

Monster Configuration Notes - English Translation (Cleaned)

This document is an English translation of the original planning notes for demo combat encounter compositions and cost estimates. Minor standardization of terms has been applied.

1. Objective

Starting from practical constraints, propose reference compositions (monster counts and types) for general combat events in the demo. Single-player assumptions are used for baseline quantity and composition. Because this is a demo, the first section of Area 1 will follow the confirmed tutorial approach: the very first experience in this area includes a small amount of tutorial content within the combat composition to guide the player.

Note: Specific monster stats are still under planning; this file captures the design rationale. Actual placement will be adjusted continuously based on final stats and combat needs.

2024-11-13 provisional ratio - HP to Cost: approximately 50 HP = 1 Cost.

2. Guard Hall - Initial Composition Ideas

Section S1 (Tutorial)

- room01 Id01 -> Doll Attendant - Boulder; Alchemist Grenadier (slow attack, simple behavior) - for melee test.
- room02 Id01 -> Doll Soldier - Dual Blades - closer-range melee focus.
- room03 Id01 -> Doll Soldier - Dual Blades; Alchemist Grenadier - mixed close/long-range combat.

Section S1-2 (Pressure & Spacing)

room06 Id01 -> Doll Attendant - Boulder as tank pressure; Sentry Stone keeps distance and interferes.

3. Q4 Demo - Guard Hall Monster Configuration

Cost setting requires Combat Design to estimate TTK per unit and set HP accordingly; Level Design will set per-unit Cost and per-room total Cost based on HP. Current values are provisional.

Normal (ID)	Cost
101	5
102	6
103	5
106	9
107	2
Average	5.4
Elite (ID)	Cost
101e	9
102e	10
103e	9

106e	13
107e	4
Average	9

3.1 Guard Hall - Section Configuration 1

- Section 1-1:
 - r102 room01 Id01 - Total $\sim$ 3; Cost $\sim$ 27. Manual: Doll Soldier - Dual Blades. Random: Dual Blades / Alchemist Grenadier.
 - r102 room02 Id02 - Total $\sim$ 12 (fodder-heavy). Manual: Sentry Stone x3. Random: Dual Blades (one wave, max 2) / Sentry Stone (max 2). ('Max XX' = maximum spawns in one wave.)
- Section 2-1:
 - r102 room08 Id01 - Zeno NPC theft event. Manual: Spearman x2 / Grenadier x1 (was x3). Random: Sentry Stone (high weight) / Alchemist Grenadier / Spearman.
 - r102 room10 Id02 - Total $\sim$ 7. Manual: Boulder* (12/16) (was Spear). Random: Boulder (12/16) / Alchemist Grenadier.
 - r102 room01 Id02 - Total $\sim$ 8. Manual: Boulder (Elite) x1. Random: Spearman / Sentry Stone / Boulder (Elite).
- Section 3-1:
 - r102 room04 Id01 - Mini-boss: Killer Rabbit.
 - r102 room02 Id01 - Total $\sim$ 2 normal + 6 elites. Manual: Alchemist Grenadier (Elite) x2. Random: Boulder / Spearman / Alchemist Grenadier (Elite).
 - r102 room05 Id01 - Manual: Sentry Stone (Elite) x4. Random: Sentry Stone (Elite) / Boulder / Dual Blades / (2024-12-24) +m901.
- Section 4-1:
 - r102 room10 Id01 - Total $\sim$ 7. Random elites only: Boulder (Elite) / Spearman (Elite) / Dual Blades (Elite).
 - r102 room05 Id02 - Total $\sim$ 6. Manual: Spearman (Elite) x2 / Dual Blades (Elite) x2. Random: Boulder / Sentry Stone (Elite) / Alchemist Grenadier (Elite) / (2024-12-24) +m901 sustained spawns.

