

Chapter 1

We open with a shot of John Ward driving somewhere. He says to himself that what he's about to do "has not been approved by the Vatican," but he "has to finish what he started." Once John stops his car, the player finds themselves in a forest of some sort, only given a vague map for navigation - the objective of the area is the house in the middle center of the map.

However, as the player navigates to the house, they will be attacked by a rake-like creature at random times. The player can fend off this demonic entity with John's cross, making the creature run away. (If the player does this ten times, they will receive a note that gives information about the creature. The note's content differs depending on what version of the game you play, but the version of the Chapter on itch.io is from a man known as father Gifford, asking a man named Father Garcia to "return Michael to his family. Michael, as you later learn is the Rake.)

The player will find a myriad of notes in the woods from exorcizing objects and areas with the cross, as well as some in the house. Most of these notes are written by a woman named Cindy Martin. These notes talk about the weird happenings in her house involving her two twin boys and her daughter, Amy. These notes, get more and more concerning as they're found, with even a telling about how her twin boys found a deer carcass in the woods and were playing in it. The most important thing to note, however, is that Cindy mentions how Amy has been working at a "clinic" that Cindy's religious friends don't like at all.

This seems to be the Martin family's house, so the player is left to wonder why no one is there. As the player explores the house, they end up finding themselves in the basement, where satanic markings can be found making a pentacle on the floor. If the player makes John Ward stand on the pentacle, a trail of demonic symbols gets closer and closer to John, until a cutscene plays where John hallucinates seeing Amy Martin at the foot of her bed, before waking up in her bedroom in the house, and saying "She is here." A short battle commences against Amy, clearly a demonic entity, before John follows Amy through the house and battles with her again, collecting another note along the way. This note is supposedly from John to someone named "Molly," and is implied to be a note written to her just before John left to go to this house, and yet somehow it's all the way over here with him.

There is a second encounter with Amy after this that consists of three phases. After these phases, Amy is severely weakened, and she throws herself out one of the attic windows while screaming. With Amy defeated, the player can now go back to the first floor, and now, John finds "a gun with one bullet." This is where the player gets the choice of five possible endings.