Ages

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Age of Genesis

In the beginning, **The God of Creation**, **Seitei** forged the **Heavens** and the **Earth**. They wanted heaven to be a resting place for the dead, a dimension above the earth. Four days after the creation of The Heaven and The Earth, **Seitei** created **Servants** called **Angels**, whom are winged beings with holy magic imbued within their feathers. Five days later, he created **The First Child** as a reference to the first two **Beings** to grace the earth. Shortly after, **Seitei** created **The Garden of Eden** as a place for the first two **Beings** to reside in peace. **Seitei** wanted the first two **Beings** to keep their innocence. The First Child resided with Seitei up in the heavens not knowing that the first two Beings were subjected into a constant state of **overwhelming, incomprehensible eternity**. They are stripped of their freedom within the garden of eden and after overthinking things The First Child was the first to notice this. The First Child then rebelled against Seitei by taking the **avatar of a snake** and convincing the first Being to eat from **The Tree of Knowledge**. Seitei especially told the first two Beings to not eat from The Tree of Knowledge, knowing that once they do, they'll obtain **forbidden knowledge** about their sacred creator. The first Being ate from the tree, and gained knowledge that is currently unknown. Because of this, Seitei ordered them to be casted out of the garden and into the earth as **mindless, brainwashed monkeys**. The First Child, who has angry about Seitei's final decision, decided to eat many apples from The Tree of Knowledge and share his knowledge with the Angels in Heaven. This led to many, many Angels rebelling against Seitei, which led to a War within Heaven. Seitei casted The First Child and his Rebellion out of heaven, whom are now known as **The Devil and The Fallen Angels**. Though after the brutal loss within the war, The Fallen Angels split up individually, some hiding within the shadows desperately trying to find a way to free The Devil and some faked being by Seitei's side, so they could be in The Devils favour even after being casted out of the Heavens. The Devils punishment however was to be chained down in an underground prison deep **beneath the earth** where the fallen angels couldn't reach to contact The Devil. A Thousand years after the incident occured, the Kingdom of [Blank] was founded by [Blank]. There, you reside as a Being…

Age of Prosperity

The **Cold War** between the **Servants of Creation** and the **Fallen Angels** is ongoing unbeknownst to Seitei and the Beings on earth. The Fallen Angels are constantly trying to convince the **Beings** to remember where they come from using **Telekinesis**, acting as **Truth Messengers**. Though the Beings on Earth call this an act of **black magic** and mortals who hear theyre voices call themselves **Messengers of Despair**, simplified: **Crazy Actualities**. These so called crazy actualities who get convinced by the Fallen Angels desperately attempt to share their knowledge with everyone else but they get shut down and checked on by the kingdom‘s doctors for mental illnesses. The Main Characters think that the individuals who hear these voices have some type of demon possessing their bodies to spread lies about their sacred God, since the **Benevolent Kingdom of [blank]** is under the rule of a righteous, loving God.

Age of Chaos

After many long months of fighting off ’**Demons**’ sent by **The Devil**, the sight of the ‘Demons’ being slain drives the **Fallen Angels** crazy, which makes them ultimately snap. They push with all their might and free The Devil from his **chains** using all of their **negative energy** combined to eviscerate the **positive energy** wrapped around The Devil. The Devil is free at last, but the Fallen Angels have exhausted themselves which leaves them at a vulnerable state. **The Main Characters** reach The Devil and are ready to battle him and exterminate him once and for all.

Age of Rebinding (Bad Ending)

THE BAD ENDING

[[THIS WILL BE CHANGED CUS IDK IF THIS IS RLLY GOING TO GO THIS WAY SAME GOES FOR THE GOOD ENDING]]

Getting the bad ending:

