Kíndom of the Vínía Realm

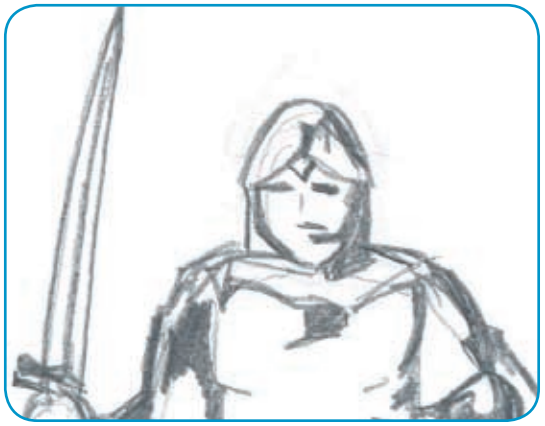
Prince Vodar grew up in the Castle of Vinia. His father is the King 4th Generation of Vinia. He grew up with many skills, because he is the Son of the King. Especially in Weapon Skills. Soon he felt in love with Sarah, a beautiful Girl. Sarah used to be a Dancer. She met Vodar in the Castle when she was dancing for the King. She grew up in a Village called Vaan. When she got 16, she left Vaan and moved to Vinia to be a Palace Dancer. Her parents were not healthy, they both got killed by the evil wizard and his dragon. Soon Sarah and the Prince Vodar fell in love with each other.
The Prince best friend is his Weapon Teacher – the Giant Kuulan. Expert level in Sword Skills. Kuulan grew up in a Place called Dragoon. He used to live with dragons. He was raising dragons until they used their powers for evil. He then joined the Kings Army to fight evil. Then he got a Bodyguard because of his expert Weapon Skills and dedication against evil. He kills dragons only if he must. Now he used training the Kings Army.
The Prince Vodar and Sarah are get to get married. Suddenly the Window of the Church got broken and a huge Claw of a Dragon grabbed Sarah. The Evil Wizard, who was riding the Dragon jumped of and fight the Princes. This Battle really took a long time. Suddenly, when the Prince nearly broke together, a Giant his Sword master appeared and together they beat the Evil Wizard. Meanwhile, the Dragon already kidnapped the Girl Sarah. The Prince looked out of the broken Window and just saw the dragon carrying her to the evil Area called Kama in the Wizards Castle. So the Prince set off to rescue her. With the advisory of two Elements (Earth and Air) which gave him a sword and a Shield he left the Castle of the City called Vinia. He went to the Forrest.
As farer he got into the Forrest, the more evil the Forrest got. He has to fight Evil Archer Trolls, which are very fast and powerful. Especially in Archer skills. His journey is hard and he has to fight his why through an evil Giant and an enormous and terrifying Werewolf. The Prince got exhausted but with the help of a mystery book, where he can learn how to create medicine for his wounds the Prince finally reached Kama and the Castle. In the Dungeon of the Castle he has to face his main Contender – the Evil Dragon. The Prince just can see Sarah, closed up in a Case. Only opened by a key which the Dragon is carrying in his awful big claws. But first, he has to battle a few Archer Trolls who suddenly appeared. After a though battle with the archer trolls, the Guardians from the Castle of Vinia appeared and gave him full health to begin his major fight against the Dragon. With the pure will of freeing the Girl and the new won power, he soon killed the Dragon and freed Sarah. They both went back to Vinia where they finally got married.

Two Allies:

Kingdom of Vinia Army

Covince

Kingdom of Vinia Army



Name: VODAR
Size: 6'3
Typ: human
Weight: 105 Kilos
Age: 24
Element: Brave, lawfull good, smart

Vodar grew up in the Castle of Vinia. His father is the King 4th Generation of Vinia. Soon he felt in love with Sarah, a beautiful Girl.
He grew up with many skills, because he is the Son of the King. Escpecially in Weapon Skills. His best friend is his Weapon Teacher – the Giant Kuatan. Expert level in Sword Skills

SKILLS:

Name: Sarah
Size: 5'0
Typ: human
Weight: 44 Kilos
Age: 20
Element: charm, good looking

Sarah used to be a Dancer. She met Vodar in the Castle when she was dancing for the King. Soon Sarah and the Prince Vodar fell in love with each other. She grew up in a Village called Vaan. When she got 16, she left Vaan and moved to Vinia to be a Palace Dancer. Her parents were not healthy, they both got killed by the evil wizzard and his dragon.

SKILLS:

She has no skills

Kuutan grewed up in a Place called Dragoon. He used to live with dragons. He was raising dragons until they used their powers for evil. he then joined the Kings Army to fight evil. Then he got a Bodyguard because of his expert Weapon Skills and dedi~ cation against evil. He kills dra~ gon only if he must. Now he used to training the Kings Army.

Name: Kuutan
Size: 10'1
Typ: giant
Weight: 1000 Kilos
Age: 145 (Giants life is 700 years)
Element: strenght, pure powerfull, swordsmen, Master in all Wepons

SKILLS:

Covince

Name: Salmon
Size: 6'5
Typ: human magician
Weight: 70 Kilos
Age: 862
Element: Magic, all Elements, Dragontamer

SKILLS:

Name: Kuzzan
Size: 50 meters
Typ: Dragon
Weight: 2000 Kilos
Age: 130
Element: Fire

SKILLS:

Weapon Skills
Strenght
Speed
Armor
Defence
Magic
Attack
Stamina

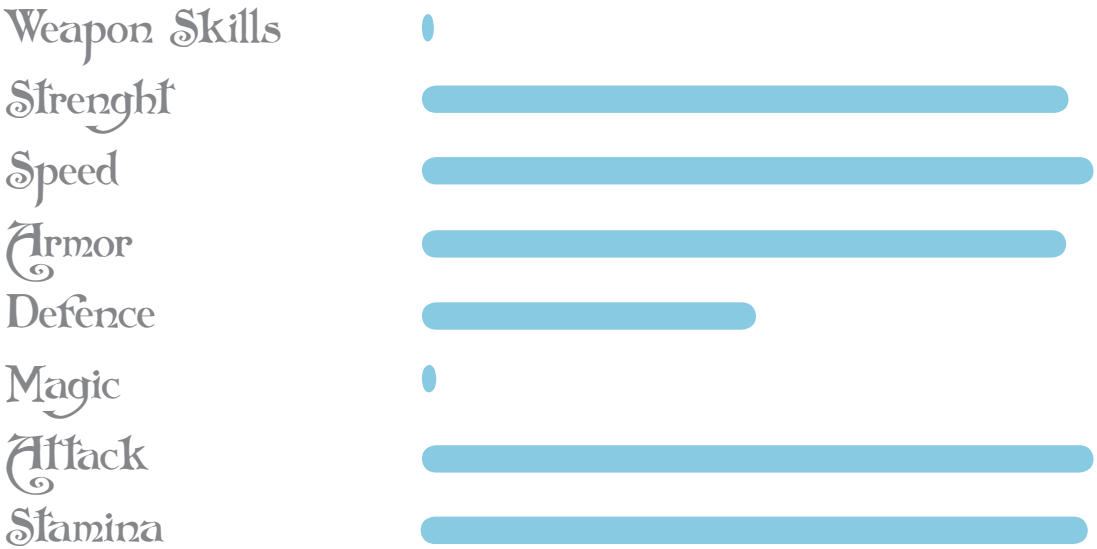
Name: Sabrewolf
Size: 7'0
Typ: Werewolf
Weight: 160 Kilos
Age: unknown
Element: Animal Instincts, curse disease, fast & strong, Stealth master, crazy wild

