Adlarel Tale:

Story Telling:

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1- A soul (you) awakes from a deep sleep.

2- An Entity greetings you and tells you that it awaits your arrival.

3- It tells you that is imminent that you born because the world is in unknowing danger.

4- The realm of Fantasy is about to finish, the people do not want to create new tales and paints.

5- In the earth you will be in the Alistair duel.

6- The archmage will tell you more.

The goal.

1. The unique goal is to vanquish Alistair.
2. There will be 2 Scenarios, the first one will be the souls arrival, the second one will be The Alistairs dwelling.
3. Your player will be a cristal ball which you control with the Joystick to walk.
4. The NPCs in the souls world will be cristal balls too.
5. In the Alistair duel, the only NPC will be Alistair.
6. He begins to fight with you.
7. If you vanquish Alistair, you win the game.