

Heya! This is a little something inspired by the anime Sword Art Online. But also inspired by the horror game called Five Nights at Freddy's. I guess? I dunno. Maybe more Amnesia: the Dark Descent or something. Oh well, we'll see~

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## ***Chapter 1 - "New Gameplay"***

*"Be careful what you wish for. You might just get it."*

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The sound of keys clacking and mouse clicking could be heard throughout the room as a girl's full attention was pointed toward her computer monitor. Browsing with multiple tabs open, many words were plastered across her screen.

"Hey, Raquelle!" a voice rang through the apartment. As Raquelle was at her computer, she turned in her office chair to see her roommate in her doorway.

"What?" she asked almost blankly.

"Think fast!" she pulled out and tossed a small box her way just as Raquelle had turned around.

"What--Hey!" Raquelle head dived for it without a second thought, landing on the woolly carpet floor with the box caught in hand. She caught glimpse of the label. "Holy--YES!" Raquelle got up in a flash and danced about in a silly fashion.

"Can I watch you play it?" her roommate asked, secretly just as excited.

"Sure, I don't mind." she spoke as she'd gone immediately to set everything in order. She'd gotten the game she ever so wished for. But it wasn't some frilly pixie game or anything similar--in fact, it was the very opposite. A virtual reality single player interactive horror game. A game that was said to be incredibly well developed and terrifying.

"Ooo, I can't wait!" Raquelle practically squealed. This was the first day the game had been released. She had it pre-ordered so that she could play it as soon as humanly possible. Raquelle set up all she needed, and hooked her virtual headset to her computer so that her friend could watch her, *hopefully*, be scared out of her mind.

"Alright! Let's give this bad boy a go!" she slid the headband over her head and lied down in her bed with a creak. "Good luck!" called her friend before the loading screen appeared, submitting her into the game.

As the virtual reality came into play, Raquelle was met with a slight dizziness as she stood up from the ground. As everything became less and less blurry, her eyes were met with bricked up surroundings that seemed to be barren and crumbling at the seams.

The brick floors began to ooze with a thick dark liquid in close comparison to blood, soon the surroundings being enveloped in said substance. Appearing at the surface were the words "ERROR" repeated over and over again. "I'm not sure that's meant to be there..." she spoke with uncertainty.

Something formed into words among the brick walls.

"Welcome to Nightmare's Devil"

Following afterwards, the substance began to flood the room, flowing over to one area and building up, seemingly creating something. Or... *Someone*.

"Now I *know* that's not meant to happen." she stated to herself. The substance created a personage. It was irrefutably warped, but yet was recognizable as a *once* human being.

"Hello there, player." a sinister, distorted voice spoke.

Raquelle was getting a little neurotic, she couldn't grasp all of what was happening. This event certainly wasn't mentioned on the website, or anywhere for that fact.

"My name is Oron A. Hollace. You might know me as the second developer of this game. You may not." he introduced himself with a bow.

"I'll cut right to the point." he began as he stood straight, "You can't leave this place."

She blinked, eyes open wide in disbelief.

"I've cut off the connection to your brain that would allow you to leave, and instead of returning back to reality when you die, you won't. Honestly, I don't even know if you'll die completely, but you certainly won't be able to live again if you die in game." he announced with a cool expression.

"Say *WHAT?!?*" Raquelle thought to herself, her expression becoming grim. Now she was freaking out. The look on his face seemed as if he had taken pride in his words, satisfied even. This could be told even in his deformed shape.

"I'll give you a head start." he spoke, and just like that, he vanished. The substance that had been forming his body seeped down through the cracks and into the floors, and Raquelle was left there, on her own.

As if in a daze, she stood there, wide-eyed in shock. A monstrous roar shook her surrounding, the very foundation of the building she resided in, snapping her back to her senses. A chill ran down her spine as she whipped around to see a figure edging closer in the darkening shadows of the hall.

Her legs began to move on their own accord as she made a good dash for it in the opposite direction. Lost deep in her thoughts, unable to bring her attention to her surroundings, her legs felt heavy as lead.

"*This is REALLY happening! Dang it, snap out of it, Raquelle! Focus!*" she shook her head and put more of her focus into running past her surroundings, not looking back even once in fear she might trip or lose face.

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*"Raquelle, please! Wake up! Wake up!" her roommate shook her furiously as tears had begun to run down her cheeks. The paramedics showed up and carefully transferred her into an ambulance, placing her in the closest hospital near them.*

*On the news, various reports of this was happening with "Nightmare's Devil" to many people, the game was forcibly called back, and there were over 5000 people who'd preordered it and are now stuck. Newsmen and women saying that this man "Oron A. Hollace" manipulated the creator of the game and programmed it into a death game, but was no where to be found.*

*Later on,*

*"You can't just--remove the headband?!" her friend screamed, "I'm sorry, miss, but that Oron man was telling the truth. Her mind is placed into the virtual reality, her only way to return to reality would be cut off if we remove the headband. Otherwise she'd be stuck in her head for the rest of her life. The only way for her to return is to survive the game."* responded the doctor.

With her greenish-brown eyes closed, her stomach rose and fell softly as if she were sleeping in bliss. Her short fiery scarlet hair held down by a mechanical band wrapped around her head.

*"The upside is that I have no one to worry about."*

She ran through a field of grass and trees of dark, panting heavily as she couldn't break.

*"The downside?"*

An unknown assailant followed shortly behind her, slowly but surely closing the distance.

