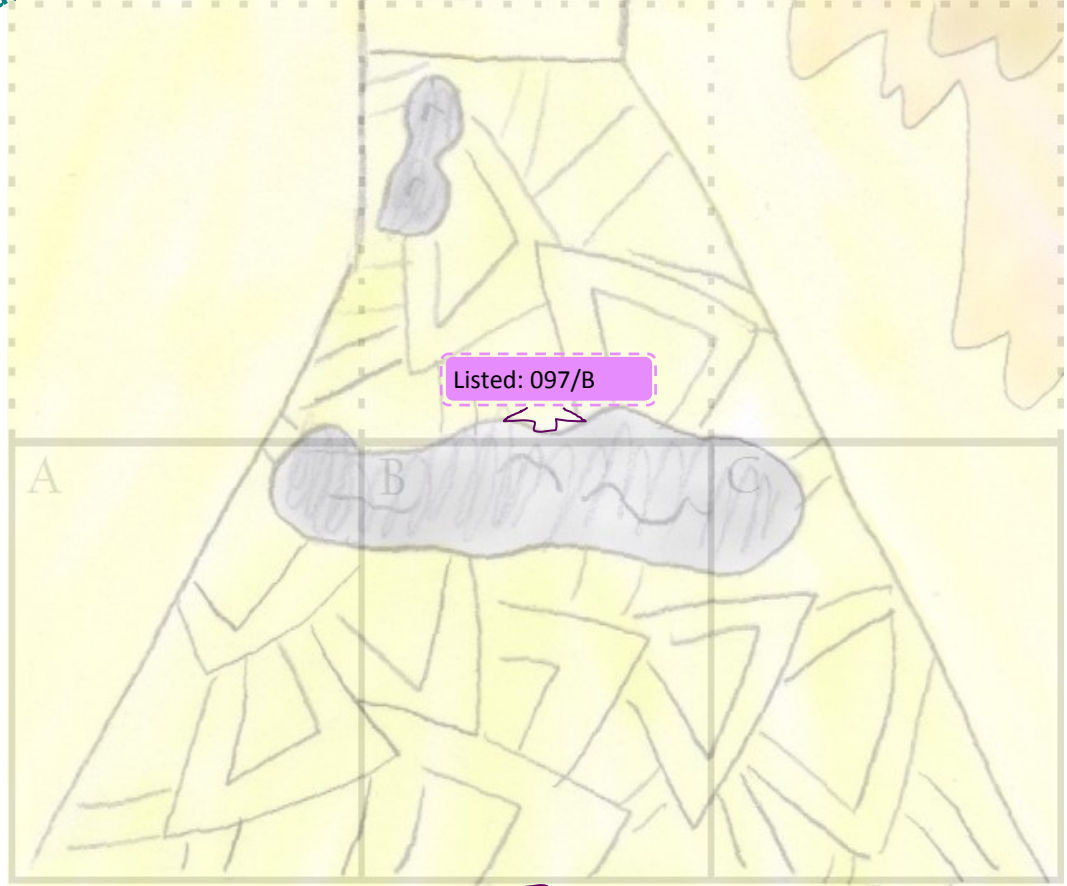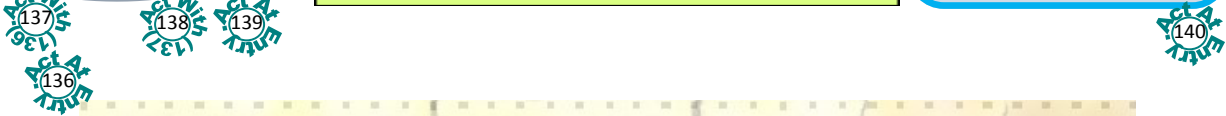Nothing Here.

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

F

G Nothing Here.

Character Play
Interact
137
138   139
136
Ignore This
Soul Garden: Pg: 118
"Abandoned Skyscraper"
140

A

B

C

Listed: 100/A

D Listed: 102/C
Listed: 102/B
Listed: 102/A

Play Music: 01 (To use go to page 132)   A   Polymerize   B   Page's View   C

Character Play
Interact
137
138   139
136
Ignore This
Soul Garden: Pg: 118
"Abandoned Skyscraper"
140

A

B

C

Listed: 100/A

D Listed: 101/C
Listed: 101/B
Listed: 101/A

Play Music: 01 (To use go to page 132)   A   Polymerize   B   Page's View   C

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E A reaction, if all condition stamps in the same spot of this are "On", you are marked with the letter within this object.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

G Nothing Here.

Character Play — Interact

Ignore This

137 138 139 136 140

A | B | C

F

A — B

F E

001

You trust your arms out with your hands open to break the glass and reach out to grab the fuse, you place it in your pocket.

Listed: 098/C

Listed: 102/A

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
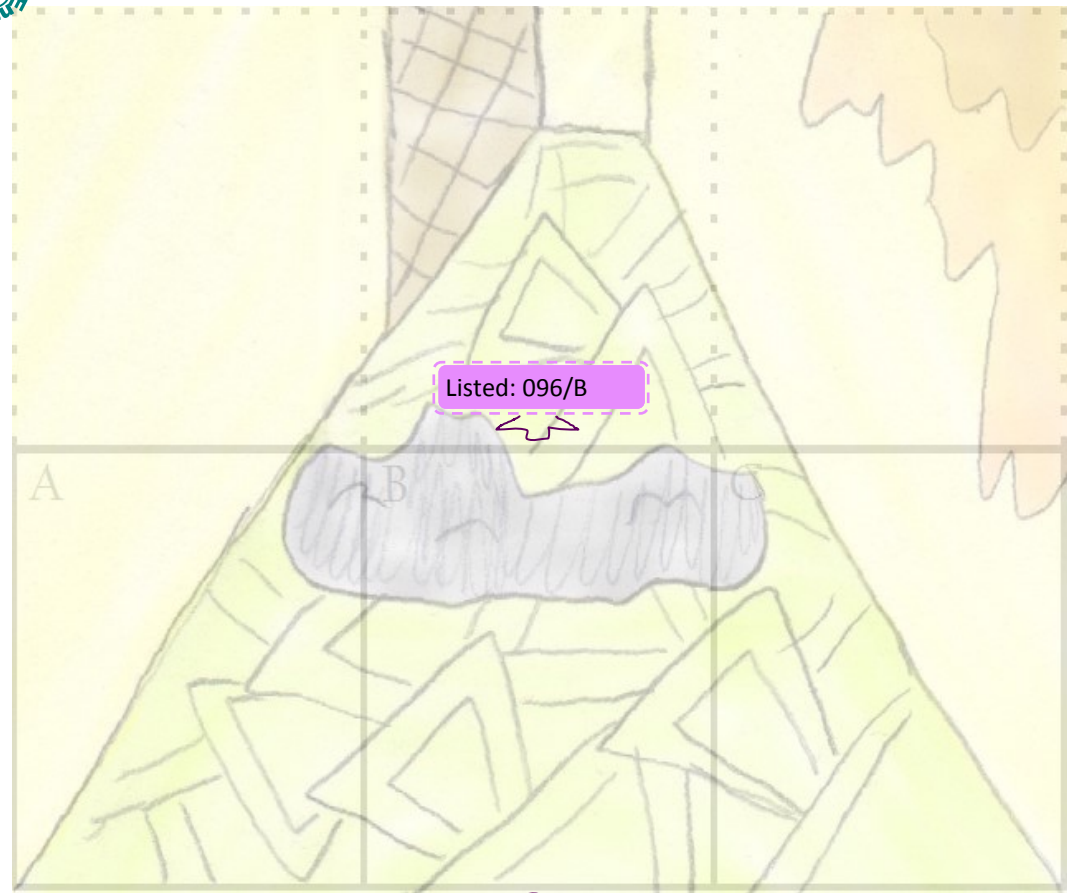
E Nothing Here.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F Nothing Here.

G Nothing Here.

Character Play — Interact

Ignore This

137 138 139 136 140

A | B | C

Listed: 100/C

Listed: 099/C

Listed: 099/B

Listed: 099/A

Page 102 / 103

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

D

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

C

F

G Nothing Here.

Character Play — Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

(136) (137) (138) (139) (140)

Listed: 086/C ◀

Listed: 100/C ▲

A | B | C

D — Listed: 098/C ▲ — Listed: 098/B ▲ — Listed: 098/A ▲

Play Music: 01 (To use go to page 132) — A ▶ — Polymerize — B ◀ — Page's View ⌄ — C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A

D

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B

E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

C

F
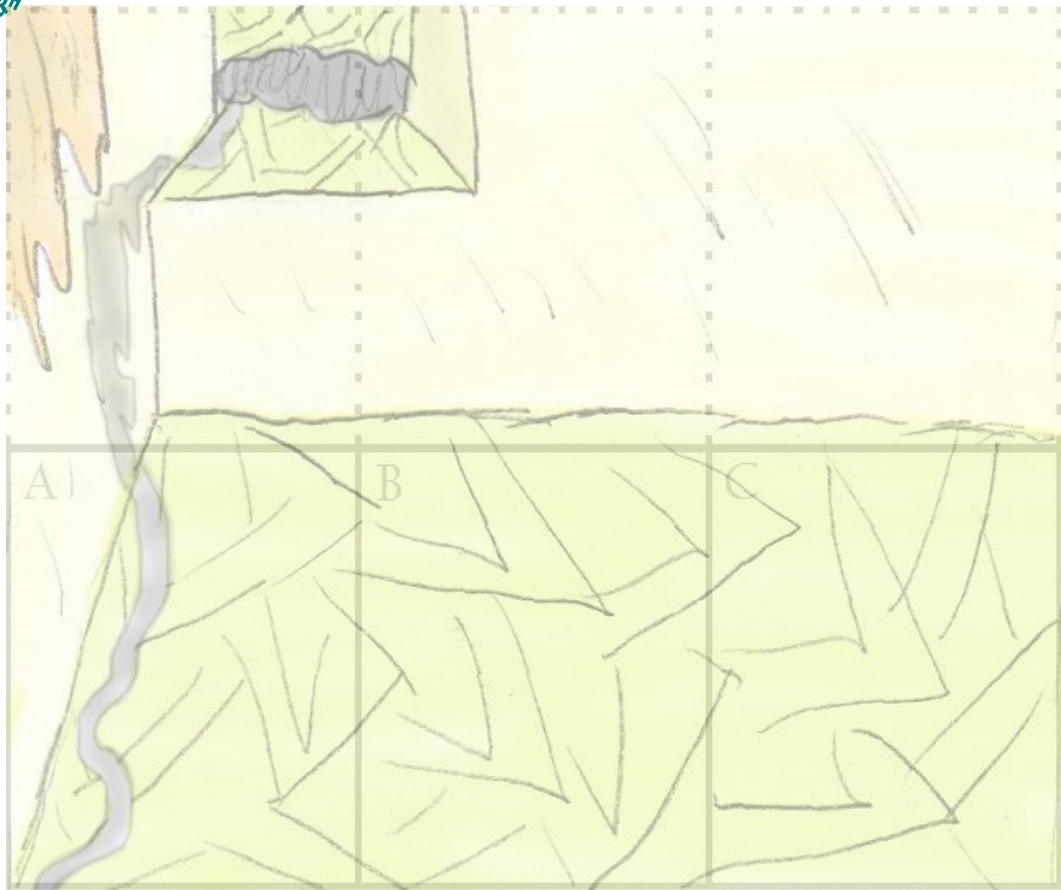
G Nothing Here.

