

# **My Anti Christ Game or Movie**

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MY ANTI CHRIST GAME or MOVIE

LUCIFER WHITE

2018 Lucifer Jeremy White

*I can be found online under my name*

*For an Opportunity to Change or Improve Anything*  
And the possibility to work for SEGA or Square Enix, or elsewhere-  
HERE IS a résumé:

***What a game!***

First, it is a highly unique game. Second, its ideas are superb- if I do say so myself. Third, it is racy (controversial) and provocative. And forth, it is bound to succeed if created.

Thought has been thoroughly given in its construct. I covered all ends and considered the game on the whole.

It would make a good game, a good movie, or a good book.

These are things never done before and is a breath of fresh air being as good and different that it is.

If you would like to use the ideas provided in this book go ahead, it is in public domain. But no rights may be taken for its exclusive and singular use.

Whether or not the game you create is anything about the Anti Christ, good ideas are found here for any number of uses.

Certain details here are auto biographical, however descriptions do not contain anyone's whereabouts, their names, or identifying details.

***the games framework***

In the game you are striving to become the Anti Christ, ruler over all of the Earth. And this is done how any gain power, be they dictators, a gang, a mob, or any who gain fame and wealth. So then to gain and keep power you can:

Bribe

Threaten

Influence

Develop propaganda

Infiltrate a gang or a governmental body

Assassinate

Prostate yourself

Create a cause

Silence detractors, or make them change their tune

Gain or acquire support

Cause panic, hysteria

Build an army of gradually armed supporters, or persons easily converted into one

Taunt foreign enemies, one that revolt against you

Become a great messenger of God

Frame

Defeat, as obstacles, or counter activity

Blame

Gain allies

Form parties

Manipulate laws

Construe religion

Change religion

Prohibit religion

Be a Messiah

Call on Devils to help

Slide in tech that will leave the people dependent on you

Cause problems, mayhem, to fix its strife

Even pray to God and if you are lucky you will receive a little help

And a good one could be: add new things to bibles (Holy, Koran, etc., or make new bibles piece by piece. Depending on how it is made, from pre existing formulas, will determine its help toward you.

Cause a panic that *you* solve

Gain money, as by reputation or endeavor

*If you are caught breaking the law in the game then you must bribe the police, or it is game over. However, some police can't be bribed. Then it is game over, anyway. But you can change the law to have more freedom. And you can see who is on duty with spying procedures/ or procuring spies.*

You can travel from nation to nation/ area to area and modify the laws there, having an effect on worldwide laws over all.

You can monitor certain individuals at any time and put the pieces together that will cause help in your endeavor to become the anti Christ.

You can gamble. Create casinos. Especially by changing the laws.

You can rally public support for the changing of laws and public policy.

In general, any way that former dictators have come into power is the way that the player can in the game, and the ways mentioned above are idea in manipulating his environment in obtaining Total Power.

So overall the game is much a simulation, a manipulation of events that rise you into power as the anti Christ.

Where there is gold there is money- or where there are trees, even. And such places where they are procured will gain you wealth. You can hire people to develop your weapons after an army is acquired. But you'll have to get the best people behind you. Later in the game you build an army and as good as your work was overall in the game the better your outcome in the global war of good vs evil. *However, the earlier parts in the game should not decide much on the games ending.*

The character you play must be careful. The laws will be made known, and must be operated against carefully.

And as with how all gain the greatest power, you may manipulate religions, from priest to priest, church to church, raising new agendas, stirring people up, and with some help, posing as *God*.

