# New chapter

(NEW!!! No Textbox yet that i can provide. Just keep the orange one for now. Anything with ( and ) should not be put as text, its more of an explanation for things i want.)  
  
30 August. Year 202x

Textbox:

Protagonist Name, Age 17.  
  
Textbox continues, this is game narration/ thoughts of the protagonist (these thoughts/narration is going to be cursive in this file, but there is no cursive font, so theyll look like normal text in game).

*The new school semester starts tomorrow. You're feeling anxious because you spent most of the summer break preparing for your final semester of high school before college. Your parents have been nagging you to study more often than you did before.*

*What direction should your life go in? You turn on your computer to research the most lucrative jobs for after you finish school and college in about five years. They are all lined up neatly and prepared by your school's careers adviser and your parents. None of those jobs seem to be your cup of tea.*

*Just as you are pondering the biggest decision of your life, you receive a message:* (up until now, show a singular portrait from the protagonist folder. The portrait in this scenario is called Normal)

*It's from your online friend Kami.*  
  
(Show the characters portrait when they talk. For Kami, use Portraits from Female Lead folder and in this dialogue, show both portraits, Protagonist on the left and Kami on the right)

Hey, (Protagonist Name), I see you're online. I… found something interesting, it’s a server and a seemingly a good one at that. It says its more realistic and gorier than the official licensed servers and maybe other we visited! That sounds like something you, me and Fujiwara should check out…today. Reply quickly — I want to play before Fujiwara uses the 'I'm tired and I want to go to sleep' excuse. (Initial Portrait: Smile Closed Eyes)

(Game Narration:)  
*Kami: Age 17. She's an online friend of yours. You've never met her in person, and you don't even know her real name. She is active on the internet and enjoys exploring the net, even if it isnt safe to do.*

(Show the protagonist portrait when they have to make a dialogue option choice. Also keep the portrait of the last character talked visible during the dialogue choices. For example, we have character Protagonist, B and C. C talked, then B, then the Protagonist has to make a choice. In this scenario, portrait of protagonist, on the left and portrait of the character B, on the right, should be visible and no other character.)

(Protagonist dialogue option:)

"OK, I'll message him."

“I'm sure it's not always an excuse.”

"I'm tired and I want to go to sleep."

(Text for Response 1)

Great! Tell him that reading from the description, its looking to be great and that he absolutely needs to experience it with us. It's our last day before the school semester starts — we should end it with a bang! (Portrait of Kami: still Smile Closed Eyes)

*You decided to message Fujiwara with extra oomph so that he won't miss out.*

(Text for Response 2)  
Well, if he's that tired, he won't answer, but it can't hurt to call him just to be sure. Come on, you know it works. Sometimes you're not in the mood, so you make up an excuse to be alone. I found something amazing — make sure he doesn't miss it: message him first, let’s see what he’s up to! (Portrait name: More Serious)

*You decided to message Fujiwara.*

(Text for Response 3)

Very funny! That was totally not the most predictable joke ever. You need to work on your sense of humour.

(Kami sends a bunch of emojis. It seems she's describing your sense of humour as unfunny.)

Anyway, I’ll message him right myself. (Portrait name: Angry Face)

(Regardless of the dialogue choice, the game continues with the next script.)  
  
*Fujiwara logs on and starts typing in your private group.*

(Portrait of Fujiwara on the right, Protagonist on the left Portrait name: Smiling Closed Eyes Buddy.) Fujiwara: Hey guys, I'm actually in the mood for some simple demon slaying. My boss had mercy on me today and decided that I don't need to work hard because he values education. He said I should prepare for my final year of school, which starts tomorrow. So… I'll just spend the time with you guys.

*Fujiwara: Age 17. He's your good buddy from the first year of high school. He's responsible and hard-working and makes the best of his situation with his sick mother.*

(Now Kami Portrait replaces Protagonist Portrait on the left. Portrait Name: Smile Open Eyes)

Kami: You made a good decision to join us. However, please take school seriously at some point, preferably in the first week, k?  
(Fujiwara Portrait changes to: Smiling Opened Eyes Buddy) Fujiwara: Of course, but it would be difficult given my responsibilities. What can you do? I'll just keep working hard.  
Kami: We are rooting for you! BTW, here the link.