SKILLS:

Weapon Skills
Strenght
Speed
Armor
Defence
Magic
Attack
Stamina

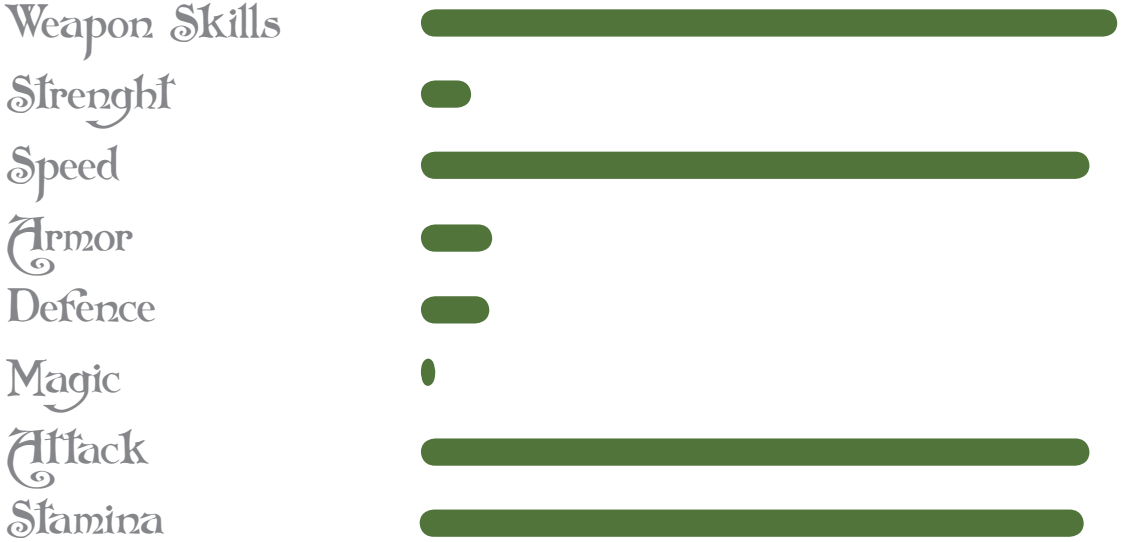
Name: Blizzard
Size: 10'5
Typ: Yeti
Weight: 180 Kilos
Age: unknown
Element: Animal Instincts, curse ice, strong, crazy wild

SKILLS:

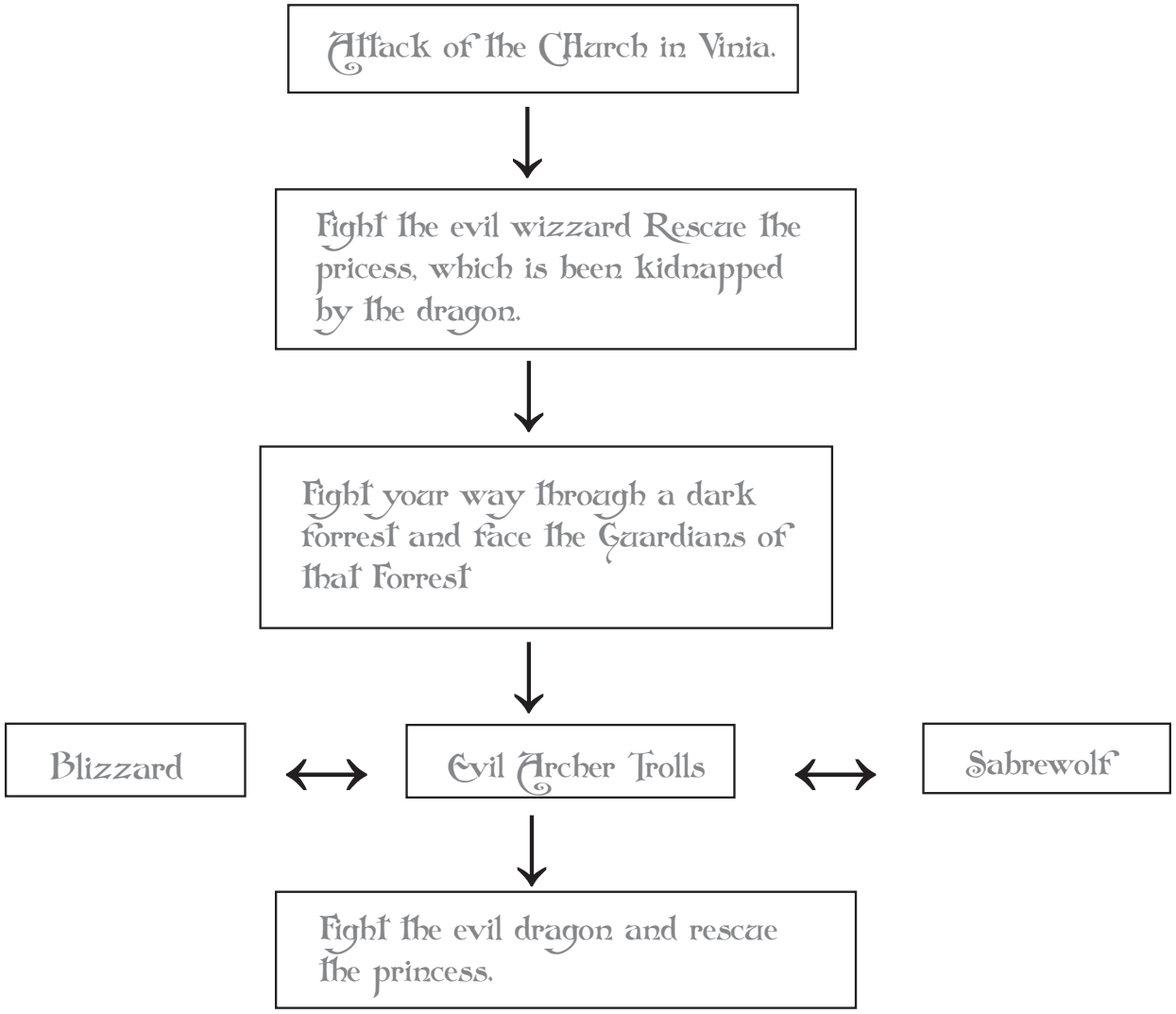


Name: Evil Archer Trolls
Size: 3'2
Typ: Troll
Weight: 35 Kilos
Age: unknown
Element: Poison, tactical, burning Arrows, Archer masters

SKILLS:



Chapter 1:


Attack of the Church in Vinia.
Fight the evil wizzard Rescue the pricess, which is been kidnapped by the dragon.
Fight your way through a dark forrest and face the Guardians of that Forrest
Blizzard
Evil Archer Trolls
Sabrewolf
Fight the evil dragon and rescue the princess.

