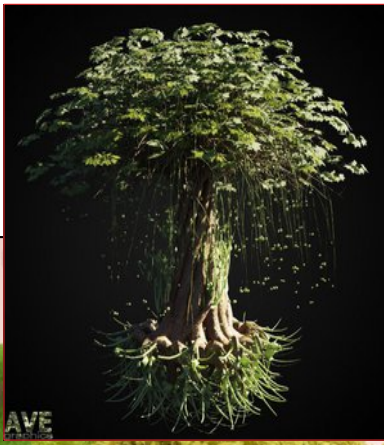# Forest Ruins
Level presentation

Player begins the level by walking out of the ancient cave. In front of him stretches a valley, where they see the river, the Ancient Great Tree, which was written about in the legends, and the ruins of an ancient temple, which is almost hidden under the green carpet of nature.

From the starting point, the player sees the Ancient Tree, which looks like the tree from the movie Avatar. It is monumental and beautiful.

Once the Player comes down the mountain, two paths open up for him. One seems easier than the other, but this impression is deceptive. The one that seems more difficult will bring the Player more experience and rewards, which will help him to pass the level and to fight the final boss. The path that seems easier may turn out to be more difficult because of the lack of rewards, because it will be harder to fight the enemy.

The path that seems harder.

Here the player meets a heavily armored enemy (Heavy Melee Type) supported by two archers (Range Type). Since the player does not yet have a bow, he has two ways to win this battle, either to attack the heavy enemy and