I have divided the story into sections, but it does not have to be exactly like that and each section is not a “level”. Whenever there is talk, it will be using a text bubble over the character's head. Im still missing a few “active scenes”, I will add them to the final story, I would love to hear ideas from you if you have any after reading the story. The name of the hero is “Aiden”. Aiden's telekinetic power is very weak at first in the game, and as the levels progress, his power increases. This part is more like a kind of short entry into the game.

1. A dark castle with projectors and trees all around. The scene moves into a room in the castle. Head covered character in hood (scary) talks to another head covered character (scared scientist) and says to him "How are the experiments progressing, Benjamin? Will the kids be born improved?" And the other says "Oh, Amraphel. Wait and see..."

2. In a dirty room that looks like a cage, there is a couple with a baby. The woman whines: "What will they do to him, Tristan?" And the man replies: "Our son is their successful experiment, Rachel. He is the chosen purple kid..." And suddenly, "Boom!" The scene moves outside the castle. A mob swarms over it and trees and rocks fly through the air and destroy it. The couple escaped into the forest through a hole created in the wall, and ran.The frightening character (Amraphel) throws people to the air with his telekinetic powers, and chases the fleeing couple. The couple hides the child among bushes, and turns to fight. The father pulls out a pair of swords and stands in front of Amrapel, while Amraphel floats a lot of rocks and trees in the air. The father runs up to him, Amrapel throws everything at him, and the scene fades away. The baby is alone in the woods, and an old man in brown clothes collects it, looks in all directions, and disappears into the woods. The scene fades away.

3. A lovable home in New Jersey. Aiden (the growing baby, thin and with a brown hair) is watching TV (wearing a Tshirt and jeans). His mother shouts from the kitchen "Aiden Conner! Go pick up your little sister Lucy from school, and stop watching fantasy shows - these things don't exist!" And Aidan comes out of the house grumpy (and a thought bubble over his head says: "That's why you shouldn't live with adoptive parents. They're interfering with your enjoyment!"). On the way he sees children abusing a thin, bespectacled child in a side alley. Aiden jumps up to hide behind a garbage can to peek away angrily. The bespectacled boy says "Is that all you can do?" And gets beaten up. Aiden wonders what to do, and finally says "The stupid kid needs help". He grabs a stick in his hand, and tries to use it to drop an object standing on top of the cluttered tin (it could be a broken chair, a broken table, a board, whatever). Evenbefore he touches it, the object begins to move by itself (and around Aidan there is a drop of purple aura when it happens). Aidan blinks and tries again, and the object moves again, flies through the air, and hits the boys. The boys escape, and suddenly a sturdy man dressed as a military general appears. The general says: "A boy with a very interesting purple aura ... you will probably like to come to our school ..." He pulls a note out of his pocket, gives it to Aiden, and leaves. Above Aiden's head appears a bubble wonders: "Purple aura ...?". As Aiden turns in astonishment to the bespectacled boy he rescued, the boy jumps up and runs away.

5. Aiden in his house, stunned. His parents say, “Bie bie, Aiden. Lock the door, we're going out. ” As they leave, there are knocks on the door. Aidan opens the door and in front of him are three people: the mother of the bespectacled boy that Aidan saved (wearing a long dress), the bespectacled boy (dressed as a nerd), and his sister (Gothic style). (All bright faces and dark haired). The mother says: “When you helped my son, we realized that you are like us. You are Seisnick. ” Aidan replies: "Seisnick...?" The mother replies: “Yes. Let me in, and I'll show you.” She comes in, directs her hand at an object on a table, and the object rotates in the air throughout the living room. The mother says "you are a Seisnick. That means you can do telekinesis. You can move objects with your own power of mind only - without touching them. You can do telepathy - read minds. And we have a school, the TeleSchool, that teaches children like you how to develop it in town, Called "TeleVillage". Would you like to join ourschool? ”

6. Aidan in his house in front of the exit door and a large bag on his back. His parents cry in front of him, he bows his head, turns around, and sets off. From here the game becomes more active.

7. Aidan arrives at the forest wearing a long green hood this time. At the entrance there is a stone with an arrow on it, and six children besides it are waiting: one tall and fat, one small and bespectacled, one small and thin black hair, one blonde with glasses, one tall blond and muscular, and one prominent and mysterious with a chinchilla on her shoulder. They are all wearing long green hoods. Everyone says their name. "Hi, I'm Leo." "I'm Helena." "I'm Jerry." "I'm Timmy ..." "I'm Carlis." respite. "I'm Diana. And we just have to keep an eye on the arrows." Then they turn and walk in the woods, following arrows and guides on trees.

