

P01 Welcome, Warden

00:00–00:20



LIVE GAME REFERENCE • storyboard action appears below

LEARNING OBJECTIVE

Orient without spoilers

ENGLISH VOICEOVER

Welcome to Cipherfell. You are the Warden of the Seal. Your job is to investigate before you trust. This guide shows the controls, the evidence loop, and optional dungeon combat. You do not need to finish every activity at once.

SCREEN TEXT / EDITORIAL OVERLAY

Your first investigation

A / ESTABLISH

0–5s: illustrated title, slow push-in.

B / DEMONSTRATE

5–13s: cut to the real village and Warden.

C / CHECK

13–20s: reveal Explore → Compare → Decide.

PAUSE / CHECK

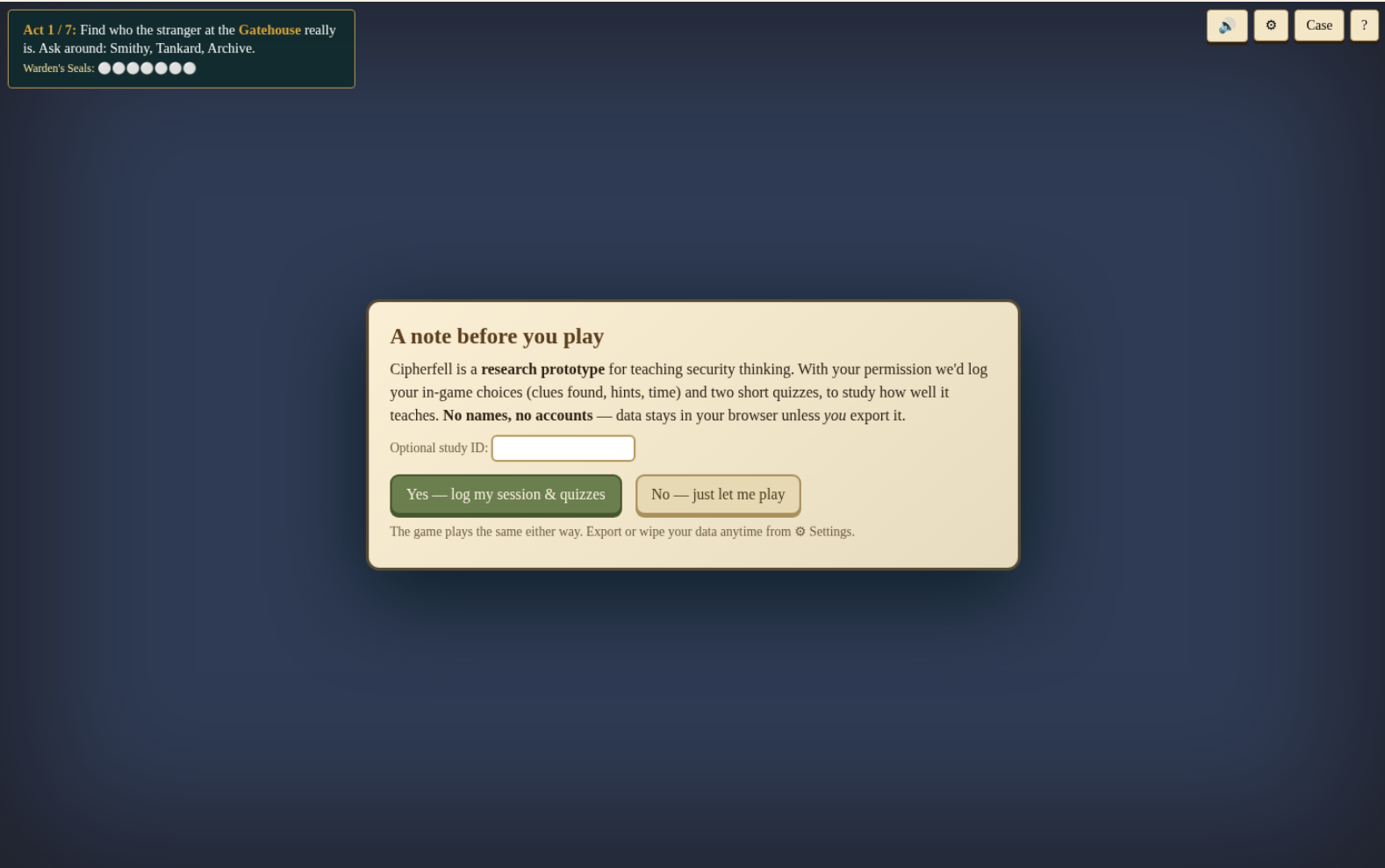
Can you describe your role in one sentence?