Areas:

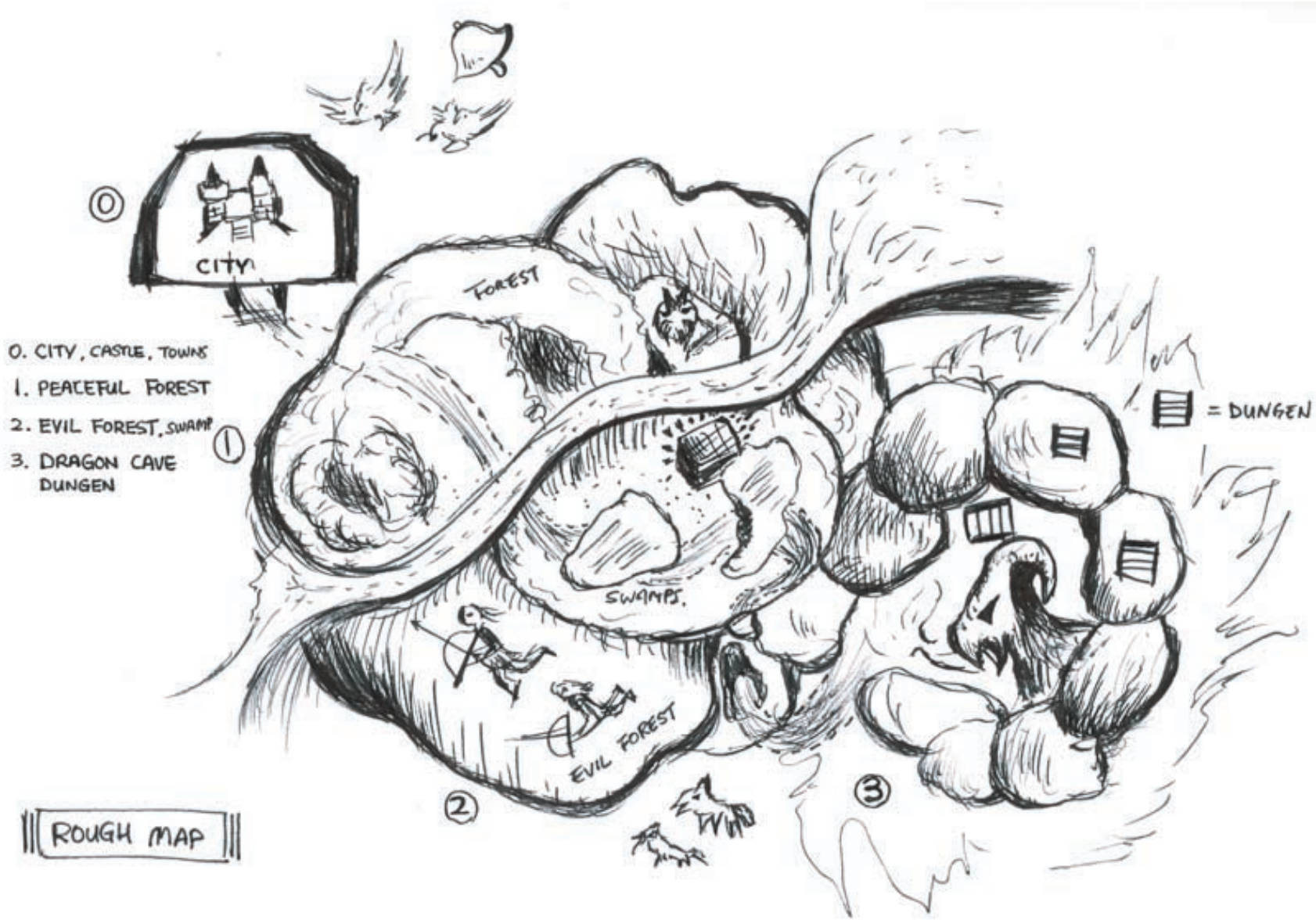
- **The Church** in the City called Vinia. This is the Place where the Game starts. There you will fight the evil wizzard and the princes has been kiddnaped by the dragon.

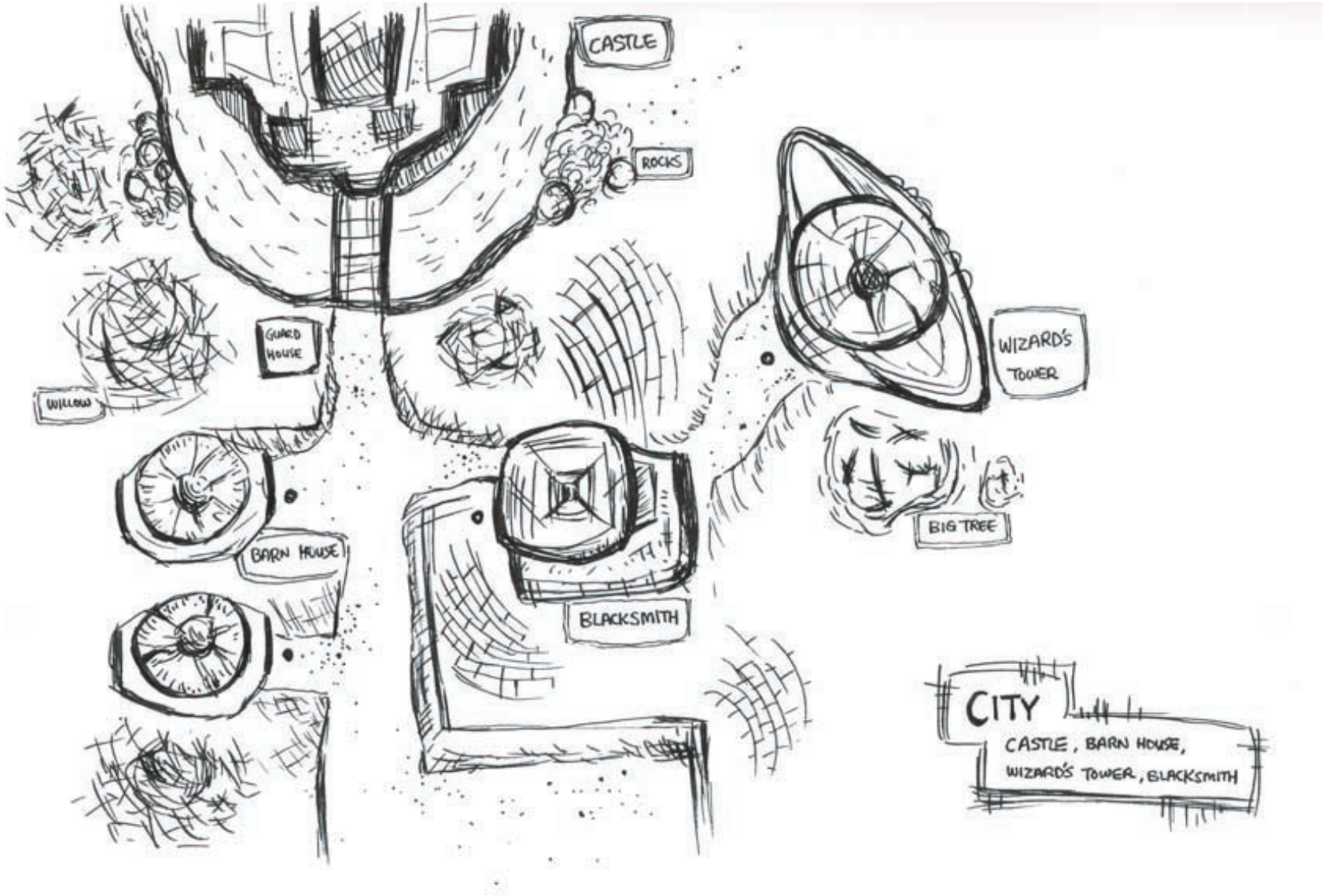
- **The Forrest**. After the Cat scene you have to cross the forrest. In the Beginning, the Forrest is good minded. After a while and after a few battles the Forrest is getting more scary and dark.