use all his skill to win, or to bypass the Heavy Melee Type from the left and attack the Range Type. By killing the Range Type, it will be much easier for the Player to kill the Heavy Melee Type.
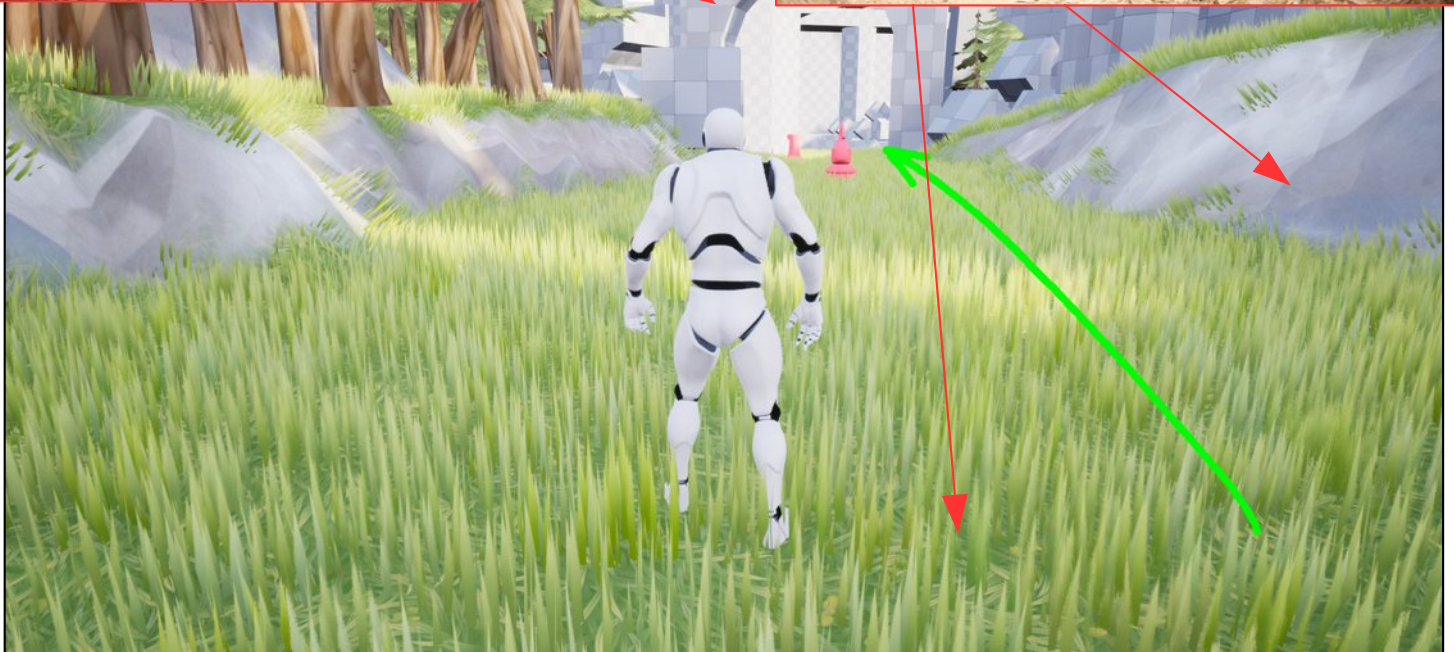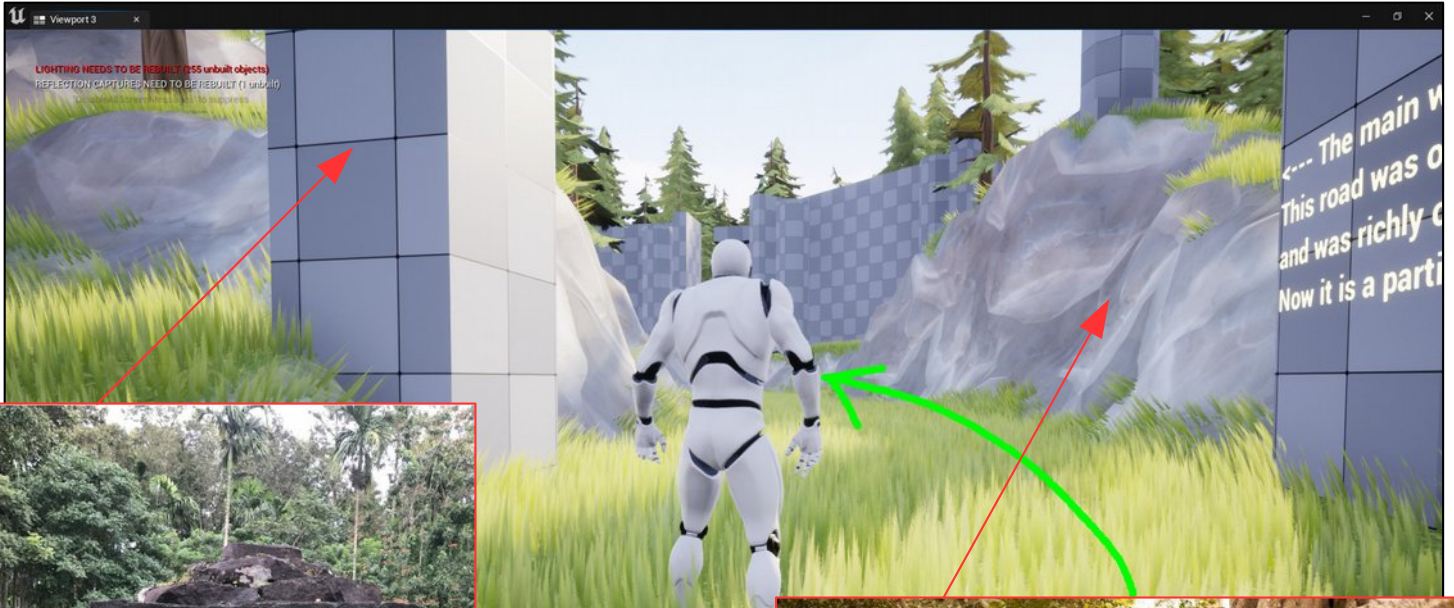
Going further, the Player comes to a small crossroads. Here the ruins of an ancient altar and the Heavy Melee Type are waiting for Players who like to explore. Next to it is a chest with an additional reward, which will make it easier for the Player to go further.

After defeating the Heavy Melee Type near the Altar, the Player comes to the ruins of the bridge, where he meets a group of Quadruped, they are easy enough for the Player, but because they attack in groups, it will be hard work. After that, the Player must jump onto the platform and not fall off it, because falling into the water will be fatal for the Player. The armor and heavy weapons do not allow the Player to swim.

After crossing the river on the platform, the Player enters an ancient long abandoned and overgrown road, which leads to the Ancient Temple. It used to be a big road, but now it's just an overgrown ruins.