PRODUCTION ROUTE: Higgsfield opening + real capture

Generate only a 5-second atmospheric opening from the original key art. Keep the village design and warm palette. Add the title in editing; never generate text.

P02 Start on your terms

00:20–00:40



LIVE GAME REFERENCE • storyboard action appears below

LEARNING OBJECTIVE

Separate gameplay from optional logging

ENGLISH VOICEOVER

Choose New Game for a fresh start, or Continue for a saved journey. The research prompt is optional. Choose No to play without session logging. Your progress saves in this browser, so return to the same browser and game address.

SCREEN TEXT / EDITORIAL OVERLAY

Play with or without logging

A / ESTABLISH

0–6s: title buttons.

B / DEMONSTRATE

6–14s: show both consent choices equally.

C / CHECK

14–20s: highlight same browser + same address.

PAUSE / CHECK

Which button lets you play without research logging?

PRODUCTION ROUTE: Real capture + editorial overlays

Record the title and consent screen. Do not click New Game in a personal save. Use a separate demo profile and no real participant ID.

P03 Move, then stop

00:40-01:00



LIVE GAME REFERENCE • storyboard action appears below

A / ESTABLISH

0-6s: keyboard diagram and short walk.

B / DEMONSTRATE

6-13s: stop at a doorway.

C / CHECK

13-20s: phone inset demonstrating drag and release.

PAUSE / CHECK

Pause and walk to a nearby doorway, then stop.

PRODUCTION ROUTE: Real capture

Record actual walking at normal speed. Keep pixel edges crisp. Show key presses as overlays and do not animate the character with a generative model.

LEARNING OBJECTIVE

Control movement before introducing objectives

ENGLISH VOICEOVER

Use W, A, S, D or the arrow keys to walk. On a phone, drag the touch joystick. Walk along the road, release the controls, and stop beside a doorway. You can take your time while learning the layout.

SCREEN TEXT / EDITORIAL OVERLAY

WASD / arrows • Touch joystick

P04 Read the objective; use the atlas

01:00-01:20



LIVE GAME REFERENCE • storyboard action appears below

A / ESTABLISH

0-5s: objective close-up.

B / DEMONSTRATE

5-13s: open atlas, select a building.

C / CHECK

13-20s: return to road and follow marker.

PAUSE / CHECK

What is the difference between the red dot and the gold marker?

PRODUCTION ROUTE: Real capture

Keep atlas labels unchanged. Use a visible cursor and one click at a time. Show Resume story guidance when clearing an optional target.

LEARNING OBJECTIVE

Navigate with visible goals

ENGLISH VOICEOVER

Read the objective at the top left. Press N or select the minimap to open the atlas. The red dot is you; the gold marker is your destination. Choose a location to track it, then walk there. Tracking does not teleport you.

SCREEN TEXT / EDITORIAL OVERLAY

N • Open map • Track a destination

P05 Talk and inspect

01:20-01:40



LIVE GAME REFERENCE • storyboard action appears below

A / ESTABLISH

0-7s: approach NPC.

B / DEMONSTRATE

7-14s: E overlay and dialogue opens.

C / CHECK

14-20s: inspect one clue, then close.

PAUSE / CHECK

What should you try if E does nothing?

PRODUCTION ROUTE: Real capture

Use a first-case NPC and retain exact dialogue. Avoid presenting the culprit or final correct answer. Clearly distinguish interaction from attack.

LEARNING OBJECTIVE

Recognize interaction range and E

ENGLISH VOICEOVER

Approach a person or doorway and press E, or use Talk on a touch screen. Read the conversation and inspect the available evidence. If nothing opens, move closer. In dungeons, keep E for interaction: Space or F is your attack.

SCREEN TEXT / EDITORIAL OVERLAY

E / Talk • Approach first

P06 Build an evidence trail

01:40–02:00



LIVE GAME REFERENCE • storyboard action appears below

LEARNING OBJECTIVE

Compare evidence rather than guess

ENGLISH VOICEOVER

A claim is not proof. Explore, collect clues, and return to the Case board. Compare what different sources tell you before making a decision. If the puzzle is locked, use the objective to find the evidence you still need. The guide will not reveal the answer.

SCREEN TEXT / EDITORIAL OVERLAY

Explore → Collect → Compare → Decide

A / ESTABLISH

0–6s: one evidence source.

