

1017 words long, written for the Scarfox - Self care prompt!

Nightshade was always a more solitary type fox, but today was going to be a day to celebrate this part of themselves. A spa day, a walk, maybe some face masks? All of these interested them, but not enough to warrant an entire day's dedication. Perhaps they'd pick up the new game that had just been released, they'd heard so much about it already! An action pact horror game, it sounded really intriguing. They'd loved horror for as long as they could remember, though it took a lot of courage to watch a scary movie.

Dedicated to this new-found interest, they found themselves walking off to the game store, a pep in their step as they walked the familiar roads in their living area. It's always looked so nice here, they thought. The lush trees blossoming as spring had arrived not too long ago, it always amazed them. Spring definitely wasn't their favourite season, but it was definitely neat. They approached the game store now, examining the building remembering the title of the game. Gosh, what was it called again? 'The evil unfriendly' was a pretty strange name for a new release nowadays but who really cared?

They wandered into the game store, the bell hooked up on the door rang as they walked in, the friendly cashier gave a little wave. They waved back as they skimmed the isles, fantasy, comedy, action, horror- Ah! Horror, it must be in there. They took off to the horror section and immediately looked across the shelves for it. Hopefully it'd still be in stock, after all it was a new release and it was quite popular. Ah! They still had one, it was the last copy on the shelf as well! What a lucky find.

Walking up to the cashier, they gently placed the game so it could be scanned. It wasn't very expensive but it was definitely fitting for a new release. As they paid and left they hopped and skipped a little towards home, very excited for their new game. As they walked into their home, they hung up their keys and locked the door. Nobody was breaking in on their relaxation day!

They pulled out the game disc and slid it into their console, grabbing a controller and relaxing back on the couch. It had been a while since they'd played a good game and relaxed. It was always better with friends but they needed the social ease of just staying at home and doing what they wanted to do. The game began booting up, an intriguing loading screen of a silly looking zombie. They couldn't help but smile as the game loaded. Finally, after a little while of waiting it had loaded. The music of the soundtrack began playing, they always adored the soundtracks. The amount of effort that must've gone into them amazed them.

Pressing 'start new game' they prepared for a fun little zombie shooter game, but what they hadn't expected was the whole intro sequence, filling them in on all the info and how the apocalypse had started. Cool! Exposition was always awesome, especially in games you'd never expect to see it, like a simple zombie shooter. Glad to see these developers were still putting effort into their works!

After a little bit, the intro was over. They were playing as a character named Steven Stevey Steve Stev Ste. It was a really weird name choice, but oh well! A little tutorial here and there and they were good to go. An overflowing area of brain dead zombies awaited them, their only viable option to get through the first area was to stealth through it. They'd always been good at stealth and this was their time to shine! Nightshade listened in for the specific audio cues of some of the more unique zombies.

They were getting more confident in their ability to scavenge and explore the vast world already, which did come with the cost of new enemies. Though, it wasn't anything too serious stopping them. They felt their mind completely at ease, this was the break they so desperately needed. Another area completed and they felt a good sense of accomplishment. They were getting close to the first boss of the game already, they'd finished a lot of side-quests too so they were at an appropriate level to fight the boss.

The side-quests often consisted of fetching, crafting, hunting, and exploring. They were good at all four so far in the game, though exploring was their favourite. The most fun quest however had been one for an old fellow, he'd lost something and Nightshade had to explore a vast area to find it. Figuring out it had been located on one of the zombies. This had led to an intense but extremely satisfying fight to re-obtain said item.

The boss was a giant zombie, classical for a game like this. It had a charge move which was rather easy to avoid, it was all like a throwback to the old games they had played in the past. A sense of nostalgia washed over them as they smiled. The boss had been vanquished and they'd collected the mass amounts of loot and ammo, most of it was to sell though it could be kept for quests later. Nightshade was always the type to finish all the sidequests and then fight the main boss.

The comfort of their couch and the beautiful music and visuals of the game really reminded them that this was the best choice they'd made all day. Definitely needed after all the work they'd done recently. It had been a long few hours, but they were approaching the end of the game quite rapidly now, the music hyped up the last few fights. Though, they were nothing compared to the final boss. The moves were challenging and the patterns tough, but after some learning they'd finally gotten the hang of it! The amazing sense of accomplishment as they saw the boss's health-bar drop to zero was nothing short of satisfying and accomplishing.

They had to do this again sometime!