**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”. It uses the same script, but the localstorage difficulty will change things.

# STORY:

## CONCEPT TEXT:

*At the start of the game, a shadow approaches you. It pops up and.. it’s a small girl…ghost?*

**Eva**: Greetings, traveler.

**Player**: W-Woah! Who are you?

**Eva**: My name is Eva, I am the princess of the mirror world.

**Player**: Mirror… world?

**Eva**: Ah, I see you are not aware of the mirror world. Please allow me to inform you.

The mirror world is… a replica of your world, except everyone is the opposite of their world counterpart. Good becomes evil, and evil becomes good.

**Player**: I… do not understand… What do I have to do with this?

**Eva**: I have a request to make…

**Player**: ?

**Eva**: The mirror world and your world are in… great danger…

**Player**: What kind of danger?

**Eva**: A threat that our kind is not strong enough for…

It’s a boy, named Void… He has killed many of our kind, but also yours…

**Player**: Is this instance of this Void a mirror counterpart?

**Eva**: Incorrect, he is from your world…

He was part of an important organization known as the Resistance. Our kind has had many wars with them. Void was the strongest out of all of them. One day, he stayed in the mirror world for too long, transforming him into one of us… Except he was a mistake that got corrupted by the powers of my world. He grew too strong, and we couldn’t stop him. Even the Resistance was not strong enough to stop him…

**Player**: That’s… horrible… Does that mean you want me to…

**Eva**: Yes, my hero. I would like to ask you if you would like to end him, and save both our worlds.

**Player**: But you said he’s defeated two armies of two different species… how am I supposed to do anything on my own.

**Eva**: I will assist you in this battle. Let us get to him.

*They both walk off, and the game starts*

*First encounter with Void*

**Eva:** \*gasps\*

T-That’s him!

**Player:** He… doesn’t look that threatening

*Void turns around.*

**Void:** …

**Player:** I… take back what I said.

**Eva:** Be careful! He’s very strong!

**Void:** Kill…

*Boss battle 1 starts*.

*After victory*

**Eva:** Phew…

**Player:** That wasn’t easy…

**Void:** Will get.. you next time…

**Eva:** He’ll come back, make sure to find him again!

*Second encounter*

**Eva:** !

**Player**: !

What happened to him?!

**Eva:** I don’t know! Get ready.

**Void:** How dare you oppose me…

**Eva:** You know what to do [Player]!

**Void:** Eva… I WILL CRUSH YOU!

**Eva: !**

**Player:** Get back you beast!

**Void:** I’m no beast, **I’m a GOD**! CAN’T YOU SEE?!

**Eva:** He’s corrupted with power!

[Player], get ready! I’ll assist you!

*All stats +2%*

*After victory*

**Eva:** \*phew (again)\*

**Void:** Grr…

**Player:** That was close…

**Eva:** He should be weaker, but not weak enough… [Player]! We can finish him next time. Here, take t-

*Void stabs Eva in the back*

**Player:** E-Eva!

*Void runs off to heal*

**Eva:** [player…] please… Go on w-without me…

**Player:** No no! I can’t continue without you! You’ve taught me everything!

**Eva:** Please.. save my kind… take this last spell… and finish him with it… the curse of this world is like a parasite… it’s bound to him somewhere… I will also upgrade your power spell… please… hurry…

**Player:** Eva!!

**Eva: …**

**Player:** …

S-She’s… gone. I’m on my own.

I can do it. For her, for everyone.

*Last encounter*

**Player:** …

**Void:** \*spacing out\*

**Player:** \*gulp\*

*Void deforms into the demonic being*

**Player:** WHAT THE F[censored for family friendly reasons]

**Void: …**

You…

Bow to me… and I will spare you…

[Player gets a choice]

**[Bow] – [Resist]**

*Resistance*

**Void:** What? You wish to fight me?

**Player:** I will end you. For her.

**Void:** Very well, I shall agree to that. Then die!

*When Void has < 5% HP*

“*A dark presence leaves Void’s body, returning it to its normal state*”

**Void:** O-Ow… E-eh?

*He scratches his head*

**Void:** What… happened?

**Player:** …

Perish, scum

**Void (panicked):** W-Whaaa?!

H-Hold on… W-What’s going on?

**Player: …**

You don’t remember?

**Void:** I don’t remember anything. The last thing I remember is… that I was here… before passing out…

**Player: Quit your bullshit!**

**Void (afraid):** I-I… I-I’m speaking the truth! P-Please… tell me everything.

[Player gets a choice]

**[SPARE] – [KILL]**

*[Spare]*

**Player:** \*sigh\* very well..

You have been corrupted by the dangers of this world little fella.

