

Checkpoint 17.

Exterior, dream world.

There ' s unusually dark in dream world. The scenery is of gray and black colours. There can be faded bestial sounds heard in the background.

Once the player moves, a blue stone pathway lights up in front of him, and leads into the darkness. The player is instructed to follow it, so they advance.

The blue pathway leads up to a totem pole. There are 4 animals depicted (they look like totem pole animal faces so they are hard to recognize). The animals are, from the bottom to the top, as follows: Bear, Snake, Crow, Cougar.

An arrow pops up and points on the totem pole. The player approaches it. As they get close, a cutscene is triggered.

Little Leaf looks up at the totem pole confused (Blackfoot tribe does not carve totem poles, so Little Leaf has no knowledge of such a thing). The camera shows empty circles in the place of Cougar ' s eyes – its eyes are missing!

Then suddenly a raven caw is heard. Little Leaf glances up at the totem pole again, but now fixes his gaze on the raven carving. On its right wing there is a black old raven sitting!

An arrow points on the black old raven. As the player clicks it, the dialogue pops up:

Raven: Hello, Little Leaf.

Little Leaf: How do you know my name?

Raven: I have lived long, my friend, and have seen many of your family come through our forest. Your name was never unknown to me.

Little Leaf: Why did you lead me here?

Raven: I know what you came for and I will help you find it. A great deal of patience and courage will be needed from you.

Little Leaf: How do you know what I am looking?

Raven: You ask many questions, young Little Leaf. You shall find the answers yourself if you are patient and brave enough. But for now, hear my word – find my brother. A bird who is blackened like me, and whose intuition equals my knowledge. Tell him the Raven sent you, and he shall give you more guidance. Seek him in the darkest corners of the forest. You shall not miss him. He is very noisy, unlike me.

The Raven spreads his wings and flies away, disappearing in darkness.

The player is standing at the totem pole. Suddenly he hears various sounds coming from different directions – the caw of a crow coming from the left, and the growl of a bear – from the right.

The left direction is the truthful one – the crow is the player ' s next target.

If the player goes to the right, they shall see a Bear in its den. The Bear ' s eyes are shimmering red, and it growls as an evil spirit. Once it sees Little Leaf, it charges on!

The player is instructed to fight the Bear. Little Leaf fights it with his axe. Once the player lands a scratch, the Bear runs away, growling.

INSTRUCTION: *This place seems full of evil spirits ... Something ' s not right here ... Better find the brother of the Wise Raven.*

The player can hear the caw of the crow again. They go to the direction of the crow's caw and the gameplay returns to its main point.

The player runs to the direction of the crow's caw and soon arrives at a giant hollow tree. Here he sees a big branch, where there is a black crow sitting and cawing. It has red eyes too! The growl of the Bear is heard again from afar.

INSTRUCTION: *You need to save the crow! Prepare the **Purification Potion!***

Little Leaf retells the recipe of required ingredients out loud. Then the player goes to look for them in the forest. The ingredients are highlighted and are easy to spot once approached. The player is instructed to pick them up.

Once all the ingredients are gathered, the player is instructed to concoct the potion. They are taught how to do it, and after a successful attempt, the potion is ready in a small bowl. A cutscene is triggered.

Little Leaf puts the bowl full of potion under the hollow tree where the Crow is sitting and cawing. Once it feels the fragrant smell of the potion, the Crow flies down and carefully approaches the potion, digging his beak into it and sipping a little. Its eyes turn back to normal.

The Crow speaks:

Crow: (to Little Leaf) You saved me, young human, So I shall repay you. I feel you are sent by my brother, the Wise Raven whose knowledge equals my great intuition. I shall bestow upon you my gift. With my gift of intuition and spirituality, you shall attain the bond with this forest which was burned by humans like you, and corrupted. Once you understand our pain, you shall be able to find your answers, because I feel, young human, that the evil spirit which put malice upon your tribe, must come from our forest. My intuition never lies. And as your enemy spirit comes from this forest, it is a responsibility of all of us to stop him.

The Crow gives his spiritual power to Little Leaf. Instantly, the forest illuminates, and some light sheds around, showing that all the trees in the forest are hollow, leafless, and dried. Rivers are filled with black, dirty water. Faded mourning sounds can be heard from the background.

Checkpoint 18.

Exterior, dream world. Dead Forest. Dark.