3.2 Guard Hall - Section Configuration 2

- Section 1-2:
 - battle room 1 / room10 Id01 - Total $\sim$ 5. First wave fixed: Dual Blades x1. Random: Dual Blades / Alchemist Grenadier.
 - battle room 2 / room02 Id01 - Total $\sim$ 12 (fodder-heavy). Manual: Sentry Stone*. Random: Sentry Stone* (high weight) / Dual Blades.
- Section 2-2:
 - battle room 3 / room08 Id01 (theft event) - Manual: Alchemist Grenadier x3. Random: Sentry Stone* (high weight) / Alchemist Grenadier.

- battle room 4 / room01 ld01 - Total $\sim$ 7. Manual: Boulder. Random: Boulder / Spearman / Sentry Stone.
- battle room 5 / room05 ld02 - Total $\sim$ 8 (fodder-heavy). Fixed: Alchemist Grenadier (Elite) x1. Random: Spearman / Sentry Stone / Alchemist Grenadier (Elite) (!) (low weight).
- Section 3-2:
- r6 / room04 ld01 - Mini-boss: Killer Rabbit.
- r7 / room10 ld02 - Total $\sim$ 8 (elite-heavy). Random elites only: Alchemist Grenadier (Elite) / Boulder (Elite) / Spearman (Elite).
- r8 / room02 ld02 - Total $\sim$ 17 (fodder-heavy). Random: Boulder (Elite) / Sentry Stone* / Spearman (Elite) / Treasure-Thief Rabbit m901.
- Section 4-2:
- r9 / room01 ld02 - Total $\sim$ 6. Random: Spearman (Elite) / Boulder (Elite) / Alchemist Grenadier (Elite) - sustained spawns.
- r10 / room08 ld02 - Total $\sim$ 17. Random: Sentry Stone / Boulder / Alchemist Grenadier (Elite) / Spearman (Elite) / *m901.

4. Mushroom Garden - Monster Types & Costs

- Melee: Small Fungoid m204 (low HP, fast attacks); Bulky Fungoid m201 (high HP, slow movement).
- Stationary (priority targets): Fungus Bloom Nest m205 (continuously spawns m204).
- All-rounder / Support / Annoying mix of ranged+melee threats: Tall-Thin Fungoid m202, Toxic Fungoid m206.

Pairings are planned by type and first-appearance timing. Quantities assume single-player and will be tuned via testing.

- Rule (2024-11-13): approx. 50 HP = 1 Cost.
- m201 = 11 / elite = 22
- m202 = 5 / elite = 10
- m204 = 2 / elite = 4
- m205 = 8 / elite = 16
- m206 = 6 / elite = 12
- m207 (new) = 4 / elite = 8
- Average normal cost = 6; average elite cost = 12.

Preliminary per-room target counts / current max on field

- s2_01_01_room1 -> 8 / 5
- s2_01_01_room2 -> 10 / 6
- s2_02_01_room1 -> 10 / 6
- s2_02_01_room2 -> 12 / 7
- s2_02_01_room3 -> 12 / 7
- s2_03_01_room1 -> 15 (later 12) / 8
- s2_03_01_room2 -> 12 (later 10) / 6
- s2_03_01_room3 -> 12 (later 10) / 6

4.1 Mushroom Garden - Q4 Configuration 1

- s2_01_01: battle 1 / room10 ld01 - Random: m201 / m207; Manual: m201 x2.
- s2_01_01: battle 2 / room06 ld01 - Random: m207 / m202; Manual: m207 x2.
- s2_02_01: battle 3 / room09 ld01 - Manual: m204 x4 only (first wave manual at fixed positions). Random: m204 / m205 / m202.
- s2_02_01: battle 4 / room02 ld01 - Manual: elite m201 x1 / m206 x3. Random: m201 / m206 / m207_elite.
- s2_02_01: battle 5 / room01 ld01 - Manual: m205 elite. Random: m207 / m201 / m204 elite / m206 elite.
- s2_03_01: r202 room02 ld02 - High-intensity (not used in Q4). Random elites: m201/m202/m204/m207; Manual groups: (m202e x2 + m201e x2) or (m202e x2 + m207e x2).

