Theme

Our protagonist in TaleSeeker is trapped in time of. He has been dying many times… as long as he dies, the time will go back to the first day when he got into this curse which is 13th May of 2018. In order to unhinge from the time prison, he starts the adventure of finding the cure. During his adventure, our protagonist keeps tagging himself alone in a neutral position of any incidents. So that to avoid excessive good or bad feelings from the dwellers in mainland. Because those extra feelings will misguide our protagonist from the true main goal – finding the cure.

Karam system –

The system monitoring player’s decision toward encountered events. Player’s decision will be judged by the system into three kinds of possibilities: Justice (25, 50), Evil (-1, -25) and Neutral (0, 24).

Technically, every flipping of card will change the value of Karam itself (increase, decrease or unchange)

Different kinds of Karam range can trigger different kind of events or event outcomes.

If Karam goes to extreme Justice or Evil, will bring the current game mode into huge difference.

Examples given:

Extreme. Justice = Trigger GameOver

(As you have done too many good things to the world, your existence has been favored by the whole world, everybody wants to spoil you with love and peace, and you accept their good will for years, until you realise you are too old to carry on the adventure, so you kill youself and start over again from first day.)

Extreme. Evil = Trigger Killer game mode

Day system will record your killer day

Every card you draw will be battle card until the day you deplete all of your health.

(As you have piled up too much hatred in this world, your existence has been cursed by any living creatures in the world. Everybody just want you die…but for how long you can survive under this challenge?