Theme

The theme we would like to cover is **belief**. The beliefs of a person, based on philosophical ways of thought, can shape their very existence. A person’s strong belief in something will lead them to have strong desires, be that for evil or for good, and allow them to have the power to change their reality. Some examples of beliefs can include:

*Hedonism*: the theory that pleasure, in the sense of the satisfaction of desires, is the highest good and proper aim of human life.

*Solipsism*: the theory that your own existence, or your own mind, is all that can be known to exist.

*Nihilism*: the belief that all values are baseless and that nothing can be known or communicated. Often associated to extreme pessimism and a radical skepticism that condemns existence.

The visual novel covers this theme through the use of the legends system, where characters are fueled by their beliefs and strong desires, consequently attracting legends who grant them the power to alter their own reality. The main character will start with no beliefs, but only a great passion or desire to find his own belief. Therefore, the player can guide the main character down different paths of belief that will ultimately affect the ending of the plot.