Character Play — Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

(136) (137) (138) (139) (140)

Listed: 104/B

A | B | C

D — Listed: 030/B

Play Music: 01 (To use go to page 132) — A ▶ — Polymerize — B ◀ — Page's View ▶ — C

Character Play

Interact

Ignore This

137 138 139 140

136

Listed: 105/B

A B C

E

D Listed: 103/B

Play Music: 01 (To use go to page 132) A Polymerize B Page's View C

Listed: 104/B

A B C

D Listed: 106/C   Listed: 106/B   Listed: 106/A

Play Music: 02 (To use go to page 134) A Polymerize B Page's View C

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D — A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G — Nothing Here.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E — Nothing Here.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

F

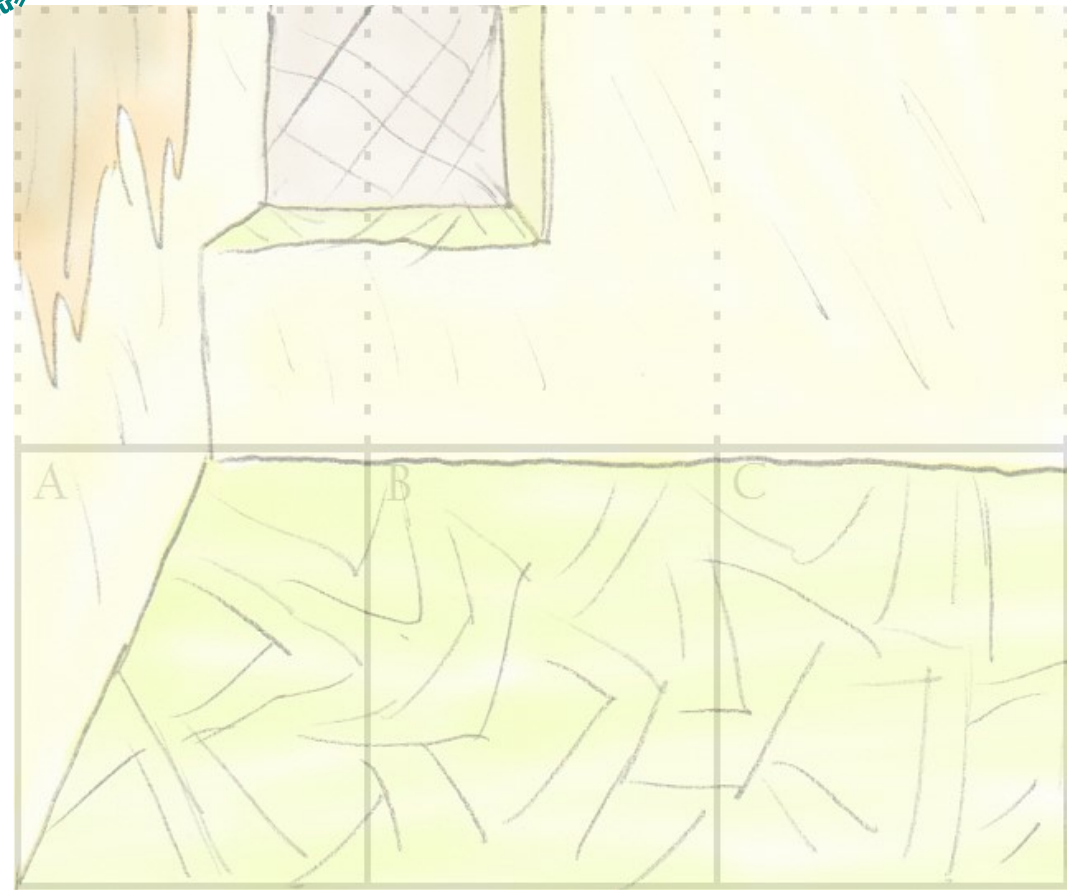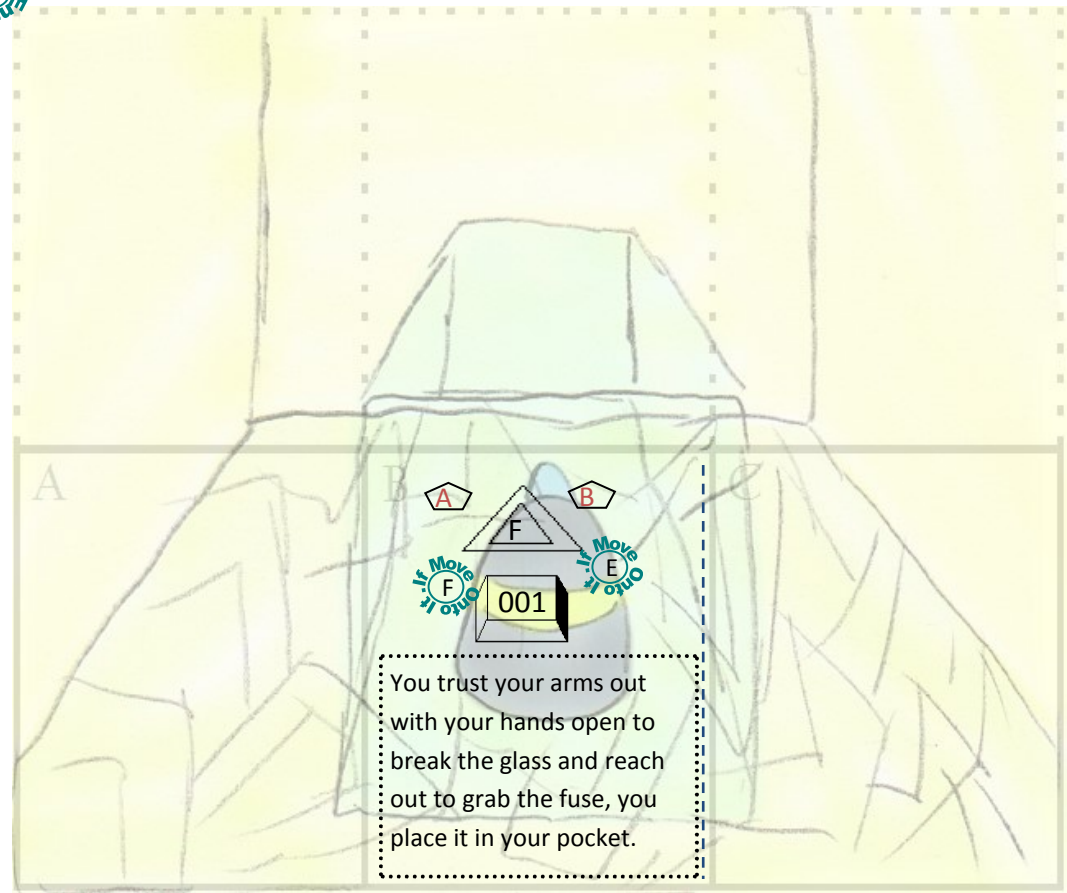Character Play — Interact

Ignore This

137 138 139 140
136

Listed: 107/B

A   B   C

Listed: 105/C   Listed: 105/B   Listed: 105/A

D

Play Music: 02 (To use go to page 134)   A — Polymerize   B — Page's View   C

A — Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

D — A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

G — A flip box, when you get/have a switch number matching the big number in this box, take all tokens as is to the page listed.

B — Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

E — The Polymer Trident, if all condition stamps in the same spot of this are "On", you can now "Mix" from now on.

C — The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

F — A trigger, if all condition stamps of this's spot are "On", add within number of this as a "Switch" into your mind (imagination).

Character Play — Interact

008 Listed Page: 108

137 138 139 G 140
136

E   F
A   008   B
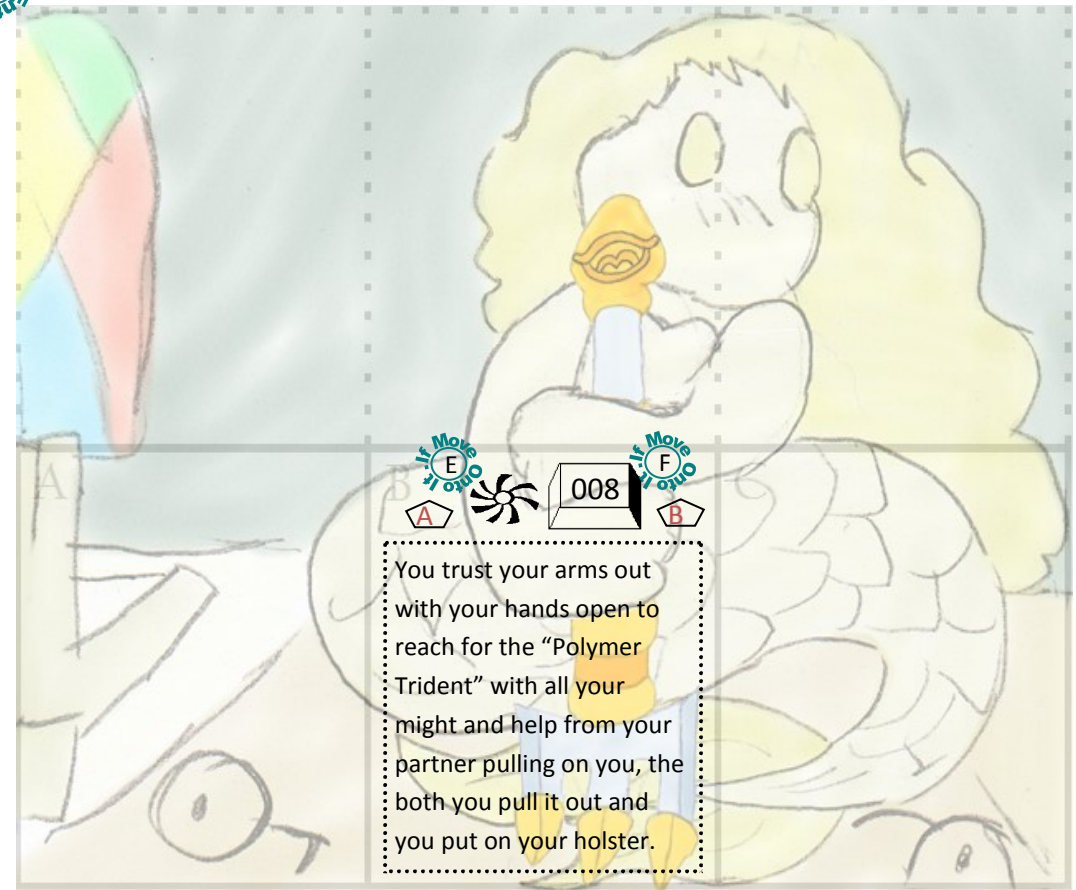
You trust your arms out with your hands open to reach for the "Polymer Trident" with all your might and help from your partner pulling on you, the both you pull it out and you put on your holster.

