

# G'Narsh TML

## !!! Rocking Summary !!!

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*OK. I might have been a bit disparaging about the other summary. Well, this summary rocks. This is what G'narsh TML is all about! If you're going to read only one summary, read this one! Heck, if you know you don't have time for a 200 click dream, but like to keep up on the culture, you could do worse...*

### Part 1

“What are you doing here?”

“Um, I would have thought it would be obvious. I'm taking a bath.”

“Why? Why here?” Lane demands. I should perhaps mention that she is a no nonsense, can do fighter chick...

“Oh, no! None of that disappearing into interior dialogue Sch©lte.”

She also happens to be from the Courts of Chaos, so she has four arms and can interrupt the flow of the narrative...

“I think they can see that.”

And has -- what is so quaintly referred to as -- an attitude.

“So answer the question, already, before I beat it out of you. Why are you here? I thought I was done with you. I thought we all were. Didn't they drag you off to prison or something?”

“Lane. Lane. Lane,” but seeing as she is getting ready to strike a preemptive blow and our time is limited, it might be best to get on with it, and answer her question. “I’m doing the summary.”

“What?”

“Marketing materials. Us dreamers have to condense the dream down to a click or two, so busy marketing executives don’t have to waste their lives watching an entire disc to find out it has a stupid ending.”

“Like some idiotic skeleton taking a bath in a roof garden... What is that stupid thing on your head?”

“A shower cap.”

“Why? You don’t have any hair.”

“But it goes with my trunks,” Artismo bones explains as he shows off his stylishly paisley flowered briefs. Anyhow, now that you know why I’m here, care to help?”

“No,” Lane responds curtly.

But then, I think we all knew that was coming. No need to draw it out any further. I would have Lane stick around and maybe twirl around to show off her stuff, but there’s not that much to see at the moment. She’s been wearing her fur coat lately. So if you’re into curves, you’d be better off sinking down into the bathwater and turning your eyes skyward. Zen is up there dancing around in the clouds with the wind. She’s the one that actually does the bath sequence in the dream proper, but if you want to get a feel for that how that goes, just run your bony fingers down your femur and scratch your clavicle.

“I can help you with that,” Nadia suggests eagerly as she appears from out of nowhere. She’s a fairy [a gutter fairy]. “And I play the role to perfection,” Nadia adds quite helpfully.

“Now, that’s a good girl. Why don’t you soap up my head and give my scalp a nice massage,” Artismo requests as he sinks that much deeper into the refreshing water. “Oh, and while you’re at it, why don’t you tell the folks in the front office what G’narsh is about.”

“It’s a love story,” Nadia explains simply -- if incorrectly. But then, from her point of view, it probably is just that.

“It is, too, a love story,” Nadia insists as she demonstrates her ability to cut into the narrative. “You just don’t see it that way because you’re an evil skeletal warlord, but any girl could see it was a story of hopeless, unrequited love. That is until we break out of the mythos that we are trapped within and discover our true selves.”

“Um, yeah. That sounds sort of complicated. Maybe we should just roll some film,” Artismo Bones suggests.

But before that can happen, Nadia coyly proposes, “Well, if that means you’re cutting away, mind if I get my feet wet?”

We need not answer. Nadia and Bones can do whatever they want and whatever the viewer’s rating class will allow. Besides, we need to get this summary thing rolling along. I mean, it’s not like we have 165-clicks to dally about, so let’s cut to the chase.

G’narsh is a stupid story. Hopefully, that goes a long way towards explaining why this promotional material is being hosted by a skeleton taking a bath in swim trunks. Artismo Bones [Art, Artie] doesn’t have a clue, but that doesn’t mean he’s not talented. Talent comes in all shapes and sizes, and sometimes where you least expect it. Speaking of which, as the voice over continues, you will note the billboards on the buildings in the distance. If you desire more information as I go along, simply enable the appropriate tag and you will be launched directly into the relevant section of the dream.

[Partition III: The Main Sequence], which is an expanded recompilation of the previous two partitions, unfolds as follows:

Act I - Raid on Elvin Home: in which G’narsh, a two-headed troll, murders the inhabitants of a small elvin hamlet. Or at least, that what he’s supposed to do, but G’narsh has gone and gotten religion -- some funky offshoot of Buddhism I think -- and so that

whole rape and pillage thing doesn't really go as planned. Pity that.

Act II - A Rude Awakening: in which Mi'lay, our elvin love interest, awakes from a terrible dream of portent in which she witnesses G'narsh's acts of vile savagery and/or the unexplainable comedic antics which seem to follow him about first hand.

Act III - Betrayal in the Forest: a plan is hatched by Mi'lay's brother, Stef'fan, whereby G'narsh is to kill Xavier, the leader of the bad guys. In committing a senseless murder, G'narsh will baptize himself in the blood of the fallen and become good. As you can see, the logic in this plan is, like, totally rock solid.

Act IV - The Death of Xavier: as the title of this sequence suggests, G'narsh kills Xavier... only he doesn't. Instead, what G'narsh decides to do is lay down his sword and swear off violence -- just like most of your enlightened trolls end up doing in these times of moral uncertainty.