8. Things start to move in the forest, and they are scared. Trees touch their shoulders with their branches like hands. Moving hills. Then a large sign flashes in front of them in the air, and it says: "Can faith change reality? Who can say? But can faith cause something that has always existed, but was never known, to be manifest? Thats, my friend, is your real test, and from now on, you are on your own. "

9. Suddenly they come to a dark place where people lay dead in the ground as if there was a battle, and arrows are stuck everywhere. They embrace in panic. Suddenly they jump up when they see an old man hiding behind a tree, escaping (lots of wild white hair and wearing brown). They scratch their heads and exchange glances, then they notice weapons scattered in the ground. "I'm taking one!" Says Aiden, and the friends are going to pick weapons for themselves. Aiden suddenly swings, his eyes rolling like hypnosis, as if something controls him and directs him to take a pair of strange swords. (A question mark bubbles above his head, and he asks, "What happened to me now?"). Suddenly three characters appear in front of the children. They raise their hands at objects scattered in the forest floor, and dozens of objects jump to attack the children. Branches, swords, arrows, stones, rocks. The children fight with them using their weapons. The next step is that their enemies raise their hands, and puppets are created in the air from all sorts of objects in the forest, and the puppets attack the children, and they are very powerful. Diana shouts to the children “You are capable of doing telekinesis just like them! Just believe you can! ” And the kids start fighting the dolls also with telekinesis. After the children win, the three characters approach the children with drawn weapons and lots of hovering objects, and just before they attack the kids, lots of brown-clad characters appear, and the three run away screaming. The leader of the heat-wearers says: “Do not worry, children. We are the 'Guardians of the seven', we are your friends, the Seisnicks, and we will accompany you to TeleVillage. ”The children follow them through the night with flares in their hands, until they reach a place surrounded by a high wall. The children are excited, the gates of the wall open towards them, only the children enter and the wearers of the heat do not, and the scene fades away.

10. The children in classrooms inside the TeleSchool '. A tall gray-haired teacher teaches them telekinesis: "You have to concentrate and concentrate and concentrate. There's no other way. Infinite concentration exercises, until you can move paper. Come on!". They do telekinesis exercises in class and throw objects in the air (you can do some nice things while practicing telekinesis in class. They can lift tables in the air, get assignments, etc.). He teaches them to see the colors of aura through a long stare at a lit candle: "To do telekinesis, you must be able to see auras. To see a halo, you must do the opposite of what you did when you tried to do telekinesis - stare instead of concentrating. Come on!" (They need to practice seeing aura, maybe by pressing a button quickly, and the aura increases). Then comes a white-bearded teacher in a wheelchair who tells them, "Did you think telekinesis is fun? Every good thing has a downside. Because whoever does telekinesis, grows old ... that's what our formidable enemy, Amraphel, is trying to achieve before us ...". The children exchange wondering glances. "Amrapal ...?" "Is he trying to get an anti-aging cure for telekinesis before we can get it ...?" "Yes," the old man continues, "and to that end he performshorrible experiments on babies and causes them to be born with a powerful purple aura ..." Zoom in on Aidan's face, and a thought bubble above his head: "Horrible experiments to make children be born with a purple aura ... ? Were ... my parents were prisoners of Amrapel and I was born with him? ”

11. Aiden in his room (at the boarding school in TeleVillage). He speaks to himself. “Who is Amraphel...? Did he create me with a powerful purple aura and thanks to it I am stronger in telekinesis more than everyone else...? And who was this general...? And when I took these swords, it's like I was mesmerized... what's special about them? ” Aiden begins to peruse the swords and pulls out strange strings that come back in with a spring. He does not understand why the strings, and shrugs. Finally, after not finding anything else in them, he shrugs and waves them around the room, and suddenly a note falls from them. Aiden picks it up, and exclaims: "After using the medicine, return the swords to my grandchildren."

12. (Bonus stage: 'Clean TeleBall' – a game with telekinesis. There are two goals. There is a ball. You can kick it and hit it with your hand, and you can control it with telekinesis and put it in the goal. But the goalkeeper can also save the goal with telekinesis. Later a bonus stage 'Dirty TeleBall'. Same game, but players can hit each other with swords and arrows.)

13. The friends in the boarding school lobby, chatting. There are TVs, heaters, a nice place. Suddenly something takes over the TVs everywhere, and a frightening figure inhood (Amraphel) appears and demands that they be given the medicine he claims the Seisnicks found, or that they be given Aiden (and if not, he will get it himself), or war. Zoom in on the stunned Aidan and then on everyone who looks at him in shock. After seconds of tension, the TeleVilage decides to go to war.

14. Aiden walks at night on TeleVilage, and masked kidnappers try to catch him. A scene of a fight between Aidan and them with a lot of telekinesis and swords and friends trying to help him. At the end of the battle, people wonder how Amarpel people got into the protected TeleVilage.

