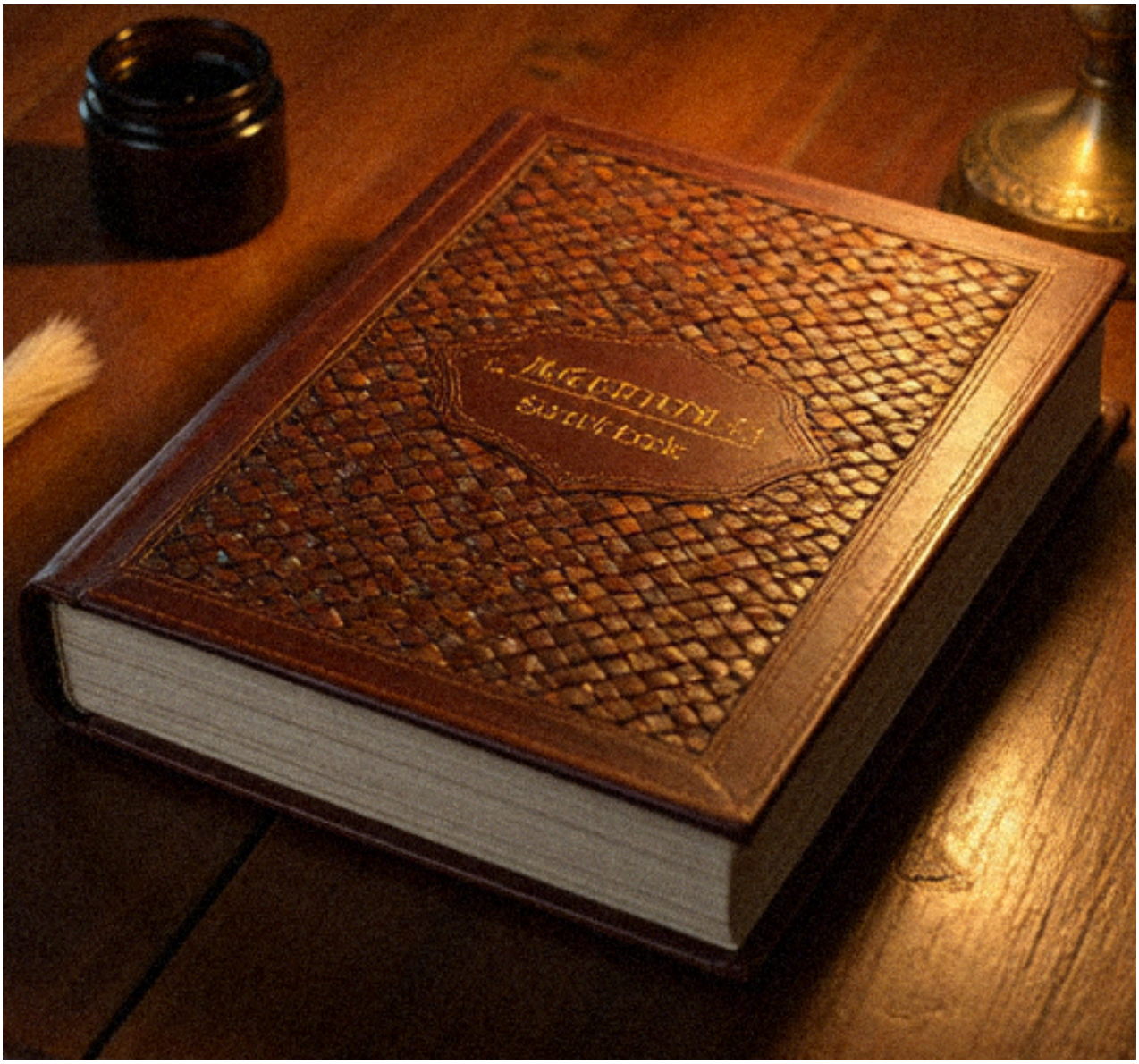


THE MAGISTRAR'S SCRYING BOOK

by The Devil 666
(Brendan Rose)

Here is the first image from my game.
Before this character became a variety of npcs,
They were originally designed as a main character.


ACF Ultimate Preview [NetMode: Standalone 0] (64-bit/PC D3D SM6)
E
SE
S
SW
W
NW
Introduction to ACF
Talk to ACFGuy
& MANTLE

This Level (the main hub zone) has been present since the very beginning, it was the first level I developed, and I stayed in that map for a long time, developing mechanics, before I added any new ones. It remains my favourite map in the game, and it was available briefly through Unreal's Free For The Month content, now Fab's Free for the Month content. Which remained a constant source of new levels, maps, and characters.


Introduction to ACF
Talk to ACFGuy

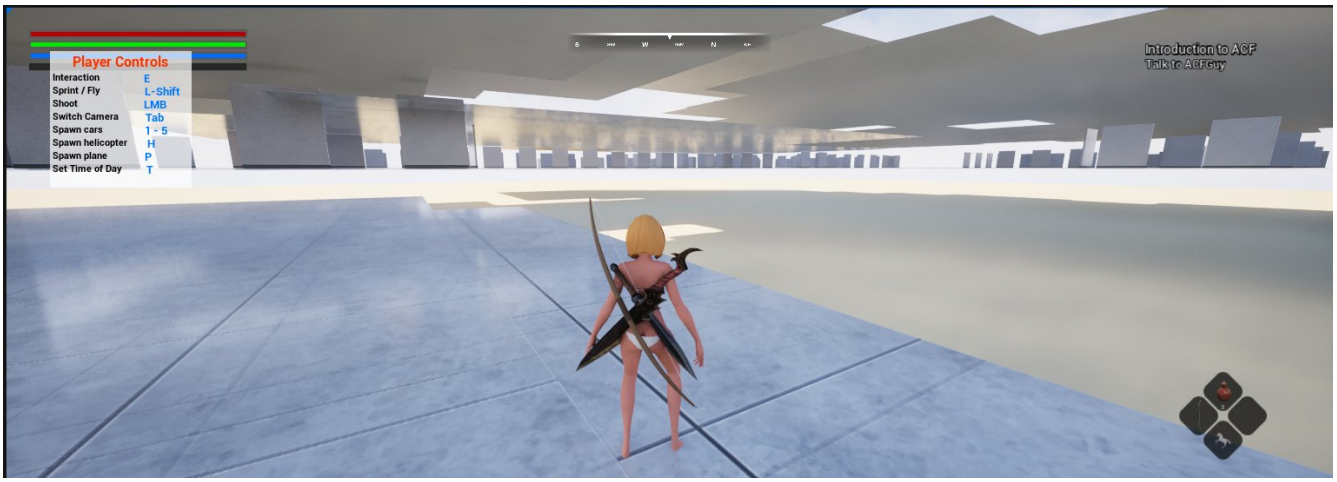

Introduction to ACF
Talk to ACFGuy

I had originally intended to use NPC Manager Characters in the game, but I had a great deal of trouble integrating them into my framework. I ultimately did include them briefly, but that's it, they were not developed much further than that.