Listed: 106/B

D

Play Music: 02 (To use go to page 134)   A — Polymerize   B — Page's View   C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A
D Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
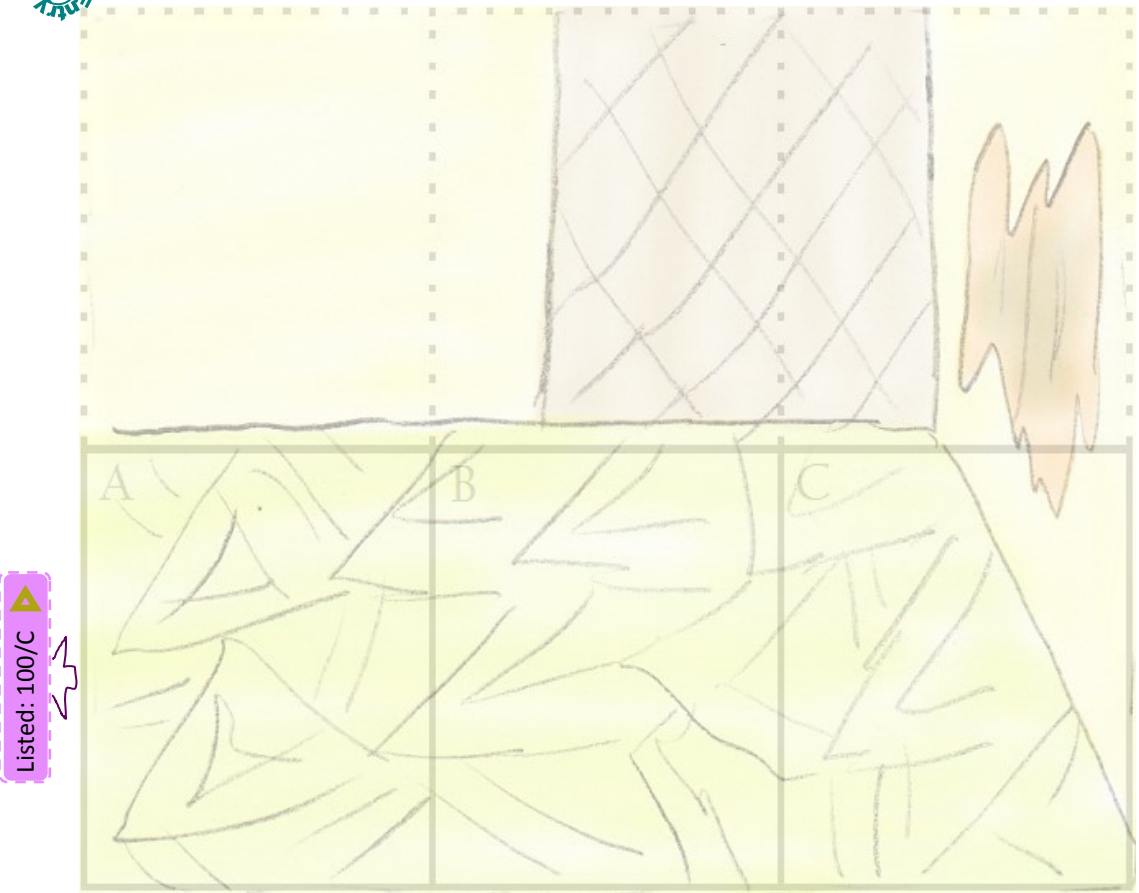Nothing Here.

B
E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

C
F

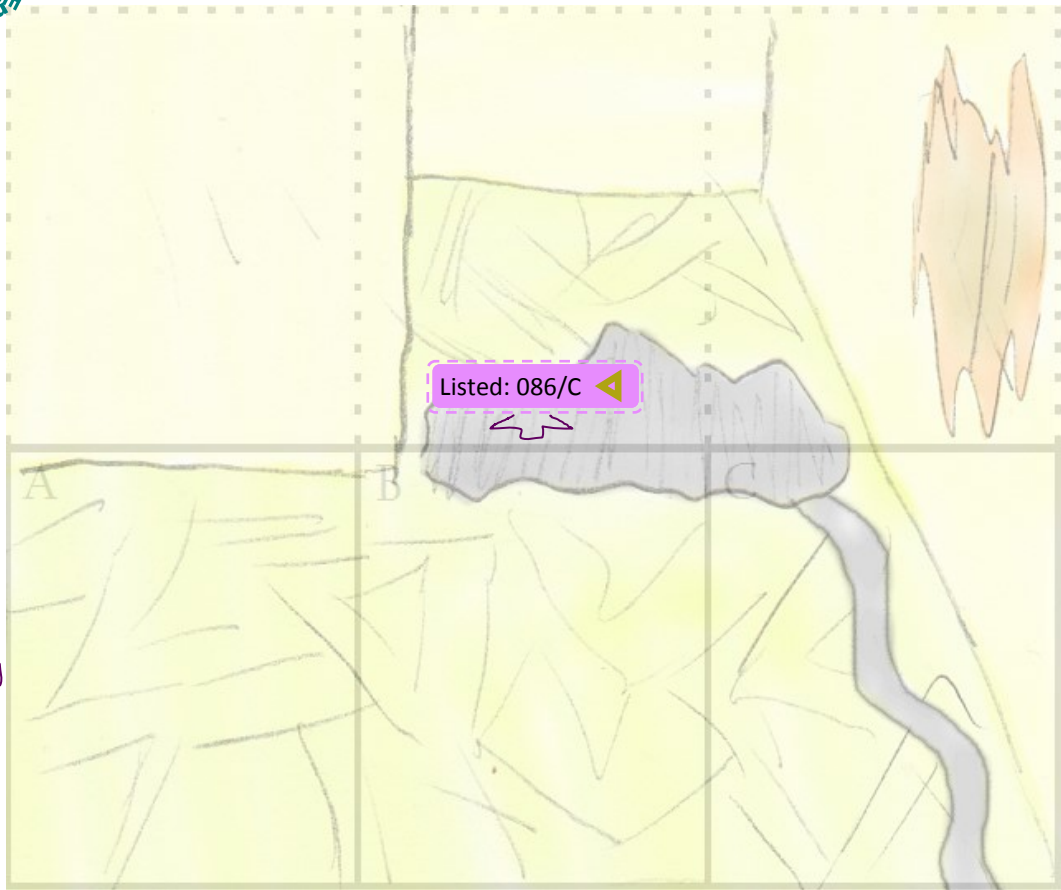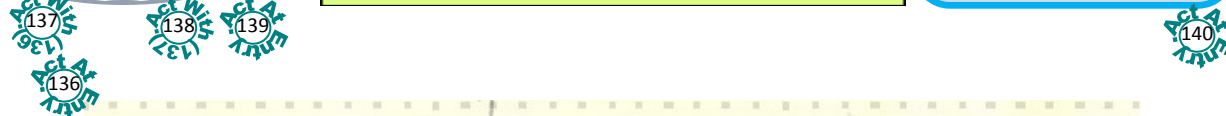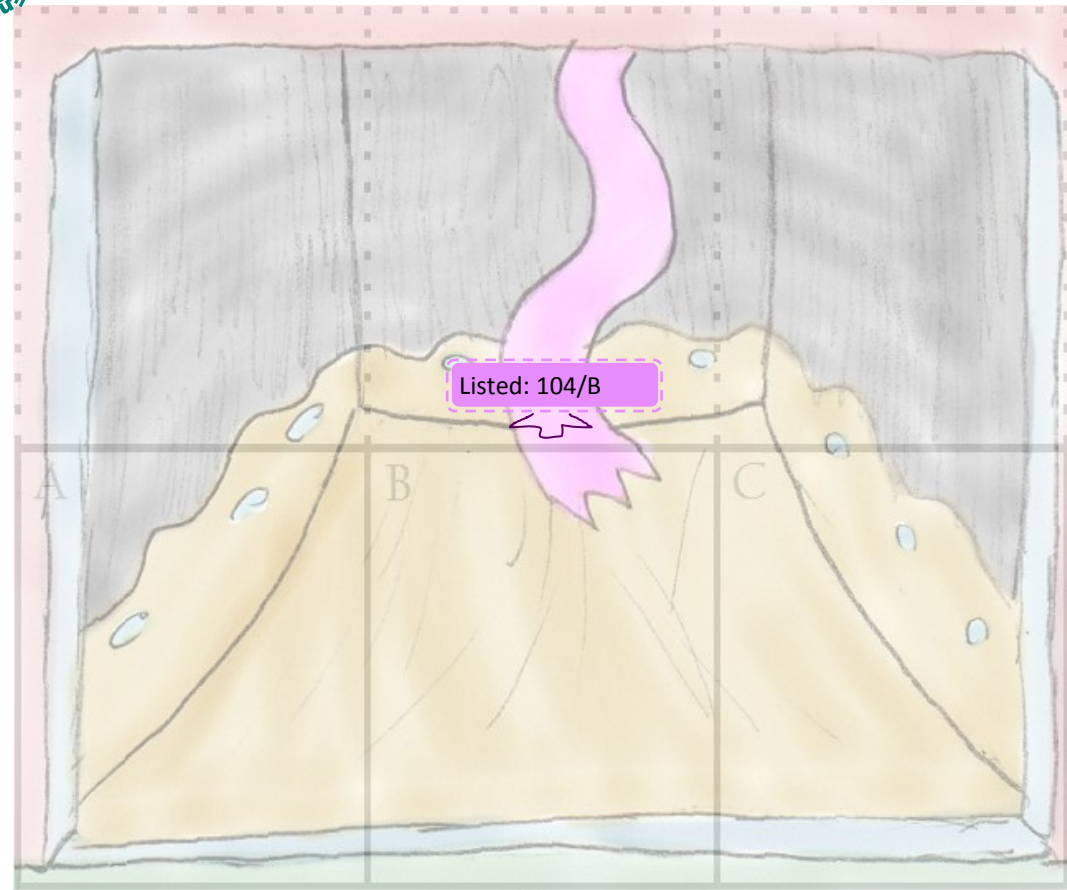Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
140
136

Listed: 106/B

D

Play Music: 02 (To use go to page 134)

A Polymerize **B** Page's View **C**

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

A
D Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

B
E

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
Nothing Here.

C
F

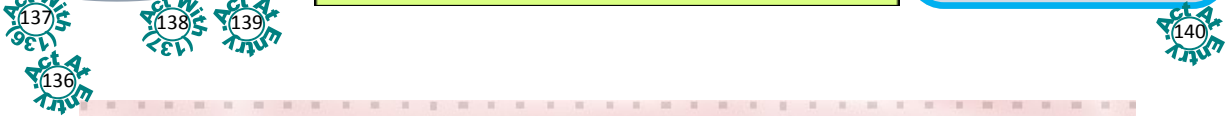Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137
138 139
140
136

Listed: 060/B

Listed: 114/C

Listed: 110/B

D Listed: 114/C

Listed: 114/B

Listed: 114/A

Play Music: 01 (To use go to page 132)

A Polymerize **B** Page's View **C**

Left Page (110)