B / DEMONSTRATE

6–13s: second source and Case board.

C / CHECK

13–20s: hold on an unsubmitted decision.

PAUSE / CHECK

Which independent source could check this claim?

PRODUCTION ROUTE: Real capture + callouts

Record the first-case board before submission. Highlight source labels rather than the solution. Leave all answer selections blank.

P07 Use help without losing the thread

02:00–02:20



LIVE GAME REFERENCE • storyboard action appears below

A / ESTABLISH

0–6s: Help opens.

B / DEMONSTRATE

6–12s: Replay tutorial spotlight.

C / CHECK

12–20s: a hint panel; pause before retry.

PAUSE / CHECK

Explain how a hint changed your next step.

PRODUCTION ROUTE: Real capture

Do not claim hints have no effect on every rating: story rating and optional Warden rewards differ. Demonstrate support without promising scoring behavior.

LEARNING OBJECTIVE

Recover from confusion productively

ENGLISH VOICEOVER

Open Help if you forget a control, and use Replay tutorial to see the guided introduction again. In a puzzle, read the feedback and request a hint when you need one. Before trying again, say what the new information changes about your reasoning.

SCREEN TEXT / EDITORIAL OVERLAY

Help • Replay tutorial • Read feedback

P08 Choose an optional expedition

02:20-02:40



LIVE GAME REFERENCE • storyboard action appears below

A / ESTABLISH

0-7s: three atlas locations.

B / DEMONSTRATE

7-13s: Archive expedition entry.

C / CHECK

13-20s: resident and entrance stair.

PAUSE / CHECK

Which entrance leads to the Sealed Vault?

PRODUCTION ROUTE: Real capture

Show only the chosen entrance interaction in full. The other two can be labeled map callouts. Do not imply that every building has a walkable interior.

LEARNING OBJECTIVE

Enter a dungeon without confusing it with the campaign

ENGLISH VOICEOVER

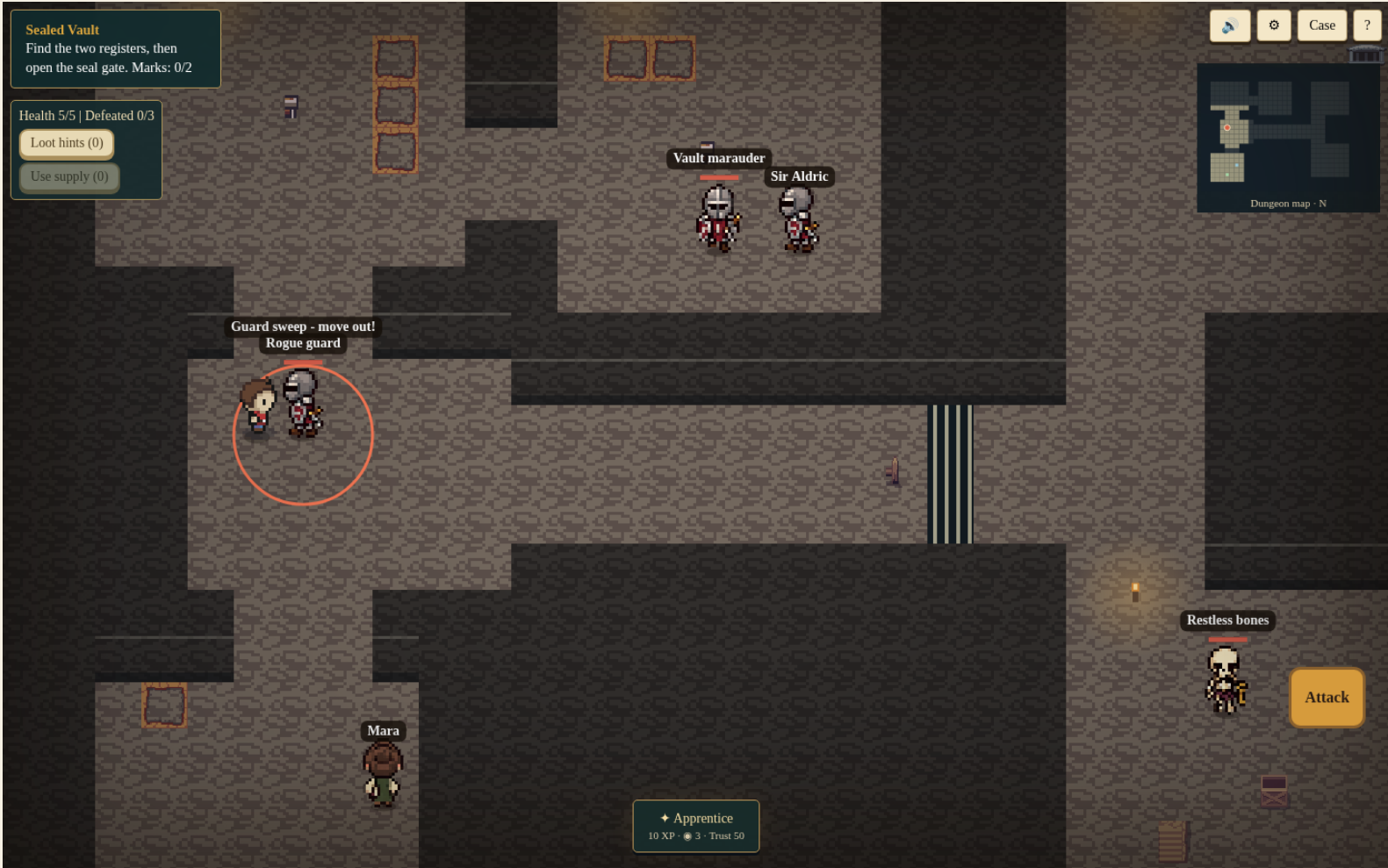
Dungeons are optional side trips. Enter the Sealed Vault through the Archive, the Flooded Mine through the Harvest Storehouse, or the Crypt through the Chapel. Read the expedition goal and speak with the resident near the entrance. Your main case remains available when you return.