The road leads the Player to the Ancient Temple where the Great Tree used to be worshipped, but that was many thousands of years ago and is now an ancient overgrown ruin.
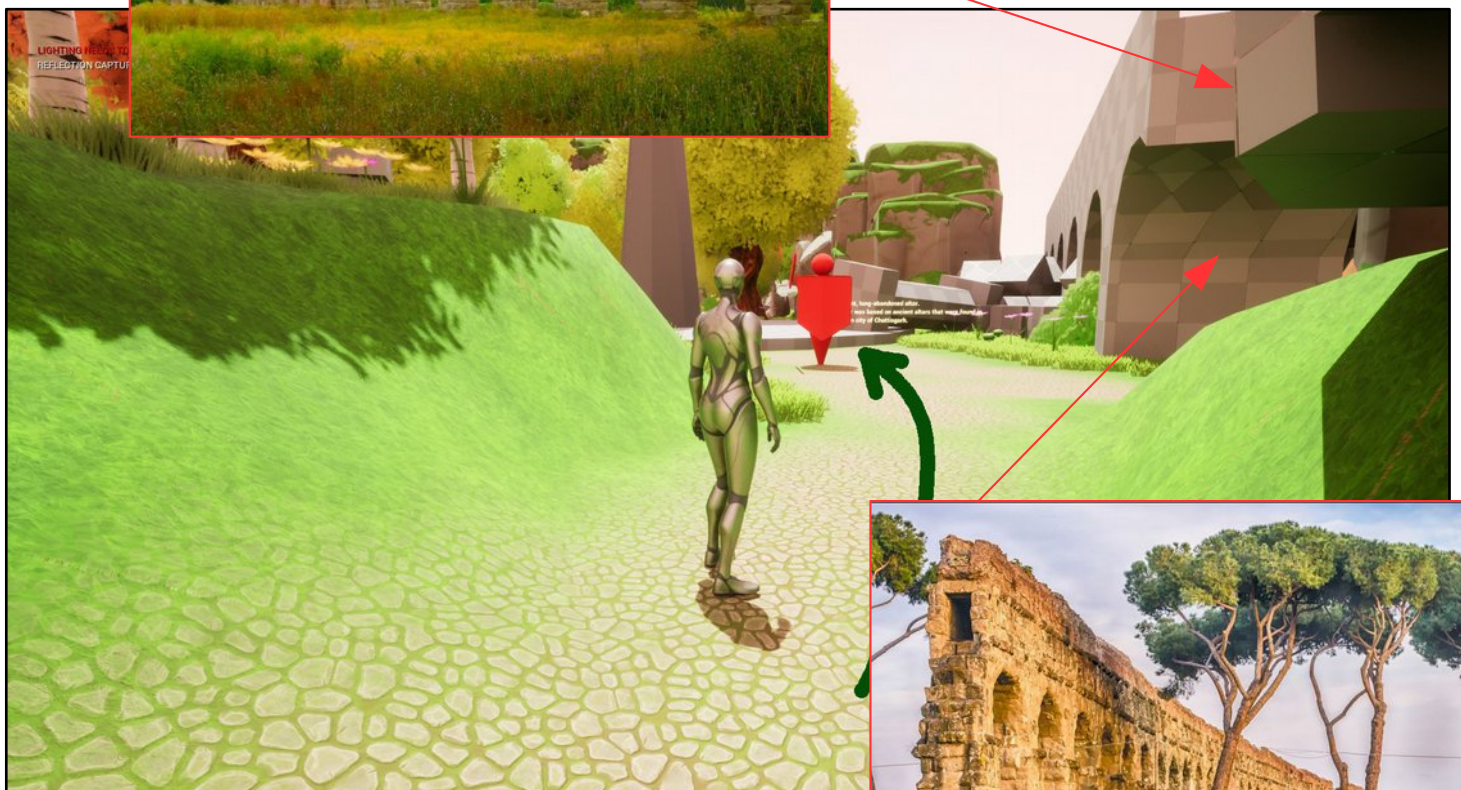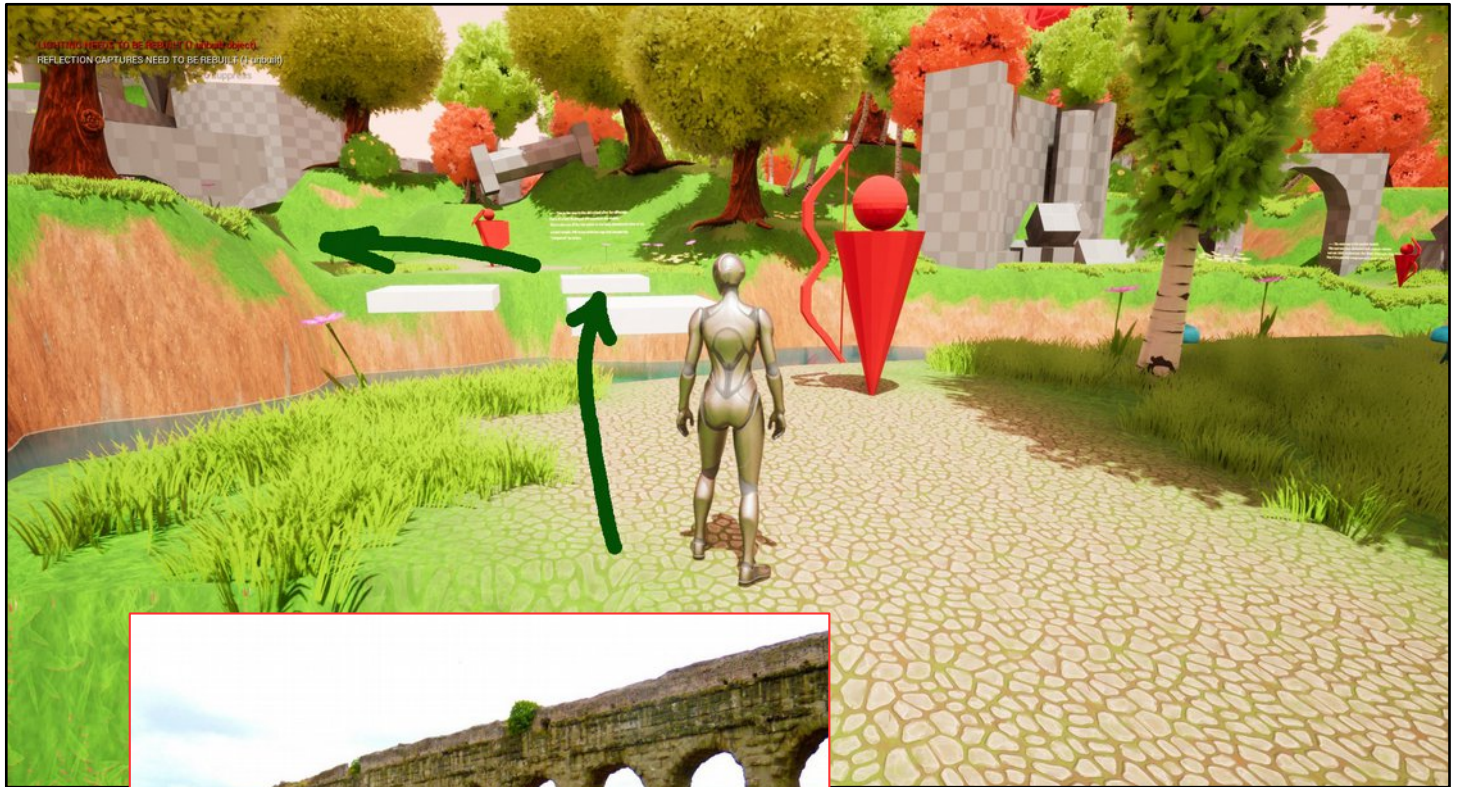

