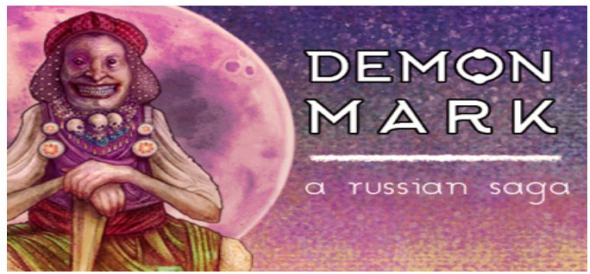




Demon Mark: A Russian Saga

by Lorraine Fryer and Vladimir Barash



תיאור המשחק

מה זה המשחק הזה?

זה משחק הרפתקאות שמבוסס רק על טקסט (בלי תמונות), המתרחש ברוסיה של פעם – יעני עולם של אגדות, מכשפות

?מה הסיפור

אתה משחק ילד בכפר רגיל. יום אחד, איזה שדה מפחידה באה וחוטפת את אח שלך הקטן. אתה מנסה להציל אותו, אבל בדרך אתה חוטף קללה ("הסימן של השד") אשר ה-מתחילה להשתלט עליך

? מה עושים

אתה יוצא למסע להציל את האח לפני שהקללה תהפוך אותך למפלצת. בדרך אתה פוגש כל מיני יצורים מוזרים (כמו המכשפה באבא-יאגה) ו-צריך להחליט החלטות קשות: האם להשתמש בכוחות האפלים של הקללה כדי לנצח, או לנסות להישאר אנושי וטוב למרות שזה יותר קשה

You can hardly remember your life before your sibling was born. For some years, it was just you and your parents—although your village has many children your age, and you were never lacking for friends and playmates. But your sibling is special. Ever since their appearance in your family, you have looked out for them.

What name did your parents give your sibling when it came time for their name-choosing ceremony?

☐ Hol.

☒ Sergei.

☐ Surat.

☐ Some other name.

You had returned to your chores, thinking about the conversation you had just had with your sibling. You were surprised, of course, but you also found yourself feeling really good. As you cleaned up and started out to find Sergei, to see if you could entice them into a game before supper, you realized that you felt proud. Proud of yourself for being someone Sergei felt comfortable enough with to talk to about how they were feeling, and proud of them for being so confident.

Several years have passed since that day; you were younger then than Sergei is now. As you have grown up together, you've built a lot of trust, and you know that they rely on you to teach and protect them. How does this make you feel?

- ☒ Proud.
- ☐ Worried.
- ☐ Frustrated.

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Your sibling rolls over and rubs their eyes open. "What? Oh! It's my birthday today!"

They jump out of bed and embrace you. "Thanks for waking me up! I've been looking forward to this day for weeks on end—thinking about all the games we'll play and the treats we'll eat. There's hide-and-seek, and the one where we pretend to be bogatyrs, and tag. Oh, and our father will probably bake our favorite *pirogi*, the ones stuffed with potato and mushrooms!"

Your sibling hurriedly pulls on their day clothes and tugs at your sleeve. "What do you want to do first?"

- ☐ "Work first, games later. Let's wash up and see if our parents want any help."
- ☒ "I've lost my sword and shield. I know it's your birthday, but will you help me look for them? It will be more fun for us to play if we find them first!"
- ☐ "What do you want to do first? It's your birthday, after all!"

Next

What you see there is a sight so surprising that you freeze in place. A woman kneels beside Sergei, her features thin and pointy. You notice sharp claws at the ends of her fingers; tusks protrude from the sides of her mouth. She is whispering something into your sibling's ear.

Sergei says something in reply, although you cannot tell what. It sounds as though they are speaking in a language you have never heard before. The woman laughs, but it is not the warm laughter of your family. The sound is cold and rough, like a knife scraping over a plate. She replies to your sibling in the same strange language. Then she stands. You watch her get taller...and taller...and taller...until she is taller than anyone you have ever seen. Now you notice her clothing. What you thought was a simple black cloth is instead sinuous, like the skin of a small snake you once saw sliding into a brook: strange designs move independently around the fabric.

You call out to Sergei again, and once again they do not reply. The stranger hears you, though, and turns to you.

What do you do?

- ☒ Stand there in shock.
- ☐ Try desperately to pull my sibling back.
- ☐ Interpose myself between the stranger and my sibling, and try to drive her away.

Next

Abduction

Your tale begins a long time ago, in the land of Rus, in a small peasant village. You had a simple childhood, playing with your friends and learning the things you needed to know as you neared adulthood. In the meantime, your parents worked hard to keep you fed and safe.

