



## Educational Goals

With A Day and a Night, we hope players will benefit from the following educational goals:

- **Muhasaba (self-accountability):** take account of your deeds before you are taken to account!
- **Hope in Allah:** Muslim character plays out the hadith of the man who killed 99-100 people, and Allah entered him into paradise.
- **Islamic Culture:** Muslim characters and themes based in the Qur'an and Sunnah, including helping those in need, the benefits of seeking knowledge, the reality of jinns and magic, and more (see Achievements).

## Achievements

The game contains 20 odds-and-ends achievements that plays can aim for. Each achievement introduces the player to an ayah or a hadith. The player must act out certain deeds in order to receive each achievement.

Note that if you intend to discover these yourself, the text below includes spoilers!

- **Animal Saviour:** Save an animal's life: A dog was going round a well and was about to die of thirst. A prostitute saw it, took off her shoe, and use it to draw out water for the dog. Allah forgave her because of that good deed. [Bukhari]
- **Footsteps of Ibrahim:** Frame one statue for destroying others: Prophet Ibrahim broke his people's idols into fragments, except a large one, and blamed it for the deed. His people almost recanted on their beliefs, but instead decided to burn him alive. [Surah Anbiyaa, 21:57-68]
- **Heart Attached to the Masjid:** Pray 5x in the masjid in a day: Seven types of people will receive Allah's shade on the day of Resurrection, where there is no shade except His shade. One of them is a person who's heart is attached to the masjid. [Bukhari and Muslim]
- **Ibn Adam:** Commit your first sin: Every son of Adam sins and the best are those who repent often (at-tawwaboon). [Tirmidhi]

- **Kill Yourself Forever:** Commit suicide purposely: Whoever purposely throws himself from a mountain and kills himself, or drinks poison and kills himself, or kills himself with an iron weapon, will keep repeating that action in the Fire, forever. [Bukhari]
- **Magician's Apprentice:** Commit shirk by sacrificing to a jinn: Whoever ties a knot and blows on it, he has practiced magic; and whoever practices magic, he has committed shirk; and whoever hangs up something (as an amulet) will be entrusted to it (to protect him). [An-Nasaai]
- **Nafsun Lawwamah:** Flip-flop between good and bad deeds: An-nafs al-lawwamah means both the soul that flip-flops between good and bad deeds, and the soul that admonishes/reproaches itself after it commits bad deeds.
- **Past and Present:** Rediscover why you're here (visit key event locations): Except for those who repent, believe and do righteous work. For them Allah will replace their evil deeds with good. And ever is Allah Forgiving and Merciful. [Surat Al-Furqan, 25:70]
- **Prophetic Medicine:** Use Black Seed to cure the girl: The Messenger of Allah said: Use black seed, for indeed, it contains a cure for every disease except death. [At-Tirmidhi]
- **Seeker of Knowledge:** Seek a path of religious knowledge: Whoever follows a path to seek knowledge, Allah will make the path of Jannah easy to him. The angels lower their wings over the seeker of knowledge [...] even the fish in the depth of the oceans seek forgiveness for him. [Abu Dawud]
- **Shaheed:** Discover a path to martyrdom: Five are regarded as martyrs: They are those who die because of plague, abdominal disease, drowning, are crushed to death, and the martyrs in Allah's cause. [Bukhari]
- **You Monster!:** Side with poachers: A woman entered the Fire because of a cat which she had tied up, neither giving it food nor setting it free to eat from the vermin of the earth. [Bukhari]

## Feedback

We hope you find A Day and a Night fun and engaging. Please send any feedback (positive or negative) to [alibhai.ashiq@gmail.com](mailto:alibhai.ashiq@gmail.com).

