

The game starts with an intro sequence, where the player is introduced to the game world with a short explanation of the setting, who the main character is what the motivations are for going for the journey. The short story file includes snippets that could be scattered around the game world for the player to find, opening up the backstory a bit further and giving hints of what the player can expect in the future.

The game start would have a short caving sequence, where the player must navigate the cave tunnels until a certain point. During this time the player character talks to themselves, revealing some information about why they are in the cave and what they hope to see. They also reference the dream that is explained further in notes that are found later on.

Once the player reaches a certain point in the tunnel, the floor collapses and throws the player deeper into the cave system and blocking the exit, making it impossible to go back. This also causes the player character's diary to break and loose pages fly out in a draft that is caused by the cave-in. These pages can later be found and explain the story and the character's thoughts a bit more.

The sound of the incident awakens some noises in the tunnels. They sound like booming roars coming from far away and echoed around all the pathways. Slight rumbling can also be detected, as if the player has caused something to move inside the place. The player character is disturbed and comments on the happenings as they come to pass, letting the player identify and bond with the character.

The tunnels start looking less natural and more like something made by man the further the player travels. The player character comments on this and overall talks more at the start, letting the player get used to their voice and start to think alike. Later on in the game the player character takes more of a backseat, letting the player themselves experience the game in their own way. The purpose of the character's monologue is to tell the player how they should feel and set the mood for the game.

The tunnels form an area that leads to small rooms which seem quite primitive and has decomposed skeletons in them with marks along the walls, suggesting that the room was molded and build by perhaps that very person whose remains are still in there. There are some primitive tools made from stone that the player can pick up and add to their inventory and these items are used to carve out a piece of rock that is blocking the way up ahead. Some pages are found lying around in the floor of the tunnels as well as the rooms. This whole environment is very dark, with only the player character's headlamp illuminating the path.

One of the tunnels lead to what seems like a dead end but at the end there is a stone that looks like it's not a solid part of the tunnel and the player can hear some air flow coming from through the small cracks in it. The player must use the primitive tools they find in the tunnels to break through this stone to advance. Some of the tools might be in too poor condition and might break upon use so the player must find one that is in moderately good condition. In fact, the player character makes a mark that these tools look more modern than the others, almost like they're made from metal instead of stone or at least mixed with some.

Breaking through this stone immediately reveals a sight of an extremely large open area in the cave with what looks like housing in the distance. It almost looks like an outside view of a village or town but it's all under the earth. As the player steps into what seems like a road that leads to the possibly habited area, more sounds can be heard as if the populace of the place have been alerted of the player's presence. Some movement can be seen in the distance and the player must find a place to hide or confront the creatures that emerge from the surroundings.

As the player walks towards this town, they encounter Rose who asks if they have some food from the surface left. The player can choose to help this girl or ignore her. If they choose to help her, she then leads the player to an area she found that has some old books written by humans. These books talk about the legend of an underground people who are vicious and intrigued by humans, eager to experiment on them

and enslave them. Rose also opens up a bit of what she knows about these creatures, explaining their worship of the god of Earth and their sacred temples and the high priest. However, she has no knowledge of other people underground or any experimentation. Finally she asks the player if they would be willing to help her escape by lending her some climbing equipment and lifting her up to an incredibly narrow shaft leading in an unknown direction and perhaps the surface. Being so malnourished, Rose can fit through the hole but the player character cannot. If the player chooses to help, after helping her up and giving her some equipment, she confides in the player that she suspects one of the creatures knows of her presence but seems friendly, as they have been leaving scraps of food at the corner of a burrow for her to eat. She points the player in the direction of that burrow and tells them to seek help there in case the creature is friendly, but also warns that most of them are extremely hostile. Giving the equipment blocks out certain paths in the game as the player cannot climb properly without it.

In the game there are some characters that are fascinated by the outside world and can speak with the player character in a language they can understand and help them find what they need to open the sealed entrance of the ancient underground city as well as open up the history of the place and its inhabitants. The player will also find a few of the missing kids who are in various situations in the society. Some are much like slaves to their creature owners and some are kept safe by these enthusiasts in secret places, locations of which the player will find out later.

The inhabitants that live underneath the surface resemble modern humans in appearance but have evolved into life underground. Example of this is smaller eyes as they do not see well in the dark. However, they have multiple pairs as a safety mechanism in case they injure one as they are prone to do in the dark. Their arms are longer and more muscular and their hands are bigger hands and fingers at the end of which they have strong claw-like nails that are used to dig through the sturdy stone. Posture-wise they are hunched over, probably due to tight living spaces in the early habitats in the tunnels. They also have developed their own language that is akin to low growling and various noises that are not like human words. In short, they are not humans but more like distant relatives, possibly separated by evolution thousands of years ago. This is suggested by various memorabilia and stories that can be found and heard around the town, collected by ancestors that used to visit the surface and possibly lead to folk tales topside.

Outside of the few friendly creatures that converse with the player, most of the inhabitants are frightened or aggressive and some may try to attack the player. As humans are smaller than these things and the player is unarmed, only carrying a small pocket knife that possibly couldn't pierce the thick skin of these human-mole abominations. The only chance for survival is to avoid them and if engaged, hide.