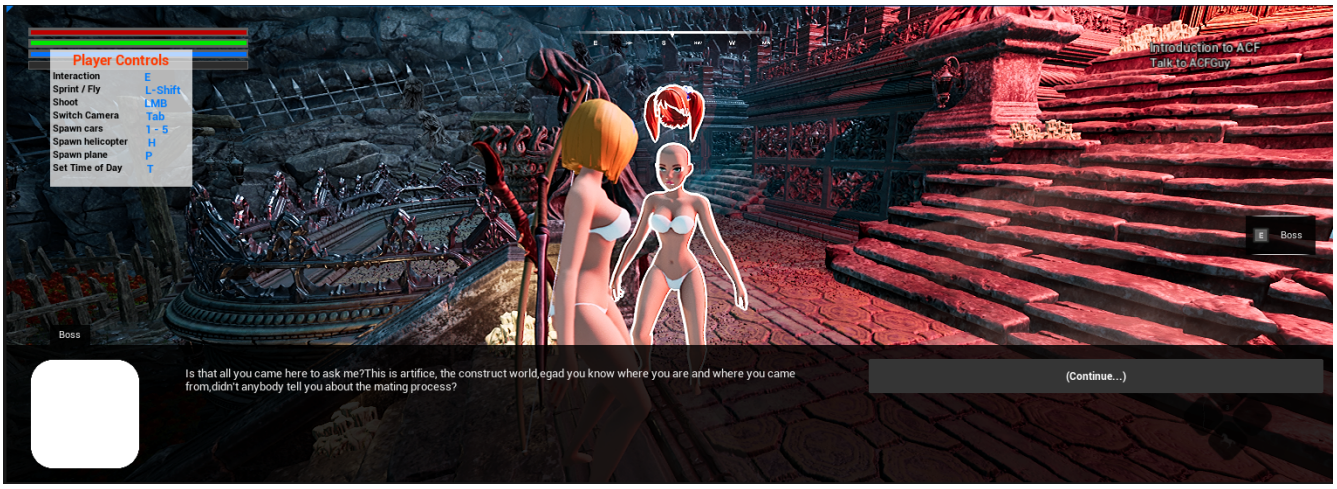

Player Controls
Interaction E
Sprint / Fly L-Shift
Shoot LMB
Switch Camera Tab
Spawn cars 1 - 5
Spawn helicopter H
Spawn plane P
Set Time of Day T
Press X to start Tour Guide
NPC
ACF Sword x1
Basic Bow x1
Generic Bullets x81
Offhand Sword x1
Health Potion x3


Player Controls
Interaction E
Sprint / Fly L-Shift
Shoot LMB
Switch Camera Tab
Spawn cars 1 - 5
Spawn helicopter H
Spawn plane P
Set Time of Day T
Press X to start Tour Guide
ACF Sword x1
Basic Bow x1
Generic Bullets x81
Offhand Sword x1
Health Potion x3

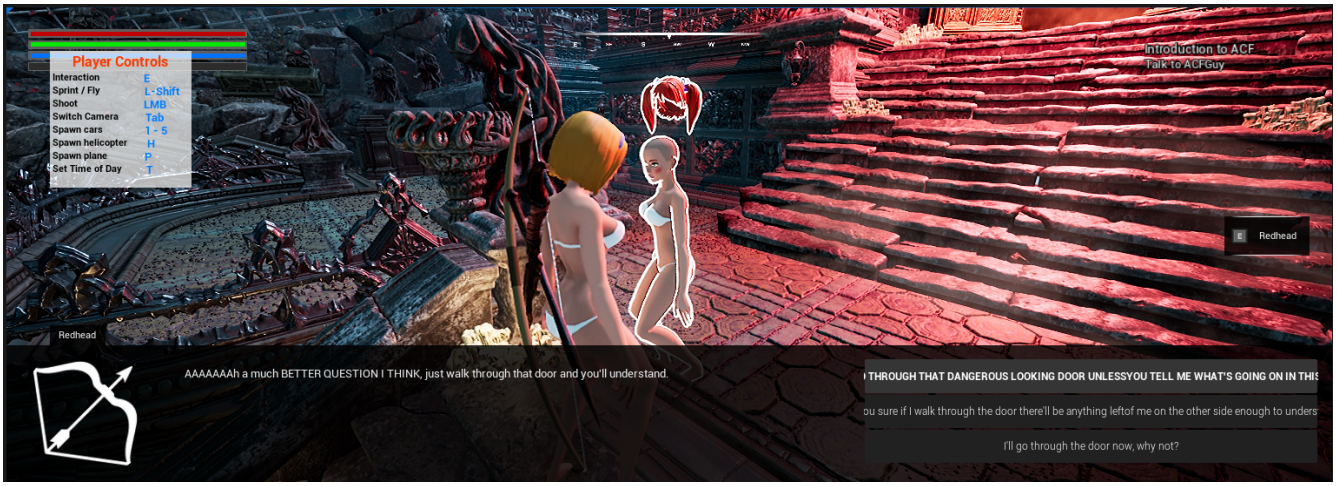
In this image I show a very early build of my randomly generated levels, which later went on to be rather prominently featured, after they were developed more.


Player Controls
Interaction E
Sprint / Fly L-Shift
Shoot LMB
Switch Camera Tab
Spawn cars 1 - 5
Spawn helicopter H
Spawn plane P
Set Time of Day T
Introduction to ACF
Talk to ACFGuy

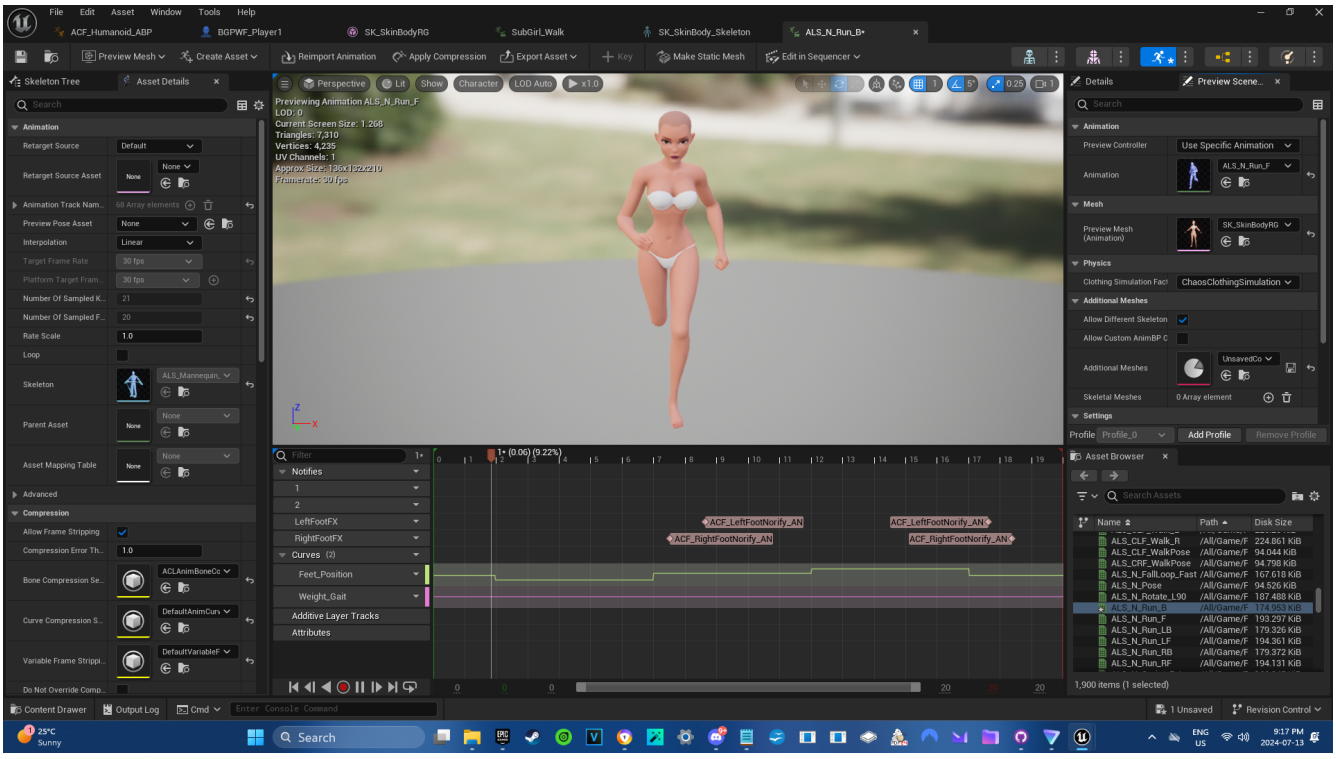
Here I am testing out the dialogue system for the first time.


Player Controls
Interaction E
Sprint / Fly L-Shift
Shoot LMB
Switch Camera Tab
Spawn cars 1 - 5
Spawn helicopter H
Spawn plane P
Set Time of Day T
Introduction to ACF
Talk to ACFGuy
E Boss
Boss
Is that all you came here to ask me?This is artifice, the construct world,egad you know where you are and where you came from,didn't anybody tell you about the mating process?
(Continue...)