SCREEN TEXT / EDITORIAL OVERLAY

Archive → Vault • Storehouse → Mine • Chapel → Crypt

P09 Dodge, then counterattack

02:40-03:00



LIVE GAME REFERENCE • storyboard action appears below

LEARNING OBJECTIVE

Understand danger radius and recovery

ENGLISH VOICEOVER

Face the enemy and press F or Space, or tap Attack. The red ring shows the danger area. Step outside it while the enemy prepares, then return during recovery. Repeated hits do not cancel a committed attack. Watch the health bar and leave room to retreat.

SCREEN TEXT / EDITORIAL OVERLAY

Move out → Wait → Counterattack

A / ESTABLISH

0-6s: enemy begins red warning.

B / DEMONSTRATE

6-12s: player leaves radius; attack misses.

C / CHECK

12-20s: return and strike during recovery.

PAUSE / CHECK

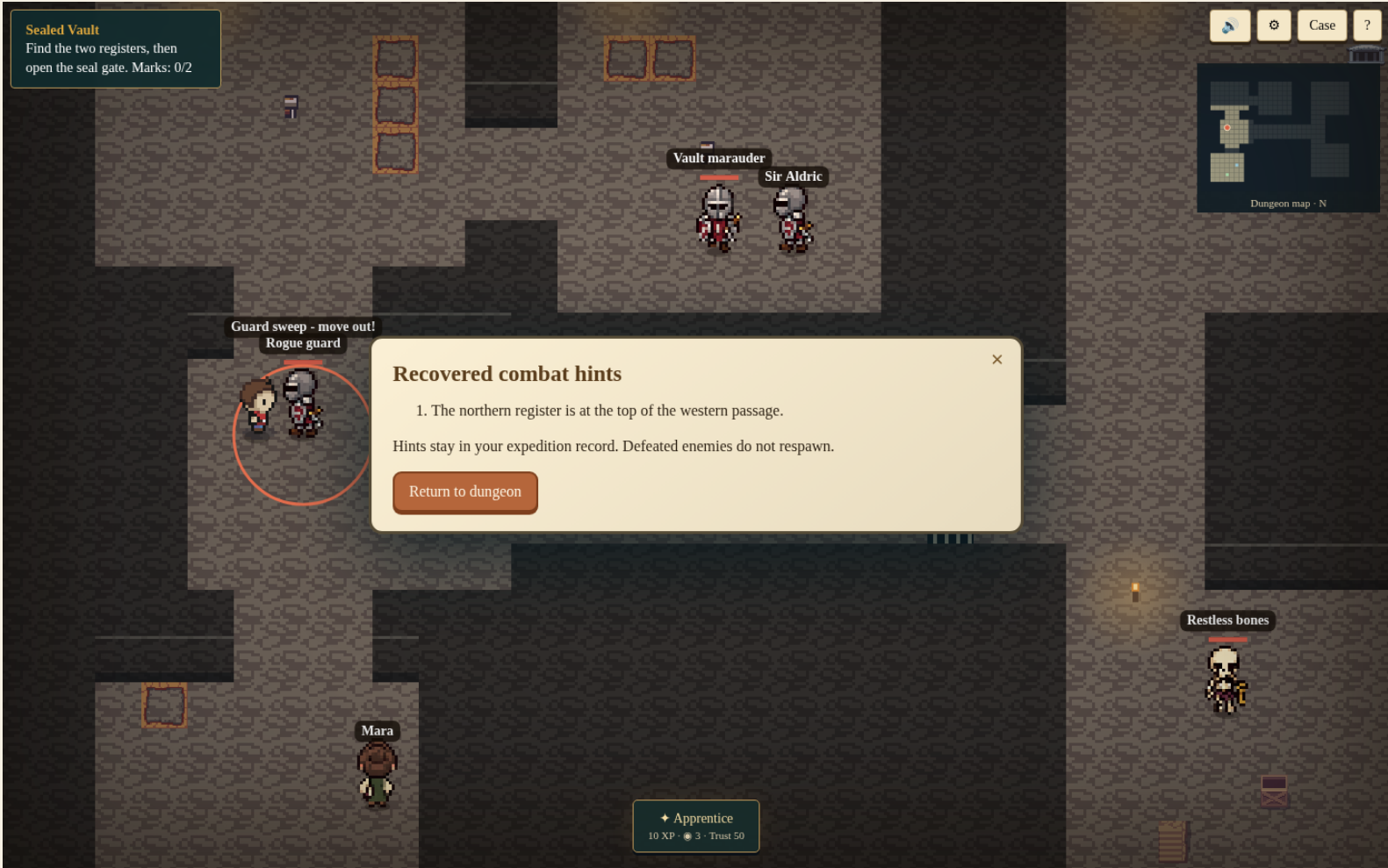
Pause: point to a safe place outside the red ring.

