

Dragon Stomp

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TWENTY SENTENCE CONCEPTUAL, PROGNOSIS AND DIAGNOSIS BEFORE OUTLINE
AND BEAT-SHEET. ITS ROOT AND BACKSTORY FOR THIS SCRIPT. ONE
SENTENCE IS EQUAL TO SIX PAGES OF SCRIPT.

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1) Power in an advance:

Players from Ho Chi Minh City are taken into Shanghai where a reptilian elite sends them into Harajuku Japan for sacrifice and battle, for the raising of the reptilian race is awakened and within them in Shanghai.

2) Passionate attraction is unfinished opposition:

Hard-core gamers, its comic culture, in Ho Chi Minh City is in a multi-player role-playing game called "Raising The Reptilian Race" with gamers in Shanghai and Harajuku Japan.

3) Still creation is stopping an action of mountains that are great power:

The regions of space between the upper and lower world is an inhabitation of the reptilian gameplay, so in Harajuku Japan there is this realization in a lower world, among mankind as monsters that are steeped in an online darkness that is mixing technology with prehistory and present day human beings within cosmological species development stages that are developed in combat - breeding a reptilian race and its Neo-Nazi rules.

4) Dangerous passion is a creative attention of contention that is unfinished:

The "vital force" accelerates dangerous tendencies for complex systems to self-organize, and living or not, it is a spell of information that alters states of consciousness and body chemistry which is the womb where reptilians are born.

5) Attention of creative attraction receives change that is tranquil:

The Yakuza meet the Reptilian power elite at the Meiji Jingu shrine to discuss the illegal gambling that will take place in Kabukicho, the entertainment, drinking, adult and red light district which is at where each group of Ho Chi Minh City, Shanghai and Harajuku are forced to fight each other and are now discussing their battle strategies in Yoyogi Park.

6) Action of a creative reception is a still return of a great build-up:

Reptilian manifestation appears in Ho Chi Minh City at a river home, attacking a family during a montage of pop-culture, freaky street fashion in Harajuku and while there is a martial arts teacher in Shanghai who is imposed upon by this disruption of that cosmos during his meditations, for there is communication of the great battles to come.

7) An Attention of still stopping is still adornment of mountains:

The wicked style and subculture of a cutting-edge underground culture becomes an integration without the synthesis with the Yakuza and the Reptilian power movement, retaining their underlying hidden elements that's their dynamic combinations of these volatile women for battle as free spirits in a chaotically ordered fashion trend that is part of their unexpected cosmological combination.

8) Passionate following is waiting with a nurture of the small:

Upper and lower worlds combine into the gameplay "Raising the Reptilian Race," which is a battle that emerges within the Harajuku subculture's imagination, and a young teenage woman is sacrificed to fight within her reptilian worlds and at where friends must fight friends to serve the ends of the reptilian elite that's interbreeding these battles into their multiple centers of consciousness which is their new world order.

9) Joyful creation is a young woman going to marry great power.

The Yakuza in Ho Chi Mihn city are recruiting models into Shanghai where a rebel is countering them into a revolutionary model, for these dreams of these young girls have become entrapped in their father's nightmares that is the venue for the foreign designs in Harajuku which is a combination of the four mythical and five Shaolin animals that become trends in fashion and music with a Shintoism that is rebellion against a reptilian power elite.

10) Passionate following is a joyful danger that is an exhaustion of a well:

Dragon Kings, now the race of Dragons, are interspersed in the subculture of Japan and are interbreeding its reptilian order, combating women from underground bases and at where the four cardinal directions are technological accesses and at where the human can change into a Reptilian form that is this descendance from the heavens that's an imparting of a forbidden knowledge for its Neo-Nazi government with a draconian rebellion for its social order.

11) Joyful creation is a reception of still overseeing that's a great build-up:

An extension of fetal tissue transplantations create Gothic Lolita fighters that are sent into reptilian theme underground casinos as a cute reversals of their culture, dividing themselves in the corruption, compromising themselves as a mind-set that's arising from their desires, their pains that are resurfacing from fighting in the sadistic "Raising The Reptilian Race" game, for they have created a visual extension as a counter revolutionary reptilian fighting force that is making magic cloths, integrating with them for magical and mystical girl powers.