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

E F

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
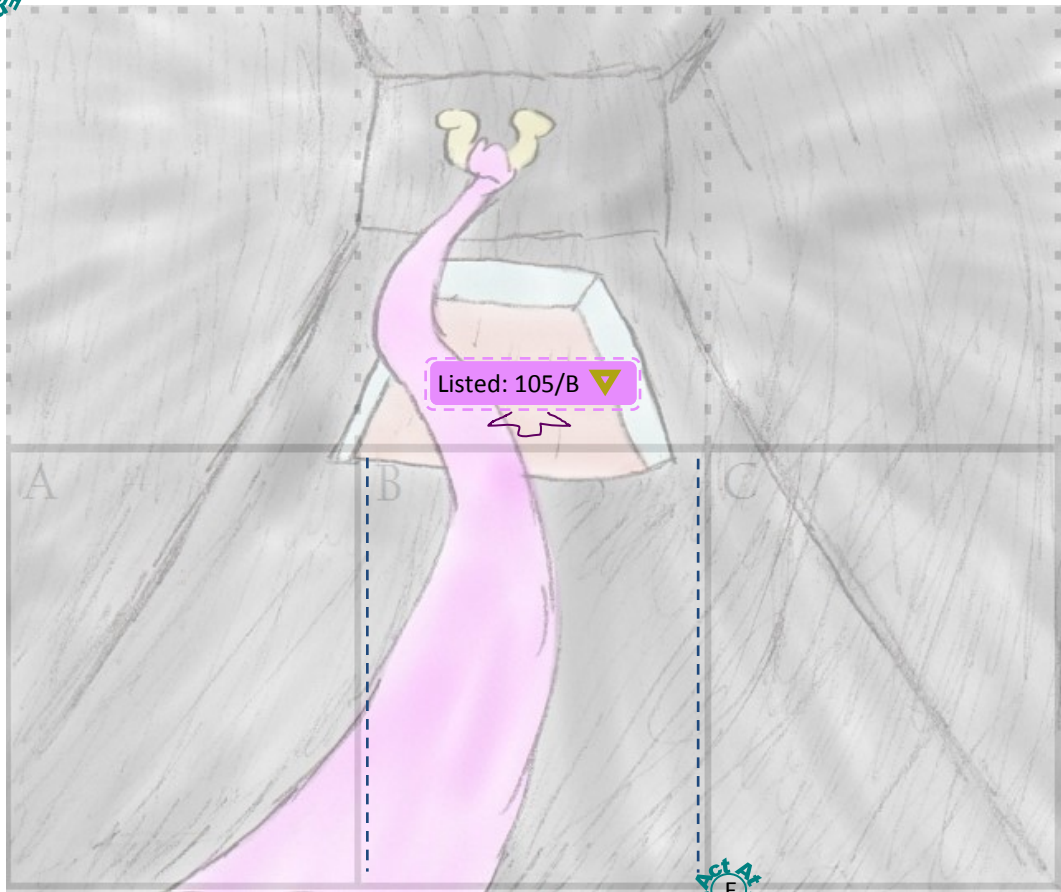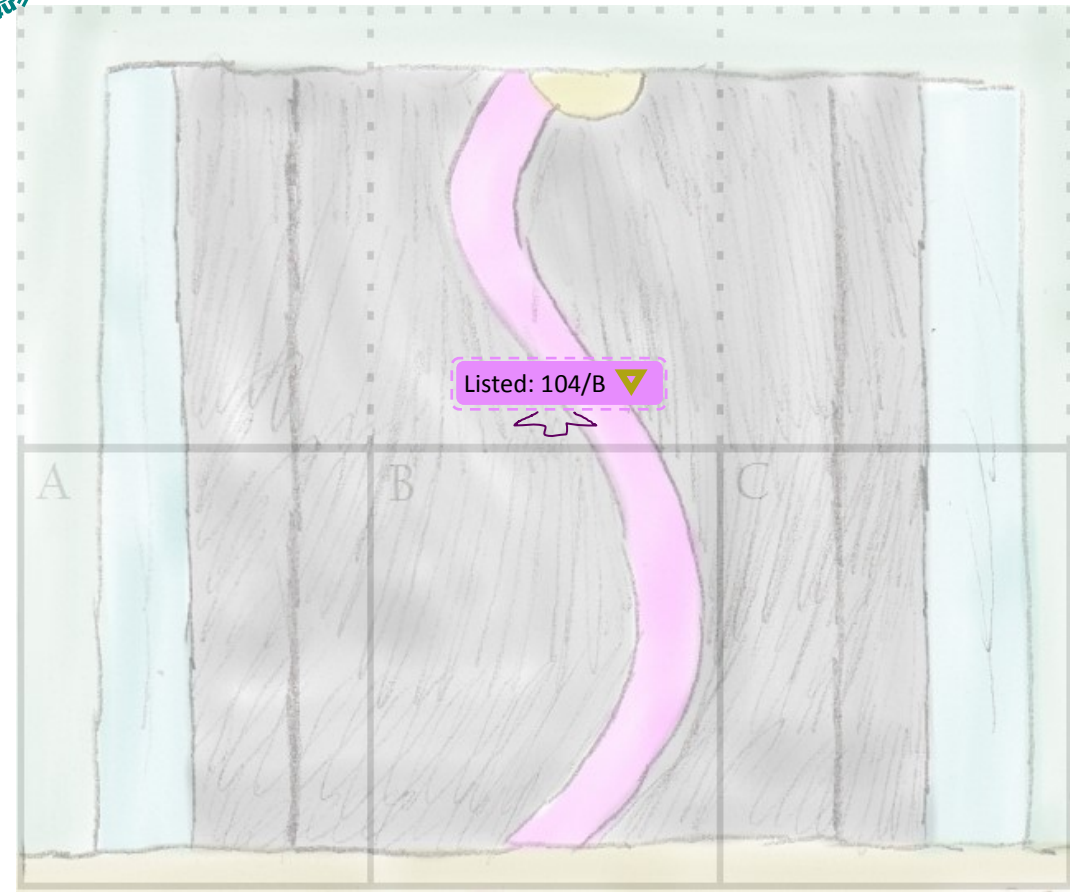Nothing Here.

G Nothing Here.

Character Play — Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 140
136

Listed: 115/C ▶   Listed: 109/C ◀

Listed: 111/C

A   B   C

Listed: 115/A ◀

D

110   Play Music: 01 (To use go to page 132)   A ▷ Polymerize ◁ B   Page's View ∧ C

Right Page (111)

Listed: 116/A ▲   Listed: 116/B ▲   Listed: 116/C ▲

Listed: 112/B ▲   Listed: 110/A

A   B   C

Listed: 116/A ▽   Listed: 116/B ▽   Listed: 116/C ▽

D

Play Music: 01 (To use go to page 132)   A ▷ Polymerize ◁ B   Page's View ∧ C   111

Left Page (112)

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. Nothing Here.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing Nothing Here.

G Nothing Here.

A B C E F

Character Play — Interact

Ignore This

137 138 139 136 140

Listed: 113/B

A B C

Listed: 117/A

Listed: 117/C

D — Listed: 117/A

Listed: 111/A

Listed: 117/C

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Right Page (113)

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair. A colored dotted line, when this is present on a playfield, you cannot move onto a (the) spot directly past this.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing A reaction, if all condition stamps in the same spot of this are "On", you are marked with the letter within this object.

G Nothing Here.

Character Play — Interact

Ignore This

137 138 139 136 140

A B/C

I

Move Onto It F

You trust your arms out with your hands open to reach and grab the step ladder, you then place it in your pocket.

B C

E

D — Listed: 112/B

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 136 140

G E 2 F V

Listed: 033/B
Listed: 029/A
Listed: 029/B

A B C

D

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Character Play

Interact

Ignore This

Soul Garden: Pg: 118
"Abandoned Skyscraper"

137 138 139 136 140

G E 2 F V

Listed: 034/C
Listed: 033/B

A B C

D

Play Music: 01 (To use go to page 132)

A Polymerize B Page's View C

Page 116

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

B Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
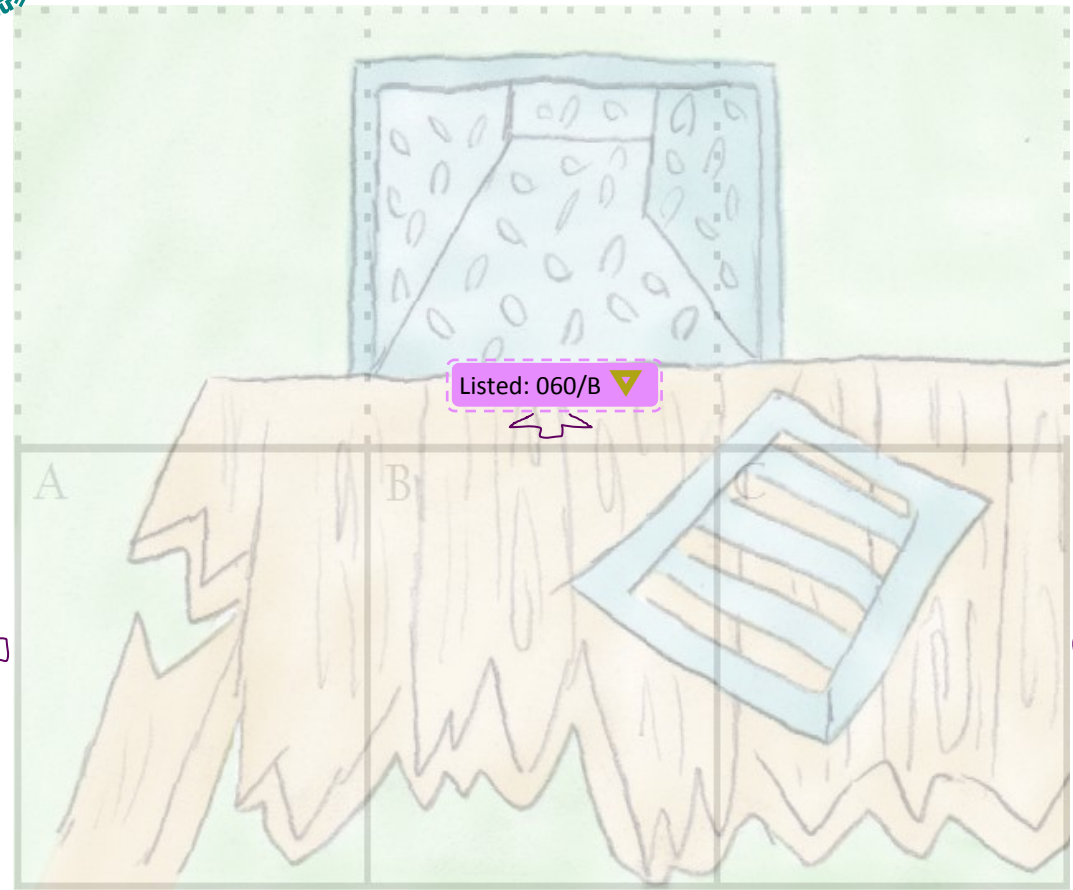
D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

E A drop badge, imagine the number on this lower then what it is by 1 each sec. when 0, use the "Step" with arrow next to your spot

F A fall badge, each time the number of drop badge lowered on this's page, only there bring your face closer to the playfield a bit.

G A dive badge, all "Steps" on the page of this does nothing unless told to be used by the "Drop Badge".

Character Play — Interact — Ignore This

Soul Garden: Pg: 118 — "Abandoned Skyscraper"

137 138 139 136 140

G — E 2 — F V

Listed: 020/B ▶
Listed: 018/B ▼
Listed: 034/C ▼

D

A B C

Play Music: 01 (To use go to page 132) — A ▶ Polymerize B — Page's View ▲ C

Page 117

A Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card

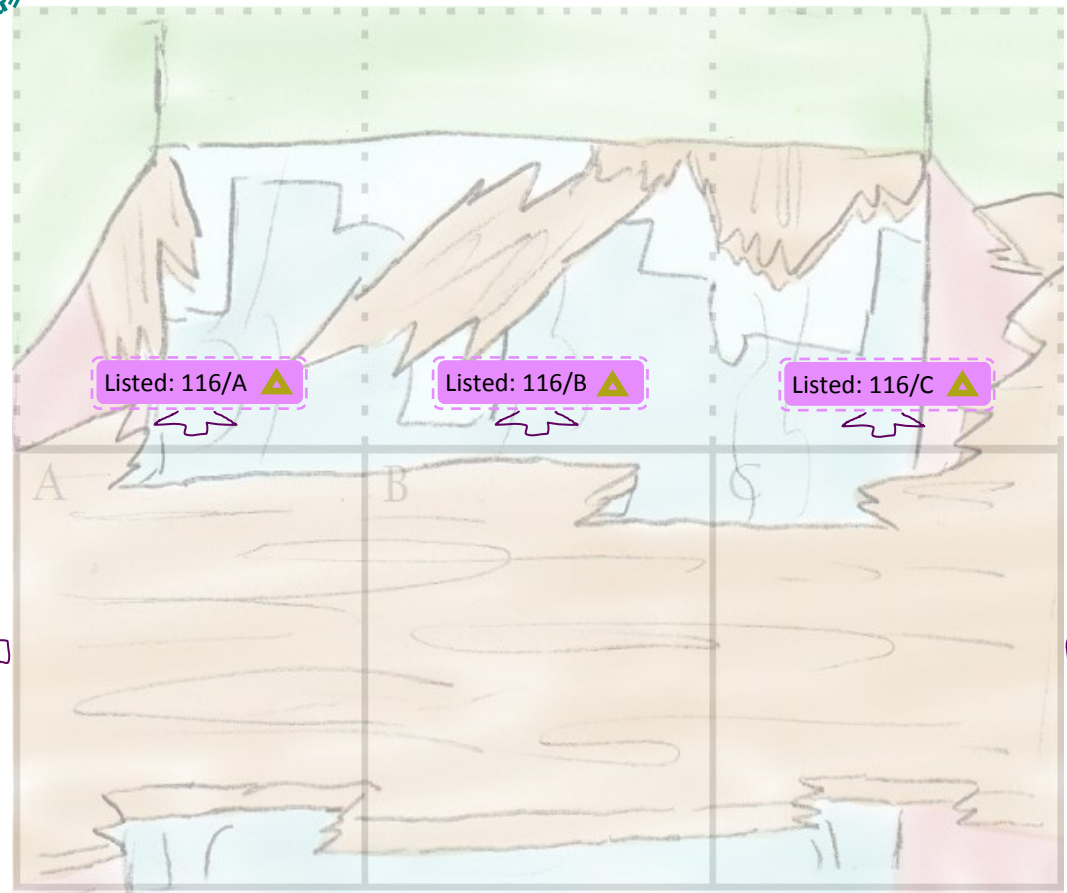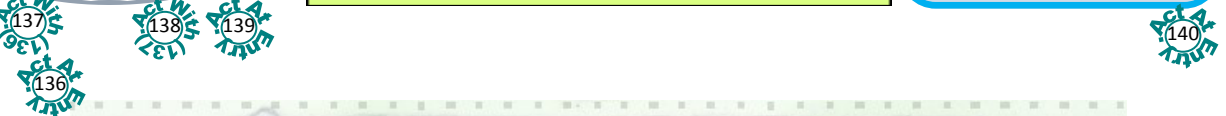**B** Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.

