**THEGHOUL**

**Main Storyline:**

According to legend, there was a kingdom named Oak. Oak has three magic stones kept the kingdom prosperous and protected from monsters. The Protection Stone defended the people from evil spirits and demons. The Life Stone gave life to crops and nature. The Wisdom Stone enhanced intuition, awareness, and passed extensive knowledge of ancestors to the holder. Since the stones were too powerful, King Luis I (the first) assigned these stones to his General, Priest, and Guard Knights. All holders vowed under oath to have their lineage protect the stones forever…

Two hundred years later King Alex ascends the throne. One day, King Alex called the General to report to him. The General went missing on his way with the Protection Stone. The demonic creature called the Ghoul started to invade the kingdom and stole the “Life stone” from the temple.

After losing the Life Stone and the Protection Stone, the kingdom fell into great famine and danger. The population rapidly declined due to famine and attacks from the Ghoul.

You are a member of the Guard knights who has been entrusted with the wisdom stone. King Alex assigned you to enter the Ghoul residence ---“Lost the Castle,” to kill the Ghoul and retrieve the Life Stone back to the temple for the Kingdom of Oak.

*-Prompt: “Do you accept the mission?”*

Ending Options:

-After Ghoul is killed, King appears in the castle. He asks you for the life stone and wisdom stone

---- king is evil and wants total power.

--you fight the king — (1) You win with secrete item

(2) You have chance to win without secrete item

(3) You lose

Conditions:

-hints/clues to enter or avoid rooms and interact with items

-as you progress, the king's voice, through a talisman, guides you through the rooms.

-the voice is deceiving you to bring you closer to the ghoul so he can kill you.

-each room has a clue, and the voice guides you.

-what rooms connect?

-what is the event in each room?

-do you find things? Do you interact?