

WORLD

The game is set in the modern era where the great serenity of the forest dwellers is being endangered by the urban people. By forest dweller, I refer to the people living in forest along with the wildlife. The forests are lush green, full of life and amazing scenery. It was a natural interface of humans and animals, a perfect biosphere. They enjoy, eat, and live their lives to the fullest. On the other hand there is the urban world, full of technology and dirt. The population is upto the brim, therefore, the people start looking for places to establish their houses, factories, workplaces, etc. And the poor first dwellers, unfortunately fall on their radar. The forest has a lot of watchhouses situated to keep the people within the forest. There are mines situated too which serve the same purpose as watchhouses. Outside the forest there is a city prison where most of the forest people are taken if they are not taken as slaves or workers. After the prison lies the main city where the urban people live. At the exact centre of the city, lies the tower which is the home as well as workplace of the head of this operation against forest people.

PLOT

The game begins with showing how life was always beautiful and amazing amidst those trees and wildlife. They would wake up to the sun's first lights, go, cut some trees, collect some fruits, hunt some animals, cook, eat, talk, and enjoy. But their happy faces are struck by the urban lords' tricks. They started cutting trees down recklessly, killing animals and when they found there was human life existing in the forest, they thought of them as primitive beings who could serve them by becoming their slaves and working in factories, industries, etc.

They start attacking their households, would take them up as prisoners, and kill those who revolted. Soon, every house would have the so-called savages in their homes as workers, mostly against their wish. And then one day they raided a niche and killed a few people. Here comes our main character of the game. His family is among the people that were killed but as he was away cutting some trees and gathering food, he is saved. But knowing that he has lost his family shatters him. He becomes an alive corpse. Then seeing the destruction the urban people were causing he decides to revolt. He gathers some of the community people and plans a rebellion. Throughout the forest, there were single room watchhouses set up to keep the forest dwellers within a particular radius. These watchhouses had two policemen who patrolled the area around day and night. In order to escape and help their family and friends taken as slaves they have to get past these watchhouses. And for that they need to gain control over the guards, by either killing them or destroying the house to a certain limit after which they would surrender. Extra points for keeping them alive. After that they would have to raid the city prison where many of their friends are taken prisoners. They would have to fight the guards on all the floors, disable the alarms from the control room, open all the rooms and quietly escort all those people to the forest area. And finally they would have to confront the top level villains which reside in well built buildings with a lot of rooms and guards. If they manage to defeat all the guards and free all their family and friends the game is considered won. They would have primitive weapons but the weapon

with the urban people would be mechanised guns, therefore they would have to complete the entire journey stealthily, hiding behind walls and rooms, throwing stones, etc.