Got it ✅ Let me walk you through the **first location in Beyond Oasis – the Oasis Village** (Ali’s home base and starting area), with as much detail as possible.

**🏡 Oasis Village (Starting Location)**

**🎬 Story & Introduction**

* The game begins with **Ali discovering the Golden Armlet** in an ancient cave outside the village.
* After this discovery, Ali returns to his **home village** (the Oasis). This is the **first safe area** the player explores.
* The Oasis serves as a **hub** where you receive early story context, tutorial-like guidance, and your first mission.

**🏠 Layout & Atmosphere**

* A **small desert settlement** with palm trees, simple houses, and villagers going about their lives.
* The **Palace of the Oasis** is nearby – a large castle-like building where Ali’s family rules.
* There’s a **training ground / open square** where Ali can practice sword combos.
* The **music** is calm and peaceful, establishing a sense of safety compared to the hostile wilderness outside.

**👥 NPCs**

* **Villagers**: Give tips on controls, combos, and basic mechanics. Some talk about legends of the armlets.
  + Tell when the metro closes, jokes about museum (im local, ive never been there), tell to beware seaguls
* **Merchants**: Early shopkeepers where Ali can buy healing herbs, bombs, and other useful items.
  + Main character can buy transportation passes to move between locations, curry to heal HP, spicy curry to increase strength/speed but reduce HP by XYZ after 1min
* **Royal Family / Advisors**: At the palace, Ali reports to his family. They warn him about the **Silver Armlet**, his rival, and ask him to use his powers for good.

**🕹️ Gameplay in Oasis**

* **Safe Zone**: No combat inside the village.
* **Exploration**: Player can talk to NPCs, buy items, and look around.
* **Training**: Opportunity to learn Ali’s **unique combat combos** (a key mechanic of the game).
* **Quest Setup**: The village sets up the main quest → Ali must prevent the Silver Armlet from conquering the world.

**🌟 Key Events**

1. **Return with the Golden Armlet** – establishes Ali as the chosen hero.
2. **Dialogue at the Palace** – Ali’s family/king explain the situation and set the main goal.
3. **First Spirit Mission Unlocked** – Ali learns he must awaken the **four elemental spirits** to stand a chance.
   * The first target is **Dytto, the Water Spirit**, hidden in the Water Shrine outside the village.

**🧭 Narrative Role**

* Functions as a **home base**: you can return here throughout the game.
* Early storytelling and **tutorialization zone**.
* Atmosphere shifts later in the story when the **Silver Armlet’s forces** begin threatening nearby lands, making the village feel like a sanctuary in a dangerous world.

✅ So in short: **Oasis Village = safe hub, story introduction, tutorials, shops, first quest giver, and home base**.

Would you like me to continue and describe **the next area after Oasis → Dytto’s Water Shrine**, in the same level of detail?