

Mood for Water chapter

- Plumbing over 100 years old can burst at any time, don't put paper on the toilet.
- Stagnant water rots and smells bad on the corner of the walls.
- That's why the damp walls are home to biodiversity, all types of fungi.
- Food left in the cupboard can have a high concentration of mold and mildew, give it to the guardians, they like it.
- A moisture insect can live for two to eight years, they don't drown. LOL.
- Stalactites and stalagmites are rainwater that penetrate the castle walls, but maybe you will not see them.
- Rainwater is not drinkable, remember that.
- Evaporation of sweat from the skin surface has a cooling effect.

Mood for Earth chapter

- If you try to penetrate the walls you will not succeed, there are walls up to 12 feet thick.
- Look carefully, the stones are brown, but they can be gray, white, red and yellow.
- Dust enters the airways and can be deadly, for me it was almost.
- The well may have no water, but there is mud that comes up.
- A gnome told me not to kill him, because they help to balance the energy of stones and plants.
- Not the entire surface of the globe can be used for agricultural purposes, I dropped a carrot out of my pocket and a tuberculo was born with a human finger.
- Choose well where you are going to eat your meal.
- Everything is dust.
- Oil is a liquid sedimentary rock, which originates from deposition on the seabed of marine organisms.

Mood for Fire chapter

- The temperature is rising, but don't get rid of your jacket until you get the fire power.
- The Dragon will own you when it is inside of you, but do not give in to its manipulation.
- Lava volcanoes are where Dragons usually are.
- As a rule, the candle flame burns at 1,000 degrees, you can cook a mini sautéed chili there.
- The rib cooking point is 120 min at 210°C. Bad news, you will find more heads than ribs. Dragons don't like heads. The cheek cooks in 140 min at 200°C.
- The fire of a candle can produce water. The water vapor condenses on the metal of a spoon. The wax contains hydrogen which, when combined with oxygen, generates water. You can drink that. You can put some dust there, it gets fun. LOL
- Fire can suck up all the oxygen in a room and fill it with smoke and poisonous gases.

- Smoking is extremely disorienting.

Mood for Air Chapter

- The air cannot be touched, and it usually has no color, smell, or taste. But because of the sulfur sometimes you can see the marks that your partner leaves in the air when he passes.
- I saw a body that was no longer there. It expelled so many toxins that its shape remained intact in the air.
- The wind passes through the cracks in the walls and whistles. Sometimes it almost screams.
- A bottle may be empty, but it is actually full of air, and it's usually not pleasant when you open it.
- Air is that bitch you will find everywhere because it penetrates everywhere.
- There is also air in the water. It is dissolved in the water.
- There is also air inside the earth.
- But with fire the air mixes like the chemicals of a perfume that come together in a convenient relationship to obtain something that has an effect on others. The relationship between them is not naive.

Mood for Electricity chapter

- You can pull electricity out of the air. Try to do that when you see the gnomes, they will do everything for a shinning flash.
- Unconscious, emotion-influenced, impulsive, or reckless use of this power can be catastrophic.
- Electricity comes and goes. Sometimes I feel it taking over me. It chooses to feed my positive or negative side, doesn't depend on me.
- I can no longer control my wills, the powers are deforming me from the inside.
- Electricity likes me, I feel it, I hear it calling me in the night.
- My body is full and I can't rest because its constantly being recharged.

Warnings for secret rooms

- The prophet sees destruction. He conspires with the future for your failure.
- You may go in and chart the path for yourself and your partner, that you may take it and die.
- I hope that the prayer of faith will save the one who's blind.
- You are betraying the spirits with your kiss.
- We are all strings on a lyre. We resonate whether with light or dark. Choose your frequency.
- This is where the worm doesn't die and the fire doesn't go out
- Be sober-minded, be watchful. Your adversary prowls around, seeking, like a roaring lion.
- An adulterous generation seeks the throne

Only one kingdom/place/City, commanded by 8 wizards.

The Great Wizard tries to steal the powers of the other 7, with (for example) black magic. In order to not let him reach his goal, the other Wizards sacrifice themselves and commit suicide. The great Wizard catches his spirits and makes them victims of captivity in his castle. He realizes that it's only possible to remove the power of the spirits if they are inside a body, or if they give it spontaneously. Power can only be drawn from within a body and not from within a spirit.

As the powers can only pass from the spirits to a person if they want to, the Wizard forges a way to manipulate them. He captures humans from the "Kingdom", who will try to escape. But to do that they need to set the spirits free. The spirits reward those who help them, so the spirits give the powers to those who can set them free.

When the humans reach the end of each level, they release the spirit, which in turn gives them their power.

When they reach all the elements' power, they have to fight the Wizard. In the end, only one wins. The Wizard fights against him to steal all his powers and he either wins or he doesn't. If he wins, he takes control of the kingdom or even the whole world. If not, the human liberates all spirits and guardians and reestablishes the natural order of the kingdom.

The guardians who are they? Other players who were trapped in the castle because they never managed to overcome the obstacles and free the spirits. They try to prevent the new men trapped in the castle, from being able to release the spirits.

The Great Wizard is born in the wizarding civilization, camouflaged from the rest of the world. He grows and evolves, becoming the best of his generation to master spells. As he improves his magic and understands what he wants to do with it, and where it is right to apply it, he starts to question the work of the 7 wizards who master the 7 elements (Electricity, Ground, Air, Water, Fire, Dark, Light) differently. For the wizard, "the 7" spent too much time using their powers for their own benefit, and it is on the day that his mother needs help and does not get it, that the wizard realizes that he will have to intervene and do justice for everyone, those that "the 7"

left behind. His mother dies in an unnecessary way, being hit by a spell at work. The Wizard seeks the help of the 7 sorcerers, but they claim that when carrying out the process they could be the biggest losers, and without caring too much leave the wizard without a chance. When his mother dies after 5 years, moribund, the wizard alone, without a family decides to block a plan. Over the course of 10 years he has been preparing for the battle with "the 7", while they are sinking more and more into the general opinion of civilization. Embittered, disillusioned and determined to do good, his great goal is to retain all the powers of the elements himself and thus help their civilization.

On the day of the battle, the Wizard loses, because "the 7" prefer to commit suicide than someone else has their powers. The Wizard imprisons his spirits and confines them in a castle, with the hope of one day obtaining the powers.

Storyline: In a bewitched castle, isolated from the civilization of wizards and the rest of the human world, the great wizard kidnaps and forces, every year, two ordinary men, not wizards, to enter the castle in order to obtain the powers of the spirits. These spirits are cloistered, waiting to be released so that they can ascend and achieve peace. For this reason, spirits reward those who help them by offering them their powers of the elements. Upon receiving the powers, the men increase their capacity and thus the possibility of overcoming more obstacles, traps and fleeing the castle. The guardians of the spirits, ancient humans trying to escape, but who were unable to advance the journey of leaving the castle, are also endowed with powers of elements. The two common men, together, also have to face these guardians in order to escape. In the end, when they manage to free all the spirits and thus obtain all the powers of the 7 elements, they fight against the great Wizard, in order to steal their powers, so that he can finally return to the wizarding civilization and help as he always wanted to be helped.