The path that seems easier.

The path that seems easier because it does not have as many Heavy Melee Types, but this impression can be delusive. In the beginning, the player will be required to be adept at jumping on platforms in order not to fall into the water. Later on, this path will contain fewer rewards, which may make it more difficult to complete the level later on.

After walking along the road, the Player comes to the Ancient Altar, where offerings were made to Nature and the Ancient Tree.
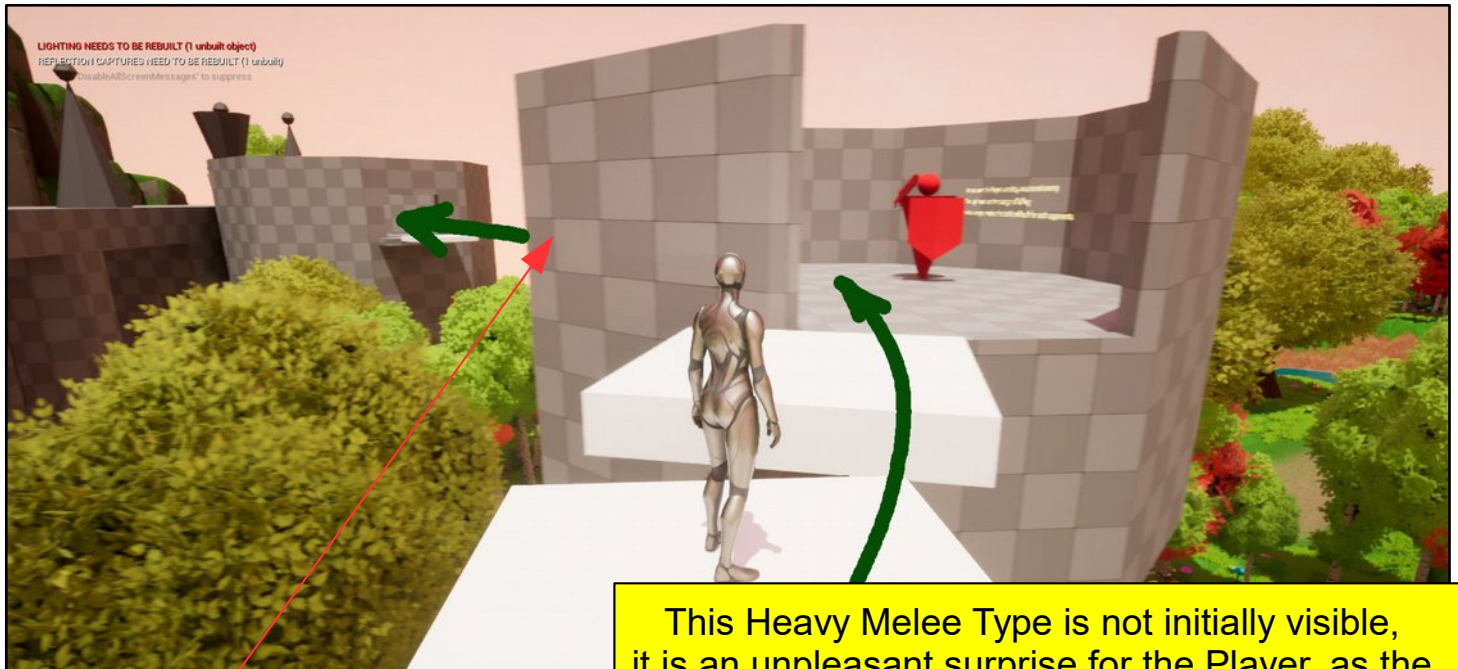The Player can also find another chest here, which will make it easier to pass the level.

This path is also the second road to the ruins of the Ancient Temple.