*Kami sent a link to the server she mentioned. The game Digital Real Story is massively popular around the world, with players joining from all over to play, meet new people, and of course, slay demons! This game is especially popular with Japan's youth. It's racing towards a player base of 1 billion.*

(Fujiwara Portrait changes to: Unamused Buddy) Fujiwara: I never really understood why we play the illegal servers of this game when the official ones are exciting enough. I didn't even finish the main story, let alone the new content added in the last year. Just saying’.

(Kami Portrait changes to: More Serious) Kami: I've played through most of it; it's boring and safe. That's the best we can expect from 5 Revolution Studios nowadays. Ever since governments around the world started criticising this game for utilising morally questionable tactics to make players as addicted as possible, the company has tried so hard to rebrand itself as a safe, non-violent or addictive game, with restricting how much you can play a day, removing ‘controversial’ stuff, which is just blood or skeletons. They are just removing anything exciting from the game so that the government wont have many points to critize. It really pisses me off.

(Kami Portrait changes to: Angry Face) *Kami proceeds to rant about how the game has become soft over time…*

Fujiwara: Why wouldn't they play it safe? I would do the same. Having multiple governments utilise anything, no matter how small, against you would make me try to counter that by doing the same thing as 5 Revolution Studios. Dont forget, they have about 42.000 employees for that game only. Thats a lot of people who rely on this game being successful for their financial safety.  
  
Kami: Wow! After the player base protested and fend off a regulation that would destroy their privacy, where everyone has to show their ID before playing, the game studio has decided to reward its players….by making the gaming experience worse. They are also as important as the employees or not? Why should they get the short end of the stick?

Fujiwara: I don't see anyone complaining about the 'safe' experience that the game is trying to offer recently. Only you, some content creators, and a bunch of other people online, who are frankly irrelevant. The game is pretty much the same for me; not much has changed since the hidden rebranding. And on top of that, hardworking employees have a steady income. Everyone wins, right?

Kami: Of course they don't complain; they're too ignorant to see how the company is going behind their backs. They don’t even pay their employees THAT good, you think the company cares that much about employees? It’s about the money.  
Fujiwara: Yup, i mean, that’s the point of a company. They still get paid well. Players enjoy a good game. Company makes very good money from the game. I say that’s good stuff, everyone wins. Didn’t you say 5 Revolution Studios is the best video game studio?  
Kami: Yeah, but that does not mean they are perfect. Ill link you a video you can watch later critising them and their practices.

*You decide to chime in.*

(Protagonist dialogue option, also, Protagonist Portrait appears again: Almost Angry and replaces Fujiwara)

“Guys, could we not talk about this again?”

“I really don't think it's that big of a deal.”

“We should strive for companies to be as consumer friendly as possible.”

(Response 1:)

(Kami Portrait changes to: More Serious) Kami: Maybe we should! You shouldn't treat this lightly. It's a big issue!

(Fujiwara Portrait reappears to replace protagonist: Smiling Opened Eyes Buddy) Fujiwara: Nah, let's do what we wanted to do. Let's all log on to that server.

Kami: Sigh, I suppose so. We'll talk about this later though — it's serious stuff!

*Kami sends a bunch of emojis describing her furious state. Everyone prepares to join the server*

(Response 2:)

Kami: There's no way you think it's not a big deal. It's the biggest thing ever, guys! How can you not see it? Microtransactions, Subscriptions, DLC, that all started recently, they just trying to get as much money as possible by delivering only a mid game experience!

(Fujiwara Portrait reappears to replace protagonists: Smiling Opened Eyes Buddy) Fujiwara: I don't really care. Are we not going to an illegal server where modders have as much freedom as possible anyway? Can't people just do that if they want to play something more exciting? Its free, too.

Kami: Well, you do have to homebrew your VR set, though. I don't think people even know you can do that, so how are they supposed to know?