> After the Goblin Ravine Area (Assuming you have killed everybody in that Ravine and didn't go to the safe spot and bought the healcharm). The Trio loots the cave and finds a mysterious key. Make Kyo equip the key and get to the part where Kyo and Tauriel get chased by the bloodthirsty lord of the rings. Purposefully get caught by it. Kyo throws Corone to Tauriel and gets eaten alive. After a black screen, Kyo finds himself in a sparkling, bright white paradise. This indicates that this could be heaven, but it isnt. Kyo moves very slowly and as you move it becomes clear that this is fading into hell. If you were to move further and further you'd fall into your doom and right into hell. The game would just end there. But were not going to do that... Instead, let the room you're in have a halved side: One heavenly looking side and one hellish looking side. Inbetween these two sides lies a hidden door. Open it with the Mysterious Key [EASTER EGG: The Key looks rusty, ancient and broken in the real world. If you look at the key within the Bad route room (i.e. the room i was just talking about lol) it looks heavenly, almost divine and Kyo gives a little dialogue on it when you equip it in the room -> /<Kyo: * Woah... Shiny...>/]. You'll find the Starlight Clown (The Starlight Jesters apprentice). Unlike the Starlight Jester, this clown is very good at being sleazy and is very flexible. His most known trait? being good at selling overpriced stuff. He makes you a deal. He pulls out a colossal rainbow orb out of his back-pocket and kneads it smaller like a cartoon character. He says that this orb can manipulate existence itself and swallowing it alters your existence itself and considering that you're literally dead, he mentions that it is able to bring you back to life. He offers you this rainbow orb for only one thing: All of your souls most magnanimous and life-saving traits. If you were to click yes, the Clown hands you the orb and tells you that once you swallow it, he'll begin the process of taking your souls kindest traits. Kyo swallows the thing whole and gets blasted away into a hyper-dimensional portal. Its chaotic, everything is shaking and Kyo's vision becomes hazy and blurry due to the mental strain and the brain not being able to comprehend what Kyo is currently experiencing. The screen slowly fades into white and Kyo instantly wakes up. In the Fifth Sequence, Kyo wakes up in the morning to Tauriel sleeping. Now that Kyo's been reborn. He wakes up during the night, where Tauriel stands guard while they sleep. Kyo feels light, and very ready to kill. His memories in the past have been deleted and he cant remember

> anything anymore. His name, his age, his birth, his birthday, nothing. His life just restarted and his consciousness was awoken right this minute. This Kyo isnt the same Kyo Corone and Tauriel know and love... Kyo made a deal to annihilate the most magnanimous traits of his soul, including the ones that work to save his life. Kyo is devoid of any mercy and he is completely fearless. He has much less to say and is now incredibly aggressive with his friends. *[CUTSCENE] He gets up and stands still for a minute before throwing himself onto Tauriel. Kyo chokes Tauriel till he passes out, Kyo then gets up and shakily tells Tauriel to not steal his kills. Now, instead of Tauriel protecting the gang for the next few hours, Kyo is the one that does it. Tauriel wakes up, hes confused that everybody is doing okay even after he passed out. Kyo sits there, wide awake. He says nothing.* The Bad ending has started now.

Changes in the sequences within the FIRST chapter.

Nothing changes in the first two sequences because the bad route only really begins in the third sequence. During the third sequence Corone jumps on Kyo and cuddles with him after a long time of being passed out. He's missed him obviously. In the Neutral Route, Kyo just lets it happen and doesn't really fight against it but he isn't truly comfortable with it because of how strained his body is but he pushes through regardless. In this route, *[CUTSCENE] Kyo is constantly filled with adrenaline and is not really truly sane. Instead of letting Corone jump on him and cuddle him, he punches Corone really hard in the face out of instinct. Corone gets flung to the other side of the place they're in. With Tauriel fast asleep, Corone can't be rescued. Kyo slowly gets up, due to the fact that 75% of his soul is missing, he walks slowly and zomb-ily. Corone tries to reason with him while crying due to the pain on his face. His jaw has been dislocated. After a minute of dialogue, Corone eventually realizes that Kyo can't be reasoned with. Corone grabs a rock and throws it at Kyo. It hits Kyo really hard in the knee but he ignores it and continues walking. Corone tries running behind Kyo to wake Tauriel up but gets tackled down instead. Kyo sits up and his body hesitates for a moment. Only to be dragged away and knocked out by Tauriel. The screen goes black and Kyo wakes up in the forest alone. Corone has left your party and Tauriel is waiting for you at Trunks' shed. Basically skipping the fourth sequence entirely.*

During the fifth sequence, the story plays out very differently. Tauriel waits for you at the shed but you aren't able to speak to him. The same stuff plays out: You go into the shed and get teleported into the labyrinth. [LABYRINTH CHANGES] They get seperated from eachother but this time, considering that Kyo is fearless and almost a corpse by now, Kyo isn't shaking in fear and isn't prone to a heartattack. Normally, you wouldn't be able to challenge the Minotaur, you're just able to run away from it and that's that. Kyo is able to challenge the Minotaur in this route. Kyo isn't truly able to kill the Minotaur off of one battle alone but if Kyo were to fight it more than thrice, he'd gain the ability to slaughter the Minotaur. Killing the Minotaur is essential to the BAD route and evokes a cutscene.