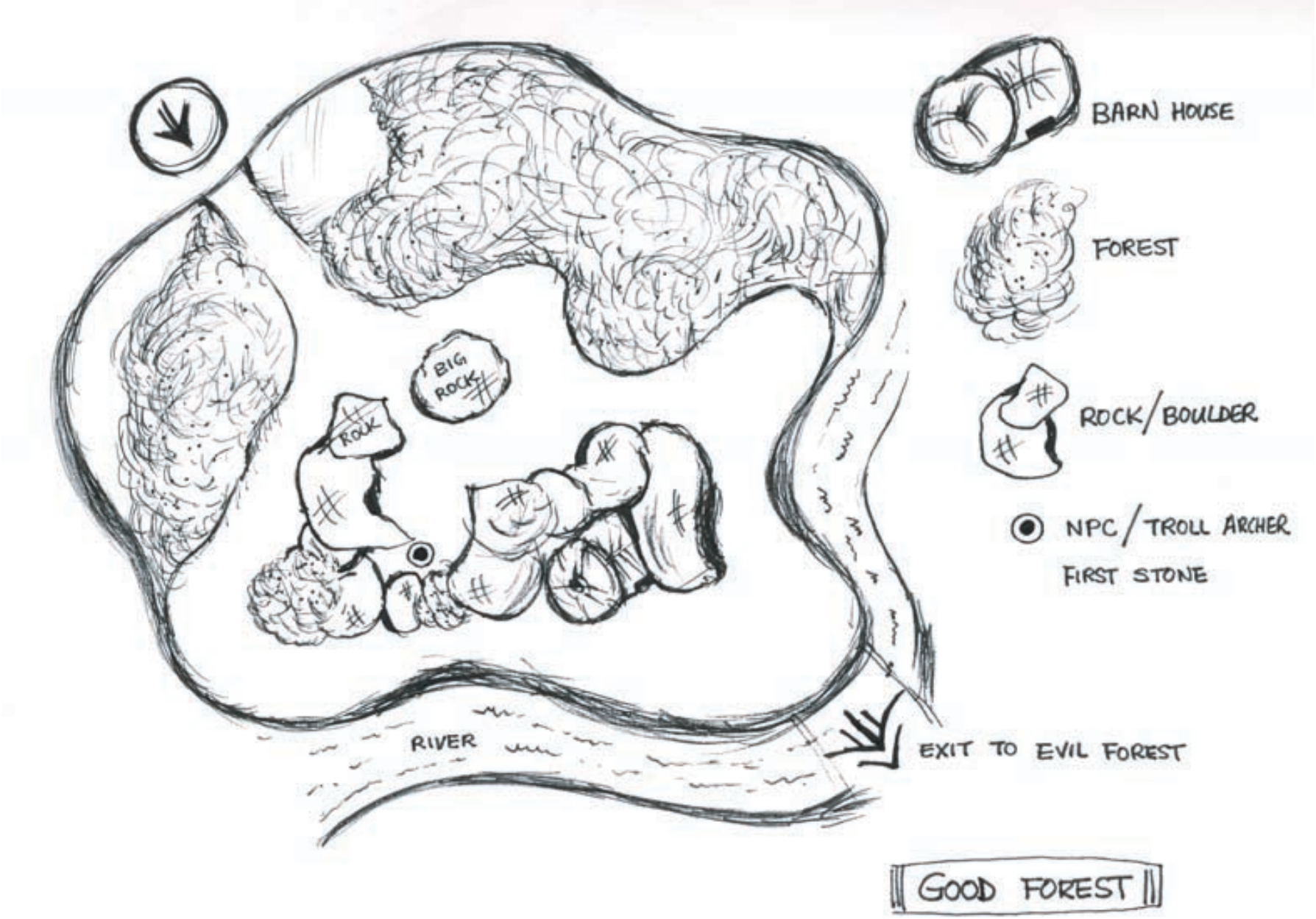
- **The Evil Castles Dungion**. After you passed the forrest you will get to the Dungeon of the evil Dragon. There you have to fight through a couple of Evil Archer Trolls and face the dragon him-self.

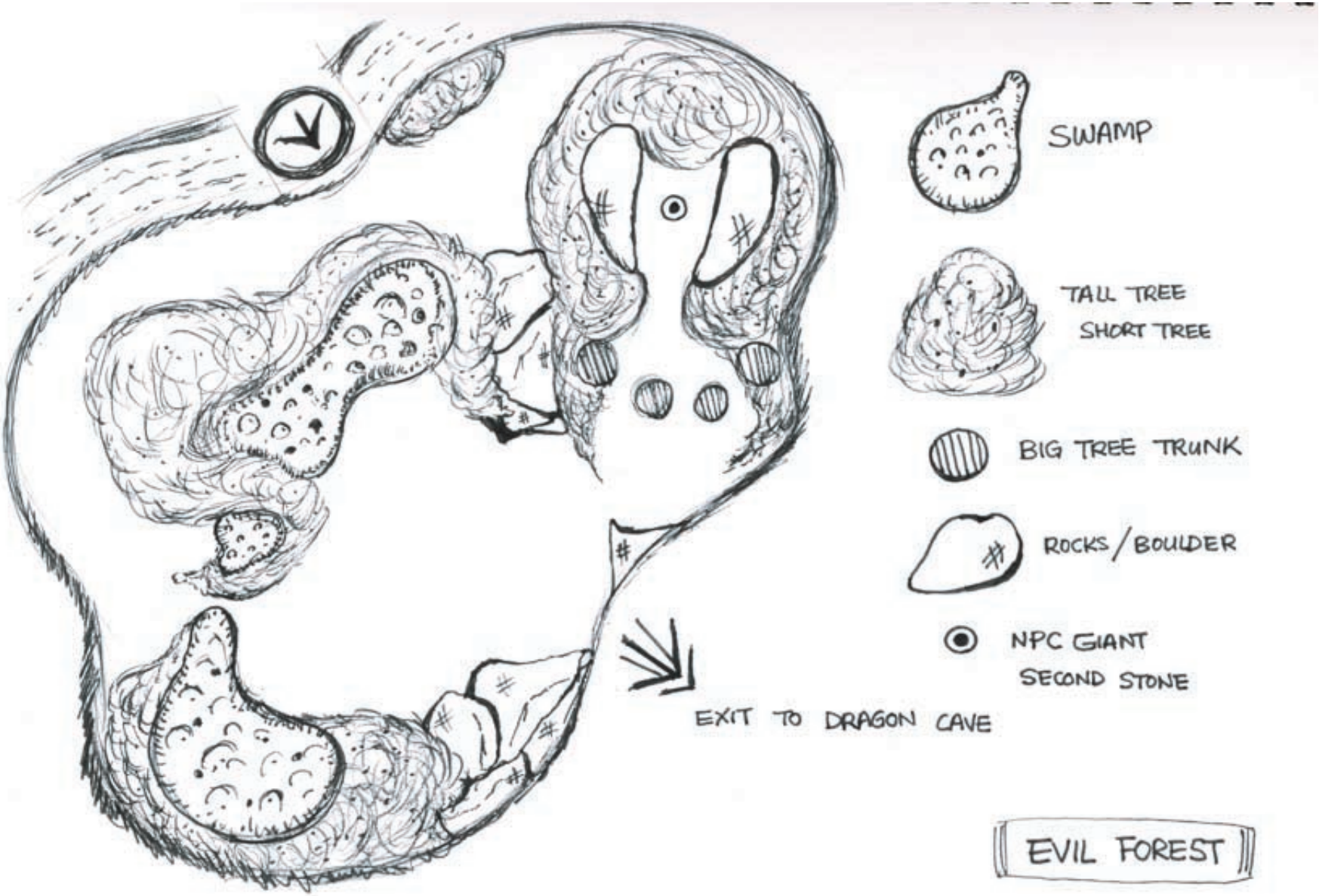
- **The Castle of Vinia**. The last Cat scene. Vodar and Sarah finally got married in the Castles Church.