Fujiwara: By searching online. You literally sent me a link back then to a website with a guide — anyone can find it. So, if people want to, they can get the experience they want. But these sites aren't very popular. Why? Because people don't really care. So, it's not a big deal. If people are not ok with something, they’ll do something about it.

(Kami Portrait changes to: Sad Opened Eyes) Kami: Not always true, but whatever. Should we go into the server?  
(Fujiwara Portrait changes to: Smiling Closed Eyes Buddy) Fujiwara: Yes, let's go! Don't forget that if you ask people on that server and they agree with you, it doesn't prove your point.

Kami: Yeah, yeah

*(Protagonist Portrait reappears and replaces Kami Portrait: 4th Wall Break) Fujiwara caught Kami red-handed. He knew she would have asked people to support her argument. Regardless, everyone prepared to hop into the server.*

(Response 3:)

(Fujiwara Portrait reappears to replace protagonists: Disinterested Buddy) Fujiwara: Come on, you can’t expect the game studio to look out for small people like that. If they really don’t like the direction, they will just leave. Leave it to people to broadcast their opinions.

(Kami Portrait changes to: More Serious) Kami: Thats now how it usually works, so i think companies should take responsibility and try to not utilise people’s ignorance for monetary benefit!

Fujiwara: I don’t think a world like that could insist. We humans like to be efficient and it’s darn efficient to take advantage of people’s weaknesses.

Kami: It’s the easy thing to do. You can be successful without doing that.

Fujiwara: Not going to argue that. For most people though, it’s the only way to get ahead. Not everyone is born equal, so we have to offset our weaknesses by…using someone else’s weaknesses against them, to a certain extent. Oh, should we join the server now? I'm in the mood slaying demons, not arguing.

Kami: All right all right, join my group and let's enjoy our last day. Im going to back this topic though the next time we play, got it?  
Fujiwara Portrait changes to: Smiling Closed Eyes Buddy) Fujiwara: Mmmmm-No. Are you ready, [Protagonist Name]?

*Protagonist Portrait reappears and replaces Kami Portrait: 4th Wall Break) You send a thumbs-up emoji. Everyone started joining the server*

(Regardless of the dialogue option selected, the scenario continues and all portraits dissapear, but for protagonists, which changes or remains with the portrait: Normal)

*To join, you got to put your VR headset on. You and your friends have a VR headset with Homebrew installed, which allows you to join unlicensed servers. According to Kami, the homebrew scene is still in its infancy.*

(Protagonists portrait dissapears) (The scene then transitions to the characters standing in a new background with their in-game animations. They are now in a lobby. You can select random background for that as well) *A message appears:*

(Protagonists portrait reapears: Normal) Welcome to the 'Devil Busters – Extreme Pain' server! I'm the main developer of this server, Unknown Familiar, and I hope you have a great time here. Please adhere to the rules.

*The bot lists the server rules.*

(Kami Portrait appears: Smile Open Eyes) Kami: Standard rules. Non-harassment. No racism. All that stuff. Skip!  
  
(Kami Portrait dissapears) Thank you for reading the rules. To start a character on this server, please select it as your primary server in the menu. Playing on this server will not put you at risk of being banned when interacting with the official servers, and nothing will be displayed when admins check your servers list. Please use an exciting character that you have already created on an official server.

(Fujiwara Portrait appears: Smiling Opened Eyes Buddy) Fujiwara: Oh, that's something new. So we don't even need to create a new identity?

(Kami Portrait replaces Protagonists: Smile Closed Eyes) Kami: Wow! How do they even mask this server in the server menu? That's something new. The homebrew scene is coming along pretty well.

(Protagonist dialogue option, also replaces Fujiwara Portait with his: Normal)

“You can never underestimate homebrewers.”

“It looks like you won't be able to create a new funny nickname, Kami.”  
“At least i won’t have to look at the confusing guide again.”

Response 1:

Kami: Definitely!

(Fujiwara Portrait reappears, replacing protagonists: Smiling Opened Eyes Buddy) Fujiwara: Now that's the kind of people I can respect. Limits or not, they will achieve what they want.

