

# Beyond Darkness

In a world full of sins, the Demons invade the globe as a punishment from Gods, and the epidemic spread in many dangerous types.

Our hero, the wizard Balco, dedicated his life to save as many patients as he can, despite all the danger he will face serving this cause.

The wizard Balco kills the Demons and makes cures with their parts and organs. The more epic and rarer the monster is, the more rare and useful materials he can collect from it, and also, the more dangerous it is for him.

The game starts when he is in a hut of a poor family made up of a sick widow and her two daughters and he wants to cure her from the curse that has befallen her

He has some items in the start of the game:

3 hearts (as health)

3 common fangs

3 common drops of El Cadejo Blood

1 rare rainbow flower

4 bottle of life elixir

In order to save the mother, he needs:

2 common fangs

1 rare rainbow flower

2 Simurgh feathers

1 epic drop of poison from a Basilisk

Those Demons has some human intelligent, they can speak and they are smart. The more the Chimera is rare and has useful items the more it's smart and intelligent

To defeat the Demon, he has to remember all the details he saw in his way to meet the Demon.

Example:

Balco deiced to go and defeat a Simurgh, on his way he saw 7 elves and 11 fairy tales, he jumped on 3 rocks to pass the river and he stopped at a cottage to eat his lunch.

Now when Balco meets The Simurgh, it will ask him questions like:

How many elves you did you see on your way?

How many rocks did you jump on to cross the river?

...

and for each incorrect answer he loses one heart, and if he loses the 3 hearts he will die

The first choice that the player makes at the beginning of the game is to choose the side by which he wants to complete the game. (South, West or North)

If they player chose South, he will face the first Demon, and the combat will start. If the Demon defeated them, the game will be over and the player will die because of their weakness, other wise they player will kill the Demon and they collect 2 Simurgh feathers and now they are just one more step to help the sick mother.

After you kill it, you continue your journey and, on your way, you find the secret Well. The secret Well where you can choose to sacrifice yourself to end all those misery in the world but you will lose your life in return, or you can choose to continue your journey normally without sacrificing yourself.

If you chose to sacrifice yourself and save the world the game will be over, and a message praising your magnanimity will appear, thanking you for sacrificing your soul to end all the misery in the world.

Else, if you chose to ignore the Well, you will continue your journey to the next Demon. When you fight with the monster, the fight will end with one winner. If the winner was the Demon, the game will be over and you will lose because of your weakness. Otherwise, you will kill the demon and you collect 1 epic drop of poison from a Basilies and now you can go back to the hut and heal the woman and the game will be over by finishing the mission.

If you chose to go North, you will fight the Demon Pirate. If he kills you, you will lose because of your weakness, otherwise you will kill him and you will discover the hidden treasure. Now you can choose between either collecting the treasure and saving the mother later, or stick on the main mission and rescue the mother.

If you chose the first choice and decided to collect the treasure, a message will appear reprimanding you and your Greed and the game will be over.

Else, if you chose to leave the treasure behind, you will continue your journey to the next Demon. When you fight with the monster, the fight will end with one winner. If the winner was the Demon, the game will be over and you will lose because of your weakness. Otherwise, you will kill the demon and you collect 1 epic drop of poison from a Basilies and now you can go back to the hut and heal the woman and the game will be over by finishing the mission.

If you chose to go West, you will find a scary and very dark house. You have 3 choices now. You can enter the house, or you can change your direction to North or you can go to the South.

If you decided to go to the South or North, the path will continue the same we already explained.

Else, if you enter the house the wizard will feel a very strange atmosphere, something he can recognize very well, this type of power, this feeling, this aura is not created by a Demon, it's created by a very powerful human, and not any powerful human, it's Zafir, his own son.

After an intense conversation between the father and his son, the son tells his father that he will stop his devil acts and start to act kind and for the good, but

when Balco, his father, turns his back, he stabs him from behind, and the game will be over here and you will die because of the betrayal.

Else if you choose to fight your son, if he kills you the game will end and you will die because of your weakness. Else if you kill him, you will get all the items and ingredients to prepare the medicine for the mother's recovery, and the game will end here by saving the woman.

So, at the end, we have 8 endings for this game

4 of the are because of your weakness

One because of the sacrificing your life to end the tragedy

One because of the betrayal from your son

One because of your greed

One when you save the mother