Act V - The Victory Dance: having killed the enemy -- or not -- G'narsh goes to claim his prize: a one Mi'lay. And at this point, just let me break out of the dream long enough to say, "Yowza!" I've got pictures of this elvin beauty sleeping in her bed, and all I'm saying is that those alone should assure the success of G'narsh TML in the young male demographic from the ages of 8 to 80.

Act VI - G'narsh the Wanderer: oddly, Mi'lay is not "down" with bedding a troll. She'll say it's because she doesn't want to "marry the vile beast who has killed her brother," but as G'narsh doesn't actually kill Stef'fan in this version of the mythos, it seems like a pretty lame excuse to me. Anyhow, the other gift G'narsh received from the elves when he defeated the horde was an open-ended travel visa, so the inscrutable troll decides to have a walk about and see what makes the elvin lands tick.

Act VII - Reunited at Last: oddly, Mi'lay can't seem to get the big lug out of her head, so she turns herself into a bomb, hunts the troll down, and tries to "love him to death." I guess when they consummate their love, she's supposed to explode or something, but mostly all that goes off are a bunch of fireworks. It's sort of

pathetic -- in a way that makes you wonder who thought up this stupid dream in the first place.

Postscript - The Eternal Dance: in which the legend of G'narsh is tied to the strange things we been seeing in the night sky as of late. It's a wonderful bit of subversive propaganda if you ask me. "You think the atmosphere is failing? No, that isn't it. You see, there's this ancient mythos that explains the entire phenomenon," and so on and so forth.

Obviously, the plot sucks...

"No it doesn't," Nadia begs to disagree as she brings the focus back to the rooftop bathtub. Somehow, the little pixie has managed to get soaking wet and artfully placed suds are dripping off of her, but like Bones, she's still got all her clothes on, because this ride is totally MM compliant and -- at least by my scanners -- ready for M.O.M.'s good housekeeping seal of approval.

Anyhow, Nadia was saying something. And as I cut back to her, I can only hope it was important -- or at least, salacious.

"You always say the plot is stupid, but it's not. G'narsh is this big dumb lug of a proxy, sure. He can't remember his history, the last replay of the disc, or anything. But even if he's a total fiction, that doesn't mean he's not loved by those around him."

"Hey, that's pretty good," Art has to admit as he takes out a waterlogged notebook and starts taking notes. "So would you say it's a psychological romance? A thriller -- those always sell good -- or maybe something artsy?"

"It's a fantasy farce," Nadia responds curtly as she dunks the skeleton's head under the water to rinse the suds off his scalp.

"Just maybe not ha-ha funny..."

"All the time!" Artismo Bones interjects as he comes up for air. "We should make clear; it's hilarious!"

"I suppose it depends on your point of view," Nadia concedes as she dunks Art under the water again. "For me it's not funny; it's tragic most of the time."

"What do you mean, you get to trounce around with Artismo Bones, the evil skeletal warlord, for most of the dream."

“Like I said, tragic. You know as well as I that my heart belongs to G’narsh.”

“Hey! I’m your creator. I’m the master of your universe! Don’t you love me?”

“If you remember, you made me love G’narsh.”

And therein underlines a major thrust of the disc...

“And so this is where you’re going to fade me out, a lovesick pixie, enslaved by another”

“No, not at all. But if you’d be so kind as to continue with the cranial massage? Yeah. Oh, now that’s nice.”

Trust me, Nadia won’t mind if you take my place; her and G’narsh have an open relationship.

So no rush, no hurry. Take your time. Put on your favorite skin, and concentrate on the water as it seeps under your clothes. Let the worries of the day melt away as you lie back in the bathtub, and enjoy the glorious sensations of it all as Nadia works her magic, and goes over every inch of your weary body. If you’d like, she’d be happy to invite her sisters along.

Doesn’t that feel nice, now.

Doesn’t that feel good.

Now, don’t concern with the beeping, the sound of an alarm; it’s not real. How could it be? It seems so unlikely that Nadia -- even now -- is working her way through your personal files. It must be one of those dream-freak special effects. Besides, I’m sure you have nothing that needs hiding from a fully functioning Code Runner. So sit back, relax, and rest assured that your private information is safe with us. I’m not being too presumptuous when I say US, am I?

Of course, I’m just playing. I wouldn’t do such a thing on a demo disc. But there are reasons Nadia is my favorite; and it has everything to do with her... um, ahem... digital acumen and ability to get under one’s skin.

But then, I get ahead of myself.

You see, G’narsh isn’t just a simple fantasy farce, expanding on a nonexistent fantasy mythos, for the inner dream has been

overlain by outer dream layer, which focus on contemporary society and the concerns of the ever expanding dream culture. This is a how to disc after all -- how to dream a better dream and break into the Immersive Entertainment business -- and how can we do that without looking at the business. But even that might not be enough, so G'narsh TML has been designed as a guidebook -- and a subversive one at that -- which explains how to get the most from the discs that you already own, regardless of your rating. And with this last in mind, it bears mentioning that *G'narsh: The Troll, the Myth, the Legend* is coded a little differently from your standard dream.