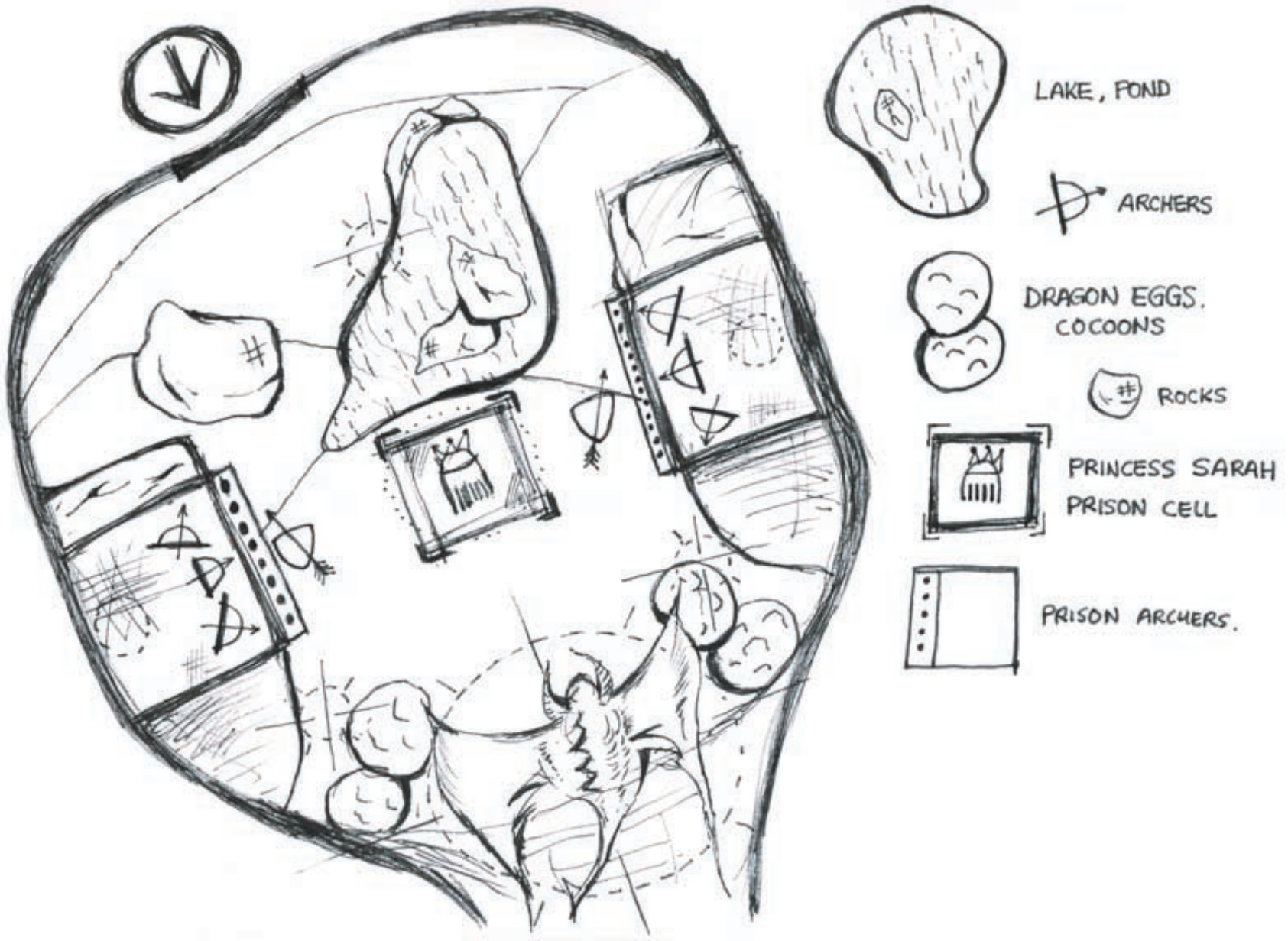
The Prince Vodar and Sarah are get to get married. Suddenly the Window of the Church got bro~ ken and a huge Claw of a Dragon grabbed Sarah. The Evil Wizzard, who was riding the Dragon jumped of and fight the Princes. This Battle really took a long time. Suddenly, when the Prince nearly broke together, a Giant his Swordmaster appeared and together they beat the Evil Wizzard. Meanwhile, the Dragon already kidnapped the Girl Sarah. The Prince looked out of the broken Window and just saw the dragon carrying her to the evil Area called Kama in the Wizzards Cast~ le. So the Prince set off to rescue her. With the advisory of two Elements (Earth and Air) which gave him a sword and a Shield he left the Castle of the City called Vinia. He went to the Forrest. As farer he got into the Forrest, the more evil the Forrest got. He has to fight Evil Archer Trolls, which are very fast and powerful. Especially in Archer skills. His journey is hard and he has to fight his why through an evil Giant and an enormous and terrifying Werewolf. The Prince got ex~ hausted but with the help of a mystery book, where he can learn how to create medicine for his wounds the Prince finally reached Kama and the Castle. In the Dungeon of the Castle he has to face his main Contender ~ the Evil Dragon. The Prince just can see Sarah, closed up in a Case. Only opened by a key which the Dragon is carrying in his awful big claws. But first, he has to battle a few Archer Trolls who suddenly appeared. After a though battle with the archer trolls, the Guardians from the Castle of Vinia appeared and gave him full health to begin his major fight against the Dragon. With the pure will of freeing the Girl and the new won power, he soon killed the Dragon and freed Sarah. They both went back to Vinia where they finally got married.

