**Into the Void: A new end**

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# GAME RULES:

Play a card, preform a magical attack, defend, or attack normally every turn. Turns go as follows:

You -> Enemy 1 -> Enemy 2 -> You -> Boss -> You

This is a competitive game, so kill as many enemies as you can! Every 3 turns, a new enemy will spawn (max. 3).

For every 10 enemies you slash, a boss will appear. Don’t worry about healing. Your HP and mana will be restored by 75% whenever a boss appears.

# Insanity (locked mode)

You, the player, get a health bar, along with your character. Void knows that you’re playing, breaking the 4th wall. Void will maliciously attack the player AND your character. You don’t lose when your character dies, but you will lose when YOU die. When your character is dead, your only options are “Talk/Negotiate” And “Skip turn”.

# STORY:

## CONCEPT TEXT:

After defeating every threat in his path, Void did not see the point of being a hero. He lost his will to fight for the good. He became ill, and after collapsing on the ground, a witch took him in, taking care of him. The witch, named Dealle, found out that Void wasn’t actually ill. His human species has combine with something sinister… He has become half yokai, in some magical way. A creature this powerful cannot be kept alive for long until chaos breaks out, and destroys the world. Dealle was kept in a difficult situation. If she keeps him alive, chaos will commence, but she can’t bring herself to kill a child either. And so, she kept the child…

Weeks went by, with Void not changing much appearance wise. But inside, he only had sinister thoughts in him, until one day… he broke out, running off. He went into a village, killing hundreds of people, and continuing his path to end more lives…

You, a brave little warrior, has been given the task to kill the evil within this beast, and make him fall to his knees. Can you do it…?

## IN-GAME-TEXT:

Once the dire threat of Void's nefarious nature had emerged, his heroic endeavors came to naught. He succumbed to a desolate state, devoid of any will to champion righteousness. Falling gravely ill, he collapsed upon the earth, whereupon a witch named Dealle discovered him and offered solace. As Dealle tended to his ailing form, she unraveled the truth—Void's human essence had become

entwined with a sinister force, granting him the essence of a yokai, through mystical means. However, such a formidable creature's existence held the potential to unleash cataclysmic havoc, capable of

obliterating the world. Placed in a perilous predicament, Dealle found herself torn. Keeping Void alive risked untold chaos, yet she could not bear to extinguish the life of an innocent child. And so, she opted to preserve the child...

Weeks passed, and outwardly, Void's appearance underwent little change. However, within his being, only malevolent thoughts festered, until one fateful day... he broke free, fleeing into a village, leaving in his wake a trail of carnage, extinguishing the lives of countless souls. His path of destruction continued, unabated...

Now, bestowed with the mantle of a courageous warrior, you have been entrusted with the solemn duty of slaying the malevolence that festers within this monstrous entity, reducing him to his knees. Can you achieve this harrowing feat...?

# BGM:

## Lobby:

<https://www.youtube.com/watch?v=KGo5dwdk3sY>

## Normal:

…

## Bosses:

Void + Void (unwrapped):

<https://www.youtube.com/watch?v=1MYXOQkRejs>

<https://www.youtube.com/watch?v=d8NgRl6LY90>

Fallen Void:

<https://www.youtube.com/watch?v=w19TOJqrULc>

# GEAR:

There are 3 gear to choose from:

- Valiant warrior (strong melee damage, decently tough defense)

- Wizards robe (high mana preservation and high magic damage, low def)

- Rundown assassin (high speed, high defense)

# PLAYER:

## Base stats:

* HP: 70
* ATK: 17
* DEF: 10
* SPD: 12
* MANA: 50

## Valiant warrior armor

* HP: +3%
* ATK: +5%
* DEF: +6%
* SPD: -2%

## Wizards robe

* HP: -1%
* ATK: +9%
* DEF: -7%
* SPD: -3%
* MANA: 120

## Rundown assassin

* HP: +2%
* ATK: +3%
* DEF: -2%
* SPD: +20%
* MANA: 75

# ENEMIES:

## Normal enemies:

*All stats are shown at 100% strength magnification.*

### Slime

* HP: 100
* ATK: 20
* DEF: 40
* SPD: 3

Special abilities: Weaken (ATK), Weaken (DEF)

### Knight

* HP: 150
* ATK: 40
* DEF: 35
* SPD: 10

Special abilities: Bleed

### Armored knight

* HP: 200
* ATK: 20
* DEF: 60
* SPD: 0

Special abilities: Rally DEF up, Armored

### (Baby) water dragon

* HP: 100
* ATK: 20
* DEF: 40
* SPD: 3

Special abilities: Rusting (if equipped with the *‘Valiant Warrior’* armor).

## Bosses:

### Void (normal) {FIRST ENCOUNTER}

* HP: 300
* ATK: 40
* DEF: 60
* SPD: 20

Special abilities: Rally SPD up, captain’s eye

Passive abilities: Strong against

### Void (unwrapped) {LATE GAME BOSS}

* HP: 600
* ATK: 70
* DEF: 40
* SPD: 40

Special abilities: Rally ATK up, creature roar

Passive abilities: Massive damage (A), Resistant (M)

### Fallen Void (unwrapped) {END GAME BOSS}

* HP: 2000
* ATK: 100
* DEF: 50
* SPD: 40

Special abilities: Rally ATK up, hyperburner, curse

Passive abilities: Massive damage (A), Resistant (M)

# TERMINOLOGY:

## Exile(d)

Exiled cards are removed from play and cannot be retrieved.

## Massive damage

Attacks deal 2x damage.

## Resistant (type)

Attacks’ damage reduced by 20%.

## Strong against

Attacks deal 1.5x damage.

## Rusting

DEF decrease by 50% if the player is equipped with metal armor.

## Armored

Armored units use a secondary, superior DEF.

## Weaken

ATK reduction.

## Rally (ATK/DEF/SPD) up

ATK/DEF/SPD buff. Can be applied to allies or yourself.

## Curse

Magic attacks are disabled for a turn.

## Hyperburner

Your entire hand is exiled.

## Creature roar

One random card is exiled.

## Captain’s eye

One random card is sent to the used pile.

# Mechanics

## “AI”:

Enemies’ decisions are decided by a bot. The bot in question is not something that can be called an AI.