Response 2:

Kami: Oh my God, you're right! This is both convenient and horrible; I'm torn.

(Fujiwara Portrait reappears, replacing protagonists: Disinterested Buddy) Fujiwara: Just use one of the characters you have with a funny name. You have much more than one...

Response 3:

(Kami Portrait changes: More Serious) Kami: I don’t have that problem.

(Fujiwara Portrait reappears, replacing protagonists: Smiling Closed Eyes Buddy) Fujiwara: Oh, i know, halleluiah to that.

(Regardless of the dialogue option selected, the scenario continues:)

(Fujiwara portrait appears/reappears, replacing Protagonists: Smiling Opened Eyes Buddy) Fujiwara: Anyway. I'm going to use my rather undeveloped character, Parkour Battle Dude.

(Kami Portrait changes/still is: Smile Closed Eyes) Kami: Oh, I'm going to use the Deep Diva of the Beyond. The name oozes mystery and power.

(Protagonists Portrait appears, other 2 dissapear: Normal)*Which of your characters are you going to use? You're going to stick with the nickname for a while...*

Protagonist dialogue option:

“Digital Messiah”

“Wild Punisher”

“United Warrior”

Response 1:

(Kami Portrait Appears, on the right: More Serious) Kami: Digital Messiah is still a very try hard name, maybe pick something more casual?

(Fujiwara Portrait Appears, on the left, replacing protagonists: Smiling Closed Eyes Buddy) Fujiwara: It certainly sounds like a video game nickname. I'll give you that.

Response 2:  
(Kami Portrait Appears, on the right: Smile Open Eyes) Kami: Yes, I remember that one.

(Fujiwara Portrait Appears, on the left, replacing protagonists: Smiling Closed Eyes Buddy) Fujiwara: Sick name, bro! You gonna intimated demons with that one for sure.

Response 3:

(Kami Portrait Appears, on the right: Smile Open Eyes) Kami: If only the world had more United Warriors, it could be a more stable and fairer place.

(Fujiwara Portrait Appears, on the left, replacing protagonists: Smiling Closed Eyes Buddy) Fujiwara: These Fists are rated E for everyone, am i right?  
Kami: Oh, is that what you name means?

(Regardless of the dialogue option selected, the scenario continues, but from now on the selected nickname is used in the menu for the VR world. This is going to matter once i give a menu file or you can implement that, if you have a placeholder)

(Protagonists Portrait appears, other 2 dissapear: Normal) In order to create a character here, we will have to wipe all save data assigned to your character. Do you wish to proceed?

(Kami Portrait Appears, on the right: Smile Open Eyes) Kami: Wow, er, I suppose I should have expected that. It's OK; this character only took me 15 hours to max out.

(Fujiwara Portrait Appears, on the left, replacing protagonists: Disinterested Buddy) Fujiwara: Only 15 hours? You're crazy good at this game! My character isn't important; I'm fine with wiping it.

(Protagonists Portrait appears, other 2 dissapear: Normal) *You all agreed to the stipulations needed to access this server.*

Now, I have one question for you. Are you ready to experience a ‘True Digital Real Story?’ May your journey from now on be full of decisions that prove whether you truly regret your current life and want to change things, or whether you simply come to the conclusion that the cycle of life is perfect. Wander between two worlds of endless perspectives and forge your own path. Just…Survive.

(Kami Portrait Appears, on the right: Smile Open Eyes) Kami: It's very ominous. Do you think that in this story, we get to have many choices that will affect the game?

(Protagonist dialogue option:)

“Maybe”

“I dont really care.”

“The server has two worlds?”

Response 1:

Kami: Well, let's see...

(Fujiwara Portrait Appears, on the left, replacing protagonists: Smiling Opened Eyes Buddy) Fujiwara: It sounds like it. Let's get to the gameplay already!

Response 2:

(Fujiwara Portrait Appears, on the left, replacing protagonists: Smiling Opened Eyes Buddy) Fujiwara: Haha, yup, I in for the gameplay! Just let me kill some demons.