The once magnificent Ancient Temple now lies in ruins and Nature completely conquers it. Only the remnants of the old Towers remain of its ancient splendor.
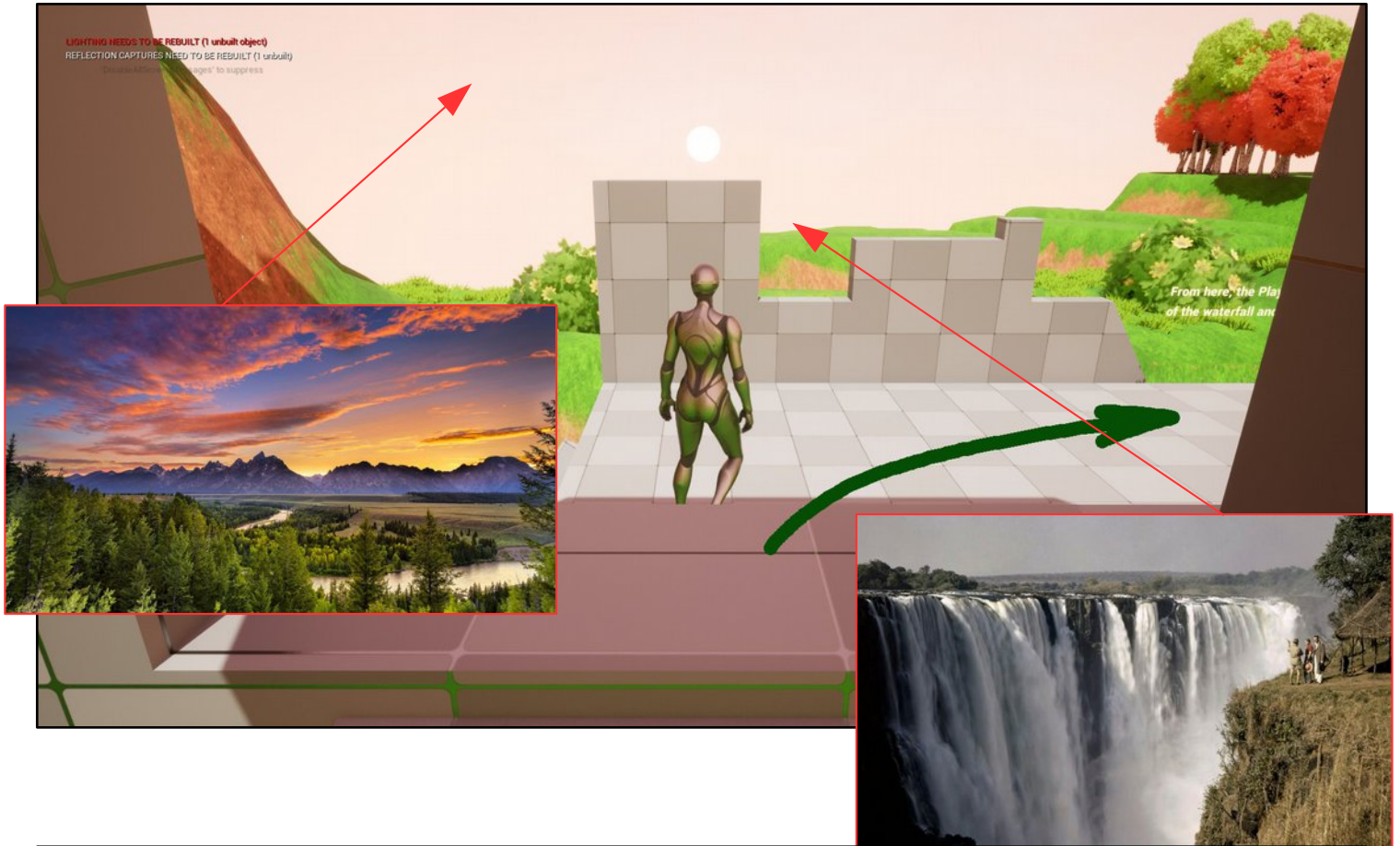Everything is overgrown and gradually falling apart.