### ***A large assortment of ideas***

1. The characters age (go from young to old.)
2. There are laws in the game.
3. Seasons change in the game.
4. Items can be made, as from collected metals, or crystals that empower swords, and potions from various fluids/ herbs.
5. Books document how to create those swords, potions, etc. Some have to be found, others purchased, and others earned.
6. You can hire people- as to eliminate challenging enemies, or to receive a ride, or creative things.
7. The most common enemies come forth when law is broken- like when you steal. If you are exiled from town, you must become or have another character enter it for you.
8. One law says that certain potions are illegal. You must be hidden while you make it and evade possible searches. These can be sold, at risk- easier at night, in certain neighborhoods, etc.
9. You have jobs to do, often errands, and the higher your rating at them, not only do your skills and employability increase, but so your income.
10. Let's not have those jobs too cumbersome, but interesting, and incorporated well into game play.
11. There is a library of many kinds of books. Some are actually adventure text-based games. They are an alternative way of playing the game as a player may obtain items and other things through them.
12. Other books say where things are hidden. These books may be purchased, and they are helpful.
13. The gone characters go to the afterlife of Nirvana, Sheol, or Ghost. As Ghosts they can still help you, and be resurrected as possession from a graveyard body. If as Angel they can be messengers or intermittent, and as Devils can be summoned.
14. Tithing to the Church let's the Angel help you, in so many ways. And Ghosts are brought up through a ceremony.
15. As it becomes winter in certain areas it will slow, and stamina is decreased. In the heat of summer a character needs more water, and slower

movement. In summer less armor, in winter more clothing- which will increase stamina, and water vitality.

16. **Automatically shifting music. About forty single line melodies, chords, and percussions are present playing in different order. So the music is always a little different but kept much the same. For example melody one is played then skipped to five then back to one, to two then back to five. But this too is very important: when certain actions are performed a certain melody/ chords/ percussion is played, being the same coinciding.**
17. *If this is a 2D RPG then the screen flashes a larger character image of the character image. Or it could have four screens in one, for each character. On the bottom of any screen, this four screen or one, are four (or if there are five characters, five) easily identifiable symbols of status. The character screen in use highlights the acting character for easy differentiation, though the other screens are seen well. The enemies and characters are zoomed in on while acting.*
18. **According to where you are in the game the clouds shows you visions. For example, you slayed an evil king. The clouds in the sky form realistically enough his slaying, and, let's say, shows you getting his crown. Two or more consecutive visions in the clouds could appear, hinting at what will happen.**
19. *Birds in the trees speak things. Very simple, short things like "I wouldn't go that way," or, "follow me!" Perhaps if you have a special items you could hear animals talking- or stones, or to generally make the world more alive.*
20. *Some money given is automatic. You can create a budget to automatically spend it on those items within it.*
21. *Coins fall from the sky during certain weather- during the day of that weather. During the nights of a full moon coins that shine with light do.*
22. *Randomly a number appears. With one of four buttons pressed as many times, treasure or coins fall down onto you, with the right button pressed. If you press the wrong button then a small percentage of your money is taken. When done right, you get that money back- this raises and decreases money, causing for the player to save money until further game play, acting as a savior sometimes.*

23. In the spring herbs grow and medicine can be made from it by hire, or if the player has learned chemistry. Or herbs may be sold. And during the winter s/ he may need them.
24. At the beginning of the game an urgent message must be delivered by the player to the nearby kingdom. That message isn't easy in its delivery.
25. The game goes from night to day and season to season- under a different color system. The player has a calendar.
26. Using a grid a player can design his own sword or other weapon. First materials are acquired. Special objects like certain crystals give weapons different powers, and can be switched around, or broken into pieces, sharing power between two or more player items.
27. Four spells are used at once, instead of one at a time. But the enemy can use four spells at a time, too.
28. There is a train and a subway, a bus and a plane, and they must be used on schedule.
29. **When a certain star in the night time glimmers, shines bright, the player may be transported to another planet, one of four. Other stars shine different ways, meaning different things- such as a fallen character being able to return, whatever it is s/ he would do.**
30. When there are a triangularly rowed set of stars and the player draws a line of a triangle from them, s/ he may choose a town to teleport to.
31. A graveyard on a full moon has many ghosts. A wooded area, a werewolf, and such as that.
32. **The world should change in this game to good detail, based on time and season. It brings diversity of gameplay, shifting focus.**
33. When a scandal of a color is lit in your room when you venture out it will aid you until it burns out- such as warding off enemies or increasing experience points, or money, or chances of finding things.
34. You can hire a team to bring in stones and wood to create your own dwelling and you can be hired by a manor, king, lord being financed to construct something such as a temple and share a portion of its proceeds. The idea is that you must explore the area for what you need. And at a cost can hire a person who would know where it's at (so the player doesn't get stuck.)



