**How the story is told to the player**

The main guy **stays silent** the whole time (like the legend of Zelda) This makes it *feel* like it’s an open world exploration game with no goal. Various NPCs in town will tell you tales about the heavens (Limbo actually) and eventually you will know the about three weapons that are locked because they can disturb the ritual that will bring Limbo to the whole world.

Most NPCs will support the ritual because they think it is heaven.

Near the end of the game it is however revealed that the main guy had plans to stop this villain from the start, and that he knew all along that he was the only one that could do it since he’s the son of limbo. He also knew from the start that the “heavens” is a horrible place which is Limbo.

**Main guy = master mind. Player has no way of knowing because he is silent.** The player automatically perform his plans as he will try to explore the world.