During the game the player is met with different challenges and puzzle-like areas which lead the player from dwelling to dwelling and later from town to town, revealing a large network of habited areas and even a big main city where these creatures live like ants. More and more hints of the surface are revealed and how these things have been involved with happenings in the outside world are revealed to the player as they progress further. There are hints of these creatures experimenting on humans throughout the ages and references to old folk tales even in the hometown of the player character are brought up by the character, perhaps these things have been behind them all?

In one of the burrows there lives a creature that is friendly and hospitable towards the player and if they choose to accept the invitation to come in, they will find a girl named Anna living there. She will pull the player aside and discreetly try to tell the player about experimentation she has heard about being done to other children around the town and especially in the big city. She tells the player about the big city and what goes on in the temple and gives the player some notes that reference these events, written by Anna and other children. She tells the player that she lives with this creature and is being taken care of, but cannot escape. Instead, she tells the player to escape and to do so, they should get to the big city as there are interconnected tunnels under the temple that lead to other towns and that would be a good place to start. The creature tries to call the player over while Anna explains these things, and if it takes too long then

the creature will burst into the room and become mad, accusing the two of scheming against them and trying to escape. This leads to the creature throwing the player out of the burrow. If, however, the player goes to the creature when they call out to them, the player won't get as much information about everything but will get some other information from the creature instead. The creature will talk about the big city and the magical rituals that take place in the temple and how the god of Earth is great and gives them all they need but hints of some sacrifices they have to make but doesn't go into it any further. The creature then suggests that the player should go visit, maybe they'll find the answers they are looking for.

In the big city there is another friendly creature who tells the player about two boys who live in the area and that he should see if they are doing alright and offer them some advice on how to survive underground. However, they tell the player not to help them escape as there will be grave consequences. This creature explains their religion and rituals further, hinting that people from the surface are used as vessels of faith that are offered to the god of Earth to bring happiness and safety among the society. The creature feels for these children and tells the player that if they can, they should try to help them so they feel more comfortable. The creature also tells the player about the high priest, who is like a prophet of the god and it speaks through them. They also tell the player that the priest's powers come from an amulet they wear around their neck and in the past during restless times where one of these amulets fell into the offering pit and it caused a huge disturbance which led to magma pouring out of these interconnected tunnels all over their towns and cities. There used to be more big cities but this event has diminished their population quite a bit.

The player is determined to find and save all of the missing children that might be held captive, but some of them refuse as they are now a part of this new society and feel at home there. This might be because it's been many years since they were missing and maybe they were saved from certain death by these creatures. During the game, one of these kids becomes the target for experimentation and the player fails to save them, sparking motivation in the player character to destroy these evil things and stopping thousands of years of torment that his people have been subjected to.

The player meets Jonathan in a big building in the city, where he works as a cook. The player tries to engage in conversation but the boy seems completely out of it and doesn't even recognize the player as a human being. The boy just mutters under his breath and twitches strangely as he prepares these disgusting foods. The player can try to unbind the shackles Jonathan is trapped by, but the kid doesn't move and just keeps cooking. The player is then chased out of the building by a creature.

Also in the big city the player finds a boy called Daniel, who is a slave errand boy, running around the city all day. He is quite young and doesn't grasp the gravity of the situation and thinks he'll be let out some day. The player can try to persuade the kid to escape with him and that they know of an exit underneath the temple. Daniel will be easily persuaded as the player is the first human he's seen since being captured. This, however, leads to the boy being sacrificed as he gets caught once they get close to the temple and the player is held captive as well for the duration of the ceremony. Afterwards the player must find a way to escape their bounds or they get killed as well. The player becomes infuriated with these creatures after witnessing the execution of this innocent little boy.

The main goal of the game now becomes eliminating this underground horror instead of escaping and getting back on the surface. The player hears of a sacred temple that the creatures use to worship the god of Earth with carved tunnels leading to lakes of molten magma deep inside the Earth. The player also hears of a historical event hundreds of years ago that caused the magma to erupt from the core and envelop the entire underground cave complex. The legend has it that this reaction was caused by black magic that the ancestors indulged in and it is now completely forbidden for a similar event happening again would cause unthinkable destruction. The player character makes it their new mission to do exactly that.

The player becomes convinced that the god of Earth might be real and invoking its anger is the only way to cause an explosion strong enough to eradicate these monsters. The player must now deface this god by acts of terror that need to take place in the temples themselves. The player learns of black ceremonies and incantations that mock the god and cause great anger and must use these to start the reaction. Information about these ceremonies has been gathered during the game from various characters, notes and books.

Once the player reaches the inner sanctum and offering room, they are confronted by the high priest who tells that the player's time on earth has come to an end and they must surrender immediately. They also explain that there is no way out as the holy guards have surrounded this room. The player must defeat the high priest by performing rituals that seemingly weaken their power and cause them to stumble close to the offering pit. The player can then push the creature in the pit, causing the amulet to react violently with the magma that lies deep inside the hole.

The game ends when the player succeeds in causing a reaction that leads to an explosion, filling the biggest city with magma, but it takes the player character with them. The underground civilization takes a big hit to their population. The only hint of the player character's journey is some smoke coming out of the cave in the woods in their small little town which sparks some interest but is quickly dismissed as just some random natural phenomenon.