35. There are magic ponds all around that when you throw in a stone, it becomes magically charged, temporarily. It is a good thing to do before you rest.
36. You are called to, you are called to do errands, or receive a message. If this I'd a fantasy RPG- then it can be an angel or demon- or more simply a spirit, that comes to you (on behalf of, say, a wizard.)
37. Some resources are abundant, but still limited. The more you cut down trees or take plants in areas, the ever further you must venture to obtain more. Around towns material is limited. Further away it could be very plentiful.
38. **In the story the main player rebels from the sides of "good and evil" and go beyond that- declaring her/ himself grey and slowly forming a new, surprisingly ample and powerful race known as "The Grays." Which, considered dangerous and heretical, are vehemently opposed.**
39. At one point of the game a certain clergy man, one highly influential, must be convinced, privately, to join your team. When he's made to he works for your team in secret. He obtains secret plans..
40. Other characters, about four, one each at a different time, comes up to you with help in your cause.
41. Different wood burns differently. But to lessen a possibly cumbersome action it is only really needed during the winter. As you tend to your warmth and well being during the winter- which is much a time of greater seclusion and rest- your vitality is better in the spring.
42. Stories are told during the winter- complete with scenes- if the player wishes to hear them.
43. **Codes imputed with the controller make the gameplay more accessible. Instead of choosing through a possibly long menu the player presses button codes. For example instead of bringing up a menu to save, select an item or should flee, the player presses A-B-A-B.. To choose an item to buy from a simple list s/ he can press one button as many times. Or even to teleport all the player has to do is something like A-A-Left-Right. Or to a different area- A-A-Right-Left.**
44. Four characteristics define each character. This is something like each player having a job class, but more intricate. Each player has a color, a weapon, a mystical item, and a beast/ spirit- such as a dragon. So ones four

could be a dragon, the color blue, a sword, and a ring (ring being the mystical item- which can also be a mask, a cane, a cape, etc.) If her/ his color is red, red more greatly pertains to her or him. That color may show itself to him or her during gameplay. And that person has more compatibility with things of their four elements.

45. Strange clouds of different colors. A red cloud means seriously dangerous enemies are ahead. A yellow cloud means treasure is around. A blue cloud means (?)
46. Seeds are used in this game with different results. One grows a beanstalk where treasure may be stolen above in cloud land. Another seed attracts birds. And another ..
47. **Games incorporating magic are altogether of use on enemies and not beyond that. But like conducting an orchestra is magic used on all the world of this game. First you strike the ground with a bolt. Then you use a spell of water, and you have made a well. Or first you use a bolt spell to knock down wood in coalescing with magic, eventually make a cabin- all with magic. Using the bolt spell five times could arouse an automatic storm. Casting wind on a pond a few times will drain its water, perhaps exposing treasure. This should feel something like conducting an orchestra fluid, precise, and nice.**
48. Herbs can be thrown into small ponds producing a healing place that lasts. So throwing in certain herbs, some that restore HP some that restore MP or remove status ailments can either be ingested, for more temporary results, or put into a pond to extend their use.
49. In going to another world (of which there is a total of five, including the one you are on) each should have its own specific nature, and each should differ greatly, because if they aren't different there is no reason to travel. One can offer exclusive treasure. Maybe that's all its good for. That one could be medieval- Ren- like. Another, however, scientifically advanced. That fiest- perhaps outlaws science. Another- just a place of sheer fun. Along with the last being a place of pure evil- that makes a good formula. I'd at one planet is very near another and is easy to get to while others are farther apart. There could be a time limit on the open door to travel between worlds. One is easy to get to. But another more difficult- this makes the latter more desirable than the other, in making them more different. And one planet

can be a very bizarre and spooky place, filled with witches and mystery, storms and wicked houses. (The trees there talk, and the environment conducive to magic in mysterious ways.)