Response 3:

(Fujiwara Portrait Appears, on the left, replacing protagonists: Smiling Opened Eyes Buddy) Fujiwara: Every server has multiple worlds.

Kami: Maybe this one has two expansive worlds, unlike other servers that just have tens of small ones.  
  
(Regardless of your dialogue choice, the game continues with the next script.)

(No Portraits are showed here, they just dissapear. The game transitions to the battlefield, where you can see the animation sprites of the 3 characters) *After the dialogue, you find yourself in a familiar building. It's grimoire hotel, a popular destination for people visiting Tokyo. It's quite high-end, too.*

*You see something approaching you…*

(Show a looping Yatsufusa animation sheet on the battlefield) Dog Demon: Grrr!

The demon notices you.

Dog Demon: Auu!!!!!!

(Kami Portrait Appears, on the right: Smile Open Eyes) Kami: A Yatsufusa... I think that's your tutorial demon.

(Fujiwara Portrait Appears, on the left: Smiling Opened Eyes Buddy) Fujiwara: It looks awesome.

*Just as you start talking, other demons appear.*

(Show a placeholder or just the yatsufusa sprite against. Its ok for a demo. Also other characters portraits disappear) Bird Demon: Oh, what are those humans doing here? How can they invade this place?

(Show a placeholder or just the yatsufusa sprite against. Its ok for a demo) Pig Demon: Oink! They'd better not be trying to change reality! Oink!

Bird Demon: Let's kill them!

The demons are preparing to attack!

(Kami Portrait Appears, on the left: Smile Open Eyes) Kami: All right, this already feels a little more exciting, don't you think? I'm kind of scared, actually.

(Fujiwara Portrait Appears, on the right: Smiling Opened Eyes Buddy) Fujiwara: Yeah, I feel it too. I can't quite put it into words, but their presence feels real.

*The demons you encounter are Yatsufusa, Caladrius and Katakirauwa.*

(Protagonist Portrait appears and replaces Kami, on the right: Almost Angry) Protagonist dialogue option:

“Let's beat them up!”

“This is the last time we're playing this game for a while...”

Response 1:  
(Fujiwara Portrait changes to: Smiling Opened Eyes Buddy) Fujiwara: It's time for some good old-fashioned violence.

(Kami Portrait replaces Fujiwaras, on the right: Smile Open Eyes) Kami: Yeah, done that, been there, nothing new. Let’s go.

Response 2:

(Fujiwara Portrait changes to: Smiling Opened Eyes Buddy) Fujiwara: I'm going to go wild on this playthrough — watch me!  
(Kami Portrait replaces Fujiwaras, on the right: Smile Open Eyes) Kami: Yeah, let's make this one epic!

(Regardless of your dialogue choice, the game continues with the next script. Also all Portraits dissapear)

BATTLE STARTS!

(Protagonist Sprite appears: normal) Tutorial Bot: Welcome to the real-life story. We are the definitive upgrade to the original game! Here are some of the changes we've made.

Firstly, you will only use your bodies to attack, defend or interact with the demons! Our immersion system allows you to throw punches and kicks with near-realistic detail. Just use your body as you would in real life! (Protagonist Sprite disappears)

Yatsufusa moves first, moving three tiles to attack the protagonist.

(A battle takes place. Yatsufusa can only perform a basic attack. He will attack the protagonist, who has the option to guard or perform a basic attack.)

(After the battle ends:)

Yatsufusa: Grrrrr!

(Protagonist Sprite appears: Almost Angry) *The damage from Yatsufusa feels kind of real.*

(Protagonist Sprite appears: normal) Protagonist dialogue option:

“Guys, this feels strange; I can feel the pain.”

“This is a lot more immersive than i thought…”  
  
Response 1:

(Kami Portrait appears, on the right: More Serious) Kami: Is it really that immersive?

(Fujiwara Portrait appears, on the right, replacing Kamis: Smiling Closed Eyes Buddy) Fujiwara: Wow! If it's that immersive, I want to go next!

Response 2:

(Kami Portrait appears, on the right: More Serious) Kami: Is it really that immersive?