15. An organized army. Horses and soldiers and archers and flags, etc. They leave the gates of the television village, and the gates close behind them and the children return to the TeleSchool.

16. The children in the school yard. The nervous Aiden is training with Leo in the yard. Suddenly Aiden's swords are snatched from his hands by themselves and flying through the air. He fails to catch them. They enter a house by the wall. The children follow them. The swords escape through a pit outside the wall and the children follow them, so they enter a scary forest at night. They run and run, and then in front of them there is a sign: "Courage and stupidity are different by name, but in the mirror they look the same. Those who are afraid of a little trick, should fall back, as they are probably too weak. Those foolish enough should understand, they must never disturb the guardian of this land". They arrive at a place in the forest that has a hut by ariver. The forest attacks them with trees and stones, and the children retaliate.

17. Suddenly the old man from the beginning of the book (section 9) appears, and above him the swords fly in the air. Aiden shouts "Return my swords!" and the old man replies "They are not yours. They are of someone who died before you had time to meet him, and in truth he bequeathed them to you saying he hinted at them, though I am doubtful if i'll give them to you." "My Dad?" Aiden asks in pain. "My best friend..." the old man replies, "is the senior scientist of Amraphel who managed to create you, who knew how to look for you here after your parents left you with me after the barking and Amraphel caught them... your grandfather, not your father. He sent you another legacy, a remedy he managed to create against our aging, and did not discover it to Amarphel, in an expedition that was attacked while on its way to Televillage, so Amarphel is sure the remedy came to the Seisnicks after he caught your grandfather, or at least is with you. But he was wrong, because the cure probably never got into your hands. " "These are just weird swords with weird wires coming out," Aidan replied. "Wires? It's not just wires. It's the string." The old man replies, then assembles the swords one by one, turns them into a bow and shoots an arrow as an example to the eyes of the surprised children."So the swords are not messed up..." says Aidan, "and probably the note that contained them also has meaning ... The note said:"After using the medicine, return the swords to my grandson." The old man opens his eyes. "So the swords are the cure temself..." he says. "The swords are the cure?" Aiden wonders. "Yes ... their aura is white ..." says the old man. The children strain their eyes Sea, and around the swords blooms a white aura. "Benjamin realized that a white aura is the cure for aging," says the old man, "because they are made of the ancient wood of the guardian of the seven. Maybe one day you will understand ... " "So wait, is the medicine in our hands? The reason for the war is in our hands?!" Aidan is enthusiastic. "In my hands, not yours ..." says the old man, and the children are frightened. "I have not yet decided what to do with you, Aidan ... you are the creature that Amarphel managed to create, are you good or bad? I have been watching you for thirteen years and I do not know what you are..." The friends start yelling at the old man that Aidan is good. "No, children." Says the old man. "I'm not afraid of today's Amraphel. I'm scared ... of the next Amarphel, that maybe it's Aiden. "Then a battle. The friends are fighting it hard. But in spite of everything, he wins and the forest binds the children. The wait is long, until Aidan shouts, "Decide quicly whether to kill me or not! Thousands of people are going to die tonight in the war over this cure!" Another wait. "I'm not sure I'm doing the right thing ..." the old man muttered, "take, and use them wisely. Now, come after me!”

18. The old man is going to summon 'guardians of the seven' (the friends of the Seisnicks from section 9). When they are reached, the old man says, "Take the children with you to the battlefield, and if the Seisnicks do not allow you to talk to their leader, tell them you will harm the children." The guardians of the seven take the children to the war in a speeding carriage.

19. They stand on a mountain and from the very top see the battle that has already begun. "We have arrived late." they say. A spectacular battle of trees and stones flying in telekinetic air from one army to another. People fly through the air too, arrows that move like snakes because people aim them with telekinesis, arrows stop before reaching the army (because the seisnicks stop them and protect themselfes with telekinesis too), and so on. The armies begin to march towards each other. Aiden looks at the swords in his hands, and says, "This all is because of the cure..." Then he jumps down the mountainwith his pair of swords. "I must reach the enemy leader!" He shouts to himself, and he has to escape a lot of telekinetic obstacles, enemies, and goes through a lot of battles. He finally arrives in front of a last and well-armed warrior ring, and there one of the soldiers hits his head, and Aidan falls. Suddenly the general from the beginning of the book arrives with a smiling and wicked face, and says to Aiden: "You have failed." Aiden groans, and replies: “No. I have the cure. ”

21. The general is in shock and all the soldiers too. Aiden tells him to look at the white aura around the swords, and explains that he is the grandson of Benjamin the scientist of Amraphel who sent it to him, and explains the bag of swords made from the ancient tree of the guardians of the seven. The general asks "Are you saying this is the tree of life from heaven?" Aidan is surprised and does not understand. Then another soldier arrives and asks "General, the enemy is ready for a second round. Shall we fight?" The general waits, and replies, "We will not fight. We have the medicine. But if it does not satisfy Amraphel ... we will come back to fight them. Get the children out of here!" "But it's not the boy Amarphel wants ...?" The soldier asks in confusion. "Yes." The general replies. "But when the enemy is here, we can not take him. I know what I'm doing ... " And the soldiers bring back the stunned children.