- 50.If you see a falling star hold down the A button and money will fall from the sky.
- 51.This games monetary system is based very little on defeating enemies. Much of it is based on lucky circumstance, or by doing hired tasks, collecting things like herbs and selling them, or selling treasures found. But most of these are just circumstances where you must be ready- such as during certain weather coins fall from the sky.
- 52.Enemies aren't found very much in this game. The player is more likely to bring forth enemies by breaking the laws within the game. Like if he steals or is caught- not sneaky and covert enough- because the characters played are wanted criminals.
- 53.This game does not have many game overs. If you are overwhelmed and imprisoned- then you are. Otherwise there are little to none other ways it'll happen. But as for getting arrested- that *should* be a game over point. Otherwise the player won't bother trying to move around in secret and avoid the law officers.
- 54.Wearing pendants have each a unique effect. A crescent moon pendent gives you super powers during a crescent moon. A full moon wolf pendent makes you a werewolf at night basking in the dark and tearing up the earth for treasure, and makes travel quicker. There should be many different pendants. A star pendent can bring down comets to crash onto the planet, devastating the public. A water pendent can allow you to walk on water. An air pendent can allow you to walk on air (like they are stairs.) You can wear one at a time per character.
- 55.Rings give you magic- the higher the level of ring, the higher its power, the stronger its effect. If you have a level one bolt ring you have to use it many times more for it to have the effect of a level five ring- but all spells are available on the first ring to the last. Except in groupings. There are four groups of separate spells. -and up to four rings worn.
- 56.Magic is used by inputting simple codes. A is Fire, B is Air, C is earth, and D is water. Type one is up, Type 2 is right, Type 3 is down, and type 4 is left.

57. Things are viewed differently by holding A and either pressing up, down, left, or right. Holding down A and pressing left shows you possible enemies. Holding down A and pressing up allows you to see possible help, holding down A and pressing right shows you obtainable treasure, and holding down A and pressing down brings back normal view. Holding down B then up= sight through walls. B then right= show a circling view. B then down= see through other party, or return to previous party. B then left= see map. And B then up= return to normal view. *Though that last one (normal view) should be the same directions as of A.* This makes for a seamless view of different perspectives and it alone nicely occupies game time. Its easy to flip through and helpful.
58. In the start of the story four angels come to you in the night, Asha, Mista, Brea, and Roca. Asha speaks saying you must break into the kingdom and steal the King's crystal, and return it to Daliah- its rightful place. So the main character goes forth and is aided by the four angels to do so- guided to it, without confrontation. Then the four angels lift you into the heavens. This is repeated with four other game characters (the primary bond) until they are all at the same point, a temple. Once there they are told it is their destiny to venture forth from here, and to simply go. Outside a solemn heavy sound of music plays, stars fall from the sky, and things become as winter, suddenly. So then they go forth to the only near area where some of the story is made known.
59. The four angels come back, from time to time. They always accelerate the purpose to the next point and have you steal a little at a time the "Artifacts for the New Kingdom." And by the end of the game that kingdom is yours.
60. At the start of the game the four primary characters receive a crown. Those crowns have certain other characters in the game recognize you each for who you are, and occasionally a person will flatly- kind of abruptly- give you special things, money, or help. But the kings come to detest "those of the four crowns," of which they are gradually made all too famous. But as a dictum, the four angels said those crowns are not to be removed. Which is good- as the kings have many enemies and these crowns show their opposition. Very well in fact, these crowns identify the counter- force.
61. Magic points are used in a different way- are consumed differently. There are four bars of color on the top of the screen. After a spell is chosen

**either green, yellow, blue or red colors are drained. Green is the least powerful color bar to use, red is the most powerful to use. Holding down button A after you choose a spell drains some of the green color bar, as long as it is held. Buttons B, C, and D each let's you drain some of the other colors as you choose. So to have the highest possible effect all colors are drained and the least would be a little of green. But once these bars are depleted, so are your magic points.**