Upon being close enough, this personage reached out for her. Successfully grabbing a hold of her, causing her to grind to a halt. Even in the blinding darkness, it's features were absolute.

Large deformed and curling horns basing from it's head, dark empty eye sockets, a smile had been torn into it's face, it's body had been stitched and burned in various places, and half of its limbs were not that of a human's any longer.

*"I have no one to keep me sane in this hellhole of a game."*

At that moment of the creature's attack, she was able to duck and dodge out of pure *luck*.

Attempting to make another dash for it, hopefully, *maybe* to someplace safe, she turned, only to be snatched at the ankle. This creature held her upsidedown by her leg.

"Let me go you--!!" she began and spoke fiercely through gritted teeth. As she began to thrash and squirm violently while she said this, she was interrupted by a crushing pain just above her foot. Letting out a painful cry, she whimpered as the tears streamed down her forehead and onto the ground.

*"No... I have to pull myself together...! Move it! Do SOMETHING! I am NOT going out like this!"*

And with that thought, she was able to force herself by sheer will to bring her other foot down on the monster's face. The monster's program played a knockback motion in response, dropping her with a blunt thud. Her entire body felt heavier than before as if she were carrying a great weight above her head, not to mention the lingering pain above her foot. But after being dropped by the monster, she pushed on with all her strength, trying her hardest to fight off the heavy exhaustion throughout her body.

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Somehow, she was able to lose the creature in the thicket surrounding the old crumbling brick building she'd spawned in. Walking around aimlessly, she found herself passing a cave. She stared at the opening for a moment.

"Now that's an obvious disaster waiting to happen." she thought out loud. *"But it might be there for a reason rather than simple decoration..."* she continued the accusation in her thoughts. As her suspicion and curiosity fought each other, before getting herself into another situation, she decided to take a rest a little ways away from the cave, just in case something planned on jumping out. She took a moment to breath and rest her legs, sitting up against a tree.

She thought back onto everything that had happened.

"It would seem that I can feel pain in here, gain injuries, but it doesn't leave a mark or affect my physical condition permanently." she spoke softly, referring to the injury on her ankle as it was no longer painful. "So, does it work like... an affect or something? Like in other games with slowing effects or paralyzing effects?" she asked herself, eyebrow raised, seeing that as the best comparison.

After resting for quite a bit, she finally decided to dare entering the cave.

The moment she stepped foot in the cave, she got an eerie feeling of her surroundings. The darkness crept around her, a static blur being all she could see. Her footsteps echoed as her eyes slowly but surely began to adjust to the pitch black darkness as she ventured cautiously. Just as she had turned to look around, something crashed from the ceiling and hung in her face.

"EEP!!" she unintentionally shrieked at the sudden appearance, quickly covering her mouth to keep herself quiet.

She stared at the object dangling in front of her. "...Really?" she spoke flatly as she glared at it unamused. Hollow, partially dismantled, and certainly not human any longer, it hung before her upside down. "A Skeleton? They couldn't have thought of something better?" Raquelle criticized the skeleton before her in a mirthless tone. Then her gaze caught onto something lightly shimmering in the darkness before her. "Huh?"

Among the skeleton's ribs was what looked like a key. She stepped closer, and without thinking, she took the key from the skeleton. "Wonder what this is for." she muttered to herself, examining the key closely in the darkness.

Just after she'd said those words, the skeleton before her fell from the rope it was dangling from. This caused her to jump backwards as a reflex of surprise. She stared at it cautiously, but it didn't move from its spot.

"Chh, that's a good way to get someone worked up. Make them think that the skeleton was gonna come alive or something." she snorted through her nose as she muttered to herself again.

But then, something in the skeleton shifted. Her eyes fixated on it, focusing her attention on it. "I *know* I just saw it move. That was not my imagination." she repeated the last sentence a few times as if to convince herself while pointing accusingly at it. The skeleton's bones began to twitch, rattle and crack, becoming further deformed.

Some sort of ghostly whispering could be heard from the end of the cave as this happened. In a blink of an eye, it increased in her ear and could be heard clearly.

"YIIIE!" she let out a strange startled sound and stood with her breath held. "...*Did it just say 'I'm coming for you'...?!'*"

That's when she noticed everything had become eerily silent. Not even the soundtrack of crickets chirping could be heard, or the former bones rattling. It was *dead* silent.

Suddenly, a crash was heard, breaking the silence. She looked towards the skeleton, only to see it had vanished from sight.

A clicking of some sort could be heard at the end of the cave, she whipped around, only to see nothing. The sound edged closer, sounding like it could be coming from the ceiling. Until she caught a slight quick movement in the blackening darkness. Too quick to even register what it could be that moved, but she didn't bother to wait and see like those stupid kids in horror movies. She took that as the last sign that it was time for her to run for it.

She made a quick dash toward the entrance as she heard some sort of thudding and a sort of rattling followed by a clicking chirp trailing just above her on the cave ceiling. This gave her a new rush of adrenaline and motivated her feet to move faster, trying to put more force into her legs.

"DANGIT! Why do I have to be so bad at running!?" she yelled at herself as she held the key in hand.

Suddenly as she reached the entrance of the cave, her grip on the key shifted and the key flew from her hand. She facepalmed so quickly she hurt herself. "Nice move, sherlock!" Without thinking twice she halted to grab it from a short ways away, in turn, she found herself facing the inside of the cave again.

She stood with widening eyes and simply horrified expression as her eyes caught the creature that'd been gaining on her.

"...WHAT THE FRICK ARE YOU!!?"

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And that would be the end of this chapter! I think I need to work on horror better though...