**Void:** I-I don’t understand…

**Player:** I’ll keep it short. You murdered my companion and mass murdered half of this world and my city.

**Void:** I… I-I did…?

**Player:** Affirmative.

**Void:** I-I’m… I’m a murderer… I’m so sorry…

**Player:** \*sad sigh\*

\*he starts walking off slowly\*

**Player:** Where do you think you’re going?!

**Void:** I-I think it’s better if I… disappear…

\*he opens up a portal\*

**Player:** Hey! Wait up y-

He’s gone…

**Kill 10 more enemies to get to the following cutscene:**

*A few years have passed*

**Player: !**

**Void: ?**

Oh… it’s you…

**Player:** You look absolutely horrible.

**Void:** I’m feeling quite fine.

\*inhales the cigarette\*

\*coughing\*

**Player:** Yeah… right.

**Void:** \*sighs\*

Why did you spare me.

**Player:** You came back to your senses, it only felt right.

**Void:** I can still see that undeniable anger in you.

If you want to kill me, it’s fine. I have nothing to love for anyways.

**Player:** I…. I can’t…

**Void:** I would be happier if you did.

**Player:** I can’t. I don’t want to…

It doesn’t feel right to kill you, you’re in such a horrible condition already, only hurting yourself more by… abusing these substances…

**Void:** I have no other place to go, besides, I’m dead in the papers, might as well just wait the actual event out.

**Player:** Don’t say such things…

…

**Void:** What else is there to life?

*He grabs a knife*

**Player:** …

**Void:** I’m worth absolutely nothing.

\*chuckles, as a tear rolls down his cheek\*

It was nice having you around for these couple minutes.

Though I really have to go now, if you know what I mean.

**Player:** Please, don’t.

*Void makes a slashing motion towards his neck*

*Player stops it*

**Void (shocked): …**

**Player (crying):** WHY DID YOU DO THAT?!

DON’T YOU VALUE ANYTHING IN YOUR LIFE?

**Void: …**

**Player:** Please… stay with me… it’s okay… I will take care of you, I promise. No one will hurt nor leave you ever again…

**Void:** But… I… kil-

**Player:** I don’t care. You’re safe now. That’s what matters.

**Player:** I don’t want to feel the guilt of leaving you behind.

**Player:** Please, take my hand you cutie, I’ll try my best.

*End*

## Main story (in the menu):

Void was a small child when he was forcefully kicked out of the house after a small blood test, which revealed that he was a half bred. Forced to live on his own outside, he tried his best surviving outside until one day, a young witch took him in. The with raised him well. One day, when doing a little inspection on Void, she found a slight amount darkness inside of him. Unfortunately, she did nothing about it, as it was too small to become a threat, but she noted down that checkups should be done regularly. The two moved on together, and they started becoming very close. The two were happy, and for once, Void felt like he could trust someone in his life. Void felt safe and his bright, child-like smile made the witch’s feel relieved. Although, nothing can stop her growing concern of the being that is growing inside the little child. Sadly, the happiness did not last forever. Void started showing more aggressive behavior, but also a sense of fear, like he’s fighting over something. The witch knew it was too late to try and restore him, so she did some preparation for Void, so he can live on his own again. She made him some swords for self-defense, along with a metal bracelet containing abilities to contain the creature that lives within him. Void, confused with what’s going on asked what this was about. The witch did not have the courage to tell him the truth, knowing that he will lash out the moment he knows this dark secret. After one last checkup, she decided it was time to let him go. Saddened by the thought, she teleported Void to an open location in a bright forest while he was asleep. When he woke up, he was confused, stressed, and scared. He ran around, trying to look for the witch’s home, but to no avail. After having lived as an outcast as a child, he felt that same pain in his chest again. It’s a thought that will always stick to him. Wandering around in the forest for a long period of time, his vision went blurry, as his bracelet was glowing. He felt weaker and weaker, slowly falling to his knees. A faint voice was heard, but what was said was not easy to be heard. A dark figure was standing in front of him. There was no face, only sharp, teeth. The figure was entirely pitch black, with two horns on his head. He was shaped like Void, like it was a copy of him. The figure quickly faded when a few men came running up to him, holding him at gunpoint and inspecting him.

# BGM:

## Lobby:

## Normal:

…

## Bosses:

Void + Void (unwrapped):

Fallen Void:

# 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.

## Status effects:

The game has a couple status effects, these being:

### Bleed

High status effect damage for a short amount of time.e

### Curse

Disables all magic attacks for a short period.

### Burn

Deals damage in bursts of 3, at the end of every turn.