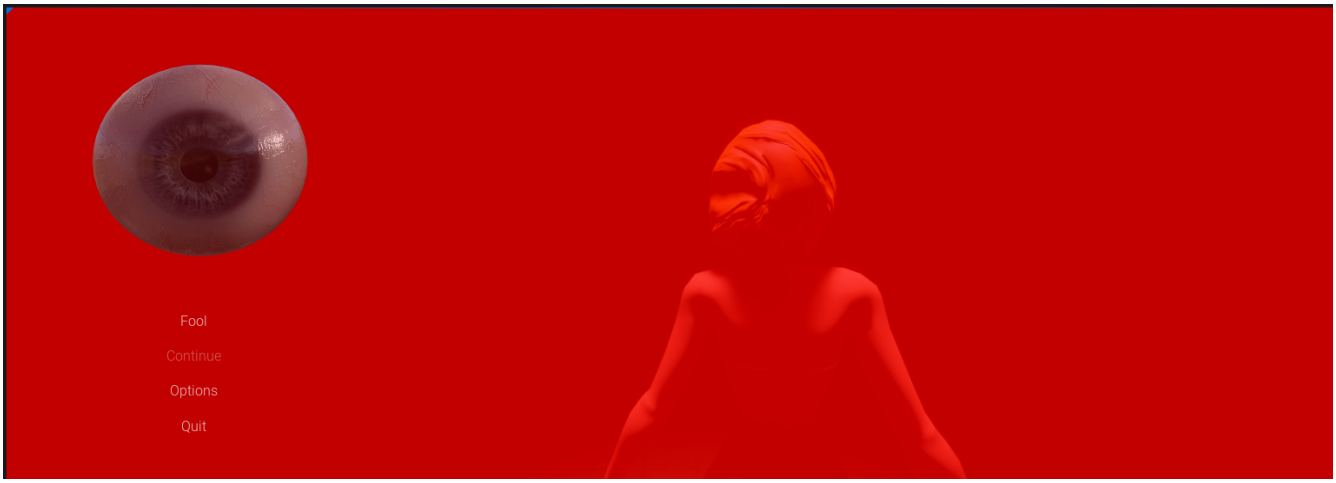

Player Controls
Interaction E
Sprint / Fly L-Shift
Shoot LMB
Switch Camera Tab
Spawn cars 1 - 5
Spawn helicopter H
Spawn plane P
Set Time of Day T
Introduction to ACF
Talk to ACFGuy
E Redhead
Player
You don't look much like a God.
(Continue...)


Player Controls
Interaction E
Sprint / Fly L-Shift
Shoot LMB
Switch Camera Tab
Spawn cars 1 - 5
Spawn helicopter H
Spawn plane P
Set Time of Day T
Introduction to ACF
Talk to ACFGuy
E Redhead
Redhead
AAAAAAAh a much BETTER QUESTION I THINK, just walk through that door and you'll understand.
I THROUGH THAT DANGEROUS LOOKING DOOR UNLESSYOU TELL ME WHAT'S GOING ON IN THIS
ou sure if I walk through the door there'll be anything leftof me on the other side enough to unders
I'll go through the door now, why not?

I never really learned the animation system. I just went with the one's I had.


File Edit Asset Window Tools Help
ACF_Humanoid_ABP
BGPWF_Player1
SK_SkinBodyRG
SubGirl_Walk
SK_SkinBody_Skeleton
ALS_N_Run_B*
Preview Mesh
Create Asset
Reimport Animation
Apply Compression
Export Asset
Make Static Mesh
Edit in Sequencer
Skeleton Tree
Asset Details
Perspective
Lit
Show
Character
LOD Auto
Previewing Animation ALS_N_Run_F
LOD: 0
Current Screen Size: 1.268
Triangles: 7,310
Vertices: 4,235
UV Channels: 1
Frame rate: 30 fps
Details
Preview Scene...
Preview Controller
Use Specific Animation
Animation
Mesh
Preview Mesh (Animation)
SK_SkinBodyRG
Physics
Clothing Simulation Fact
ChaosClothingSimulation
Additional Meshes
Allow Different Skeleton
Skeletal Meshes
Settings
Profile
Add Profile
Remove Profile
Notifies
LeftFootFX
RightFootFX
Curves (2)
Feet_Position
Weight_Gait
Additive Layer Tracks
Attributes
ACF_LeftFootNorify_AN
ACF_RightFootNorify_AN
Asset Browser
Search Assets
Name
Path
Disk Size
ALS_CLF_Walk_R
ALS_CLF_WalkPose
ALS_CRF_WalkPose
ALS_N_FallLoop_Fast
ALS_N_Pose
ALS_N_Rotate_L90
ALS_N_Run_F
ALS_N_Run_LB
ALS_N_Run_LF
ALS_N_Run_RB
ALS_N_Run_RF
1,900 items (1 selected)
Content Drawer
Output Log
Cmd
Enter Console Command
1 Unsaved
Revision Control
25°C
Sunny
Search
ENG
US
9:17 PM
2024-07-13

My Main Menu screen hasn't changed much since this early build.


Fool
Continue
Options
Quit

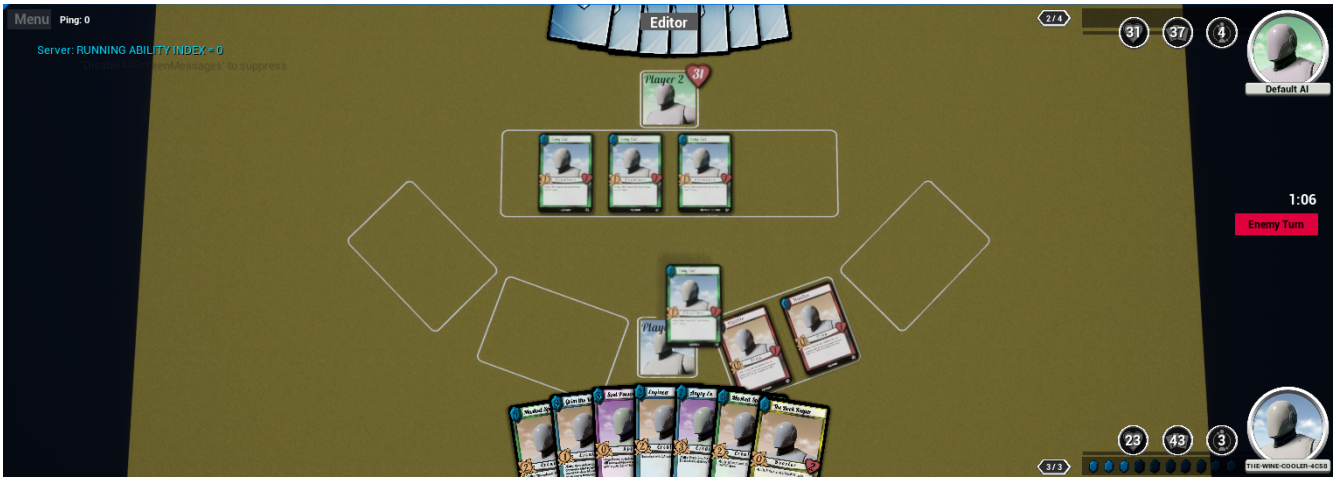
This framed photo was placed in the bedroom of Rabbit's Mansion. The mansion is unlocked along with the character, when you give her 10 million credits, and is located near the palm tree around the framed photos next to a rock wall, next to the player's spawn zone, it unlocks a save point.


DON'T FORGET
YOU'RE HERE
FOREVER

And here is Rabbit in all her glory, the easiest path to the end of the game is unlocking her mansion and her infinite jumping ability, which will let you jump up to heaven.