12) An attention of an action is a still initiative of a biting through that is thunder:

Destructive natural selection that's breeding reptilian cosmological phases of battle and its conflict that is raising the reptilian race is engaged by a Shaolin master, coordinating with the five Shaolin and the four mythical animals to counteract any spiritual mentality that would breed non-assertion, uniting with spiritual beings and or their genius at Mount Fuji while speaking with Amaterasu, the Sun goddess so that the Shinto's animistic belief system can bring about "The Way of the Gods" and its kami.

13) An attention of an awareness is a reception of a following that is an injury to an enlightened that is a family.

Fantasies and their culture become more frenetic with imagined communities that are in social defiance and while that they are heavily controlled and within the hierarchical society of Japan, and their cycles of production and consumption speed up their defiant expressions of fantasy that are dominated by fashion-conscious stores and which is of a productive workforce that is interconnected in these rapidly-evolving subgroups that are hostile to each other, empowering and creating a Neo-Nazi underground government.

14) Creative penetration is a reception of an attention that is a tranquility of a cauldron:

The hidden objectives of Raising the Reptilian Race are now a puzzle at where players are integrating: Ho Chi Mihn City women at Omote-Harajuku - front, Shanghai elements within Ura-Harajuku - backstreet, and at Oku-Harajuku - deep, its the Japanese indigenous players, and all of which have become a Dragon Stomp - trend-setting art, fashion and culture within a geek culture against the reptilian Neo-Nazi power elite.

15) An attention of action is penetrating a creative people in the home that is a fidelity.

The structure and state of the Raising of the Reptilian Race becomes a counter-culture power relationship with the Dragon Stomp, being burdened in the game by a wartime past with the generation dividing lines of war: Vietnam and World War II that is a piracy of the Dragon King's women in Shanghai that are fighting in a social consciousness, a shakai ishiki that is now for the power relationships of the Reptilian elite to influence a Neo-Nazi nationalism.

16) Action of a stillness is the thunder of the nurture of the small.

Ganguro's are recruited by the Dragon Kings to fight the Yakuza, painting their skin with slain reptilian blood, engaging Reptilians in a fierce multiplayer combat that is arising out of Shanghai, for their ghetto fabulousness as blackface creatures is their warrior's attire that's worn for the way of the gods, its kami, a preservation of kawaii that will be attained with the four mythical and five shaolin animals that will destroy the unnatural selection of the Reptilian Race for a Dragon Stomp, a cosmopolitan technological consumer culture - gaming, hip-hop, fashion, art and music as an objective, Buddha.

17) An attention of sill action is a joyful abundance of sensitivity.

The New World Order has become a crazed future of humans, networking the Dragon Stomp into dark, violent and clandestine gatherings of sound and music and at where their art and fashion has become trapped information that is controlled by the Reptilian elite that is developing mankind into their subservient technologies, artificially from images on computer screens that are now the post-human successors as the Reptilian Race, genomic beings evolving with machine minds.

18) Joyful danger is a creative following of a treading that is dispersing.

Delinquent subcultures are force-feedback into the Yakuza manipulator for their techno-criminal intelligence that is the elite vibes of the Neo-Nazi Reptilian Race, yet the chic hierarchies of the Dragon Stomp are entrenched in their grass-roots rebellions, combining their Neo-Nazi anchoring into a Neo-Darwinism with an independence in music, art, and fashion, a spontaneous cultural explosion on the streets deep within the underground of the Dragon King's triad: Bad, Sexy and Arty Gals for a Japanese nationalism, the way of the gods - long sword.

19) Creative attraction is aware of a reception of great possession that is overseeing.

The forbidden technologies controlled by the Reptilian elite are exposed by the Dragon Stomp by battling the Reptilian Race that is suppressing them with their processing of negative energies for political and economical power, and the Dragon Stomp becomes a consciousness repairing tool, expelling the Reptilian Race and their Neo-Nazi rule by a re-educatation of their bodies, minds and spirits with a harmonious fusion of Buddhism and Shintoism - with their many dimensions, complicated patterns of thinking that is their state of kami and its social order in art, music, fashion and technology.

20) Creative attraction is a reception of an action of tranquility that is a young women going to marry.

Passionate woman teens are united with the Dragon Stomp for their chick power.