C The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing

D A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.

E A drop badge, imagine the number on this lower then what it is by 1 each sec. when 0, use the "Step" with arrow next to your spot

F A fall badge, each time the number of drop badge lowered on this's page, only there bring your face closer to the playfield a bit.

G A dive badge, all "Steps" on the page of this does nothing unless told to be used by the "Drop Badge".

Character Play — Interact — Ignore This

Soul Garden: Pg: 118 — "Abandoned Skyscraper"

137 138 139 136 140

G — E 2 — F V

D

Listed: 020/B ▼
Listed: 022/B ▶

A B C

Play Music: 01 (To use go to page 132) — A ▶ Polymerize B — Page's View ◀ C

A B C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card
A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.
G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
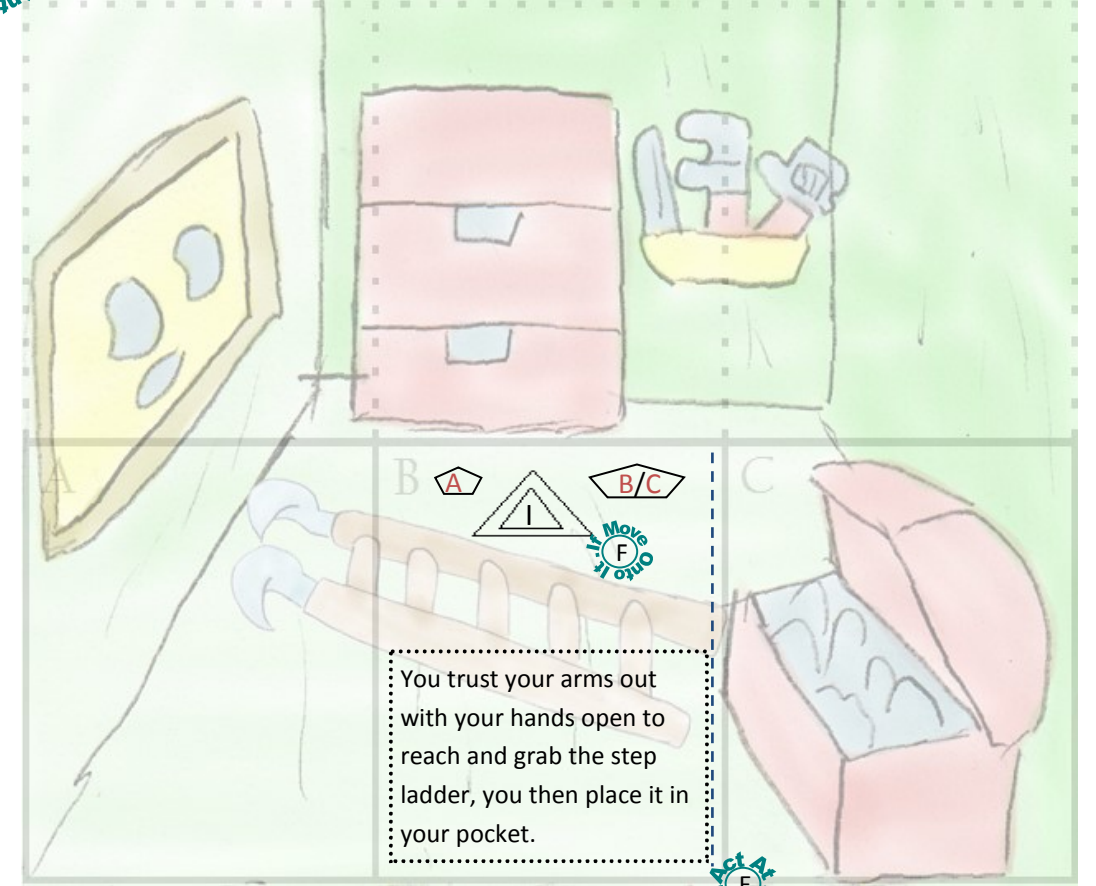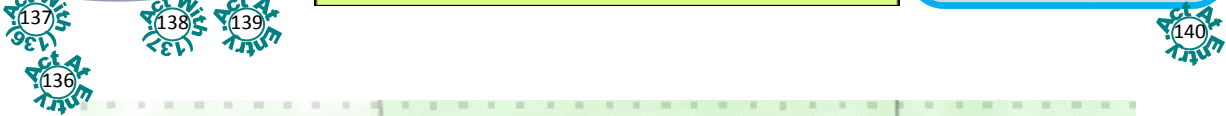A Incarnate, this is selectable when on it's spot, if so, go to page of number within this and come back when your pet was affected.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
A script object, when you move onto the spot of this, literally envision what is the spot commentary of this's spot

D E F

Character Play | Interact | Ignore This | In The Soul Garden "Abandoned Skyscraper"

137 | 138 139 | 140
136

A +1 | B E 999 | C +1

Listed: 119/C

You step aside and watch your partner as your partner is munching on the food. If your partner is in a hamster ball, a top door opens up and place food in it where your partner feeds on it.

You stare at this emblem on the ground, you get a strange feeling that something is peering into your head, you partner starts to glow and turn into a bright light!

You step aside and place you partner on the pillow, you start petting your partner, and your partner starts jumping up and down happily,

Listed: 119/A

D Listed: 119/C ▲ | Listed: 119/B ▲ | Listed: 119/A ▲

A B C

Polymerize, if you can "Mix" and on this's page, you can select this, if so, form your token not playing as pair, use Polymer Card
A Step, when you move onto one of this's arrows, go to page of listed number on this, there, move to spot of listed letter on this.
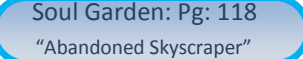G Nothing Here.

Defuse, if you are not playing as pair on this's page, you can select this, if so, form your token playing as pair.
A calligraphy, this is selectable when on it's spot, if you do, literally envision what is the spot commentary of this's spot.

The page view, the arrow on the right side of this box is the direction in which the background picture of battlefield is showing
A script object, when you move onto the spot of this, literally envision what is the spot commentary of this's spot.

D E F

A -1 -1 -1 | B | C +1

E

Listed: 118/C

You start messing around with you partner, pushing on, throwing toys at, and taunting your partner! Your partner gets annoyed.

You get in the middle of the race track and you partner starts running (or moving) around you, while you pet down on your partner.

Listed: 118/A

D Listed: 118/C ▲ | Listed: 118/B ▲ | Listed: 118/A ▲

If you came to this page from a "Step" that told you to go to this page, and on spot "A", congratulations you completed this preview, thank you for playing and enjoy the ending below (you use both pages of this page pair)...
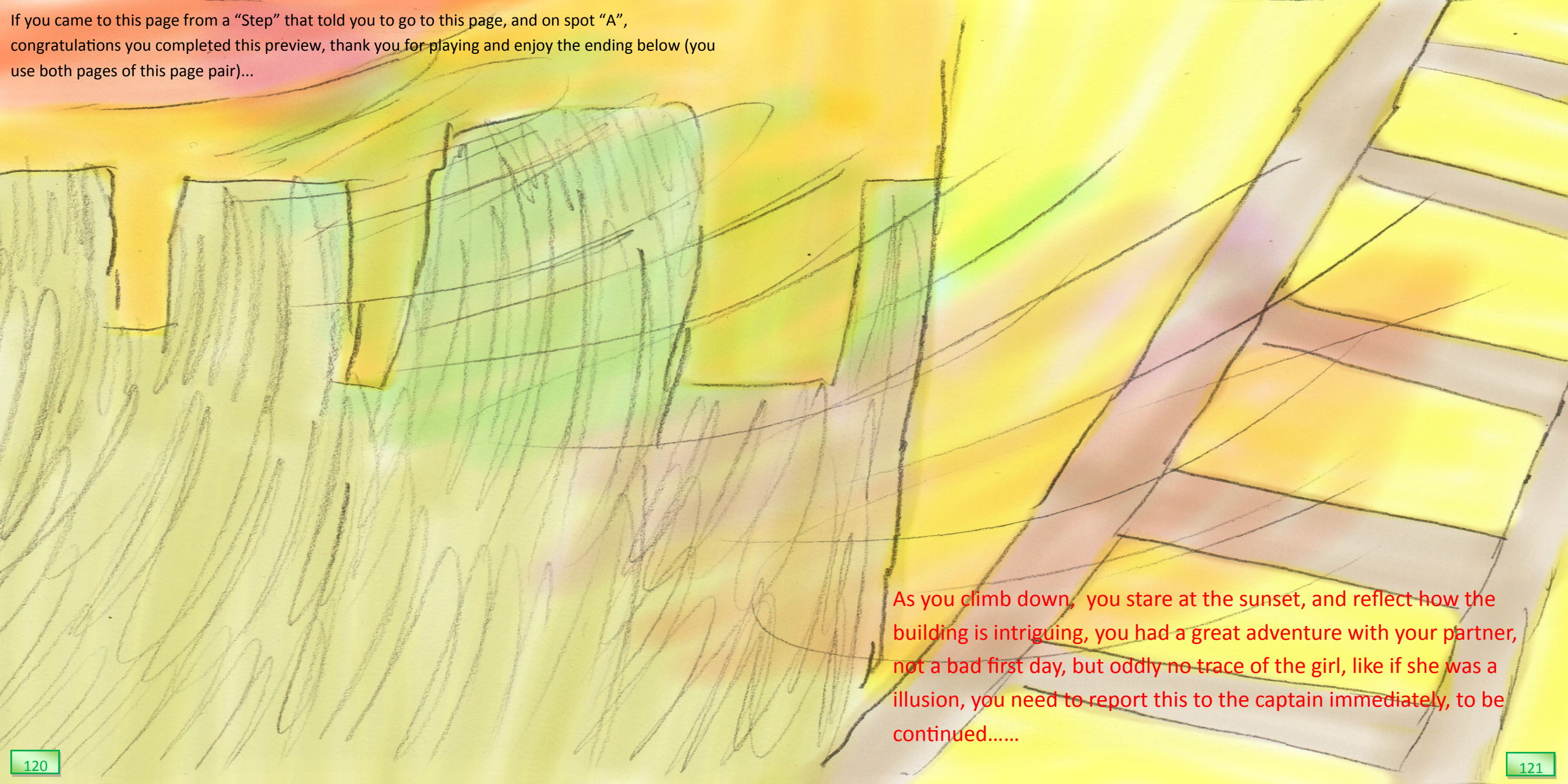
As you climb down, you stare at the sunset, and reflect how the building is intriguing, you had a great adventure with your partner, not a bad first day, but oddly no trace of the girl, like if she was a illusion, you need to report this to the captain immediately, to be continued……

A message box, if used, read the black message in the middle, once that is read, the message box of that message is read. Message Priority 1, always use the message box with a matched require that uses a Switch over a "Opinion" or "Mark".

A require, before using the Message Box of this, only if this red sentence matches your situation, the Message Box of this is used. Message Priority 2, always use the message box with a matched require that uses a "Mark" over a "Opinion".

A reward, when message box of this is read, read and fallow the green sentence as directions that make changes to the game. Message Priority 3, if there are multiple message boxes with a matched require of the same Message Priority, choose of them.

