

Content: Demons, Dubious Consent, Mind Control, Hypnosis, Sexual Content, S&M.

RPG Girl

Chapter 1: New Game

Mel gave the dusty, battered old cartridge one last glance. It wasn't a game she'd ever heard of, "Spyral's Conquest." She'd picked it up at a second-hand shop, an accidental bonus inside a recent purchase. With a shrug, she plugged it into the waiting handheld and hit "Start," might as well see if it's any good, right?

With a flicker, the screen lit up, displaying a chibi sprite of a woman in a suit of armor, and the message "Customise Character!" flashing atop the screen in pale yellow text. The sprite work was decent, though it looked like something from the SNES, and gave the game something of a retro feel. Experimentally, Mel tapped the woman's hair with her stylus, and found that she could swipe it left or right to replace it with other options.

Around 20 minutes later, having exhausted every option for her character, a reasonable chibi facsimile of Mel stared back at her, bouncing happily in that same idle animation she'd seen in dozens of old games.

"Is This You?"

Yes No"

The message blinked at her, contrasting against the spiral background of the character creator (which vaguely reminded her of an old Windows screensaver). She shrugged and tapped yes.

Over the course of the next few minutes, she learned that Mel (the character, as named by a prompt a few moments into the game) was a Knight serving the Kingdom of Aria, that she was being dispatched to deal with a botched ritual at the mages guild, and that random encounters were DEFINITELY turned up too high.

As she took another step through the winding halls of the mages guild, the screen blinked and spun suddenly, and yet another demon stood before her. These weaker imps seemed to be the weakest enemy in this game, flapping their wings and glaring at the camera with flashing eyes that shifted colour in time with their flaps. The battle background was a soft spiral that spun lazily behind her foes (some exposition she'd skimmed earlier said something about demons creating "pocket planes" to ensnare their target, a clever but blatantly transparent excuse for not creating as many backgrounds).

The Lower screen displayed her options in thought bubbles surrounding her sprite: "FIGHT", "CAST", "STEAL", "SURRENDER". No run button, only an option to end the game then and there, by the looks of it. A little unusual, to be sure, but she hadn't run into trouble so far. Her Knight shrugged off their attacks with nary a scratch to her "WILL" meter (Another strange choice, using her character's "Will to Fight" instead of a more traditional health bar, but maybe the devs were building up to a message).

Mel chose "FIGHT" and the other thought bubbles burst as her chibi sprite lunged up to the top screen, slicing an imp in half with a single, satisfying, strike that shook the screen and made a satisfying "Ca-Thunk!" sound. The other imp acted next, casting a spell called "Daze." Mel's Will Bar dropped a notch as the attack landed, her sprite's eyes becoming momentarily dull as a puff of pink smoke engulfed it. The smoke cleared, revealing her unharmed, and her next turn began.

A moment's work later and the imps were both dead, and her character cleaned her blade with a flick before the screen spun back into a view of the mages guild. She'd gained a couple levels so far, putting most of the points into Agility after learning that it increase her accuracy and critical chance, and her character regularly dispatched the weak foes in this area with an ease that left her feeling frustrated.

Surely SOMETHING in this zone could still give her a challenge, right? It was getting tiresome cutting down waves of enemies with little difficulty. She'd tried the "STEAL" command a few times, but the imps only seemed to have the occasional gold coin, or a "demon toy" whose sprite had definitely made her blush a little at first glance. "Who made this game?" she wondered as she turned a corner, facing a large wooden door. The toy itself seemed to just be vendor trash, and she'd sold it to a well-positioned merchant near the dungeon entrance the last time she'd been low on potions.

She moved up to the door and opened it with a simple press. The room beyond was large and circular, a ring of chalk indicated the site of the ritual she was here to stop. In the centre of the circle was a sprite of a red-skinned man in a black tunic, short purple-coloured wings jutting from behind him.

As she approached his dialog portrait appeared. "Ah, if it isn't a Knight of the Realm" said the demon, yellow eyes glinting with mischief, framed by black hair and a well trimmed-beard. "You've come to join the fun, have you?"

"No. I'm here to send you back where you belong!" replied Mel, stepping closer into the room. The entire scene spun and dissolved into pink light, and then the battle screen appeared. The demon cackled, gazing at the camera as though he were watching her through the screen, his eyes sparking and shifting colour in time with the music. The music was strangely soft and soothing for a boss theme. Mel glanced down at her options and, deciding to test the waters, hit "FIGHT."