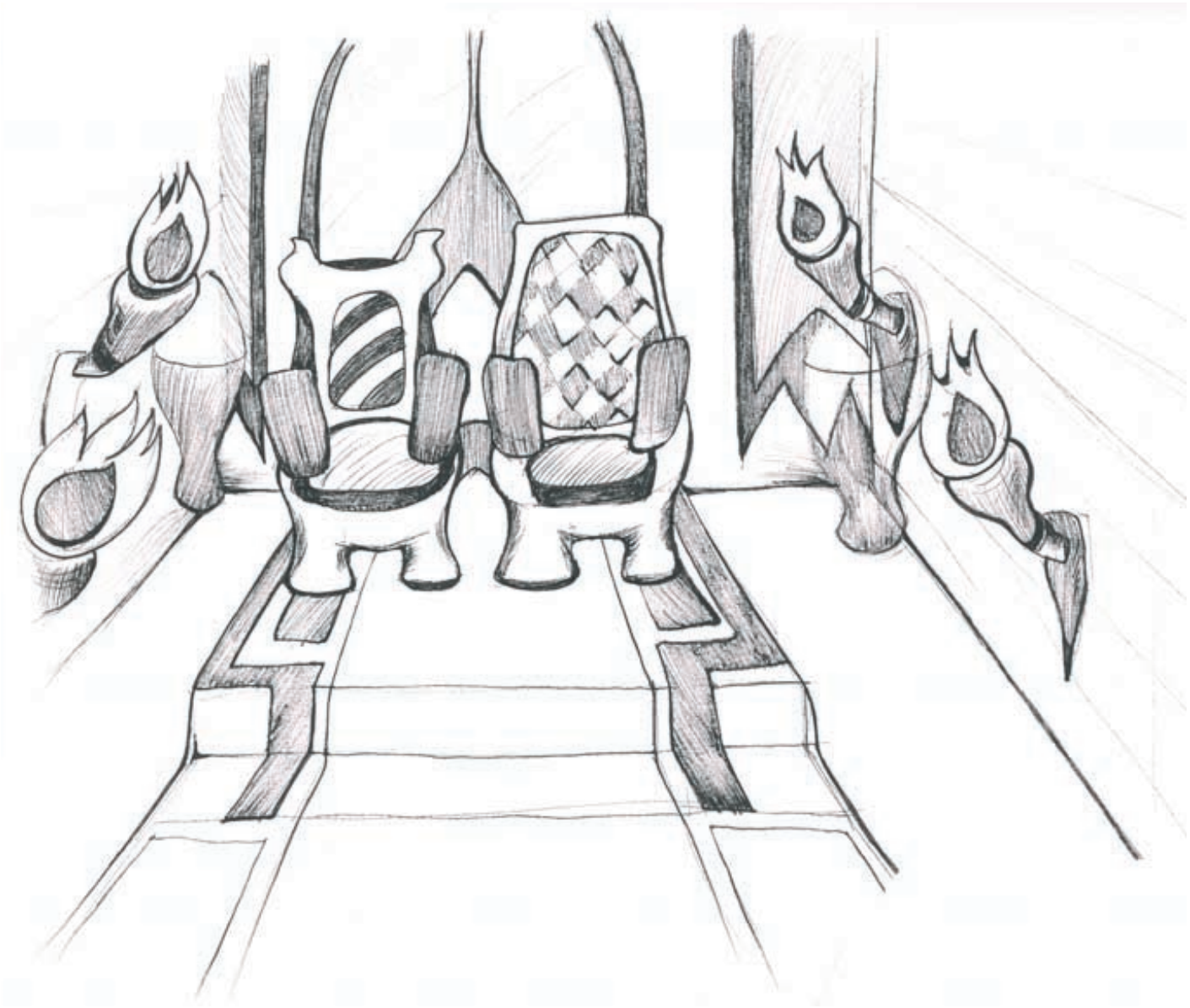

0
CITY
FOREST
0. CITY, CASTLE, TOWNS
1. PEACEFUL FOREST
2. EVIL FOREST, SWAMP
3. DRAGON CAVE
DUNGEN
1
SWAMPS
EVIL FOREST
2
3
= DUNGEN
ROUGH MAP


CASTLE
ROCKS
GUARD HOUSE
WILLOW
WIZARD'S TOWER
BIG TREE
BARN HOUSE
BLACKSMITH
CITY
CASTLE, BARN HOUSE,
WIZARD'S TOWER, BLACKSMITH


BARN HOUSE
FOREST
ROCK/BOULDER
NPC/TROLL ARCHER
FIRST STONE
BIG ROCK
ROCK
RIVER
EXIT TO EVIL FOREST
GOOD FOREST


SWAMP
TALL TREE
SHORT TREE
BIG TREE TRUNK
ROCKS / BOULDER
NPC GIANT
SECOND STONE
EXIT TO DRAGON CAVE
EVIL FOREST


LAKE, POND
ARCHERS
DRAGON EGGS. COCOONS
ROCKS
PRINCESS SARAH PRISON CELL
PRISON ARCHERS.



ActionOpenDoor( )
When the prince leaves from the castle to city, the door opens
ActionGiveItem( )
City stage: NPC gives the weapon and map to the prince
Evil forest stage: Air guardian and Earth guardian offer the stones for the "Fire Ice Sword when the prince defeats the Archers and the Blizzard
ActionStartConversation( )
NPC will tell the prince where is the dragon and how does he rescue the princess
2 guardians explain to the prince that what the stone for and tell him to follow the path through the good forest then the evil forest until he sees the cave, where the dragon lives. when prince arrives at dungeon, princess will yell out to prince request for help. dra gon will speak and threaten the prince saying „ You will never have the guts to face me..Rahhahaha..ha"
ActionMoveLocation( )
The prince moves to other location from the local one after he the enemy
ActionTakeItem( ) The prince can get different items (weapon) from the chest. If the gold (have meet the requirement) so that the weapon chest will open.
gc_is enemy_near( )
checks if an enemy creature is within a given radius around the object that called this
script gc_attack_target( )
make the price attack the enemy ga_skill_rank( )
determine if prince has sufficient rank in a particular skill

ga_check_gold( )
check to see if the prince has more than a certain amount of gold
200 gold at the beginning of first stage
GiveGoldToCreature( )
When monsters or NPC get killed, they will leave some gold on the floor

GiveXPToCreature( )
When the NPC was killed, the prince will get some experience in order to have the next higher level.

GetXP( )
The prince gets experience after killing the NPC or monsters.
SetFog( )
In order to produce some visual effect
OpenInventory( )
To check the object that the character has.
TakeGoldFromCreature( )
We are planning to get some gold after we kill the creature.
SetWeathernt( )
In order to specify certain weather, to improve the view effect.
SpawnBloodHit( )
When you hit the creature, the creature will lose some HP.
TriggerEncounter( )
When you finish certain mission, you go to another stage.
SoundObjectPlay( )
Every object has the sound, e.g.: when you trigger it, the sound will be played.
SoundOjectSetVolume( )
To control the volume.
SoundObjectStop( )
The sound will stop.
RemoveItemProperty( )
To remove something that you don't want.
MusicBackgroundChangeDay
The music is changing from time to time daily.
Ga_death(String sTagString, int iInstance = 0)
Make the object or appear dead.
Gc_equipped( )
Check to see if a given item is equipped by a given creature.
When the prince receives the sword.
WillSave( )
Save the progress of playing games.

Start of the Game. Scene 1:
Vodar: Only one more night and we finally get to get married.
Sarah: Can't hardly wait

Salmon: Its time to make a sacrefice to our Lord Master Kuzzan
Vodar: You will never lay a single Hand on my Sarah
Sarah: scream
Salmon: Its time to die
Vodar yells: Back off. Piel off your old miserable skin. You will pay for this.

The Fight between Vodar and Salmon. When the Wizzard is defeated

Sarah: Please help me.
Kuuzan: This will make me a good sacrifice. Ha ha haaaa

Vodar: Thanks for your help Kuutan.
Kuutan: No problem. Now go and get your Sarah back

Dragon fly away. End of Scene 1

Scene2: Forrest
Guarding (Air): The silver Sword is ready Prince. Please take it. It will help you defeting your enemys along your path. Follow the path and defet your enemys on your way. Let nothing get between you and Sarah.

Archer Trolls: Humans are my favourite dinner.
Archer: Trolls: Its tiem to feast human blood
Vodar: Quit talking start walking

Blizzard: No one goes beyond this point
Vodar: Well i am.

Scene 3 Dungeon:
Guardian (Erath): Here is a Shield which protects you against the Evil attacks. Prince, the Royal Armor is beeing forched and ready to be used.
Kuuzan: You made quiet far but your Journey ends here.
Vodar: Hang on Sarah

Kuuzan: You have deeated the weak and now you are facing your worst Nightmare.
Vodar: Soon you will be history
Vodar: Take a chill Pill

Sarah: Oh Vodar, You saved me.

Vodar: Lets go home

They got married. Finally at the Marriage, on the back of Sarahs grows wings.
Seh became dragon eyes

End?

