

# H O M E C O M I N G

A Demon Within 2

## Introduction

Homecoming - A Demon Within 2 is an experiment in horror and story-telling, and the conclusion to the Yok saga of custom experiences. Using mechanics from popular horror games while integrating modern mapmaking techniques, it attempts to reinvent the Minecraft horror experience and ultimately make the player suffer.

## Story

Michael Pearsons is an investigative reporter who is willing to dig deep into the stories nobody else would dare touch. After receiving an anonymous tip about a factory near the edge of the Mojave desert, he goes to investigate. What he discovers is too strong to fight back against, and so profound that going insane may be the only option available.

## Recommended Settings

Render Distance: 10+

Smooth Lighting: Minimum or higher

Without Optifine:

Graphics: Fancy

With Optifine:

Vignette: ON

Shaders: Disabled