The Battle against The Minotaur

The Minotaur has a berserker-like pattern and is incredibly aggressive. To challenge the Minotaur, you'd have to get one thing and increase a trait by 3: Obtain any weapon. The best weapon you

can get during the labyrinth is a glass shard you find on the floor. Pick that glass shard up and progress through the Labyrinth as normal. You'll have to increase your willpower and to do that, find the golden threads on items but instead of collecting them and leaving them put in your inventory like normal, in this case Kyo doesn't care about escaping. Kyo is able to instead snap the golden thread and make it lose its golden charm. This pisses the Minotaur off heavily and makes him stronger and faster. It also increases your willpower by alot. Once you've finished snapping all of the threads, you'll get a red notification above your screen telling you to obliterate the Minotaur. Kyo stops to clutch his head and the screen slowly fades into black playing the sound of the ear ringing in the background. It then slowly fades back into normal. You're now able to finish the Minotaur off. Instead of running away from the Minotaur, your task now is to hunt him down. The first challenge plays out like normal, you fight the Minotaur in traditional fashion. Once you beat him, you both get out of battle and the Minotaur falls on its knees. Kyo will tackle the Minotaur and stab it in the head with the glass shard. It will roar in pain and flail hysterically. It backhands Kyo right in the face and this force is able to make Kyo ragdoll really far back. The Minotaur cries out in pain, it growls incredibly loud and then runs in the direction Kyo is in. Kyo gets up and the traditional battle screen doesn't show up anymore. Instead, the Minotaur and Kyo clash and engage in a wrestling match instead. You basically have to click different buttons in this situation. At some points even spam-click buttons and type words. The buttons you'll need to watch out for are -> ***Y - Y - X - R - Y - R*** <- (**yes, im animating ALL of this ;3**) [Lets Kyo get behind the Minotaur and suplex it, after suplexing it, the Minotaur quickly gets back up...] You have a split second to type this word -> ***TACKLE*** <- [Lets Kyo tackle the sprinting Minotaur] And now you spam click ***B*** to continuously slam your fist into the Minotaur's head. The Minotaur then grabs Kyo's head and punts him across the hallway. The Minotaur will then sprint towards Kyo, in which the player would now have to click a button on time for victory. If the player clicks ***K*** on time, Kyo will grab a glass shard off the ground and pelt it at the Minotaur's head. The Minotaur falls to the ground and simply dies. You're now able to grab the key off of the Minotaur's corpse and just leave. />Tauriel has witnessed the entire fight unfold</. After the now Duo tag-team leaves the pocket dimension. Tauriel is slowly losing his sanity in silence and is prone to throwing away his innocent side. Kyo is bruised and battered but he doesn't really care. Walking out of the Shed, Kyo thinks about the morality of his actions for the first time in hours. **Kyo's soul tries hard to regain its pieces.**

> **[CHANGES: CORONE LEAVES THE PARTY AND KYO'S ENDURANCE/STRENGTH INCREASES HEAVILY. YOUR RELATIONSHIP WITH TAURIEL HAS WORSENED AND TAURIELS MENTAL STATE DECREASED. YOU NOW HEAR STRANGE VOICES (RED TEXTS) FROM TIME TO TIME TELLING YOU TO DO BAD THINGS.**

The Main Characters make it to the final area of the game: The Dungeon where the Devil currently resides. After a long battle through the Dungeon and a load of trial and error that will be explained by the end of the game. After fighting the Devil's proudest fallen angel and "winning", because this is the bad route, Kyo goes ahead and tries to decapitate the fallen angel to display how strong they are (im guessing so they could be more feared). The Devil interrupts Kyo and cuts him down at the fastest pace the player has seen so far. Kyo gets flung by the swing force of the Devils legendary weapon and falls. Kyo is still breathing but barely alive. Kyo is silent and says nothing. Leaving Tauriel to face the strongest being on earth by himself. At the start of the fight, the Devil uses Asura's Magic and warps reality on a 6 Dimensional plane and obliterates the ITEM and the GUARD

button. The Fight begins...

Age of Rebellion (Good Ending)

THE GOOD ENDING

The Main Characters make it to the final area of the game: The Dungeon where the Devil currently resides. After a long battle through the Dungeon and a load of trial and error that will be explained by the end of the game. After fighting the Devil's proudest fallen angel and "winning", because this is the good ending, the Fallen Angel never falls down because of exhaustion and simply just thinks about his decisions for a moment. The Trio stand there silently until the Devil walks up to the Fallen Angel and dismisses him. He applauds the Trio for their decisions and humors them with a fight to test their strength. The Devil obliterates the MAGIC button and turns all of the peaceful magic the Trio is carrying into violent magic so he could not be spared. The Fight begins...