E
SE
S
SW
W
NW
Find Card Game
They said there was a card game

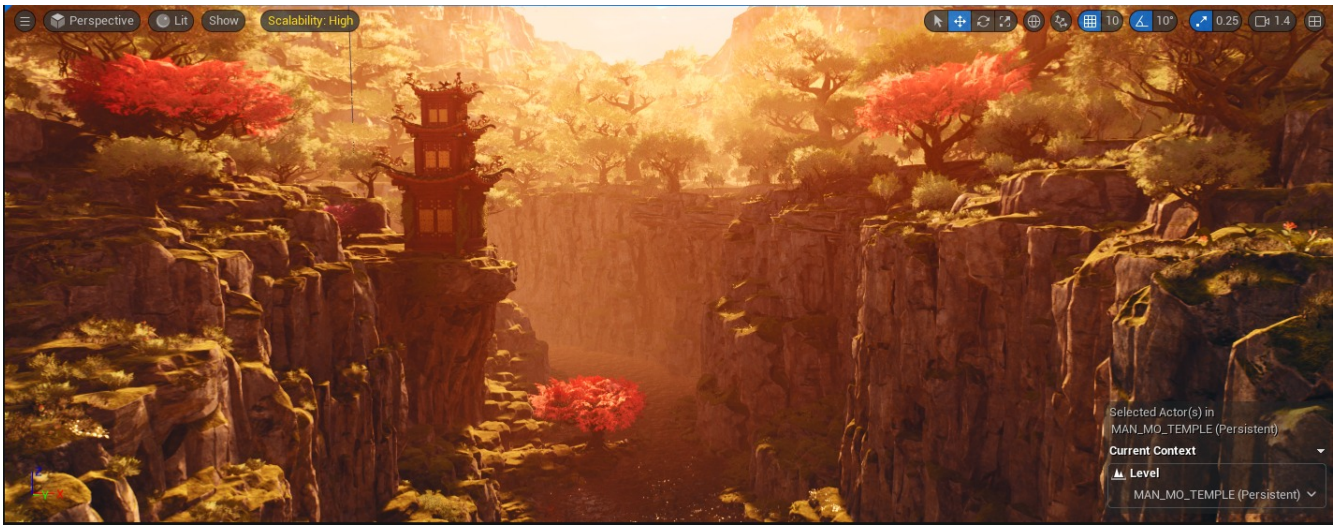
And here is the first instance of my card game Duel Citizens. Which was expanded to mostly completion.


Menu
Ping: 0
Server: RUNNING ABILITY INDEX - 0
Editor
Player 2
31
2 / 4
31
37
4
Default AI
1:06
Enemy Turn
23
43
3
3 / 3

Here is the Man Mo Temple, named for a real Chinese Location, one of the most beautiful areas of the game, and the place where you will meet Wukong.


Perspective
Lit
Show
Scalability: High
Selected Actor(s) in
MAN_MO_TEMPLE (Persistent)
Current Context
Level
MAN_MO_TEMPLE (Persistent)


Perspective
Lit
Show
Scalability: High
Selected Actor(s) in
LV_Temple_Day (Persistent)
Current Context
Level
LV_Temple_Day (Persistent)


Perspective
Lit
Show
Scalability: High
Selected Actor(s) in
MAN_MO_TEMPLE (Persistent)
Current Context
Level
MAN_MO_TEMPLE (Persistent)

Here is Frank, the main character of the game, I usually switch him out for Rabbit's Human Form, which you can play as from the start, by clicking on the EYE, in the main menu.

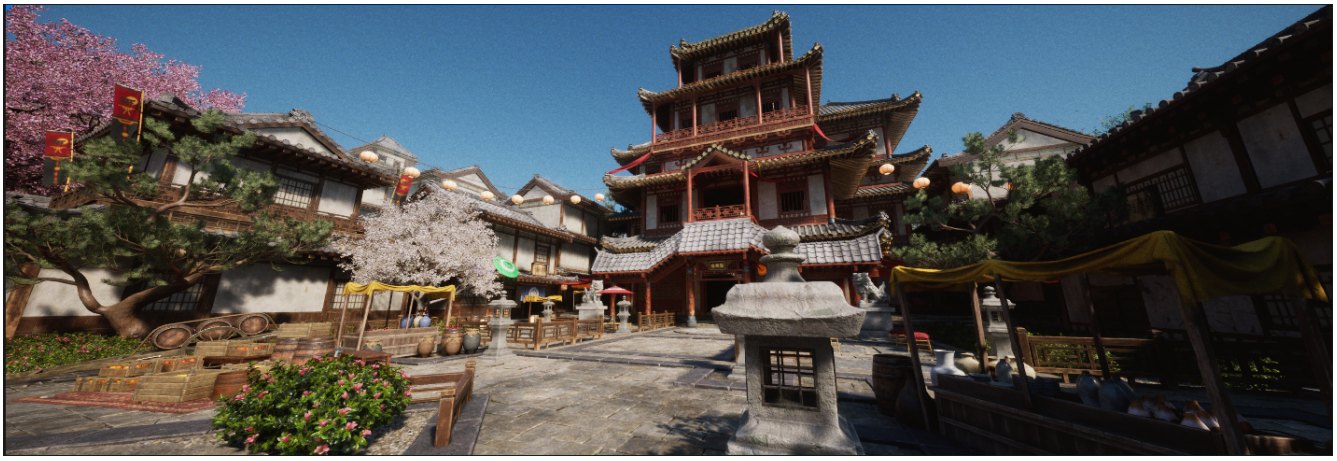



Content Browser
Output Log
Search Log
Filters
Settings
LogBlueprintUserMessages: [BGPWF_OFFICER_FRANK_C_0] found avatar
LogBlueprintUserMessages: [BGPWF_Player1_C_0] found avatar
LogBlueprintUserMessages: [BGPWF_Player1_C_0] found avatar
LogScript: Warning: Accessed None trying to read property LastHitBy
CardGameInstance_C /Engine/Transient.UnrealEdEngine_0:CardGameInstance_C_36
Function /Game/Integrations/UIIntegrations/ACFUltimateGameInstanceBP.ACFUltimateGameInstanceBP_C:999 POKEBALL 999:01F1
PIE: Error: Blueprint Runtime Error: "Accessed None trying to read property LastHitBy". Node: Un Possess Graph: 999 POKEBALL 999 Function: 999 POKEBALL 999 Blueprint: ACFUltimateGameInstanceBP
LogTemp: Warning: Invalid Camera References !! - Cinematic Camera Manager
LogActorComponent: RegisterComponentWithWorld: (/Game/BGPWR/UEDPIE_0_TESTING_ROOM.TESTING_ROOM:PersistentLevel.BGPWF_OFFICER_FRANK_C_0.ACFInteraction) Already registered. Aborting.
LogScript: Warning: UGameplayStatics::BeginDeferredActorSpawnFromClass: can not spawn an actor from a NULL class
LogViewport: Display: Viewport MouseLockMode Changed, DoNotLock -> LockOnCapture
LogViewport: Display: Viewport MouseCaptureMode Changed, NoCapture -> CapturePermanently
LogBlueprintUserMessages: [BGPWF_Player1_C_0] avatar gone
LogBlueprintUserMessages: [BGPWF_Player1_C_0] avatar gone
LogScript: Warning: Accessed None trying to read property CallFunc_POSSESS_ME_____new_avatar_switcher
change-avatar_C /Game/BGPWR/UEDPIE_0_TESTING_ROOM.TESTING_ROOM:PersistentLevel.OFFICER_FRANK_switcher_C_1.SWITCH_CHARACTER_2_FRANK.ADSDialogueNode_26.change-avatar_C_0
Function /Game/BGPWR/MAPS/change-avatar.change-avatar_C:ExecuteUbergraph_change-avatar:021B
PIE: Error: Blueprint Runtime Error: "Accessed None trying to read property CallFunc_POSSESS_ME_____new_avatar_switcher". Node: Set Actor Location Graph: EventGraph Function: Execute Ubergraph C
LogScript: Warning: Attempted to access Equipment Component via property EquipComp, but Equipment Component is not valid (pending kill or garbage)
ACF_AmmoWidget_WBP_C /Engine/Transient.UnrealEdEngine_0:CardGameInstance_C_36.WBP_UltimateHUD_C_0.WidgetTree_0.ACF_AmmoWidget_WBP
Function /Game/FullSample/HUD/ACF_AmmoWidget_WBP.ACF_AmmoWidget_WBP_C:UpdateAmmo:001A
PIE: Error: Blueprint Runtime Error: "Attempted to access Equipment Component via property EquipComp, but Equipment Component is not valid (pending kill or garbage)". Node: Branch Graph: IsValid F
Cmd
Enter Console Command

This is a screen from Yokosuka, one of the most beautiful levels in the game, a gorgeous Temple City, which is fun to traverse when you have more airboosts.



