

Sarvons Story

James Armfield. He was a care-free highschooler who didn't have many friends, but it never bothered him. He would constantly talk about his favorite game, Sonic Unleashed. The game captivated him in such a way it made him happy every time he would boot it up on his Xbox. Unfortunately, his home life was not the best. He was treated like a servant by his father while his mother was constantly out at parties. His father would hit him if he didn't do something quickly. Sonic Unleashed was his only escape from his horrible home life, it made him feel safe. One day however, his day at school wasn't the best, getting a bad grade on his Math final. His father was already upset with him from getting a bad grade. What happened later that night was much worse. James, already being tired from the school day and his dad yelling at him, started to play Sonic Unleashed. His father called him for something but James never heard him since he was too focused on his game. His father stormed into his room and yelled at him loudly, before beating him for playing the game all the time. His father took the Xbox and smashed it to pieces. James yelled at his father in anger and sadness, pushing his father away from the broken console. His father, now pissed off, started to beat James in a fit of rage. Slaps turned into punches, and soon, James wasn't moving. His father, now fearing for the consequences of his actions, took James' body, and the console out of the house and dumped it into the river nearby. James woke up, his body feeling light and relaxed, he saw a bright light and went towards it, not resisting and letting himself relax. James then opened his eyes and saw a familiar town, Windmill isle. He couldn't believe his eyes, he was transported into his favorite game, he soon felt excitement before looking at himself in window reflection. He didn't look like himself anymore, gone were his human features and instead was a Were-Hog like figure with purple eyes and standing 7 feet tall. He felt scared and started to panic, looking at himself in awe and terror at his new form. He also soon realizes that he was alone in Windmill isle, no NPCs, no Sonic, no Chip, just the sound of the wind and music. After wandering around Windmill isle he soon realized he was trapped in his favorite game. He was happy but he wanted his life back, he wanted to see his friends again. So, when someone new by the name of Mitchel found the disc near the riverside, Mitchel decided to take it home and to see if it still works. To Mitchel's surprise, it still worked. Inside the game James could feel the game coming to life, NPC's started appearing and doing what they normally do. James was ecstatic, someone finally turned on the game after so many years. James could finally get the players attention and get him out of the game. James couldn't directly talk to Mitchel, since if he tried it would make the game crash. James also couldn't display his name, so he came up with a new one, Sarvon. Now Sarvon roams around Sonic Unleashed levels, staying in the shadows and giving subtle hints to Mitchel that he's trapped there. Hoping Mitchel can finally free him.