G M Exit, if done with message boxes, and you aren't taken somewhere else, go back to page that toke to the message boxes pages.

Message Exit (M Exit)

M001 — This is automatically matches your situation.

You walk up to the man who appears to be working on a device he uncovered by cutting the vent wall, right away he knows you are there.

Look for Message M002 right after you are done with this message box.

M002 — If no other message boxes can be used (Default).

He stays working, "Oh, hello, I'm busy, but you are probably wondering what I'm doing? Well I am trying to configure the building's main power to turn it on, some things here need this power source, maybe not important to you"

You are moved to page 52 on spot B after you are done with this message box.

M002 — If you have switch 001.

He stays working, "Oh, hello, I'm busy.... Hey, can I ask a question? "Did you just feel an earthquake? You did! And you say debris from it narrowly hit you?" He stops working and then turns around to face you.

Look for Message M003 right after you are done with this message box.

M003 — If you "Discipline" is greatest amongst your opinion.

"Well, well, you seem like a collective kid"

Look for Message M004 right after you are done with this message box.

M003 — If your "Discipline" is the least amongst your opinion.

"Eh.... Hey there!" the man shakes his head in disagreement "No, no, sorry I had got the wrong impression and thought you seemed kind of bratty"

Look for Message M004 right after you are done with this message box.

M003 — If your "Psyche" is the least amongst your opinion.

"Whoa, whoa! I did not mean to startle you like that.... See smile, that's right".

Look for Message M004 right after you are done with this message box.

Message Priority 1 — Message Priority 2 — Message Priority 3

A message box, if used, read the black message in the middle, once that is read, the message box of that message is read. Message Priority 1, always use the message box with a matched require that uses a Switch over a "Opinion" or "Mark".

A require, before using the Message Box of this, only if this red sentence matches your situation, the Message Box of this is used. Message Priority 2, always use the message box with a matched require that uses a "Mark" over a "Opinion".

A reward, when message box of this is read, read and fallow the green sentence as directions that make changes to the game. Message Priority 3, if there are multiple message boxes with a matched require of the same Message Priority, choose of them.

G M Exit, if done with message boxes, and you aren't taken somewhere else, go back to page that toke to the message boxes pages.

Message Exit (M Exit)

M003 — If you "Psyche" is greatest amongst your opinion.

"Ah, you seem like a vary confident person, one I can truly depend on"

Look for Message M004 right after you are done with this message box.

M003 — If your "Empathy" is the least amongst your opinion.

".... Uh, hey...." the man shakes his head "Sorry about that, but I get the weird impression that your presence seems immoral, sorry for such a rash judgment".

Look for Message M004 right after you are done with this message box.

M003 — If you "Empathy" is greatest amongst your opinion.

"You seem like a noble person, someone I can depend on and trust, I already like you"

Look for Message M004 right after you are done with this message box.

M003 — If all of your opinion numbers are equal.

"Huh....? Looking at you, I cannot tell what you are, your face, your presence is emotionless like a robot"

Look for Message M004 right after you are done with this message box.

M004 — This is automatically matches your situation.

The man continues on, "ah, never mind to what I said, anyway before I talked to you I was working, anyway, You are probably wondering what I'm doing?"

Look for Message M005 right after you are done with this message box.

M005 — If no other message boxes can be used (Default).

"Well I, am trying to configure this building's power source, you seem to have been around huh? Did you find a fuse while snooping around the building? No? fine, I'll fine one myself then, thanks".

Look for Message M006 right after you are done with this message box.

Message Priority 1 — Message Priority 2 — Message Priority 3

A message box, if used, read the black message in the middle, once that is read, the message box of that message is read.

A require, before using the Message Box of this, only if this red sentence matches your situation, the Message Box of this is used.

A reward, when message box of this is read, read and fallow the green sentence as directions that make changes to the game.

Message Priority 1, always use the message box with a matched require that uses a Switch over a "Opinion" or "Mark".

Message Priority 2, always use the message box with a matched require that uses a "Mark" over a "Opinion".

Message Priority 3, if there are multiple message boxes with a matched require of the same Message Priority, choose of them.

M Exit, if done with message boxes, and you aren't taken somewhere else, go back to page that toke to the message boxes pages.

M006 *This is automatically matches your situation.*

The man leaves, you sit and wait for the guy to come back, after 5 minutes he does "Well that was crazy, but I found one and set it into the cords, now let me configure it" he says.

Look for Message M007 right after you are done with this message box.

M005 *If you have switch 010.*

"Well I, am trying to configure this building's power source, hmm, well that is surprising, there is a surge of power, you powered it up huh? Great job, all thanks to your work, now let me configure the controls" he says.

Look for Message M007 right after you are done with this message box.

M007 *This is automatically matches your situation.*

You hear a beep, "Well that's it, there were certain things in this building needing this power source, those things should be accessible now, I'll stay here for a while longer I have things to do, see you later"

011 is added into your imagination as a switch number, and you are moved to page 52 on spot B after you are done with this box.

Message Priority 1

Message Priority 2

Message Priority 3

This page is blank on purpose, you can ignore it as it does nothing.

A match guide, the arrow in this implies whatever is being stated in this applies to what card that arrow is pointing to.

Little square, when tracing the person card, draw a small version your drawn character in the direction the arrow is pointing to.

Card Create, you can select this, if so, trace a person card without the character images onto blank piece of paper (Trace).

Square set, continuing drawing in the small squares draw character depending on number, 1:standing, 2:1st step, 3:2nd step.

Biggest Box, when tracing the person card, draw your character using the rules and templates on page 142.

Pet, when you have a traced person card, and your pet has changed /affected, use the person card pet rules on page 143 now.

G Pet Emerge, if you have no "Pet" and you have a traced person card, your pet is now "Dog" (Consider this a change to your "Pet").

Call this person card the "Boy" card. If you choose this, and have no "Pet", your "Pet" is now "Dog".

Person Card Front Side

Treat this card as the back side of the "Boy" Card, if your pet is "Dog", ignore the little stamp on the upper right corner for now

Person Card Back Side

126 Create A Person Edit Animal

Call this person card the "Girl" card. If you choose this, and have no "Pet", your "Pet" is now "Cat".

Person Card Front Side

Treat this card as the back side of the "Girl" Card, if your pet is "Cat", ignore the little stamp on the upper right corner for now

Person Card Back Side

Create A Person Edit Animal 127

A match guide, the arrow in this implies whatever is being stated in this applies to what card that arrow is pointing to.

Polymer Create, if you need a polymer card, trace a polymer card without the character images onto blank paper piece (Trace).

Poly-Biggest Box, when tracing the polymer card, draw your character using the rules and templates on page 144.

Poly-little box, when tracing polymer card, draw a small version your drawn character in the direction the arrow is pointing to.

Square set, continuing drawing in the small squares draw character depending on number, 1:standing, 2:1st step, 3:2nd step.

A stamp, if this in same position on your traced person card does not have a polymer card to match it, "Polymer Create" one.

Stamp match, use the traced polymer card with stamp that matches the one on the traced person card you were using.

↓ 1　↑ 1　← 1　→ 1
↓ 2　↑ 2　← 2　→ 2
↓ 3　↑ 3　← 3　→ 3

Polymer Card

Select this Polymer card if the person card you were using, has a stamp in the biggest box on the back side of it, that matches the stamp on this card of the same position.

↓ 1　↑ 1　← 1　→ 1
↓ 2　↑ 2　← 2　→ 2
↓ 3　↑ 3　← 3　→ 3

Polymer Card

Select this Polymer card if the person card you were using, has a stamp in the biggest box on the back side of it, that matches the stamp on this card of the same position.

Create Your Own Polymer Form.

This page is blank on purpose, you can ignore it as it does nothing.

The companion calculator page, when you come to this page, start a Count and use the "Start Ruling" only once per visit.
Direction Ruling, the grey word in this is the told direction of the color strip, if it says "Choose" you can choose the told direction.

Color Strip, during a countdown, select 1 color cloud next to the already selected one per 1 countdown reduced in told direction.
Count, countdown (count) when told, by all your opinion numbers (total) until zero (endtime), 1 by 1, do not repeat until told.

Start Ruling, if this says "Leftmost", the orange cloud is selected, if "Rightmost, the red cloud is selected (both of Color Strip).
A Pet Box, select this that matches your color cloud of the lower left corner box at endtime, redo countdown (as 2nd count).

G Ego, pick this of matched pet box matching your color cloud at endtime of 2nd count, picked ego's black word is your Pet (affected)

A G Orange Purple Green Blue Red B
Red is leftward next   Orange is rightward next

Top-left Pet Box group

| Cat — Orange | Goldfish — Purple |
| Rabbit — Green | Bird — Blue |

Pet Box
Orange/Red
When this box is selected, redo "Direction Ruling", but with this grey word instead: Choose
Dog — Red

Top-right Pet Box group

| Snake — Orange | Pig — Purple |
| Gorilla — Green | Lizard — Blue |

Pet Box
Purple
When this box is selected, redo "Direction Ruling", but with this grey word instead: Choose
Horse — Red

Bottom-left Pet Box group

| Cat — Orange | Goldfish — Purple |
| Rabbit — Green | Bird — Blue |

Pet Box
Green
When this box is selected, redo "Direction Ruling", but with this grey word instead: Choose
Dog — Red

Bottom-right Pet Box group

| Snake — Orange | Pig — Purple |
| Gorilla — Green | Lizard — Blue |

Pet Box
Blue
When this box is selected, redo "Direction Ruling", but with this grey word instead: Choose
Horse — Red

F C Start Ruling: Rightmost D Direction Ruling: Choose Countdown! E

Notice!

In this "Work In Progress" build of this game only, if you chose to choose a character and not make one, the feature on the page on the left of this page cannot be used.

You must return to the page of the "Incarnate" that toke you to the page on the left of this page, and negate any future "Incarnates" from working as long as you are using a chosen character.

^Hear""" Her""" Hear""" Her"" =Hoor Hear vHer""" +Doodeh-Day, Doodeh-Day, Doodeh-Day, Dee, =Hoor Hear ^Her""" +Doodeh-Day, Doodeh-Day, Doodeh-Day, Dee, Doodeh-Day, Doodeh-Day, Doodeh-Day, Date.   (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that toke you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with a another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings….

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below….

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering it`s tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising it`s tone from nothing (silence) in till you hear it at it`s normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below…

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(−): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

=Dooduh Doodoot,, Dooduh Doodoot,, Errah Ruh-Ruh,, Errah Ruh-Ruh,, Dooduh Doodoot,, Dooduh Doodoot,, Errah Ruh-Ruh,, Errah Ruh-Ruh,, vErr""" ^Err"""   (Repeat)

Do not continuing reading this if you do not know how to use the green box above. You do not read the music box on this page directly, instead read the music box on the page that is paired to this one.

Keep in mind that you treat this page and the one that is paired to this page as one music page, with that being said, on the music box of the page paired to this one, you will notice some colored dotted boxes around some words or group of words or even in some cases blank.

When you start reading the words in a colored dotted box or come up to a blank one like word in that music box, look at both the music boxes of this page and the one paired to this page at the same time if possible or closely together.

Find a dotted box with the same color as the one you starting reading on or came across like a word that is on the music box of this page, if both dotted boxes of the same color on both music boxes have words in them, read and pronounce the words in those boxes at the same time by mixing the sound of each pronouncing (hum) together as one.

If one pronunciation's sound (hum) seems longer than the other when getting mixed, extend the shorter sound in the mixing so both sounds are equal. Now if only one dotted box has words in it and the other of the same color is blank, then just read the one that has words in it as if those words where placed in the position of where the blank dotted box is on the other music box.

There is a special Sub-Character just for dual pronunciations and that is the "Percent (%)", when this character is in colored dotted box, both dotted boxes of same the color are not pronounced at the same length, you read the words of both dotted boxes at the same time however, the short sound ends but the longer sound continues alone to end pronounce.