62. Meat for survival come from slaying beasts with magic or fishing. You can carry as much as you want and sell what you don't need at any time
63. There are paintings on a wall that are entered into which entail the changing -correcting- of the story back to its proper state.
64. The player can put in front of him a platform – straight ahead or up and up like stairs, to walk on air. And that platform's speed can change. You can also fix them into place. When A up up is pressed you can walk on any nearby upper area. When A down down is pressed you can walk on any lower area.
65. The game indicates that you must hide or escape, such as when the king's men are ahead on the trail. You can also hear clanking when this is about to occur. If you can, get off the trail, and hide somewhere, such as some trees.
66. You can predict when people will be home, or where they will be and where they are going.
67. The main player gradually causes the enemy kingdom to fall apart. This is done naturally as the King becomes mad and violent about finding and executing you, and slowly you receive many allies. It is also that during the game you sabotage and even frame him- or at least expose him as a fraud when he tries to frame *you*.
68. The game rewards your progress by filling your home automatically with good things coinciding with what you accomplish.
69. A butterfly effect is in the game and it tells you what all will change in the world due to your actions, and offers suggestions of change you may desire, which- the littlest things make the largest differences. This can be done as like jumping into paintings to jump into the past.
70. It may be that you spare a dragon monster and later that comes back to bite you. Or that you disregard a sword that later you found out was enormously powerful if it was fixed.

71. There are jobs in the game that the gods reward- like sweeping, feeding the birds, bringing in water, or "beautifying" any area. Many times you are asked for help, and can haggle the price, but something like feeding the birds are rewarded by gods.
72. If you sit around or loosely play the game for very long you begin to have nightmares, and those nightmares become troubling reality.
73. There could be casinos in the game with monumental rewards.
74. There could be auctions for some of the best items in the game.
75. The Kings may arrest you with different casualty incurred- some of it gruesome. Sometimes your friends may save you- through a fight. And sometimes you must yourself fight your way out as in a coliseum. And yet if you are crucified your friends may remove you from the cross.
76. When birds in this game are followed they each of species lead you to different areas. If you want to keep playing the game as you would in spring then you can follow them to.
77. There are abandoned houses where keys to them lay hidden.
78. A fire wand melts the metal doors of some tombs.
79. A bolt wand removes a boulder from in front of a tombs door.
80. A water wand removes fire that blocks a door.
81. And an earth wand crashes such a door open.
- 82. There are hints in the game of an apocalyptic world to come. They'll say, "the moon will turn red," others will say, "violent storms will come forth," and others, " monsters will come upon the land in great numbers." When these things occur, the player will now a great change is about to occur.**
83. The more you hire a person, the more available they are to you, and the better they get.
84. They can be hired to body guard, find things, complete normal errands of the game, teach you secrets, guide you somewhere, give advise, teach you spells, and tell you things otherwise easily missed.
85. In your home is a chemistry books citing what herbs mixed together would produce. In four actions you make them. Place in the right herbs in the right amount, boil them, cool them, dry them. Then they are ready to use. They can be saved or sold.
86. Inside your room you may rest, healing yourself. There is also a book inside that enters you into a 2D fighting game. Artifacts for that game are found

separately in the normal game and those that are used solely for that 2D random battle game. Some artifacts let you get further in the 2D game, making more opponents available. The reward for victory during that game are higher stats and money. The character travels on a basic map in it, something like a board game which to win brings up another board game board.

87. At one time in the game the king orders some of your supporters be thrown into a volcano. But they live on, as spirits. Those spirits have a major part in attacking the evil king's kingdom, causing many of his soldiers to go mad, right at the perfect time.
88. In this game the player can descend into hell to learn black magic, complete with interesting sigils, or to heaven to learn white magic- fitted with harps. And grey magic is learned in the normal realm. In fact for some time all you are learning is grey magic. Then, if the player asks around the right way, and after finding a rumored magician, that magician suddenly takes them to one heaven/ nirvana, two hell/ Sheol/ hades.
89. It could be difficult to leave. Things pose a challenge for it. And Hades, perhaps, is all too interesting a place.
90. The player also gets help from the angels in heaven and the demons of hell. They can form pacts/ compromise. That in hell you do (rather wicked) service in exchange for a powerful item or summon. But if you fail to do your part greater is taken from you.
91. When horses are cast with a bolt spell/ lightning, they are much quicker, temporarily. When they are cast with an air spell, can ride the Sky's. And when fire is cast upon them may become needed meat for survival.
92. There is one very powerful kind of crystal in the game. When made into a pendant it lets the player travel around like a god, if just a weak one.
93. There is a hole in some places that lead directly to hell. Most mountains allow you to ascend to heaven.
94. And when angel wings appear in front of you and you approach them, you can fly, even to heaven.
95. And if you cast quake enough times on the ground before you, the gates of Hades are open.
96. Some spells require ritual and certain environment. For example a spell may require a full moon, another fog. Some require a star in the sky as

