

Sixth Sequence

After going through the forest, fighting many demons and goblins and even solving secret puzzles that unlock secret things. Eventually they reach their destination and find an old shack where the old man resides. As they were about to walk inside, Kyo puts them to a halt and explains that he isn't truly sure if that's where the old man lives. He has only ever seen him in the shadows and is 45% positive that he could just be a voice in his head. Corone and Tauriel stare at him for a bit in disbelief but eventually they convince themselves to think otherwise of what they were thinking of before. They ignore Kyo and run into the shack, hoping to find the old man Kyo was speaking of. Instead of a small, old and dusty shack... They were met with an extremely high hoard of light, blinding them in an instant. Flashing bright colours start appearing one by one slowly, eventually fading into the trio passed out on a cold, rocky floor. They were inside of a colossal dark, complex, and inescapable underground maze with endless twisting corridors and stone chambers designed to disorient anyone inside. It's extremely dark within this maze with the walls being made with rocky, ancient walls with moss and sand hanging from it. The floor is flat and heavily cracked, filled with skulls and bones and weapons. There is a lone torch beside the trio; Their only light source. In the distance, they could hear battle cries and deep, rumbling growls and roars. Almost like a combination of a savage, bloodlusted bull making snorting and grumbling sounds, alongside with bellows with guttural human-like shouts. Whatever it is, it's definitely not friendly. Kyo wakes up to this monstrosity, totally embarrassed by the fact that he led the gang to the wrong way... or did he?

The Labyrinth

Within the Labyrinth resides many treasures and rewards, exotic ones. Without these the trio could never even dream about holding up against a mutated human or brainwashed criminals. The Labyrinth holds a creature inside it, and this creature is aggressive and angry. It is desperate for food and it prefers anything. This creature is a [Minotaur](#), also known as Asterion. is a [mythical creature](#) portrayed during [classical antiquity](#) with the head and tail of a bull and the body of a man or, as described by Roman poet [Ovid](#), a being "part man and part bull". He dwells at the center of the [Labyrinth](#), which was an elaborate [maze](#)-like construction designed by the architect [Daedalus](#) and his son [Icarus](#), upon command of King [Minos](#) of [Crete](#). The challenge is not to defeat the angry Minotaur, but avoid it. The Trio is to look for specific weapons and items on the floor. These items and weapons are crucial because some of them hold a charm that guides the player to a destination crucial to finishing this challenge. How it does this is simple: The Charm the item/weapon holds is a golden thread that emits an incredible presence, helping the player navigate through the labyrinth for a few seconds. This presence is strong enough to make you hear voices in your head. These voices tell you various directions in which the player has to mash a specific button to resist going insane. Once they've done that the loudest voice in their head is the right one. These Voices can lead you to various treasure chests and crucial places for more clues on demons and fallen angels. Though, if the player fails to resist insanity: The Main Character

experiencing the extreme overstimulation tries killing themselves in desperation. Only to be stopped by one of the other main characters. If the Main Character experiences insanity without anyone there to help them. Their run ends. How the players sense the minotaur is through instinct. If the main character were to be chased by the minotaur, there is a chance that the main character being chased can eventually become paralysed in fear in the midst of running, sealing their fate. What the player must do to truly win the challenge is to find the glowing wooden door accompanied by the golden wind using the items/weapons holding the charm. The Minotaur is always blocking the exit, meaning that they will have to ultimately battle the Minotaur. If the player were to arrive at the exit with an item/weapon holding the golden thread, it would give them an incredibly huge advantage over the minotaur. Without the golden thread, winning against the minotaur is nearly impossible. Which is why you can choose to run away and navigate the minotaur away from the exit so the player could escape. Once the player escapes, The Main Characters are shot with yet another bright flash of light, indicating that they have come back to their original dimension. Waking up within the shack...

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