Now because both boxes are read simultaneously or inter-twined, the music boxes of both paired pages are treated as one song, and you classify it using the play music number on the side of the page that is paired to the sub-track page (this page) and you classify that number to the song that is of both boxes.

Gong Gen'''' Urt-Et Ing,, Urt-Et Ing,, Gong Gen Ging'''' Ing-eh-Urt,, Ing-eh-Urt,, Gong Gen'''' Urt-Et Ing,, Urt-Et Ing,, Gong Gen Ging'''' Ing-eh-Urt,, Ing-eh-Urt,, End Err Ing'''' End Err Ing Eh''' ^Ing Eh'''' =En Urn. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that toke you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with a another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings….

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below….

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering it`s tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising it`s tone from nothing (silence) in till you hear it at it`s normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

The song type character affects the rest of the song after it, meaning if one word has this character in front of it, all words after are now affected by this character when you read over them, the song type characters are below…

Plus(+): All words after this are read vary quickly in till you reach a minus or a equal character, you if you encounter a another plus don't go any faster.

Minus(-): All words after this are read slowly (Make sure it is slower then your normal reading speed) in till you reach a plus or a equal character, if you encounter a another minus don't go any slower.

Upvee (^): All words after this have their sound pronounced in a higher tone then you would pronounce it normally (Make sure it is higher then your normal tone) in till you reach a vee or a equal character, don't go any higher for another Upvee.

Vee (V): All words after this have their sound pronounced in a lower tone then you would pronounce it normally (Make sure it is lower then your normal tone) in till you reach a upvee or a equal character, don't go any lower for another Vee

Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

En'''' Ing'''' En'''' Ing'''' (Repeat)

Do not continuing reading this if you do not know how to use the green box above. You do not read the music box on this page directly, instead read the music box on the page that is paired to this one.

Keep in mind that you treat this page and the one that is paired to this page as one music page, with that being said, on the music box of the page paired to this one, you will notice some colored dotted boxes around some words or group of words or even in some cases blank.

When you start reading the words in a colored dotted box or come up to a blank one like word in that music box, look at both the music boxes of this page and the one paired to this page at the same time if possible or closely together.

Find a dotted box with the same color as the one you starting reading on or came across like a word that is on the music box of this page, if both dotted boxes of the same color on both music boxes have words in them, read and pronounce the words in those boxes at the same time by mixing the sound of each pronouncing (hum) together as one.

If one pronunciation's sound (hum) seems longer than the other when getting mixed, extend the shorter sound in the mixing so both sounds are equal. Now if only one dotted box has words in it and the other of the same color is blank, then just read the one that has words in it as if those words where placed in the position of where the blank dotted box is on the other music box.

There is a special Sub-Character just for dual pronunciations and that is the "Percent (%)", when this character is in colored dotted box, both dotted boxes of same the color are not pronounced at the same length, you read the words of both dotted boxes at the same time however, the short sound ends but the longer sound continues alone to end pronounce.

Now because both boxes are read simultaneously or inter-twined, the music boxes of both paired pages are treated as one song, and you classify it using the play music number on the side of the page that is paired to the sub-track page (this page) and you classify that number to the song that is of both boxes.

A playfield is six squares lined up together, 3 dotted squares on the top and 3 straight squares with a letter on the upper left corner of it on the bottom, together that is called a "Playfield", see a example on the left.

Each square of the playfield is called a spot, the letter on the upper left corner of each spot is that spot's label, or spot of that letter.

Spots are the main way you interact with this game, and this is done by you, yourself, existing on spots, but how do you exist on a spot? Well you command a "Token" around as if it were yourself, and this token is called the "Token You Control" or "Your Token", that token is you in this game, yourself (you) in this game refers to the token you control (your token), and where it is taken you are taken with it.

But what is a token? A token is a imaginary object that you envision on the spot that it is on, basically it is not actually there, but you project the imaginary image onto the spot it is on using your imagination as a imaginary apparition, on the actual page itself, in cases that you imagine something already on the page as something different then what it really is, that change itself is considered a token because it is a imagined.

The difference is, it is considered a part of the element that the change toke place and applied to where it toke place, if a change (as a token) is taken to another page, it is applied to the element that matches (or matches most) the element it was taken from and applied in the same place.

When you leave a page normally, all tokens are removed from that page upon your departure (except any tokens taken to the same page your going to, as is), your token is taken with you to the spot on that new page, with that being known, for now you can imagine your token as a ball or circle for now where it was placed.

Now, if there is another spot that is not a dotted spot right next to the spot a token is on (where they are sharing a line/wall), that token can move onto that spot, however, it can only do this once per second that you think have passed, now if there is a element that a token is allowed to move into/onto that is in a "Illegal zone" (which means it is not within a spot or on a spot that token cannot move onto), and it is right next to the spot that token is on of a cardinal direction (just North, South, East, and West only) in either case.

That token is allowed to do so, however, that action is not done, instead consider it moving onto that element. If you find a spotted box within a spot with some words in it, that box is that's spot's "Spot Commentary", a spot commentary just describes what is going on and what the elements of that spot are trying to convey in a story narrative, it should only be read after the elements of that spot are played out.

Character Play This stamp on the left tells that you play as a character in this game, this is done using your token.

When you start the game, after creating the token you control, form (or reform) your token as your character (Playing as pair, more about this later), when told to form your token, forget it's current appearance and find a "Person Card" around you, if you cannot find one, then go to the table of contents (page 3) and look though pages of and in between those labeled as "Character Index", and select a person card you like instead.

After that is sorted out, a person card being composed of 12 little boxes and a large one, check the front side of that person card, there is a bar at the bottom, check it to see if it is the front side of it, create a form for your token you control using the little squares with pictures in that person card side.

To create a "form", study (Stare and memorize) all the pictures (or animations) in all little squares of that person card side and input those pictures into your imagination (you can paraphrase those memories if easier), group those pictures from those squares together into a group called a "Form"
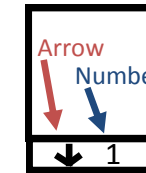
At the time of imputing each picture, classify it's purpose using the arrow and number under that picture (for each square), these pictures are purposed as the appearance for the token being formed, so the arrow classifies that picture as it will only be used when that token is in the direction of what that arrow is pointing to and the number classifies that picture as one of the pictures in the order for that direction.

Now, finish up that form, by labeling that form as the person card side that form's pictures was group in from, this completes that form's creation, now, associate that form with that name then pair that form with the token that is being formed. Now if told to use Polymer Card with that form your token, do not find a person card but instead find and select a polymer card (sometimes amongst the person cards) with a small stamp on the upper right corner in it's biggest box that is the same as the stamp on the person card of the form you are currently using's backside, of the same position.

If you form your token as pair when using a form from a polymer card, find and select the person card with a small stamp it's backside in the upper right corner in the biggest box that is the same as the stamp on the polymer card of the form you are currently using, of the same position. Normally you play as pair, when you play as pair, form your token as 2 characters by doing this form process twice, first normally, second do not forget it's current appearance and use the back side of the same person card as the 1st , now, instead of having 2 forms combine the 2 forms gained into 1.
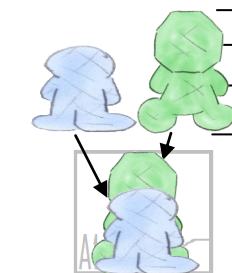
You do this by altering the front form to mix in the pictures in the back form then you remove the back form and just have a front form, the pictures are mixed by placing (attaching) a picture from the backside form onto (overlaying) a picture of the front side form that is classified the same as that backside form picture.

Half the size of the front side picture and declaring that fusion a single picture belonging to that front form instead of the original picture, do this for every picture in the forms, then remove the back side form . If told to forget the token's current appearance, it means to also remove the form that the token was using as the appearance.

With a understanding how tokens are formed, the real way you envision your token is as a character, that is to use it's paired form projected on the playfield and that projection is the token itself, you will be thought how to do just this now.
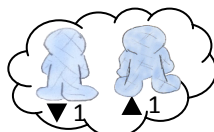
So you envision the your token as the picture that is classified as the direction the token is in and order number pertaining to the action that the token is doing at the time, you envision the picture of the token as large as the spot (square) the token is occupying at the time, when a token is placed on a spot when you start the game, it starts in down direction.

Token is still in down direction

If you forget some or all of the pictures that make up a form, you can return to the page where you got the pictures for that form and refresh the memories from there when needed. A token's appearance changes when it moves, this gives life to the token as if it is that character moving through that environment. See below...
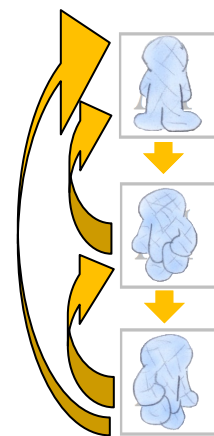
Envision the token as the picture 1 of that direction it is in of it's form as the main appearance if the token is not moving (or stopped).

When the token moves 1 spot or you change playfield pages from not moving, you do the 1st step movement by first envisioning the token as picture 2 of the direction it is moving in of that form, then if you are moving spots, imagine the picture (token itself) sliding into the next spot after to complete the change.

When the token moves 1 spot or changes playfield pages from the 1st step movement, you do the 2nd step movement by first envisioning the token as picture 3 of the direction it is in and form it is using, then if you are moving spots, imagine it sliding into the next spot after. When the token moves 1 spot or changes playfield pages from the 3rd step movement, redo the 2nd step movement again in a loop.

On the right you see what are called "Perspective Arrows", when you move onto a step (of it's arrow, you will learn of the "Step" when appropriate) that has a "Perspective Arrow" in that step, take note that you will be changing the direction of your token to the direction that perspective arrow's apex (because it is really a triangle) is pointing to, then go to the destination of what that step takes you to, when you get there.

Then at that moment you actually change your token's direction to that of the direction that perspective arrow's apex is pointing in immediately.

In this game you can interact with stuff, much like life, you do it with your hands, well in this game it will be you literally envisioning your token as a character doing said action (by your own creativity), now at anytime of the game when envisioning your character (your token), you can imagine your character's hands open, if you do, mark yourself with the letter "A".

Now what does that mean? Well you can be marked by a certain letter, when you are told you are marked with letter, that letter is added into your imagination as proof you are marked with that letter, If you are told you are unmarked from a letter, remove that letter from your imagination as proof that you are no longer marked with that letter.

As long as you are marked with "A" you must imagine your character's hands are open, at anytime when marked with "A", you can unmarked yourself from "A", when you are unmarked from "A" imagine closing your character's hands, and your character's hand go back to being envisioned closed.

- -

You can imagine thrusting your arm forward, if you do and your token is playing as pair, you are marked by "B", if not playing as pair, you are marked by "C" instead, as long as you are marked by "B" (or "C") you must imagine your arms pulled forward from your body, at anytime when marked by "B" (or "C"), you can unmark yourself from "B" (or "C"), if you are unmarked by "B" (or "C") imagine pulling back your arms to your body.

- -

This is a condition stamp, when you move onto the spot of this stamp when you are marked with a letter that is the same as the (or one of the) letter (s) in this stamp, that stamp is considered "On" as long as you are marked with that letter, if the letter is red in the condition stamp, it functions the same, but you are unmarked from that red letter and that stamp is considered "On" for only a moment (1 sec). All condition stamps in the same spot of a element that is not a condition stamp, are known as the condition stamps of that element (or elements if multiple).

When you are marked with a Blue letter, you are "Fade Marked" with that letter, when you are fade marked with a letter, add the Blue number within the same spot as that Blue letter into your imagination and attach it to the fade mark of that Blue letter, reduce this number by 1 per second you have think passed, when it becomes 0, you are unmarked from that letter and remove it's attached number with it.

When you are marked with a Green letter, you are "Wash Marked" with that letter, when you are wash marked with a letter, it means you have a choice to unmark yourself from it, you are allow to unmark yourself from any Wash Marks at any time you are envisioning your character (token).