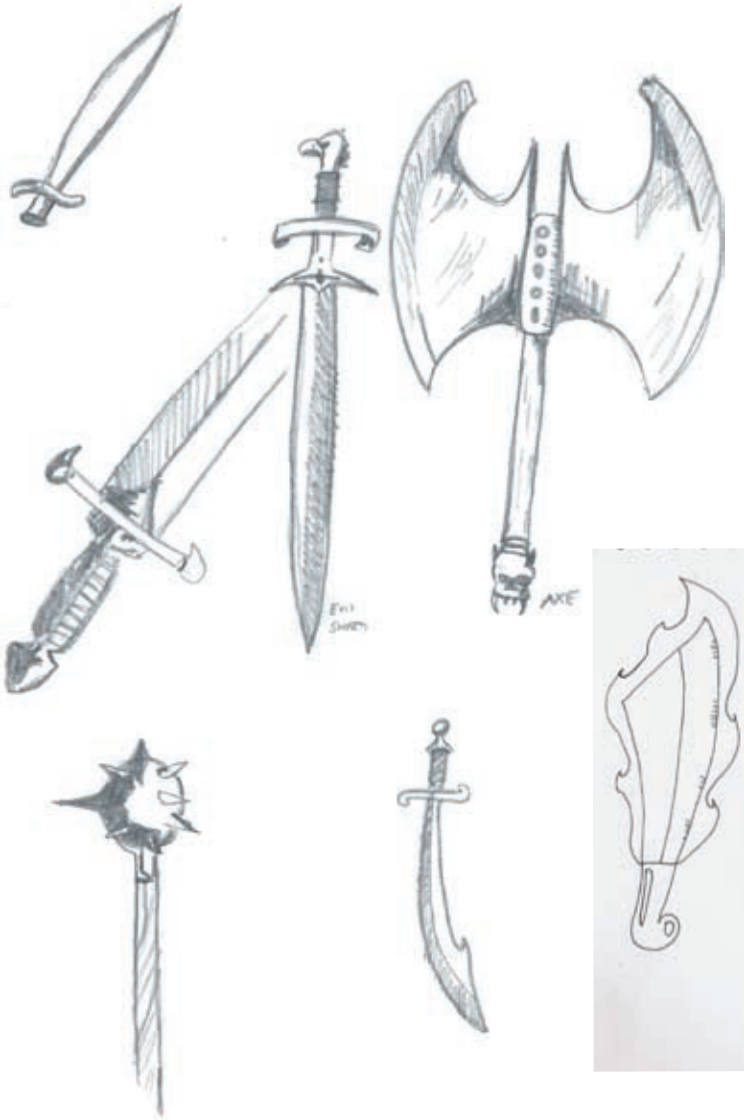
City of Vinia, Castle, princess, Giant, Prince, Dragon, Wizzard, Church in the Castle, shrine, guardians (Earth and Air)flowers, priest, carped, marbles, candles, dragon-claw, The texture ooks like medievil.

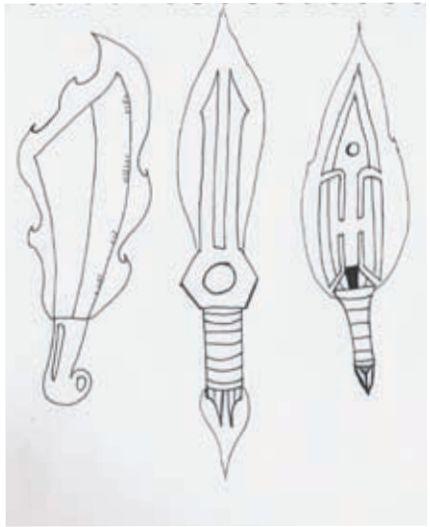
Good Forrest, sky, birds, bats,Trees, grass, stones, mudd, rocks, branches, gravial to the forrest, daylight
riverlake, butterflys

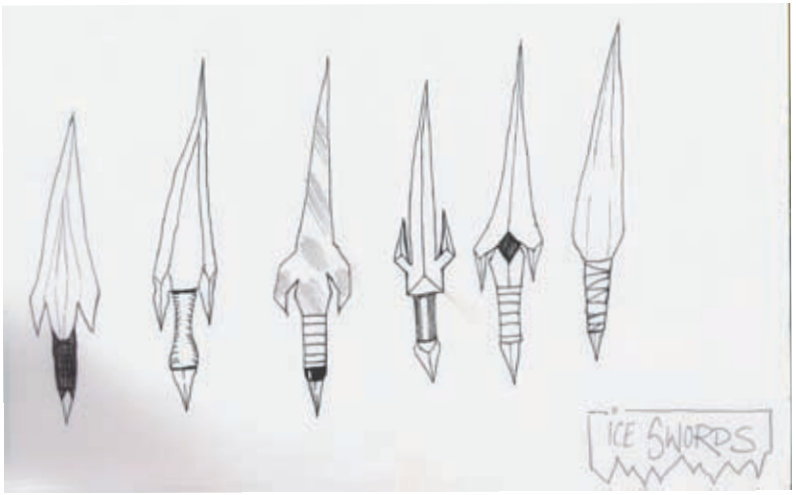
Evil Forrest gets darker that means the Trees dim, face in the trees, skellton on the track,dark tress with faces on it, only mudd, mushrooms, stones, dead branches, vultures, moon (dark), swamp, fog archer trolls, sabrewolf, evil giant, treasure chest, ponlions, Fire and Ice Element, Blizzard squash

Dungeon: Dragon, Archer Trolls, Sarah, Cave, Treasure Chest, Potions, Chains, blood and bones, spiders, rats, coapses on fire, Key,