Also included in this game is a level named for Hiroshima, a City in Japan. As this is a dream realm, constructed from ideas and thoughts, this city is what it would have been, if Hiroshima has not been destroyed.





Here I am testing the Officer Frank character who was newly created at the time, and took a great deal of work and time to get running at a working state.


Find Card Game
They said there was a card game
Text Block
AUTOWRAP TEXT

And here are two pix of the Card Game: (1)



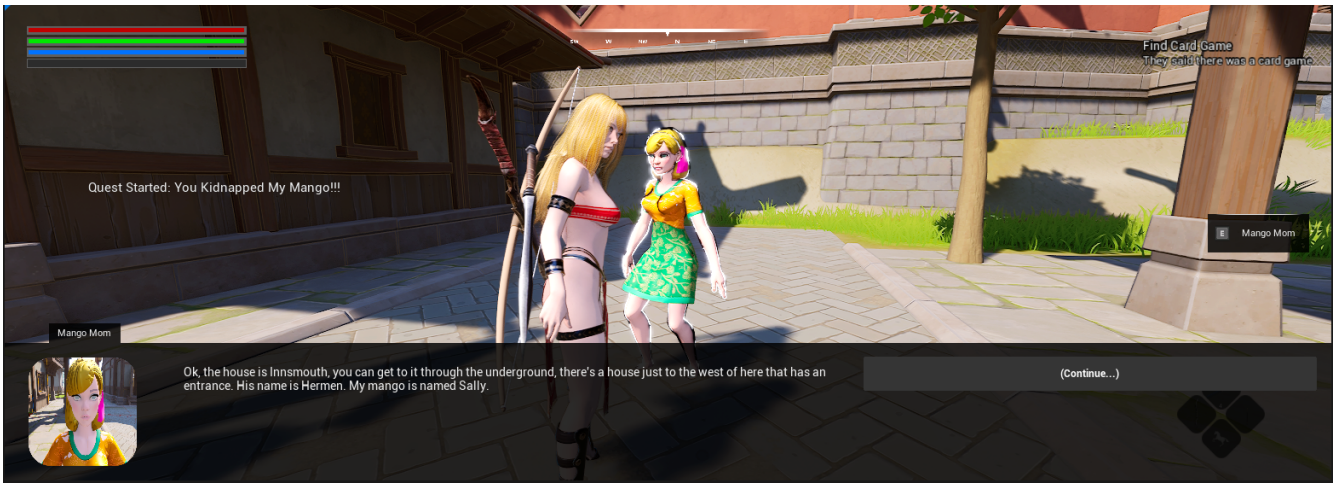
It took a lot of work to get the card game customized enough that I wouldn't feel bad using it, it was acquired on Unreal Asset Store or Fab, but until i made lots of new cards, replacing all the images with ones I made myself, it would have felt like ripping them off.

Two Pix of the Card Game:



In this one I just made Bag Thief, she steals your bag, how horrible!!!

This is the iconic “Mango Mom”. For a new player wandering the game at random, as they get lost in a variety of different paths, they will soon try this one, unveiling the first quest in the game.



Fix Mango Mom's Marriage. It's the most important quest in the game, considering how many families are breaking up these days, I thought a wholesome story about fixing a broken marriage (or helping them destroy each other) would actually ring through the ages as timeless it reflects so many stories.

Mango Mom is afraid of cops, so if you play as Frank you will completely miss this sidequest.



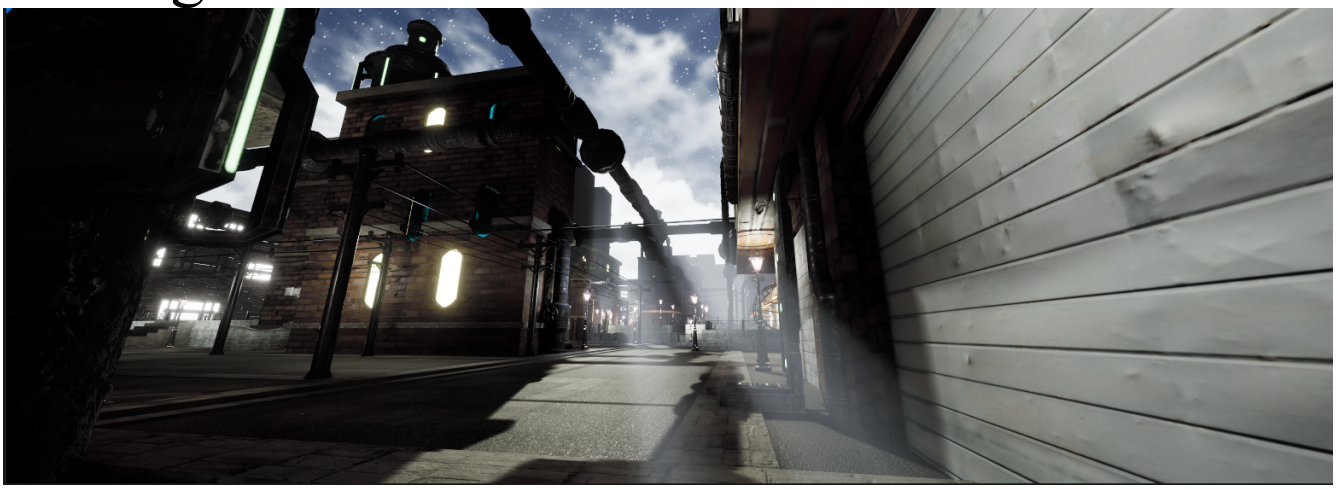
Here is the beautiful Cathedral of light, where the strange water worshippers can be found.

Up above Eleleth can be found, one of the 4 luminaries. The water worshippers are an evil cult who take prisoners, but you may still hear what their Lady believes and thinks.



This Chapel gives way to the other chambers of the Cathedral, down below are the prisons, where prisoners dwell, you can rescue them.

The Strange Underground Town of Innsmouth is the home to Mango Mom's Husband. The two of them are fighting over who gets to keep a mango.



There are many strange people in this town, And if you wander too much, you'll probably wander into IT, and die.

There's a secret route out of here to the Rose Church, the Chapel above, the garden/



Here the protagonist stands in Innsmouth, thinking about her next move.



And here she is talking to Mango Dad.

In this image she is looking at Fort Calvin





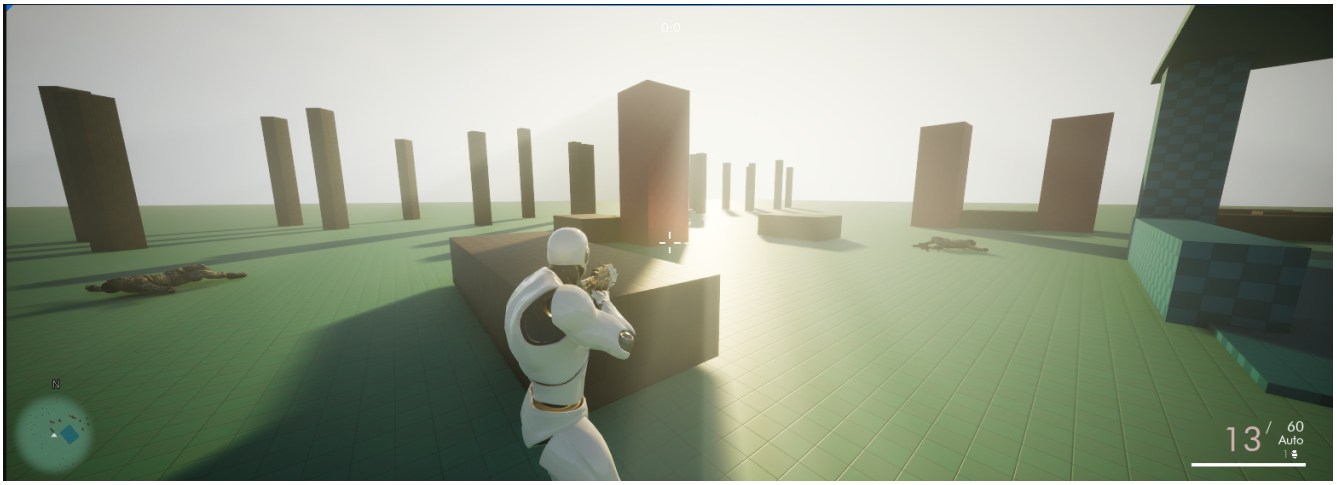


And here are some wargames from my Tac/Tank/Air Combat Shooter Minigame



The Minigame is cool, and works in full multiplayer. It can be found in the arcade, which can be found in Cyberpunk City,
You can get there from 5th Ave, you reach that from using a palm tree in the hub map.