For fun, using the spot commentary describing what the stamps/elements on that spot are doing, fallow along, actually imagining what the marks, elements and stamps are doing based on that commentary.

In this game your actions and people around you are effected by a set of numbers which are called your "Opinion" your opinion is actually 3 numbers in your imagination, called "Empathy", "Discipline", and "Psyche" (if you do not have them, create 3 numbers set at 1, name one "Empathy", name another "Discipline" and, name the last "Psyche").

You have a companion in this game who is also effected by your "Opinion", you can tend to your companion in the "Soul Garden", by using the "Soul Garden Box" which the blue bar southwest is a example of.

> Soul Garden: Pg: 888
> "Abandoned Skyscraper"

When you want to go to the soul garden, first remember the page number and spot you are on you are on before using soul garden box (see example on left) as the "return page" and go to the page with a page number that is the same as the number listed after "Pg" in the soul garden box (see example on the left).

There, you are moved to spot "B", a soul garden is a ordinary playfield but with the soul garden box changed to "In The Soul Garden", while in a soul garden page, you can return to the page and spot of the remembered return page, if you do, forget that return page number and spot letter after you are on the page and spot of that return page number and spot.

This is a Motive, every time a all elements are played out on the same spot as this (these) and finished with their job, adjust one of your opinion (numbers), depending on the color of the number in this object, if the number is purple, adjust the Discipline number, if yellow, adjust the Psyche number, or if orange, adjust the Empathy number.

+1
+2
+3

The opinion number is adjusted based on either the 2 signs (a plus +, or minus -) present with that colored number on this object, if the sign is a plus (+), then increase that opinion number by an amount equal to the colored number after the plus (+), if the sign is a minus (-), then reduce that opinion number by an amount equal to the colored number after the minus (-).

Another thing in this game affected by your opinion is the dialog, you will come to find dialog when you are told to look for a message, and it is pertaining to a "M Number" (which is just a number with the letter M in front of it), when that happens, then take the message (the pertained M number), and go to page 3, then at the table of contents, look though the pages labeled as (and in-between) Dialog Glossary.

Amongst those pages, look amongst "Message Boxes" (which you will learn when appropriate) with a Message (M number) in the upper left corner of it that match your taken message and find one that you can use (Amongst those), if you cannot use any or you are done reading the message box and not taken somewhere else, return to the page of the taken message that toke you to that page.

Bookmarking

You will learn how to bookmark for this game, it is the same as normal bookmarking, but you need to also write down what you did in this game on the bookmark itself, so first upon your bookmark's creation, write the taken bookmark key from this game on the top part of the bookmark then cut it off from the rest of the bookmark with a dotted line.

Now write small notes about everything you did during your play session at the time you are "book marking" on the rest of the bookmark as well as it's backside, the side with the written bookmark key is the front side, it is recommend that the notes are phrases which are around 3 words long so you can fit as much as you can.

- - -

When you want to change or read a currently existing bookmark, first compare bookmark keys by comparing the taken bookmark key with the one written on top of the bookmark of it's front side, if it is a match, that book mark can be used for changing or reading, if not, then attempt to use another or do not use a bookmark.

When you want to change a currently existing bookmark, after checking that it can be used, just erase notes that do not match your situation at the time of "Bookmarking" and add notes that do not already exist on that bookmark that match your situation at the time of "Bookmarking".

- - -

When you want to read from a currently existing bookmark and continue where you last left off, after checking that it can be used, just remember what your notes meant and form your situation from all the notes you wrote on both the front and back sides of that bookmark

Remember to use the person card (or polymer card) you were using from last time you continued , this should be considered when writing down the notes (like person card references). Please return back to the page (and position) that toke you here when done with this page.

Welcome to character creation, use a traced Person Card, and you draw your character on the biggest box of it, first off to continue, you need to able to color in your drawing or you cannot create a character, so draw anyway you like as long as the character is a child and human, make sure that he/she is wearing this outfit...

If your character is a boy, slip this uniform and pants onto him.

If your character is a girl, slip this pretty dress onto her.

Side view

Side view

Front

Pants Side view

Back

Front   Back

Pants Back
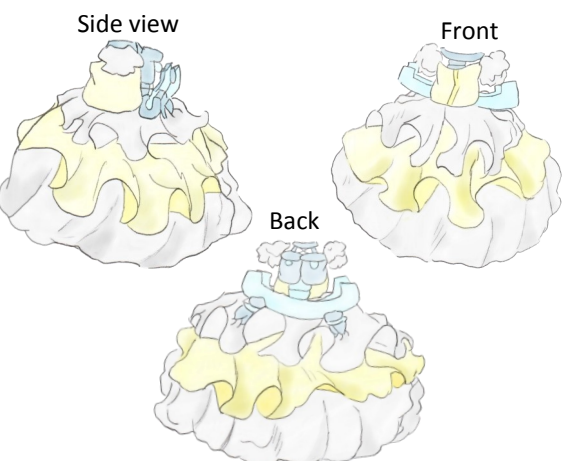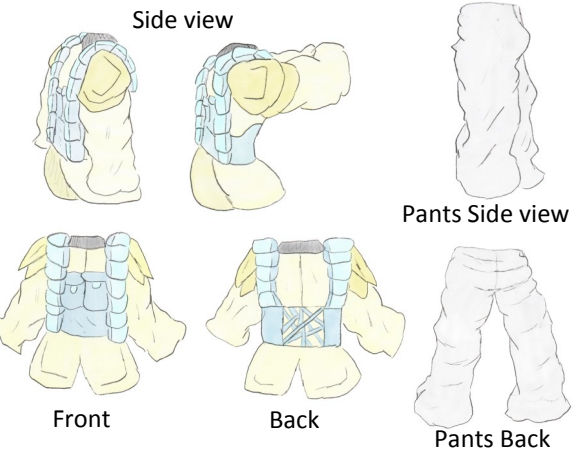
With that being done, make sure the pants are under the uniform, now slip these gloves and boots below onto your character next, for the uniform cuff the pants and sleeves, for the dress you may not need to draw the boots as they hide under the poofy dress just fine.

Boots Front   Boots Back   Boots Side   Gloves Front   Gloves Right Side   Gloves Back   Gloves Left Side

Your character does not have to be thin, he/she can be fatter, here are some templates to help out drawing your character bigger, once your character is drawn, you can leave this page back to the page that toke you here

Chubby Boy   Fat Boy

Chubby Girl   Fat Girl

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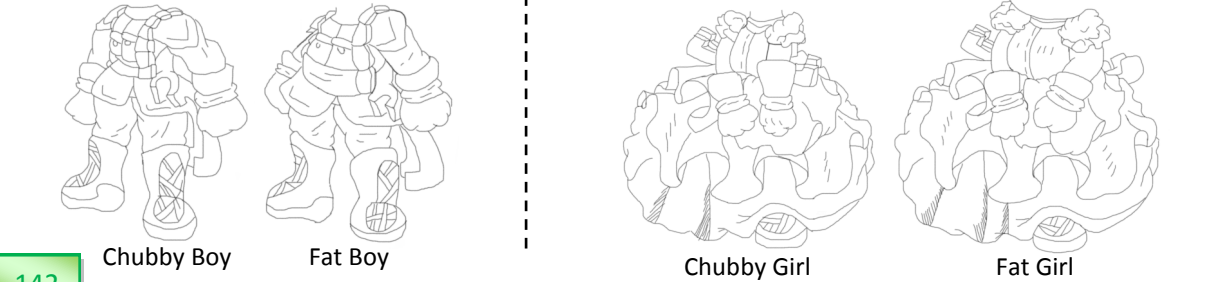Welcome to pet creation, use a traced Person Card with a character on it already and trace the what is already on the front side onto a it's backside but without the character pictures and the arrows and numbers lined up like the front side, also change the label on the bottommost bar of it to "Person Card Back Side".

If the back side (the side with the bottom bar that says "Person Card Back Side") already is traced and has character drawn on it, erase all the character images on it and the little stamp on the upper right corner of the big box first, now you draw your pet character on the biggest box of the backside of the person card, first off to continue.

You need to able to color in your drawing or you cannot create a pet (and character with it), so draw any animal that is of the name that is your "Pet", as long as it is in this style, use either of these bases below...
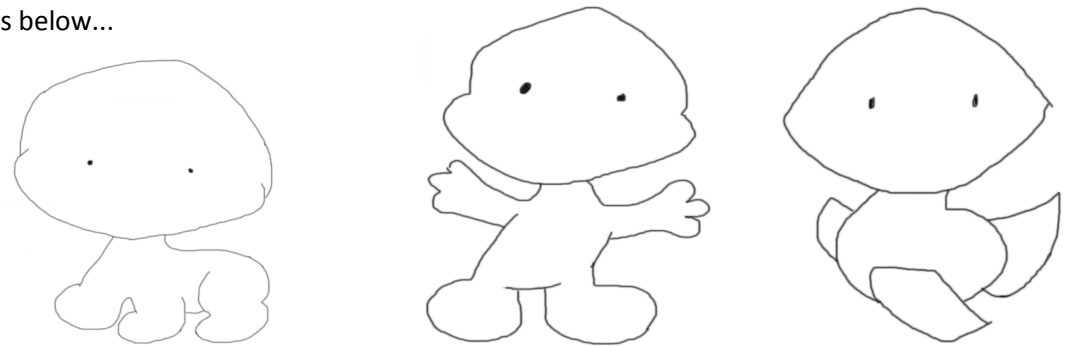
Use this if you animal is Quadruped.   Use this if you animal is Biped.   Use this if you animal is Aquatic.

Once traced or copied, choose a pair of eyes that you believe that will go with the animal type of your "Pet" and copy/ trace them in the middle of the head of the drawn or copied picture, where the little two dots would be, here are the two eye choices below....

Round Eyes Pair   Almond Eyes Pair

Aquarium like hamster ball

Once that has been done, add features/characteristics that belong to the animal type which is of your "Pet", you can color your pet character anyway you like, draw aquatic animals encased in a hamster ball (that behaves like his/her aquarium).

Once your character is drawn, draw a small stamp on the upper right corner of the big box where you just drew that character, you can leave this page back to the page that toke you here.

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Welcome to polymer form creation, use a traced Polymer Card, and you draw your character on the biggest box of it, first off to continue, you need to able to color in your drawing or you cannot create a polymer form (character and pet), take the traced person card you were using and draw the character in the biggest box on the front side of that card, but draw him/her as a adult.

that is not all, combine features of the animal character on biggest box in the backside of that same card, finally alter the outfit of that newly drawn polymer form by changing the gloves into these gauntlets and if your character has the uniform, add these kneepads onto the pants, below..

Gauntlets

Kneepads

Front   Back   Side   Front   Side   Back

Now you combine in the animal features by first taking the skin (or fur) of the character that is the animal and apply it to the polymer form you are drawing as his/her skin, keep the face the same as human character's face, except the nose and skin (fur) is changed to the nose and patterns of the animal character, here are some tips below, keep in mind that If the animal character had a feature not explained here, then you can add that feature, using your best judgment to find a place to put it on your polymer form, continue below...

Tails (rear fins/feather) are added near the butt of your polymer form, sticking out in a lot of cases.

Body parts that exist in place of limbs of the animal character like fins, feathers (main wings), extra arms, tentacles, are added in conjunction of the human-like arms, either on the supporting side of the forearms. (left side for the left arm, right side for the right arm) or the back of the upper arms, have them stick out of the clothing.

For back parts, like shells, extra wings (on the back, like a angel), and some tentacles, they would in the place as if the character was wearing a backpack.

And for head gear, like antennas, horns, and ears, they of course go onto the head in the same place as they were on the animal character.

You can fuse the hairstyle into polymer's head, if you want it like this, erase all the hair lines around the face and draw the head up to the cheeks, once your character is drawn, draw the same small stamp on the upper right corner of the big box of the animal character that polymer form was created from onto the same position of that form's card, you can leave this page back to the page that toke you here.

This page is blank on purpose, ignore this page.