

## The Creation of The World



**You must cleanse the Eight Curses that burden the Sin Dragon.**

In the past, three great civilizations, all vying for control of the continent, were engrossed in the quagmire of war.

“The Power of the Citadel, Val-Kul,” a civilization skilled in the ways of the broadsword.

“The Field of Artisans, Refern,” a civilization skilled in the ways of the dual swords.

“The Secluded Land of Magic, Cereka,” a civilization skilled in the ways of the sigil.

However, before a war called “The World of Calamity” broke out between evil and mankind, the three civilizations joined hands and together were able to vanquish the evil.  
The evil dragon committed the grave sin of betrayal as a turning point in the war...

As time moved on, the former superpowers lost power, and chaos reigned in their place.

The Sin Dragon's Temple is located on an island written in the memory of the people.  
There only the frame of the Relief of the Sin Dragon is hung.  
There is a legend that, during the time of war that occurred a long time ago, the relief that hung here broke into eight pieces and were scattered all over the world.

The person who restored this relief would be given the power to unify the world and would become the “Baptist's Blessing” who purified the Sin Dragon.

Adventurers rise up and claim the Sin Dragon's Relief!

### **The Power of the Citadel, Val-Kul**

Refuses ornamentation, does not rely on miracles, and honors pure power.  
There is a tendency toward function over form if they can achieve their desired results.  
High quality steel produced from the surrounding mines is used to forge robust arms.

### **The Field of Artisans, Refern**

Hates boorishness, steers clear of legends, and hones the skills of a talented artisan.  
A nomadic people and sea-faring people at their roots, they wear light bohemian clothing and enjoy a simple lifestyle.  
Though not tied to the land, they boast of advanced technology in the crafting of ornate works that they carry with them.

### **The Secluded Land of Magic, Cereka**

They avoid tactless frankness, detest ostentation, and revere mystical wisdom.  
Their raison d'etre is to put the wisdom of the human race that was concealed throughout its history in the form of a sigil.  
They cannot wear metal armor which becomes a barrier for communicating with the body and spirit, so they obtain powers which more than make up for it.

## The Stage



### **“The World :Armed Conflict”**

An MMORPG that was created on the premise that you play on mobile devices, the original concept being “enjoy The World with ease.”

It is created by diverting large amounts of data that accumulated in The World's servers.

Currently a portion of the game's specifications are presented in a simplified state for an open beta.

However, there is a rumor that it implements the specs of a full-fledged MMORPG and is being announced as a formal successor version of “The World FORCE : ERA.”

In 2030, CC Corp. suddenly ended service of “The World FORCE : ERA” which was well-liked. Immediately after, the open beta of “The World FORCE : ERA” commended for only mobile terminal users.

A major feature of “The World :Armed Conflict” is that famous player-characters of the past appeared in the game as NPCs and items.

The outdated World meets the new World and receives an ease of use unique to mobile terminals so that not only the traditional fan of The World, but also the new player can join in on the fun.