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Basic Story Outline

Taylor is a gifted kid. He holds within him the special power of freeze. When he was young, he could not control his powers completely. Over time, he mastered his powers. He used to host small shows to entertain people in his neighborhood using his powers and watching him use his powers was fun and a treat to watch for many. One such person who loved watching Taylor was his girlfriend Jessi. They used to have amazing time together.

But as the saying goes, “there’s no rose without a thorn”, this beautiful story had an evil creeping in. In the same neighborhood, three blocks down from Taylor’s place lived a dark magician named Kareem who used to watch all shows of Taylor very closely. He was very envious of everything that Taylor had and wanted to put an end to his joy filled life. Like Taylor, Kareem also had a few special powers. He could use hypnosis to make people fall asleep and spawn evil fire clowns using his magic wand.

Kareem had been planning meticulously to take down Taylor. Oblivious to the growing hatred of Kareem, Taylor went out of town for a couple of days to perform a big show. Jessi could not go as she had her best friend’s wedding a day later and wanted to attend it. Capitalizing on the opportunity, Kareem went to Taylor’s place. He hypnotized Jessi and took her with him. He left a note for Taylor saying that he had to challenge and beat Kareem if he wanted to get Jessi back. The time and location of the battle was mentioned in the letter. Kareem, being clever, set the time and location to his favor. He set the battle to take place at night when the powers of Kareem are high. To make his fire clowns more effective during battle, he made the battlefield very hot making it difficult for Taylor to use his magical freeze powers.

Taylor must fight Kareem according to the conditions mentioned in the letter and defeat him to get Jessi back. Worried but determined to get Jessi back, Taylor reaches the battle arena and calls out for Kareem. He does not see Kareem but feels the ground beneath him heating up and from a distance sees fire clowns rushing towards him. The battle starts and Taylor must destroy all the incoming fire clowns before he finally battles Kareem. Taylor despite being on a disadvantage is quick on the field and matches Kareem in power and speed. His goodness and will to save Jessi supersede and overshadows the evil acts of Kareem and in a fierce battle, he is able to defeat Kareem and save Jessi.

Seeing Jessi safe, Taylor is filled with happiness and they go back to live a happy and peaceful life.

Player Characters

This is a third person game. There is one player character in the game. Taylor plays the role of player character and is tasked with defeating Kareem and his fire goblins to save Jessi.

Character # Taylor

Tall, dark, and handsome man with golden brown eyes. He has a smooth, spade shaped beard with dark, bristly moustache. He has defined cheekbones with a concrete jaw. He has long legs with impressive thighs. His hands are special. The palm of his hands have a special glow in them. His fingers when touched give a cool sensation. When focused, his hands have the power of releasing pressurized cold water which turns into ice when in contact with a surface.

Non-Player Characters

There are three non-player characters in the game - Jessi (Taylor's girlfriend), Kareem and his fire goblins. Jessi is abducted by Kareem and Taylor must save Jessi by defeating Kareem and his fire goblins.

Character # Kareem

Tall skeleton like figure wrapped in a loose black cloak having untidy white beard. He holds a magical wand in his left hand with a part of red devil star attached to the top. His magical wand holds his superpowers. His dark diamond shaped eyes turn red when he is about to spawn fire goblins. He has stretched ear holes with earring made of snake's spine bones. He has a thick flat long nose. He has silver teeth and wears a necklace of wolf nails. The girdle around his robe holds a vulture's skull.

Character # Fire Goblins

Short dark green bald creatures with long-pointed nose bent at the apex and twisted ears. They have thick wide eyes and their pupil lit with goblet of fire. Their eye lashes burning like wildfire. They have crooked teeth and have long pointed split tongue. They have soft short hands with needle like pointed fingers and tough leathery feet with thick curling hair. Their belly is a chamber of fire and they are fast and furious creatures who emit balls of fire.

Character # Jessi

Tall beautiful girl with a joyous personality. She is pear-waisted and has glossy soft skin. She has slender eyebrows, a dainty nose, shiny, halo-white teeth. Her hair is molten-red and she has pouting lips. She has chubby cheeks and a soothing voice.

Settings

There are four different game settings shown in this game.

Setting #1

The world comprises of a mid-sized village in the interiors of Rajasthan. This village is a jolly place where everyone is joyful and in harmony with nature. There are kids playing around, farmers going to their farms for work, small circus shows taking place to entertain people and people meeting together in the evening for a nice chat. There are small shops selling necessary goods to people. A few distance from the market is the house of Taylor and Jessi. But three blocks down the same lane is the house of the dark magician Kareem who is envious of Taylor. Taylor decides to go for a show outside the

village. Kareem is shown as approaching Taylor's place, abducting Jessi from his house and leaving a letter for Taylor.

The above world setting is shown to describe the player and non-player characters in the game as well as to portray the environment for the story.

Setting #2

The game begins when Taylor is shown as entering a big dome shaped structure right outside the village. This is the place set by Kareem for the battle. Inside the dome, it is hot and dark making it difficult to see through the distance. Red colored creatures are seen coming from the distance. They are fast and emit fireballs. Taylor needs to fight them in this game setting.

Setting #3

Once the fire goblins are defeated, there is a scene change. A sliding passage is seen to open in front and Taylor goes through it to find Kareem standing in anger at the other end. Taylor carefully watches his steps as he makes his way to Kareem and then the final battle begins. It is a fierce battle. Kareem is defeated and his magical wand is broken.

Setting #4

In this setting, Taylor is shown as saving Jessi and taking her out of the dome before the dome crumbles and falls. Then Taylor takes Jessi back home for rest and in the process is seen by villages who applaud and cheer for him. Then the game ends.

Other Important Narrative Elements

Apart from player and non-player characters, there are other objects that make the game world come to life. These include shops in the marketplace, farms, houses and various shows going on in the village.

Equipment or "Legendary" Items

There is one legendary item in this game. It is the magical wand of Kareem. This wand has a rare red stone embedded to it at the top and houses all the powers of Kareem.

Animals Creatures in the World

The only partial animal like creatures in the game are the fire goblins. They are described in the Non-Player Characters section.