PRODUCTION ROUTE: Real capture; no synthetic combat

Capture a real successful dodge and counter at normal speed. Use one 1-second freeze to label the ring. Never invent attack outcomes or interpolate game states.

P10 Loot hints are a bonus

03:00–03:20



LIVE GAME REFERENCE • storyboard action appears below

A / ESTABLISH

0–7s: defeat and actual reward toast.

B / DEMONSTRATE

7–14s: open Loot hints.

C / CHECK

14–20s: show No hint this time as a separate labeled example.

PAUSE / CHECK

Does every defeated enemy guarantee a hint?

PRODUCTION ROUTE: Two real captures + labeled comparison

Use two separate recordings for drop/no-drop. Do not disguise them as one continuous encounter. Keep the four possible hint entries consistent with the live build.

LEARNING OBJECTIVE

Read rewards without relying on a guaranteed drop

ENGLISH VOICEOVER

Defeated enemies have a seventy-five percent chance to drop a hint. Open Loot hints to read what you found. Some victories give no hint, and defeated enemies stay defeated. Resident advice and town route notes provide other ways to get help, so a missed drop does not stop progress.

SCREEN TEXT / EDITORIAL OVERLAY

75% chance • Not guaranteed • Read Loot hints

P11 Prepare in the East Ward

03:20-03:40



LIVE GAME REFERENCE • storyboard action appears below

LEARNING OBJECTIVE

Connect town jobs with recovery

ENGLISH VOICEOVER

The East Ward has eight local jobs. Read the instructions and complete each task in order. Some jobs award a supply; others reveal a route note. Finish the inn's guest-ledger job to unlock rest. In a dungeon, Use supply restores two health and consumes one item.

SCREEN TEXT / EDITORIAL OVERLAY

Town jobs → Supplies, rest, route notes

A / ESTABLISH

0-6s: East Ward atlas.

B / DEMONSTRATE

6-13s: a job before its first choice.

C / CHECK

13-20s: Use supply lowers inventory and raises health.