This is from the tac shooter mode.
It was originally supposed to be another minigame, but legal issues with the tools builder required me to remove the social sim minigame, which is a shame as it was the gem of the secrets.



And Here is a Roman Construction.


RED GENERAL WUKONG
YOU FEEL LIKE YOU'RE BECOMING A MONKEY!!!!





I added Wukong to the game as a playable character. The Glorious Wukong of Chinese Legend, he's so famous Unreal had their own 3D model of him ready with Their Paragon Collection.

Wukong is a monkey God, known for his cleverness and nimbleness of movement, as well as his strength. He is a notable figure in Buddhist mythology, and notable characters found in his stories are The Jade Emperor, who appears as a character in this game.

Wukong is very socially awkward, and does not like talking to women, because he is nervous. His dialogue offerings are light, He adds one large voiced mission to the game, and he can jump 3 or 4 times. He is a path to God.

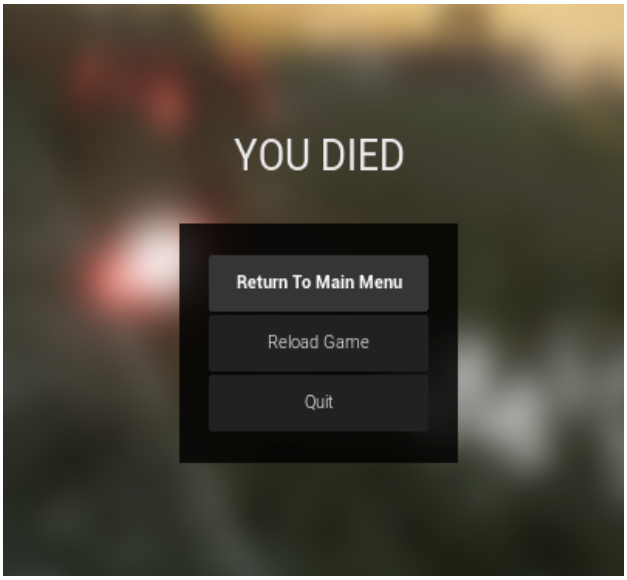
He is a mid ranged character, not as powerful as some of the others, but much more powerful than Frank.



Here is the Chapel. If you wish to talk to God this area is a good place to start. It is found through the rock pathway in the intro level, across the long bridge.
A suit of armor, guaranteed to take you through the early parts of the game, is found here. So you don't have to buy it from Fairy Fountain, angering God.



Here you will find Food Service Workers, Fast Food Workers and Retail Workers, they are zombies with red glowing swords and makeup the bulk of the early enemies you will fight.
If you just want the armor, go to the opposite side of where he's standing here, jump down to the side area of the church, and just walk around it, the armor is sitting up ahead.



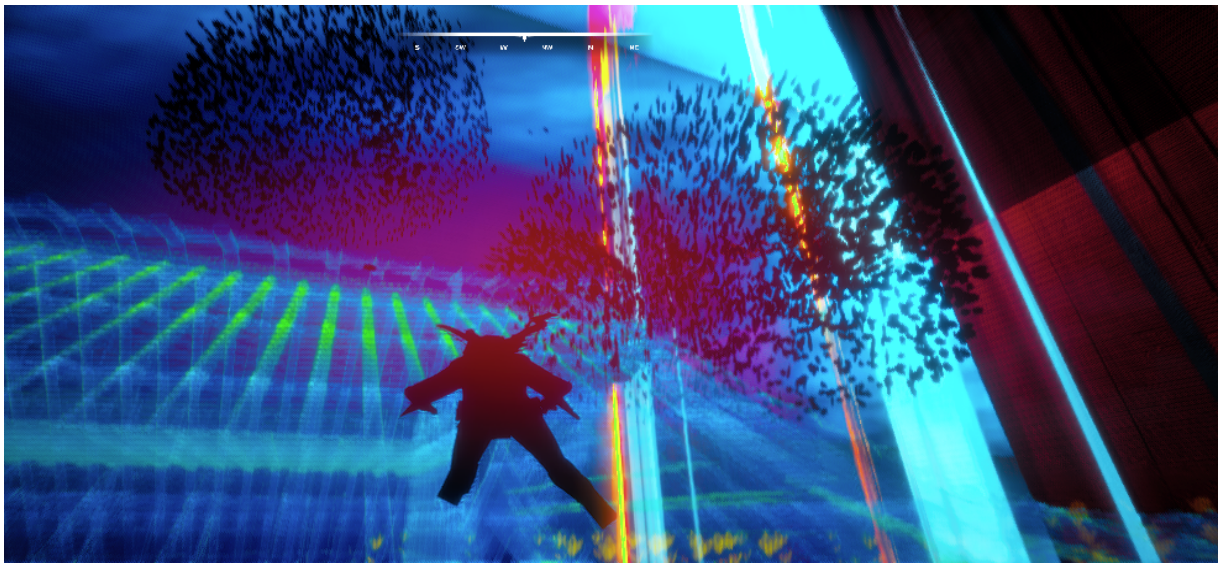


Here is the Giant Bull God, he looks down over Kowloon, presumably eating trees, you know who he is.

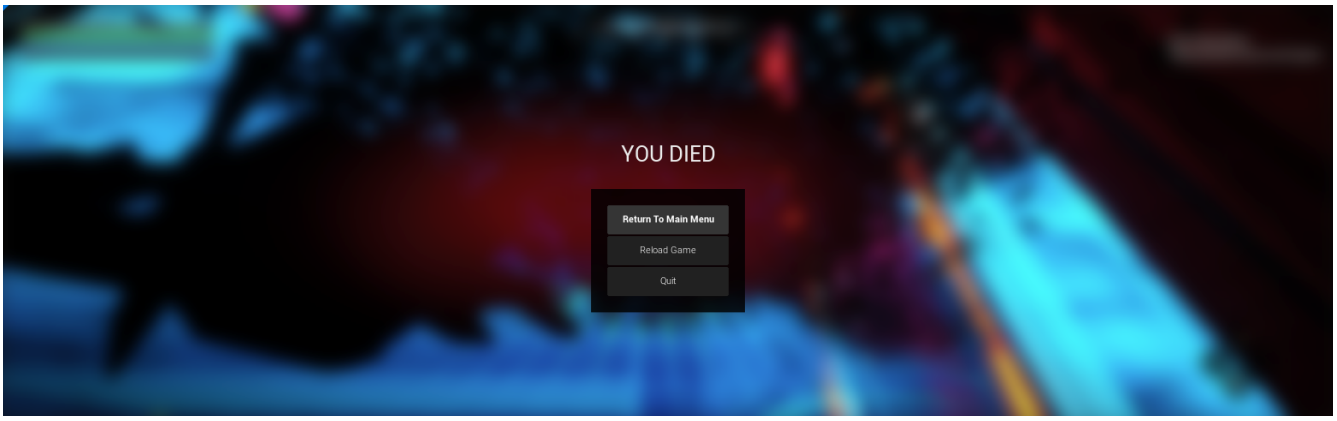
You will find the beautiful temple in this area, as well as your first character swap, and a better weapon, and a teleporter to the slums.