- s2_03_01: battle 7 - Random: m206 / m204 / m205 elite / m202 elite.
- s2_03_01: r202 room09 ld02 - Normal intensity (not used in Q4) -> 2025-01-15 updated to high-intensity elites.

4.2 Q4 Stage 2 - Monster Configuration 2

- s2_01_02: battle 1 - Random: m204 / m201; Manual: m201 x2.
- s2_01_02: battle 2 - Random: m206 / m202; Manual: m205 x2.
- s2_02_02: battle 3 - Random: m204 / m205; Manual: m204 x4 only (first wave manual).
- s2_02_02: battle 4 - Random: m201 / m204 / m207 elite.
- s2_02_02: battle 5 - Random: m207 / m201 / m204 elite / m206 elite.
- s2_03_02: r202 room09 ld02 - Random: m201e / m205e / m206e / m207e / m204.
- s2_03_02: r202 room03 ld02 - Random: m206 / m204 / m205e / m202e.
- s2_03_02: r202 room01 ld01 - Random: m206 / m201e / m205e / m204e. (2025-01-15 update: Mini-Boss m208.)

5. Publisher Demo - Stage 2 Segments

- Segment 1 - r202_battle_room10_01 (S1 R1): First contact room for players. Manual planning for first exposure (types, counts, spawn positions, waves). No traps (trap sublevel disabled).
- Intent: allow movement familiarity with light combat; easy enemies at entrance/exit to nudge players toward exit.
- Loop: Clear visible -> find remaining -> exit room (2024-07-31).
- Multi-wave progression to acclimate movement/combat rhythm.
- Pool (2024-09-02): m201 / m202. Wave1: m201 x2 fixed. Wave2: m202 (max 3) / m201 (max 3); allocate remaining cost to avoid a drawn-out 3rd wave.
- Segment 2 - r202_battle_room06_01 (S1 R2): Pool m204 (max 4), m202 (max 4, highest weight).
- Segment 3 - r202_battle_room09_Id01 (S2 R1): Wave1 manual m204 x4 at fixed positions; then random from m204 (max 4) / m205 (max 2, medium weight at one of four tagged points).
- Trap-01 (Fungus Orb Eruption) introduced. Objective: learn new trap+monster loop and clear all enemies.
- Segment 4 - r202_battle_room02_Id01 (S2 R2): Pool m201 elite (max 1) and m204 (max 4). New armored unit; new trap (Bouncing Spore Pod); support m206 for sustained waves. Objective: learn super-armor behavior; Wave2 adds small fungoids to increase challenge and foreshadow mixed encounters.
- Segment 5 - r202_battle_room01_Id01 (S2 R3): Pool m201 (max 3); m206 (max 2); elites max 2. Expect at most one elite m206 on field (high weight). After each wave, spawn next based on remaining cost. Learn new patterns; find efficient elimination order (begin leveraging ranged skills).
- Segment 6 - r202_battle_room02_Id02 (S3 R1): High-intensity per demo plan. Pool: m206 (max 2), m202 high weight (max 2), m201 elite (max 2), m205 elite (max 2), m206 elite (max 2). Wave1: either m206e x4 or m202e x4 (choose group). Wave2/3: random with at least two elite types present. Goal: test prioritization and BD intensity.
- Segment 7 - r202_battle_room10_Id02 (S3 R2): Mini-boss room; no random spawns. Pool: m206 (max 2); m205 (max 3); m202 (max 2); m202e (max 2). Top-up subsequent waves to maintain ~35 on-field cost.
- Segment 8 - r202_battle_room09_Id02 (S3 R3): Normal intensity. Pool: m201 (max 1); m201e (max 1); m202 (max 2); m202e (max 2); m206 (max 2). Last room before boss; slightly slow pace and reduce difficulty/total cost; normal random waves.

Appendix

- References: Hades and Hades II enemy count observations for composition and quantity reference.
- Some stationary/avoidance-oriented units may be withheld in first runs for demo friendliness; adjust type/quantity/occasion accordingly.