

## **-The Adventures of Ashley Welligton- -Part 1-**

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Ashley is the protagonist of the game. The daughter of one of the most valued english colonels of the Caribbean sea, has been alone since she was small, after his father shipwrecked in a terrible storm at the edge of the Cayman Islands. Years after the event she left a small but at the same time valuable inheritance to his daughter: a compass that marked the direction of a nearby island in the south pacific region. This place was ignored by the pirates, as it does not have any point of interest or strategic value, but actually concealed a great treasure inside her bowels.

In the midst of cuantioses hidden gems from the Spanish Crown, was an ancient Inca elixir from the Peruvian town of Ica. According to the legends, once drunk had the ability to get the love of the person who most wants, as well as maintain health, preserve the beauty and youth, part of oneself.

Ashley embarks on the adventure to find the miraculous potion. Its partners are not really aware of the real objective that pursues the captain, which tries to hide at all costs the main reason for the new direction that has made the ship without notice to the crew.

Ashley is an independent woman, strong, free and with a lot of character, but inside it's still one person shy and insecure, although at the time of the battle prove a totally contrary impression.

After the death of his father has tried to imitate and become the same as was his parent in their time:

Become a pirate and lead a life without any ligaments and real responsibility.

Gave the appearance that since that time had been unsure of the model of life she wanted to bring, a model which tries to keep at all costs, until one day her destiny was turned forever.

One night back in the direction of the port of Gunyana, he met a young and attractive Dutch military, which fell from the first instant.

Later the couple find themselves, and in a short time already began to feel a strong mutual attraction towards each other.

They often looked to hide in a crowded Tavern in the area, where shared experiences and travels.

Captain Mark Lefont was concient to be in love, but did not know all the way if he felt the same for her.

Unafortunately, Reality was quite different.

This was a particularly strange fantasy, a story without head or feet since the two came from worlds completely opposed and worst of all they, these worlds were altime in constant confrontation.

The rumors about the couple were popular and behind all problems were constantly increasing.

The young Dutchman wanted in any of the ways to lose your reputation and much less his career. In a short time, he began to distance himself from her, thinking that in spite of the passion they both shared that was the wiser decision. Before the refusal to continue together, Ashley proposed to his beloved that he would give up everything just to escape and live peacefully together in the interior of this beautiful Caribbean island.

However, the fact of having become famous as a model of local government fighter and great pirate was itself a strong contradiction that would not take the plans that Ashley thought to carry out. She knew for sure that trying to hide his true identity it was an unlikely situation, almost impossible.

In front of the inability to change the opinion to her lover, our beautiful character desperately sought the compass which his father gave to his triple.

Under an ancient chest remained unmoved that strange object, that no apparent utility rested inside shortly before having succeeded the tragedy.

**To be continued...**

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