(Fujiwara Portrait appears, on the right, replacing Kamis: Smiling Closed Eyes Buddy) Fujiwara: No need to hype it up: I’m already itching to go!

(Regardless of your dialogue choice, the game continues with the next script.)

(Katakirauwa moves towards Fujiwara and attacks. It's should be weak to physical attacks and has only a basic attack as option. Fujiwara has a basic attack and guard option. If player selects an attack with Fujiwara and he lands it, he will gain an extra turn and be able to act again. Only 1 Extra turn can be gained per skirmish.)

(After the battle ends:)

(Fujiwara Portrait appears, on the left: Smiling Opened Eyes Buddy) Fujiwara: It doesn't feel that different from the usual gameplay. (Protagonist Name), are you overreacting?

(Kami Portrait appears, on the right: More Serious) Kami: Caladrius is about to attack, its going for me i guess!

(Caladrius moves in and attacks Kami!)

(The battle begins and Caladrius is programmed to use a Wind attack that deals small damage. Player choice: Kami can use a basic attack or guard. No extra turns for anyone)

(After the battle ends:)

(Kami Portrait appears, on the left: Angry Face) Kami: Oh, that felt real. Ouch! Is that what you meant, (Protagonist Name)? How did they even programme this? I actually feel pain! Seriously guys!

(Fujiwara Portrait appears, on the right: Smiling Opened Eyes Buddy) Fujiwara: Is this not what you wanted? It's a bit more exciting, isn't it? Definetly not boring.  
Kami: This server should have had a disclaimer about how realistic it is. It's an easy lawsuit for people who can't handle this. Actually endangering lives. I'm going to message the admin about this later. But it's true; it's more exciting — my heart is pumping!

(Fujiwara Portrait changes to: Smiling Closed Eyes Buddy) Fujiwara: Man, I'm interested in what you're experiencing now. Maybe i need a stronger enemy, i don’t feel all that different.

(Protagonist turn begins.)

(He can move freely, but the only enemy within his range is Yatsufusa. If the player attacks Yatsufusa, the protagonist will have an extra turn because of the initiative bonus system, which has a high chance of granting an extra turn to the attacking team. Its guaranteed in this one. If any player defeats Yatsufusa, the following dialogue plays:)

Yatsufusa: Grr!

Yatsufusa backs down. The demon seems to bow down to you...

Yatsufusa disappears. (His sprite dissapears from the field)

(After the protagonist's turn ends.)

(Fujiwara Portrait appears, on the right: Smiling Closed Eyes Buddy) Fujiwara: All right, it's my turn. I want to know how powerful Caladrius is, so I'll go and meet him and have a little talk with my fists.

(The game forces Fujiwara to move to a tile that is just one tile away before he can attack Caladrius.)

(Fujiwara Portrait appears, on the right: Disinterested Buddy) Fujiwara: Damn it! I can't reach this bird!

(The game then forces the player to end their turn to show that this is an option they can select.)

(Kami's turn begins:)

(She is close to Katakirauwa, so it is suggested that she goes to fight Katakirauwa. If anyone defeates Katakirauwa, the text plays:)  
Katakirauwa: Oh man, i knew i shouldn’t battle. Those darn humans exploited my phys weakness.  
Katakirauwa: Ill go and relax in your stock…  
Katakirauwa disappears.

(After her turn ends, it's the demons' turn. Rather than engage with the player, they run away.)

The turn order system is based on speed. All the demons and our characters are level 1. The Turn Order System is also based on how many actions you take. If you start your turn and then end it immediately, it won't consume much of your speed meter. In this scenario, it's even possible to move immediately after passing your turn, because you didn't do much and other entities on the field did a lot in their previous turn, which consumed their speed meter (or just because youre SPEED is very big). In this fight, the previous info is irrelevant fo the demo. In this fight, it should go like this: First Yatsufusa, then Katakirauwa, Caladrius, the protagonist, Fujiwara, Kami, and then remaining demons, they run away, from there the humans essentially go protagonist, fujiwara, kami, immediatly after, protagonist, fujiwara, kami, then the alive demons and then the cycle repeats like this: protagonist, fujiwara, kami, protagonist, fujiwara, kami, Yatsufusa, then Katakirauwa, Caladrius. This cycle obviously only repeats of the player does not finish off all the enemy demons and skips all demons that are dead. I dont exactly know how the speed meter works, will research if decide to make a full game or something.)  
  
