Theme: Horror

Place : Somewhere in Europe during Christmas

Time : between 1990s and 2004

Title: The Christmas Tree: A Deadly Holiday Tradition

Language = English

Main plot:

* There is a seemingly usual tree which eats people.
* There is a negative Santa that feeds the tree with families and stalks his victims to get in touch with them in one way or other.
* The player, which gets to choose to be Santa or follow their own path
* If the player kill the innocent, It becomes slowly the negative Santa and gets tasks from the Christmas tree to repeat the past itself and puts the game back to start, which the player, currently the negative Santa has to escape the hero.
* The player dies due to suicide or because they fell into a hole and gets eaten by the tree.
* If the player chose to be the hero, he has to chase down the negative villain and try to eliminate it before it makes further victims. You could end with a neutral ending or perfect ending.
* Neutral ending doesn’t matter much
* If the player decides to eliminate the tree and negative Santa you’ll enter into the perfect ending.
* So there are three endings.

An every day player wakes up and goes through its morning routine.

Its Saturday, a week before Christmas and the player looks at the Christmas tree in the distance.

It’s from the old hag across the neighbourhood. Though most elderly people here love the decorative tree. Its old fashioned and used up. The player was thinking of becoming a Santa himself, making the younger people happy since the elderly are lacking love for the younger. He goes to the store and gets food and toys for the younger. He looked over to his house, He could easily find it since the tree is always standing out over any other ordinary tree.

He went home and wrapped the gifts to put it underneath the Christmas tree.

Before he could even pack the first gift, some car was honking crazy and before he could look out the window, he heard a big bang. The two cars crashed into each other. It’s a total ravage. Both a car and a tanker has been wrecked. The tanker is leaking some unknown fluid and the car driver is dead. There doesn’t seem to be someone in the tanker. Although, there is an unknown bystander. It looks like a homeless person with a Christmas hat. The mess has been cleaned and the body has been buried near the tree as memorial to the incident. It was the old hag no one appreciated.

Days have passed in black and sadness. The player decides to put down gifts for everyone including the old hag. Later that night , on Christmas eve, everyone but a handful of people showed up.

The tree became move lively and taken care of. It is much more colourful and the candles are all lit.

Everyone is amazed by the tree, that some of them don’t notice that people are missing. Kids were playing on the sleds. The tree is shimmering in the distance, the Christmas balls are shiny.

On days like these, kids like them, are lovely.

The homeless person also showed up. But he stood there watching the grave of the old hag.

He began to laugh and started to dig a kid sized hole. Suddenly the tree began to shake off its snow.

It seems suspicious and no one likes it. Everyone unpacked their gifts and went inside. The homeless person took the gift of the old hag. This had a old Santa custome wrecked and ruined. It has no colour but gray and white. He stole the sled of the kid and he left. This is where the player decides to chase him or to help the villagers remove the broken branches.