This Heavy Melee Type is not initially visible,
it is an unpleasant surprise for the Player, as the
Player will have to fight it in a narrow space
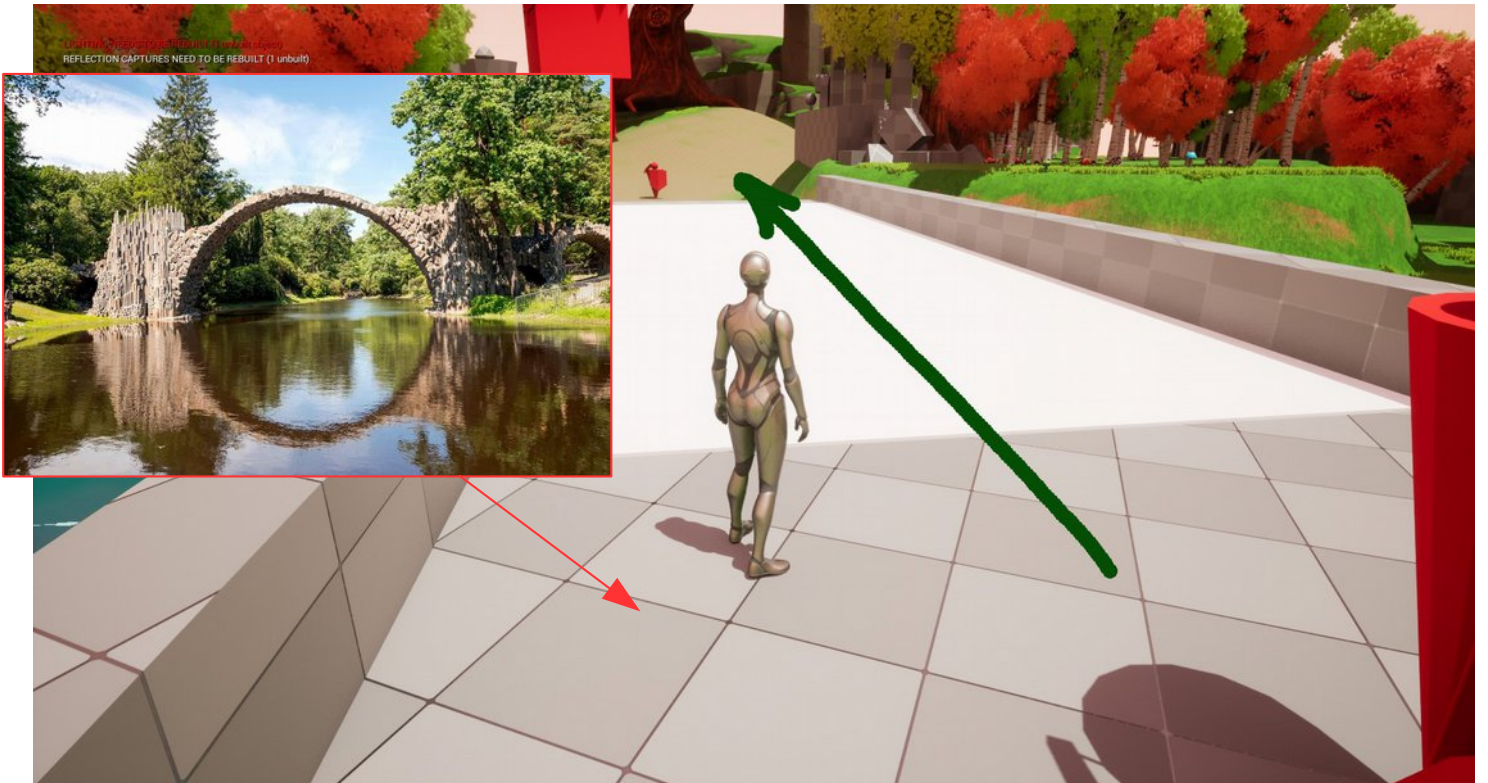and with the threat of falling down.

The Player must climb one of the towers and, with the help of moving platforms, climb over the ruins to another tower. The player has to make an effort and be quite dexterous - falling from a height would be fatal for him.

Here the Player sees a beautiful vista that opens at the edge of the waterfall.

After leaving the last tower, the player descends into a small meadow that leads to a dilapidated old bridge.

After leaving the last tower, the player descends into a small meadow that leads to a dilapidated old bridge.

The Old Bridge is a trap. When the player steps on about the first third of the bridge, parts of the bridge begin to fall. The player must either jump cleverly or run very fast to overcome the trap.

After crossing the bridge, the Player comes to the final part of the level and the battle with the final boss (Epic).

The arena with the final boss. --->
It seems to be an Ancient Square for
An ancient civilization apparently worshipped
the Spirits of Nature, and this Square was
once the Center of Worship

It is a huge square in size, at the far end of which grows a huge Ancient Tree. Apparently, it was once a sacred place for Ancient Civilization. Various statues and majestic altars can be seen all around.

This is where the Player will have to fight the boss of this Epic level. Defeating him completes the mission.