PAUSE / CHECK

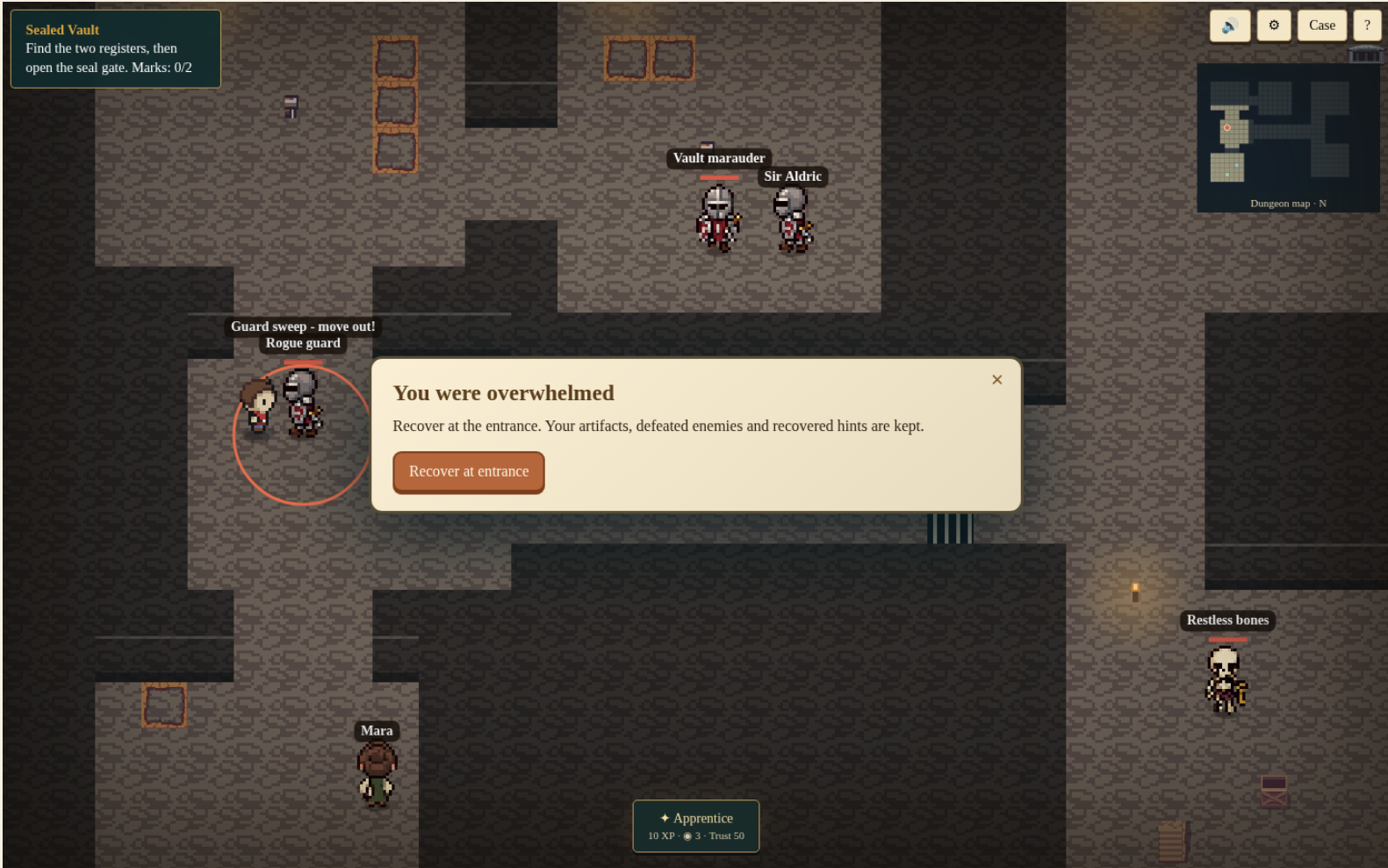
Where can you rest, and when can you use a supply?

PRODUCTION ROUTE: Real capture

Show one job without its full solution; demonstrate a supply separately. State one-time job rewards. Do not imply repeatable item farming or new building interiors.

P12 Recover, return, continue

03:40-04:00



LIVE GAME REFERENCE • storyboard action appears below

A / ESTABLISH

0-6s: recovery button.

B / DEMONSTRATE

6-12s: entrance stair and village return.

C / CHECK

12-20s: Continue button and final action card.

PAUSE / CHECK

Find one clue, name its source, and identify a way to check it.

PRODUCTION ROUTE: Real capture + final card

Capture recovery with a disposable demo save. Do not show Wipe my data as a normal exit. End on the playable URL and a clear pause-to-play instruction.

LEARNING OBJECTIVE

Leave the player ready for independent play

ENGLISH VOICEOVER

If your health reaches zero, recover at the entrance. Your discoveries, defeated enemies, and hints are kept. Use the dungeon map to return to the entrance stair, then interact to leave. Keep the same browser for your saved journey. Now find one clue and explain why you trust it.

SCREEN TEXT / EDITORIAL OVERLAY

Your turn: find one clue and justify it