Blood stains your hands. You gather your strength and stab the knife into the demon's flesh, hoping that this time it will stay dead.

But you already know that it won't. Because you've killed it before. You'll kill it again. All that you can hope for is that your streak of luck continues, and that you continue to survive…but you know that sooner or later, death will catch up to you.

The Many Deaths of Lily Kosen is an upcoming visual novel by Too Many Teeth Studios, a small Melbourne-based developer. In it, you and your friends are being stalked by a terrifying demon, one which will stop at nothing to kill each and every one of you. How will you survive, when every time you kill the demon, it comes back, hell-bent on revenge?

The Many Deaths of Lily Kosen features a dynamic story, with the player's actions affecting the outcome of the game. As the player progresses through the story, they'll be given the choice to talk to their friends – or about themselves – which lowers their overall stress level. The less stressed a character is, the greater their chances of surviving the next demon attack is – but with limited opportunities to talk to characters, managing everyone's stress levels and ensuring their survival is easier said than done.

Should a character – other than the protagonist – die, that's it for them. The story will continue without them, and the remaining characters will have to try and fight the demon with a less-than-optimal fighting force. As for the protagonist? If they die, that's it. Players will have to restart the game, or reload a save, and try to manage their stress more effectively.

The Many Deaths of Lily Kosen is planned for a Steam release in 2023. It features gorgeous artwork and music to accompany the experience, with a rewarding story. The game is designed to accommodate multiple playthroughs, encouraging players to experiment talking to different characters and to learn all that they can about the story and characters.

OUR LINKS

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