(The battle ends once all the demons have been defeated.)

(The text displays): 'You've survived!'

(Everyone gets 120 XP, which is enough to level up from level 1 to level 3 if they did not defeat any enemies in this stage which means their EXP bar was 0 to 50 for lvl 1, then 0 to 70 for level 2. Applicable for all characters. Essentially a 40 % increase in xp requirement for each lvl.)

(By the way, all the demons drop 40 XP.)

(During a level up, the player gets to allocate a point to one of the protagonist's stats: strength, intelligence, vitality, speed or willpower.)

(Simple explanations:

Strength affects the physical damage you receive and dish out, as well as lowering and increasing the critical hit ratio based on who's taking it.

Intelligence affects magic damage dealt and received, as well as increasing the MP pool on user.

Vitality affects how much additional HP you have and slightly increases phys and mag defence in the damage calculation.

Speed: It affects how often you have your turn by reducing the cost of taking actions. It increases dodge and hit levels and determines who moves first in a skirmish. as well as the hit rate of multi-attacks (which can hit 2–5 times, for example) against you or in your favour.

Willpower increases the chance of dodging and inflicting instant-kill moves and ailments. It also reduces the chance of your extra turn being removed and increases the chance of getting one.

I don't expect you to implement most of this stuff in the demo; you can stick to the basics like vitality, phys, mag.)

(Damage Formula: I have one in the Infor file. This one needs research; I used a simple formula. Here are some things I know/want to implement, but those dont matter for now:

Hitting a weakness should increase damage by 50%.

(I could tell you a lot more, but this is OK for a demo. HP of Characters: Protagonist: 30. Fujiwara: 36. Kami: 28  
Demons: Yatsufusa: 24. Katakirauwa: 32. Caladrius: 22.)

Our character's movement speed: 4 titles.

Demons: 3  
  
(OK, the battle has ended and the game continues.)

(Kami Portrait appears, on the left: Sad Opened Eyes) Kami: This was intense. I feel like I couldn't get used to this kind of adrenaline.

(Fujiwara Portrait appears, on the right: Smiling Opened Eyes Buddy) Fujiwara: This was pretty mediocre; I didn't feel much adrenaline. Maybe im just too good?

(Protagonist Sprite appears, replacing Kamis: Almost Angry) Protagonist dialogue option:

1. I still feel the adrenaline...

2. You're just that strong and experienced, Fujiwara.

Response 1:

Fujiwara: I feel nothin’!

Response 2:

Fujiwara: I sure am. Logistics is all the adrenaline I'll ever need.

(Regardless of the dialogue choice, the game continues with this script.)

(Kami Sprite appears, replacing Protagonits: Smile Open Eyes) Kami: All right, guys. I think that's our first fight won. Check your virtual desktop — we've unlocked something!

*You decide to open your Virtual Desktop.*

(Here is the menu. In this scene, just show the team's sub-menu where the characters can see the previous demons. Now they are in the stock. Going to provide a Menu for this later.

(A full party is made up of three units, one of which is the leader in the middle. Leaders take 50% less damage as long as one of the other two units exists. A team cannot have more than one leader.)

(A full party consists of four separate teams, each with four leaders and up to two units. Anyone can be a unit as long as they are not a leader. You don’t have to deploy everyone onto the field, 1 leader is enough, if he does not have 2 units)

(Racial skill: it's essentially an overworld command that you sometimes activate or that activates by itself. Try coding the 'Animal Leg' skill on Yatsufusa. This skill allows the unit to move on the grid space again after one battle, as long as the demon wielding Animal Leg is still alive and all further actions do not consume the speed meter, but you cant attack in this turn again, just move.)