Mel shot toward the demon, but his sprite slid to one side as the screen reported "COUNTER-PHYS." A counterattack? This was new. The demon raised its hand at Mel and released a thick pink smoke, her advancing attack carried her right into the fog, and Mel winced as she saw her character shudder, the WILL gauge dropping a couple notches.

Of course, the boss would have a few tricks, Mel thought to herself as she weighed her options again. She stabbed the "CAST" button and was greeted by her spellbook. She'd been sparing with her magic ever since she'd learned her spells were also fuelled by WILL, but this seemed an excellent time to be less frugal.

She scrolled past "Drowsy" and its upgrade "Sleepy", figuring that status spells wouldn't work on the boss anyway, and selected "Deep." Her character raised a hand and conjured a sphere of darkness that shot towards the demon like an arrow. Her will decreased another notch, but the sphere struck the demon, and he flickered as his own gauge took a larger hit. If she could nail him with a few more of those, she could still win this. The spiralling background sped up as the spell connected and the screen shook.

The Demon raised his hand as the screen flashed "Bind." Her character's cloak split down the middle, wrapping itself around her arms and tying tight. "FIGHT was bound" the screen informed her. A status move huh? That might make things difficult. She stabbed "CAST" and noted a new spell. She idly remembered something about getting new spells as you use your magic more and selected it. "Deeper" seemed to be a flat improvement over "Deep", and since "Drowsy" and "Sleepy" weren't helping her fight, she decided to cast "Deeper."

Mel's eyes turned black for a moment, as she launched a lance of shadows from her eyes that glanced off the demon, dealing a sizable chunk of damage to his WILL gauge. She glanced at her own and saw she was nearing the halfway mark. That was a dangerous move, why hadn't she checked the cost?

The Demon cackled, a stock sound most likely, it really didn't fit the tone of the battle, what with that soothing sleepy music playing in the background. He rose into the air and raised his hand. "SLEEPY" flashed across the screen and Mel's eyes went hazy for a second as she seemed to slump down. She shook herself awake a couple turns later, still feeling the aftereffects "DAZED" and "WEAKENED." Her legs were now "BOUND" by the remains of her cloak, restricting her ability to close the distance and use "Steal."

She glanced down to consider her options after a moment of wool-gathering staring at the spinning background and noted with a grimace that any lost options were replaced with "SURRENDER." That could be trouble if she made a mistake. She tapped on "CAST" and noticed another new spell, "DRAIN." A quick inspection told her it was perfect, it drains the WILL of a target, and is more

effective if your own WILL is low. She noted how low her own bar was, she couldn't handle more than a couple of hits at this point. She decided to risk it and cast the spell. The warm chuckle of the demon surrounded her for a moment as the screen read "REFLECT." Shit! The demon must have used a barrier spell while she was....sleeping? but her character was the only one asleep, she should have seen that!

Before she could curse her clumsiness her character's energy beam deflected off the demon and hurtled back toward her, dropping her WILL to a single notch. She shuddered as the spell leeched her focus, the screen helpfully reminding her that dropping this low made her "DAZED", "SLEEPY", "WEAK", and "VULNERABLE."

She swayed on her feet, eyes locked on the spiralling background, trying to think through the "HAZY", "DREAMY", "FOG", as the demon's turn came around. The demon walked towards her, hand raised, and cast "DOMINATE." She fell to her knees, mouth hanging open, her last point of WILL gone as she sank down into "SLEEP", feeling her thoughts "MELT", her mind "BLANK."

The demo-her master was naked, her mouth level with his hard, throbbing, cock. "SUCK" she thought, slobbering and sucking on it eagerly, savouring the scent and taste with each passing moment. "FUCK" she did, stripping out of her armo-her clothes, guiding him into her, letting each thrust send wave after wave of hot tingly "LUST" through her helpless body. "OBEY" she thought, as he came inside her and she felt everything else melting away in a dreamy lusty "HAZE."

Eventually, lying there, exhausted and desperately "HORNY" she saw a countdown.

"WAKE IN 5"

"1. Feeling Thoughts Returning"

"2. Feeling Strength Returning"

"3. Feeling more awake."

"4. Feeling more aware."

"5. Eyes Open, Wide AWAKE, Alert and Aware!"

"WELCOME BACK!" the screen greeted Mel cheerily as she opened up her handheld again. She'd dozed off at some point while playing, but at least she'd somehow beaten that demon boss at the Mages Guild. Her quest log indicated a new objective, "Report to the King!", as she stood in the room where the fight had taken place, next to a broken ring of chalk.

END OF CHAPTER 1.