“when there is a golden star up high,” and then some may require you have certain herbs in your possession.

97. But the effects of some of the more difficult spells are permanent.

98. There is a game within the game much like old RPG board games.

99. Above you during play you may opt to see like a rectangular area of what can be expected ahead. For example, enemies are coming up, or a home, mountains ahead, or forests. You don't have to change screens or have a small grid map. And it tells you how to go back from before.

100. Spells in this game should be highly interactive with the environment. So there would be spells not typical of other RPGs, which focus more its use against enemies.

101. There is a crush spell, then. There is a break, weather changing spells, find, disappear, go through walls, walk on water, on air, teleport, etc., which should be many. These spells performed together should flow as easily and fun as conducting an orchestra.

102. Some times something in the game cannot be completed unless performed procedurally, the right way. So it may seem doing one thing causes nothing. But doing it a little differently gets you further.

103. Game characters shouldn't e just space filling entities. If you help one often then the favor should be returned, if not right away, but nonetheless. The game player should change the game based on his interaction with characters. Maybe it might be that someone can help you with an item, or a person provides something he wouldn't otherwise, or someone you've helped protected you without your knowing- of course though it should be made known why to the player.

104. There is an application of karma in this game. What a character does comes back to him, often double. If he gives to a beggar he may be honored by it, and given something himself, even more. If he looks to find someone who it seems lost something a reward is given, and, separately, rewards are posted. As for a karma system- to steal from the wrong person could have dire consequences, but things of good bring good back to you, even from the guards, and when you “perma-die,” you will go “up.”

105. The use of magic in the game is sometimes based on physics. On a few screens these laws can be manipulated to effect an overall difference in playing.



106. You can collect items from the game to produce a large array of things. One thing can be used in many different ways. There is a book that lists what you *already* have and how it can be used, as well as images and descriptions of what else you could get to enhance what you have further.
107. When it rains it may pour- and if it does you must camp awhile. But the wizard may warn you.
- 108. Some trees at first come across odd to the player, different. He finds they can be climbed. Then he discovers they go all the way up to a kingdom in the clouds. And he's there awhile. One day during gameplay he sees another such tree. And from the kingdom in the clouds he goes up to heaven. Then there is even one more such tree, one not easily found. He climbs all the way up it and discovers a whole new world.**
- 109. But there are different ways of accomplishing the same thing. The player may ride a cloud, may die and somehow awake there- and when awoken there a spirit tells him he placed him there for a reason. And perhaps sometimes when he rests in his bed he awakens elsewhere, even a different planet- and told why- and told if he accomplishes a specific action he may return.**
110. On certain days of the year the towns are quite festive. Holidays are celebrated. In the story the player may use them to his benefit.
111. In the story the player goes to the graveyard to call upon some of his previous party who were killed by the evil king and calls on them for help. They say that he must enter the grave and kill the Tomb Master, or it cannot be done. So the player's character kills himself with a sword and attempts to, but just before the Tomb Master is vanquished he drags him down into hell, and he must make a deal with the Devil to leave, which is that he must kill that king the first chance he gets, obtaining his soul. So the player goes to the kingdom and those ghosts of his friends were brought back alive- not as ghosts, but as they were before, fully alive.
112. As the player ages (as stated earlier, they do) they begin to leave the normal world and transcend. They know this is happening. Then, one day, they are gone but survive with you as help from above. Before this time they lose stamina and gradually decline. The route of the game can shift into making final amends and if done right they go "up," if not, "down."

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