

In order to save his parents, the child made a bet with Death. The bet is that the child makes a journey through Death's garden and must find the fruit of life that does not normally grow there. The game itself is that the player, in the form of a child faced with the shadows of different people (ICC appears here as a design characters, interaction with them, as well as the task associated with each character) and has a choice to help them or not. At the end of the game, depending on the choice (whether the player helped the shadows or not) the player gets a bad ending (did not help anyone), neutral (helped at least one) or true (helped all).