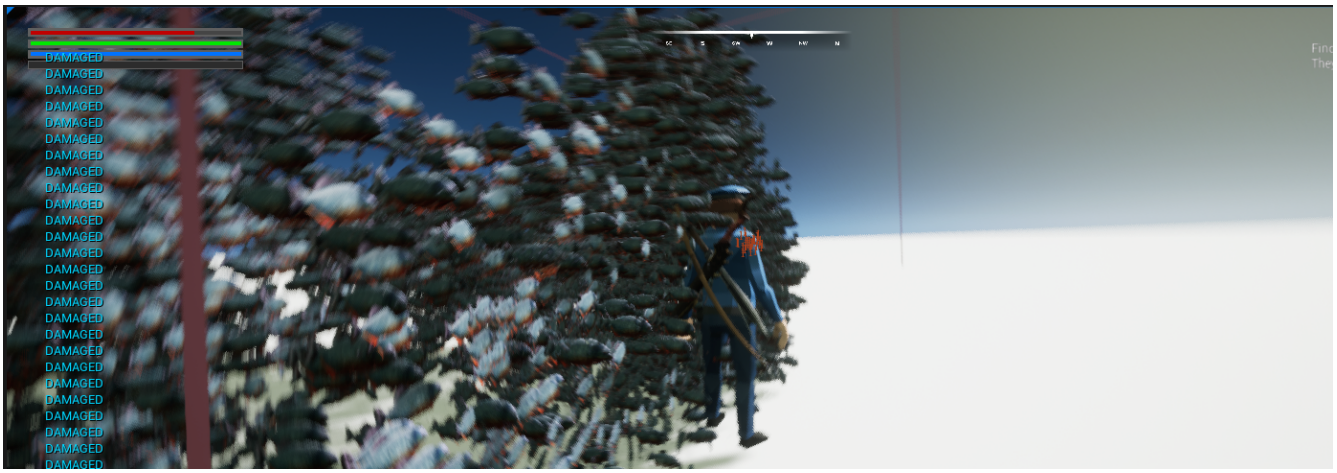


Here is the no refunds sign outside Fairy Fountain.



And here are a flock of fish. For a long time the game had flocks of fish or burgers, swarms of deadly flying burgers, with plans to make more..... finally i found out the cause of all those crashes I was having..... flying burgers. They were removed.







Here is the Say Ok Barbershop, where you can find some early weapons like shotguns, if you had not been able to find them before, this might be the first place you got a good weapon.

The Game is very brutal until you establish yourself.



That character right there is Friedrich Nietzsche, he is not doing very well after so many hundreds of years, and he has fermented in this wine cellar. You can get An Arrow and Bow that let you deal REAL high level damage, comparable to an endgame weapon, But you must steal it from him.
Do you have the guts to steal from Nietzsche (an old man)?



This became my favourite image of the game, it was even featured on the Store Page.





Here is a Buddhist Temple far deep into the forest, when you are lost in the forest, and get lost in just the right way, you will encounter Angulimala, A disciple of the Buddha.
He had once been a murderer, but Buddha taught him to follow a better path, and he devoted his life to the way, renouncing violence.


Find Card Game
They said there was a card game


CYBER CITY


CYBER CITY

Here I am proudly instituting the Level Name Object. Whenever you enter a new area, it shows the level name, then the text fades out. I was so proud of this feature.







Here is the gingerbread town, if you are lost in the forest, and wander a different way, you will find this.







THE WELL, IN THE LEGENDARY MYTHOLOGY OF THE TOWN, THE WELL IS SEEN AS TRUE DEATH, AS THOSE WHO GO INTO IT NEVER RETURN.

OTHERS WHO DIE RETURN AGAIN IN DIFFERENT FORMS DEPENDING ON HOW THEY LIVED, BUT THOSE WHO GO IN THE WELL DISAPPEAR COMPLETELY. IF YOU WANDER THROUGH A QUIET TOWN PERHAPS YOU WILL GO IN IT!!



HERE i AM HAVING JUST FINISHED FIXING THE AI FOR THE CARD GAMES. AI WAS NOT TAKING ANY TURNS, JUST DOING NOTHING ON THEIR TURN, I FIXED IT, THEY PLAY THE GAME NOW.



THIS GIRL IS HELD PRISONER IN THE DUNGEONS, YOU CAN FREE HER IF YOU LIKE.





HERE IS MERYL THE WITCH, ORIGINALLY ENVISIONED AS HAVING A GREAT DEAL OF STORY CONTENT, MUCH WAS CUT OUT OF NECESSITY, STILL WHAT REMAINS I LIKE.



HERE IS THE OLD KIND, A MINOR CHARACTER, OR MAYBE AN IMPORTANT CHARACTER, I'M NOT SURE.

HE ONCE RULED THIS REALM,
YOU FIND HIM IN CTHULHU'S LAIR
IN THE TEMPLE OF DIONISUS.



ORIGINALLY ENVISIONED AS A BOXING MINIGAME, YOU CAN STILL ENTER THE PUNCH OUT BOXING CLUB AT ANY TIME.



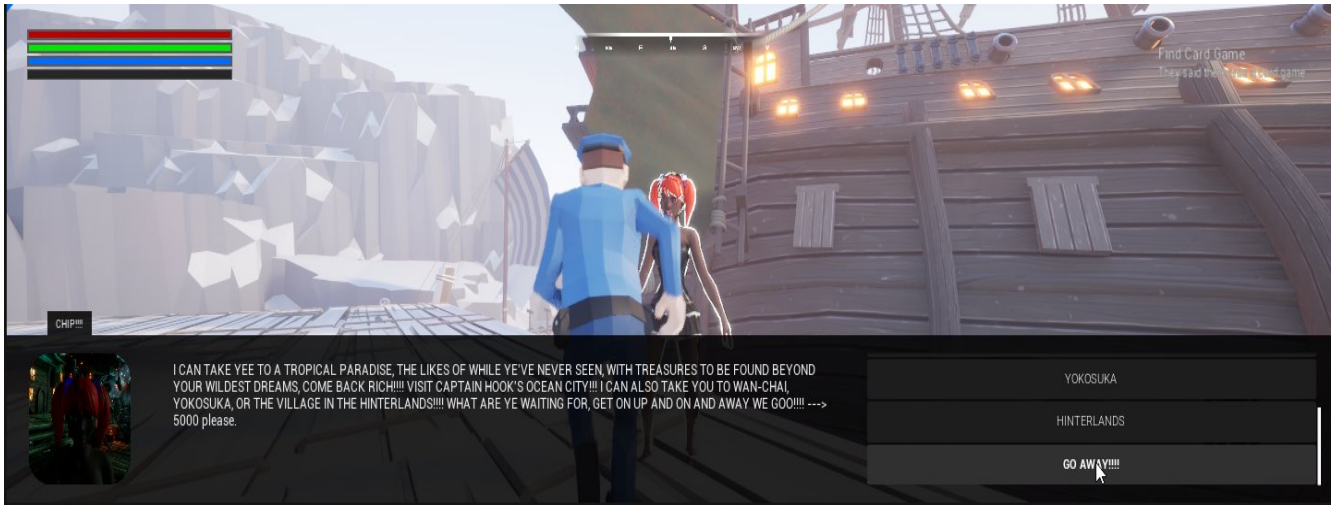
HERE IS THE HEADQUARTERS OF THE NEWS STATION, ORIGINALLY INTENDED TO BE AN IMPORTANT STORY LOCATION