22. Aiden goes back to the Seisnicks soldiers and theythrow Aiden in the air as a hero.

**Missions:**

The player starts with 10,000 "Apondions" (the money). Each additional 10,000 Apondions will cost him two dollars (real $, if he wants to buy). The player starts with 0 Upgrade Points, and each mission he accumulates more points. After 100 points he rises a level (each rank you level gives him more physical strength, faster running, stronger telekinesis, and 3,000 Apondions as a gift). After 300 more points, it rises to level 2. After 600 more points it rises to level 3. After 1000 more points it rises to level 4. After 1500 more points it rises to level 5. After 2000 more points it rises to level 6. After 2500 more points It rises to rank 7, thus adding 500 points each time on the previous number to rise in rank. If he reaches level 15 which is the maximum, he will receive in addition to the forces also many gifts that he will be able to receive as a gift from the store, such as special clothes, special telekinetic abilities, etc.

**Type 1: Tasks that are part of the game progression:**

1. Aidan needs to defeat the bully who is harassing Jerry. [If he wins, he will get 90 Upgrade Points and 50 Apondions for it].
2. Aidan needs to find the clue (an arrow drawn on a tree that points to move forward. This mission can be done several times along the way to Telleville) [will get for it 50 Upgrade Points and 10 Apondions].
3. On the way to televillage, there is an abyss that he must cross to continue on the road. On the edge of the abyss there are ropes and branches. Aidan should tie the ropes to his side, and make the other end of the rope fly in telekinesis to the other side and tie it there on something (you can choose on what, on a tree, on a large stone, etc.), thereby creating a bridge of ropes (by placing Branches with telekinesis along the bridge), and move to the other side. [Will get for it 300 Upgrade Points and 200 Apondions].
4. Timmy's bag falls into the abyss. Aidan needs to do telekinesis to lift him back away. [Will get for it 150 Upgrade Points and 200 Apondions].
5. Two of his friends are fighting in the woods (Carlis and Leo that is laughing at her). Carlis throws stones at Leo, and Aidan has to stand in front of Leo and stop the stones in telekinesis (which is good, because that way it will teach the player to stop arrows in telekinesis). [Will get for it 200 Upgrade Points and 70 Apondions].
6. Jerry's glasses fall into the river. Before they are swept away, he must save them in telekinesis [will get for it 100 Upgrade Points and 50 Apondions].
7. Diana's chinchilla escapes from her. Aidan has to chase her in the woods and catch her in a telekinesis, and return her to Diana (Aidan is actually in love with Diana and that will give him credit points with her). [Will get for it 200 Upgrade Points and 70 Apondions].
8. Aidan needs to find more clues that say how to get to televilage. He needs to find the big sign (the sign I wrote you in the game description). [Will get for it 90 Upgrade Points and 50 Apondions].
9. Aidan needs to find a pair of special swords that are in the area that was a battle (in the forest in the part i wrote you in the game description that are dead people and a lot of mess and fire). [Will get for it 90 Upgrade Points and 50 Apondions].
10. On the way to the televilage the children are attacked by enemies. Aiden must defeat them with the swords he found. This is the first mission with swords, and from now on, there will be more missions of sword fighting. [Will get for it 500 Upgrade Points and 300 Apondions].
11. When the team completes the journey and arrives in the city of the Telekinesis, [Aiden will receive 90 Upgrade Points and 50 Apondions for it].

From now and on, the player can repeat missions that will be inside the Televilage or if he chooses to go out to the forest several times to earn an upgrade and money. From now on he can also choose to perform optional tasks that I will write later and ill send in another file (I would be happy if you create a map of the world for him with locations of tasks he can go to).

1. Aidan needs to find clues about his parents (minor, because only in the future will he find his parents, not in this game. Later I will provide the clues he needs to find, and how).
2. Aidan needs to succeed in classes. For example: When the teacher explains how to do telekinesis and build a card tower, Aidan should be successful. When the teacher teaches how to see a halo, he must succeed. [He will receive for this 90 Upgrade Points and 50 Apondions].
3. One night, masked people try to kidnap Aidan. Aidan needs to fight them with both telekinesis and swords. [He will receive for this 1500 Upgrade Points and 500 Apondions].
4. Aidan must learn to put his two swords together to make a bow out of them. [He will receive for this 500 Upgrade Points and 200 Apondions].