So if you'll pull your attention away from Nadia and her sisters for a moment -- perfectly pleasing pixies that they are -- you'll notice a notebook floating about in the water. As I highlight its salient points, feel free to avail yourself of the numerous links, which cover each of the following topics more comprehensively.

## Part 2

Accessible: my pre-scanners indicate the disc would receive a Mass Market rating from M.O.M.; although obviously, I would be happy to make whatever changes you desire before it is submitted for approval. More to the point, the dream has been coded on a Welfare Rig, running the GI Library as its sole support, for the widest range of appeal.

Proxy Rich / Skin Poor: in keeping with its low-level functional-ability, and as you may have already noticed, the dream is resource light. No skins have been provided. And thus, G'narsh can either be experienced as per each dreamer's desire: from a terrifyingly real troll with fangs dripping venom, to a cartoon buffoon, and everything in between. But although I have not wasted any resources on disposable skins, I think you will find that the underlying proxies are quite real.

First Person Experimentals: one cannot market a dream these day without offering something unique, and for this I chose to concentrate on the sensations inherent in flying like the wind, swimming in a Fjord, and as per the opening sequence, taking a bath. It might not seem like much, but I have high hopes for the [Spa Sequence] part score.

Buddhism: I offer Post Nihilist Buddhism as my "unique philosophical perspective." In keeping with its fundamental precept that all is an illusion and nothing is real, I have made this portion of the dream amazingly easy to dump and replace with whatever brand of gobbledygook the dreamer might desire. See how thoughtful and respectful I am.

Bonus Materials: speaking of emptying the trash, my personal feeling when creating a dream is that it's all good, but not everybody agrees. I plumped the appendix and certain sections of the disc full of extras, but if these materials do not mesh with your needs, rest assured, my ego is not invested in them, and the plug is easy to pull.

Highly Repeatable: though, I will go so far as to say the principle reason for included these materials has been to expand the utility of the disk. I like to believe *G'narsh TML* is open ended, personalizable, game skimmer ready, and infinitely repeatable. This means that although I have embedded static dialogue for the first play through, I actively encourage dreamers to tag options from drop down menus as they go, so the next time they play the disc it will be even more to their liking. Besides, I



never really want anyone to eject my disc (and forgive me if I measure success by iterations of play rather than units sold).

Like I said, forgive me.

Artismo Bones has had enough of this nonsense. “Isn’t a summary supposed to summarize something?” he cries in a fit of rage as he stands up suddenly -- not the wisest of things to do in a bathtub.

Once, he has regained his balance, Bones stares defiantly into the camera lens -- which is no mean trick if you happen to be riding him as an avatar -- as he declares, “G’narsh was supposed to do the next bit, by why should he get all the fun? Besides, I got this nifty skull from the theatrical department,” and with that by way of explanation, and a bit of electrical tape applied off screen, Artismo Bones has been transformed into something of a cross between a two-headed skeletal warlord... and a complete idiot.

“Mu-ha-ha!”

### Part 3

Granted, it’s not much of a segue; but then, this isn’t much of a summary. Watch along with Bones as we give you the .001 click version of the dream in super-fast forward. Oh, and Bones tends to carry a laser pistol about with him, so if you want to catch up on your target practice as we go, feel free. But don’t worry about the consequences, because none of this is real, and more importantly, the blood has been replaced with confetti.

After a brief intro covering the basics of dreaming, we find ourselves in a classroom where Professor Art, “Just call me Art,” is leading his class through a section on the G’narsh mythos. It’s a startling coincidence given the name of the disc. Anyhow, after a brief slide show summarizing the plot, one of his students succumbs to his charms and coerces him into going on a field trip. The field trip, of course, turns out to be an expanded repeat of the lecture with the G’narsh Mythos being overlaid across

contemporary society and various Server locales with Eileen [Yowza! love interest] and Doug [meddling pretender and/or Yowza! love interest] standing in for G'narsh [big H\$rlking troll] and Mi'lay[Yowza! Yowza! double love interest].

This probably is a little confusing at 1000x speed, so if you want a plot diagram, hit the link and it will bring one up, but trust me, the plot really isn't that important. I mean, once we get tired of looking at how Eileen and Doug -- "real people" -- deal with living as proxies, we simply flip it around and watch as G'narsh and friends -- proxies -- try to tackle the problem of living in a world that they consider real. Of course, when you get down to it, it's not really a different situation, or a different story, and really, the characters aren't that different, and that's part of the point. Because this is a Post Nihilist Buddhist What's It mind-Fr@ck dream after all. And after you've slipped around, gone in circles, hit the resets, plugged in the options, and once again found yourself at the starting gates, which is where it ends -- with G'narsh sitting at his desk, spinning a gold coin [think of it as pair of golden pick-ups and you can't go wrong] as he wonders what to next.

My advice, pop the full version of *G'narsh: The Troll, The Myth, The Legend* into your rig and allow a universe of possibilities to unfold around you.

Or maybe you'd like to see it scene-by-scene, so you can tweak it a bit first. And by all means, tweak away. I wouldn't want to be the one standing between you and your dreams, now would I?

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