The Devil's Game artist statement

The Devil's Game is primarily inspired by the horror movie *Ouija*. However, as a horror movie fan, I mixed in various other elements from other universes.

Ouija's premise is based on the infamous Ouija board, a board game that allows you to communicate to the spirit world. You would use a Ouija board if you would like to ask a question to someone who has passed away. If you follow the rules, Ouija boards are fairly safe to use. However, if you break them, the consequences are sinister... In the movie, a group of friends attempts to use the board. It all goes well until they get too scared and end up finishing the game prematurely. Of course, things went wrong afterward…

My game titled Devil's Game borrows the fundamental concept of Ouija. If you follow the rules, the game will reward you handsomely. In addition to summoning the devil, you must also beat him at his game. He will ask you a few mind-twisting questions which will have to answer to the best of your ability. Your final ending will change depending on how well you follow the rules and how well you perform in his game.

The game will be unforgiving. There is a purposely little user interface to the player out. Rules will have to be memorized once you receive them; you won't be able to double-check them afterward. Furthermore, you won't know whether you obtained the right or wrong answer once you respond to his questions. You will only find out at the end...

Overall, I made this simulation to be more than a simple game. I wanted it to present a genuinely scary experience. The text, the colors, the graphics, and the mechanics are all working together to create an immersive, chilling *encounter*.