

This sample is cut out from a complete story bible and describes the legend which the full game and storyline is based on.

5.1 The Samurai's Calling

The Samurai's Calling was the old legend that no true samurai can escape their duty. For hundreds of years Japan brimmed with aspiring warriors, yet only a handful of them remained firm with both feet placed on the samurai path through the course of time. The character of a samurai was its very core and still warriors would die dogs'-deaths, show no benevolence in the name of honor and abandon the right decision for the one of their own liking. A true samurai with their soul solid and pure was a rarity, so when a character of such breed did not choose to be a warrior by practice, the Samurai's Calling would sooner or later call for them.

A character worthy of a true samurai was built on eight traits: Rectitude, Courage, Benevolence, Politeness, Veracity, Honor, Loyalty and Self-Control. When the legend called, the true character was guided through the ways of samurai until they to themselves proved all eight traits and realized their calling. The point of the calling was not to teach, it was simply to put a true character in situations that would prove himself worthy being samurai. A true character has always aligned with the samurai way, he must just realize it. The task representing each trait, their appearance order, required gameplay mechanics as well as que for action is described in chapter 7 Game Course.

Samurai's Calling often took the shape of a phantom riding samurai to deliver its token to the callen true character. The phantom sometimes reapered to guide the character in the right direction during his journey of finding himself.