Do not be alarmed by this story's humble beginnings, gentle player! This is a time of terrible monsters and great heroes. A time of hungry dragons, wise witches, and giants as tall as mountains. A time of grand adventures as *bogatyrs*, guardians of peace and justice, traveled the thousands of miles across the land to root out evil.

You may meet a few of these exciting characters as you write your own adventure! But for now, let us return to the beginning. Your tale begins in a small peasant village....

You wake up to the sweet, heavy smell of tea.

It's late—on most other days, you would have been up long ago and putting the tea kettle on yourself. Your parents put you in charge of the morning tea two years ago, on your twelfth birthday. It was a sign that you were no longer fully a child, that you were expected to pull your own weight at home.

At first, when you smell the tea, you panic. Did you sleep so late your parents had to make it themselves? But then you remember that today is no regular day. You have a different responsibility this morning. It's your sibling's birthday.

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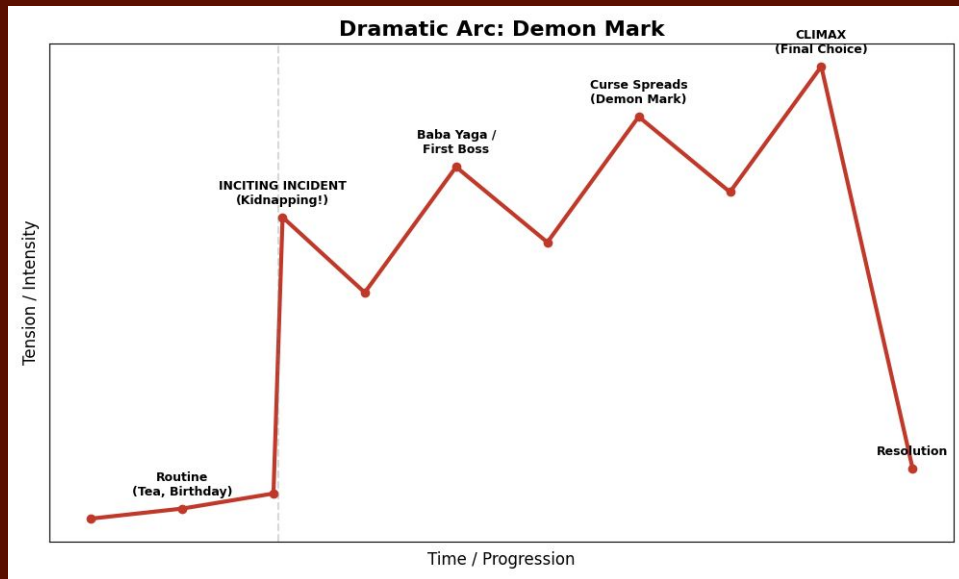
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Once upon a time, in the land of Rus, you lived a simple life as the firstborn child of peasant farmers. But when the evil demon Uhin places the Demon Mark upon you and kidnaps your parents' second child, you'll set out on an epic adventure to reunite your family.

On your journey through Russian folklore, you'll confront the treacherous witch Baba Yaga, the seven-headed dragon Zmey Gorynych, the mythic giant Svyatogor, and the villainous Koschei the Deathless with his army of corpses.

Team up with the bogatyrs, the heroes of Russian folk tales: strong Ilya Muromets, pious Alyosha Popovich, and wise Marya Morevna. You and your talking animal companion will journey all the way to the Tsar and Tsaritsa's court in Kiev for assistance on your quest. Will the bards of Kiev sing the tale of your heroic victory, or your tragic sacrifice?

עלילה - קשת דרמטית



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נקודה 9

רגשות (Emotions): ייחודיות המשחק בולטת ביכולת שלו לעורר רגשות עוצמתיים של אימה (Horror) ואחוזה, ללא שימוש בגרפיקה או סאונד.

ההסתמכות על דמיון השחקן יוצרת אימה פסיכולוגית עמוקה שקשה לשחזר באמצעים ויזואליים, והופכת את החוויה לאישית.

עלילה (Plot): המקוריות נובעת מהבחירה פולקלור רוסי אפל כתפאורה, במקום בפנטזיה המערבית הגנרית.

הסיפור לוקח תבנית קלאסית של "מסע גיבור" ושובר אותה באמצעות דילמות מוסריות קשות וסוף פתוח שתלוי בבחירות השחקן, מה שמעניק לעלילה משקל ומשמעות ייחודיים.

זרימה (Flow): המשחק מצטיין ביצירת זרימה (Immersion) בתוך מדיום טקסטואלי.

השימוש בכתיבה בגוף שני ("אתה רואה", "אתה מרגיש") יחד עם הצורך לקבל החלטות תכופות, שומר על השחקן במצב של ריכוז מלא ומעורבות אקטיבית, ומונע את השעמום שלעיתים מלווה קריאת טקסטים ארוכים