Weapons

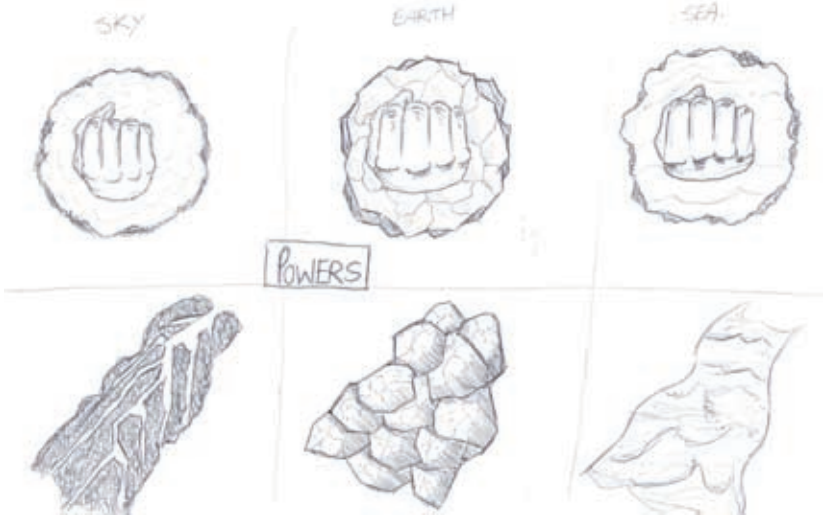


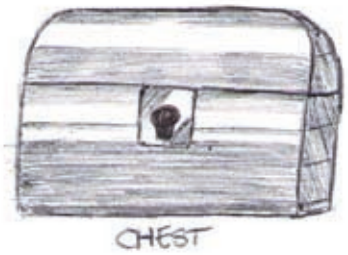




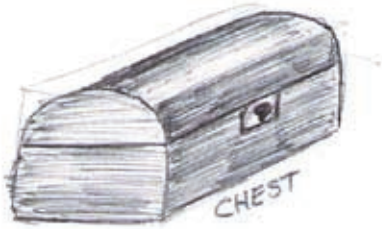
Weapons

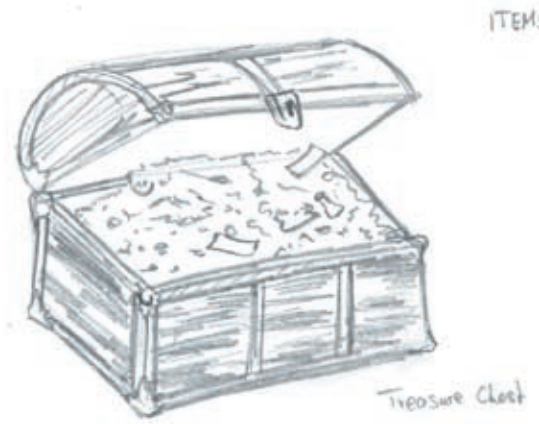
Items


SKY
EARTH
SEA
POWERS


CHEST

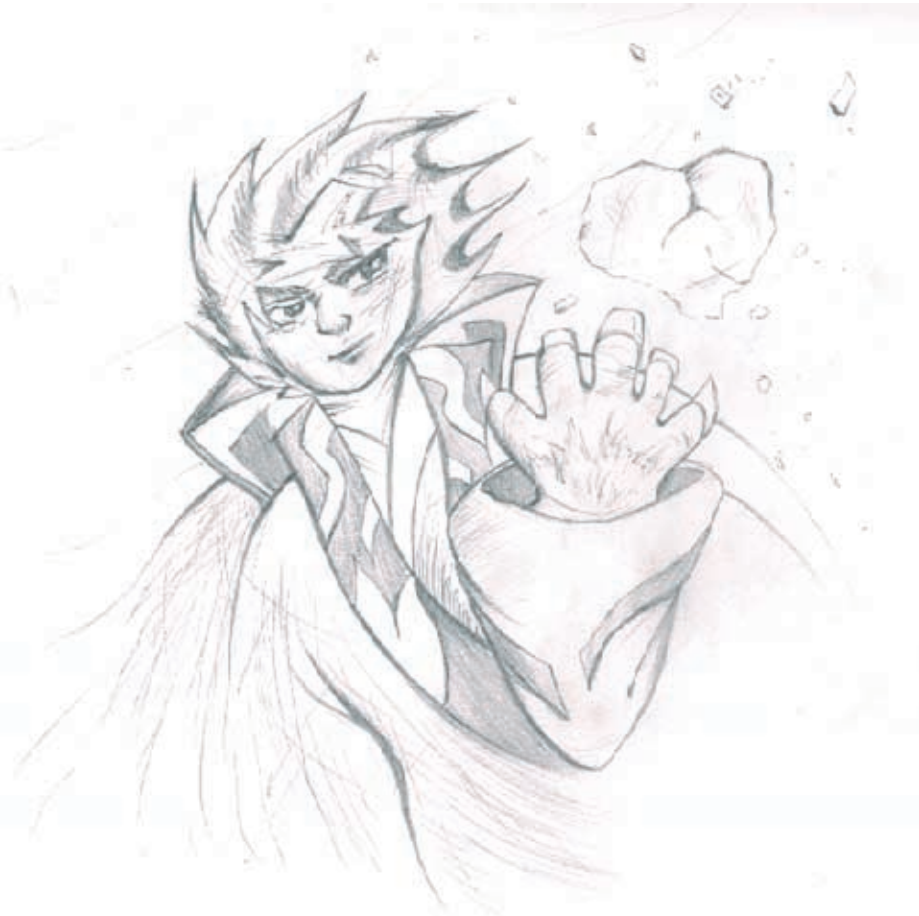
Fire Stone
ice stone


CHEST

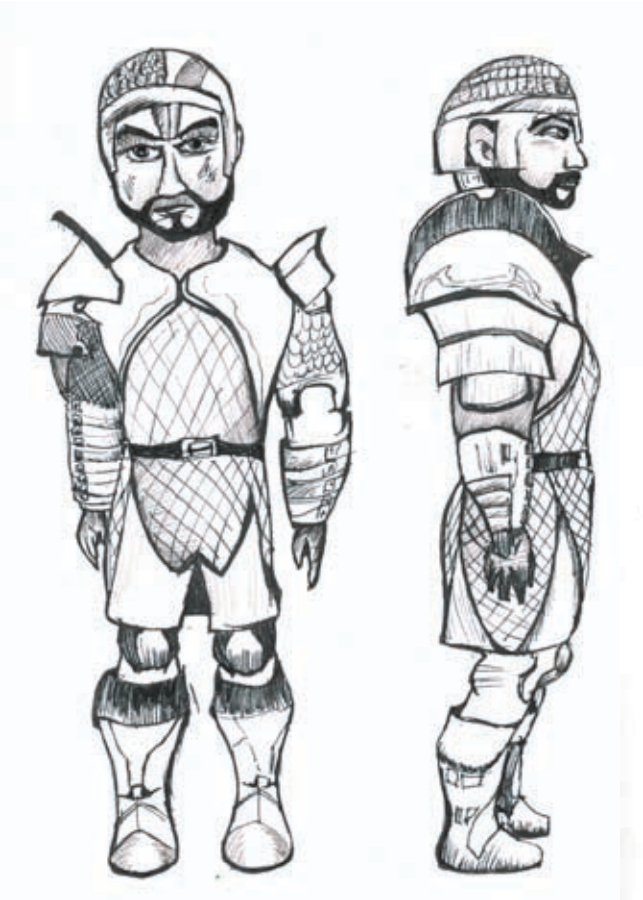

ITEMS
Treasure Chest

Characters

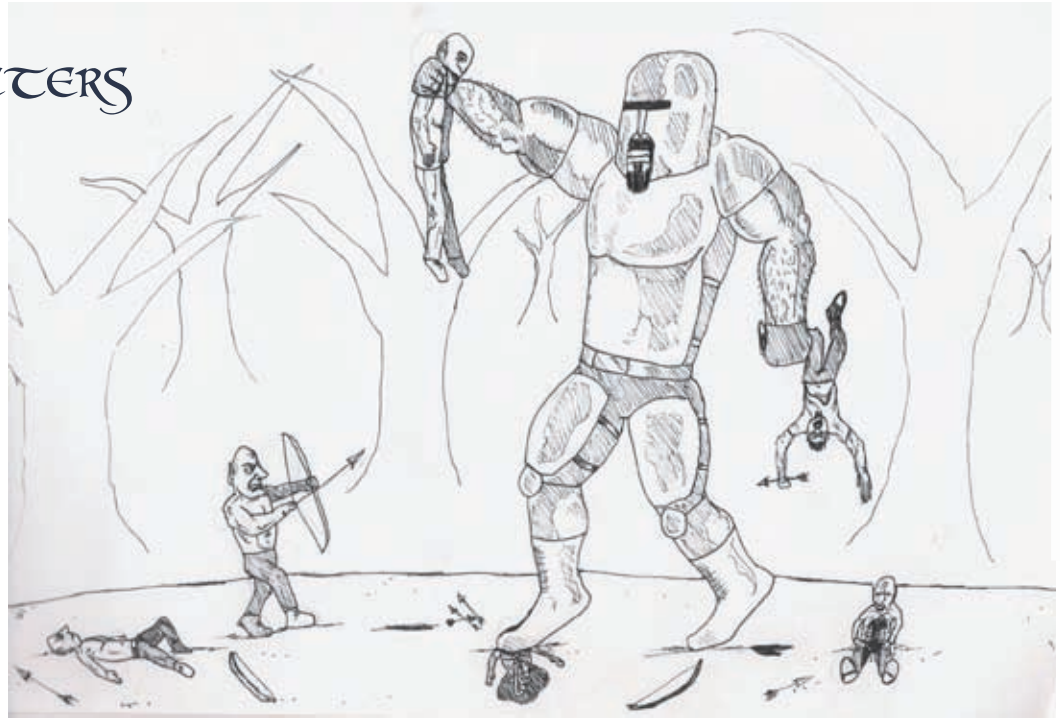
Characters



Characters



Characters

Characters

Characters