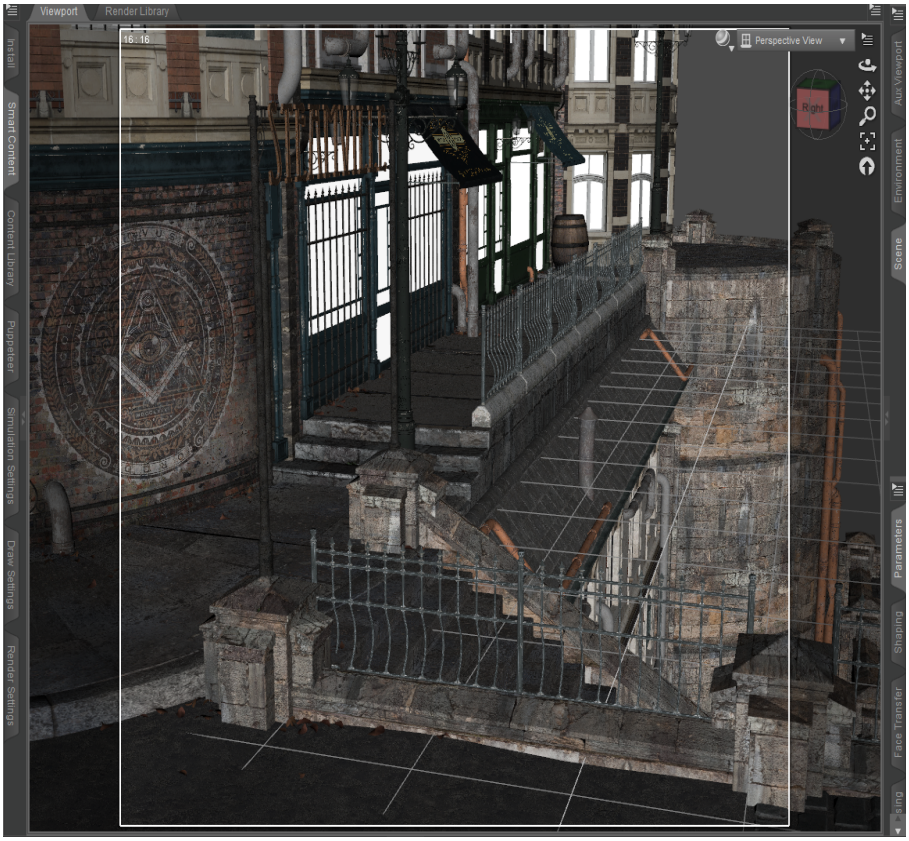
THE PLAYER CAN DRINK BEER TO GET DRUNK.



HERE IS THE OLD CATHEDRAL.
IT IS CALLED : Aine's Memory
MY MOTHER'S NAME IS AINE,
SHE HAS ALZHEIMERS, I AM VISITING HER SOON. :)



I CREATED THIS CHARACTER CHIP TO MAN THE SHIPS THAT TAKE YOU AROUND THE WORLD, FOR A PRICE.



THIS LEVEL IS CALLED THE MASON'S BARBELLO.



AND HERE IS BUDDHA'S CLOUD, HE SITS ATOP ONE.





HERE IS THE GARDEN OF EDEN, WHERE YOU WILL FIND JESUS.





THIS IS THE INTERIOR OF THE KAZUNARI DETECTIVE AGENCY. ORIGINALLY PLANNED TO HAVE LOTS OF GREAT STORY QUESTS AND MISSIONS FROM HERE, THE GAME FINISHED ABRUBPTLY AND THEY WERE NEVER FINISHED.

I AM PLANNING TO COMPLETE THEM IN THE EXPANDED EDITION.



HERE IS NEO TOKYO, A BEAUTIFUL LOCATION I HOPE TO DEVELOP A LOT MORE IN THE EXPANDED EDITION.



AN ICONIC IMAGE USED ON THE STORE PAGE.



HERE I AM JUST MESSING ABOUT IN THE CRYPT.



HERE IS SHADOW HEAVEN, IF YOU KILL GOD...



HERE IS THE CLOT, LEADING THE WAY TO THE LONG BRIDGE TO THE CHURCH.



AND THIS IS HEAVEN.



HERE'S MERYL CHILLING OUT IN THE CRYPT.



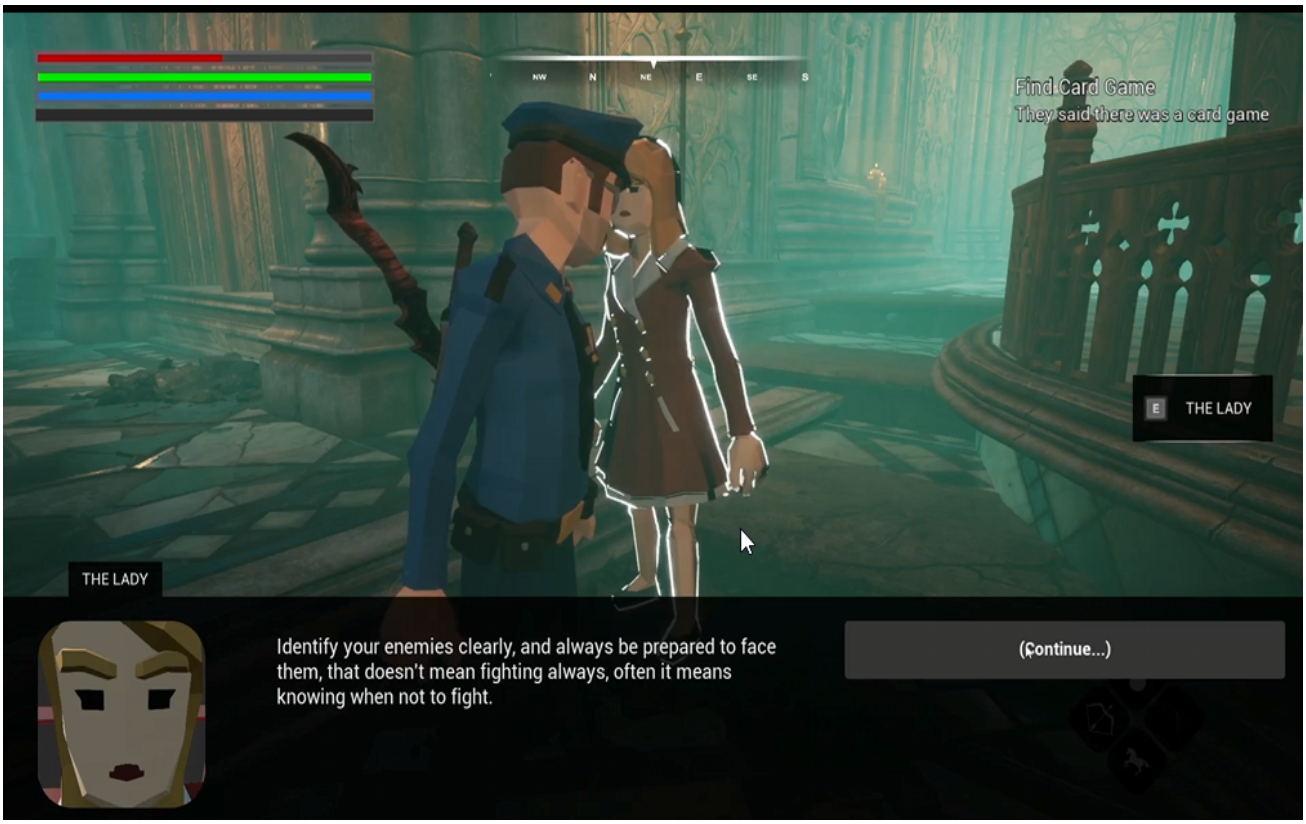
AND HERE'S THE TREE OF THE KNOWLEDGE OF GOOD AND EVIL



HERE HE IS DRINKING SOMEWHERE IN TOYKO.



HERE IS AN IMAGE FROM THE INTRO MOVIES.



HERE THE LADY TALKS TO YOU ABOUT HER IDEAS.

AND WITH THAT WE ARE DONE, MY GAME WAS RELEASED AROUND THE TIME I TOOK THIS IMAGE.

I HOPE TO ONE DAY SOON CREATE AN EXPANDED EDITION, AS I DID NOT COMPLETE MORE THAN A FRACTION OF WHAT WAS PLANNED.

-BRENDAN ROSE
THE DEVIL 666
DEVELOPER OF

LUCIFERIANISM

7:19 PM 2025-07-29



Thank you

