

A Tale of Two Kingdoms



A Tale of Two Kingdoms Official Game Documentation

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Prologue

In the year 849 (old reckoning) a group of Qualinic raiders accosted King Culann as he traveled through his realm of Theylinn. Not wishing to yield his riches to mere thugs, the king ordered his escort to attack but his knights were overmatched, and in the ensuing battle, King Culann was slain. His only son, Vortigern, was crowned the new king, and started his reign with a thirst for revenge. Gathering his mighty armies, he marched forth unto Qualinem, and unto victory. It should have ended there. But the victory only instilled in Vortigern a lust for further conquest. City after city fell to his forces and all the free lands trembled at the approach of Vortigern the Bloody.



As Vortigern marched on the duchy of Gronthal, he was met with fierce resistance. The locals rallied behind one Maeldun Whiteblade, who managed to drive back the invaders. Soon, Maeldun became a local legend. Rumor had it that he was a sorcerer's son and possessed a magic girdle that made him invincible in combat. Maeldun's band joined forces with Lady Branwyn, a Qualinic mercenary captain. With their numbers growing almost daily, they made a slow march for Theylinn, liberating many cities on their way. Vortigern's forces were overextended and failed to mount a sufficient defense, thus the Southern Empire met its end at the hands of Maeldun and Branwyn. His dreams shattered, Vortigern was left to rule Theylinn as a bitter husk of a man.

Introduction



The ancient kingdom of Theylinn is beset by enemies both from within and without. Within the castle walls, nobles vie for the old King's favor, and not everybody is happy with the sole heir to the throne, princess Rhiannon. Meanwhile, danger approaches, in the form of an invading army, a hostile giant, and a mercenary troop who are ancient enemies of the Theylann king.

And there is mystery yet. For hidden within the borders of Theylinn lies a second kingdom, named Thierna na Oge, where the faeries reign. Little is known about this shrouded, exotic realm.



Recommended System Requirements

- Pentium III processor, above 600MHz
- SVGA display
- 2MB Video RAM
- Windows 95/98/ME/2000/XP/Vista or LinuxOS or MacOS
- DirectX 7 or higher
- At least 100MB free disk space
- Sound card



Note: If you do not meet the minimum system requirements, you may experience slowness and possibly crashes.

Installation

- 1) After 'A Tale of Two Kingdoms' has been downloaded, open the ATOTK setup program.
- 2) Please read the Information Disclaimer then click the 'Next' button to continue.
- 3) You will be prompted to select a destination folder for installation of the game. If you do not wish to install the game in the default folder, please select another destination.
- 4) A progress bar will show up indicating how much of the game has been installed. Please wait until the progress bar is at 100%.
- 5) A message will notify you if the installation was successful. There will be three options:-
 1. View Readme: It is recommended that you view the readme to see the latest game information.
 2. Visit website: Opens the 'A Tale of Two Kingdoms' webpage.
 3. Launch the game: Runs the game so you can play.
- 6) You can now play the game!

Game Setup

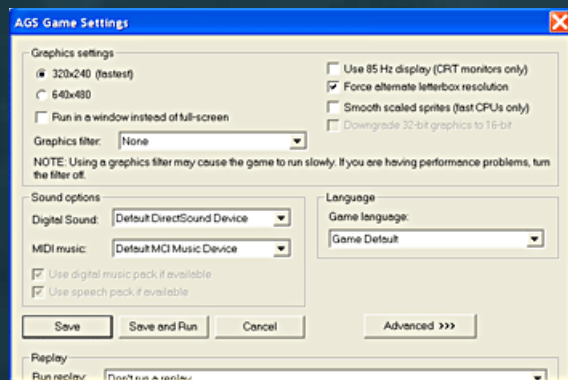
The default graphics mode is 320x200, in full-screen mode. This is the mode the game was originally designed for. On older computers, this mode is recommended because it has faster gameplay than any other.

If desired, you can select the checkbox to run in a window instead of full-screen.

You can change the resolution to 640x400. This is primarily useful in windowed mode, to double the size of your playing window. This mode uses the 320x200 graphics, doubled in size and automatically smoothed somewhat.


Laptop or flatscreen monitors may have a different height-to-width ratio than 320x200, causing the graphics may look stretched. To alleviate this, select the checkbox to "force alternate letterbox resolution"

Press 'save and run' to play.



Running the Game

Once 'A Tale of Two Kingdoms' is installed, you can run the game by opening the directory where the game was installed.

Once in the game directory, double click on the ATOTK icon. 

This will open the game to play. To start a new game, select the NEW GAME option on the main menu.








If you wish to restore a previously saved game, select the LOAD GAME option. This will bring up a list of previously saved games to choose from. Select the game you wish to restore, and press the LOAD button. If you decide not to restore a game, or have no saved games to restore, choose the CANCEL button to return to the main menu.

If you wish to view the credits, select the CREDITS option.


If you decide you do not wish to play 'A Tale of Two Kingdoms', choose the QUIT option. This will exit the game.

Icons and Cursors

The GUI, or graphical user interface, can be accessed by moving your mouse to the top of the screen. The command bar will then appear. Alternatively, cycle through the different icons by right-mouse clicking.

-  **WALK** Click this cursor where you want Maeldun to walk. The keyboard can also be used for walking.
-  **LOOK** Click this cursor on the item, person, or area you wish to look at.
-  **TOUCH** Click this cursor on the item or person to touch. Depending on the target, this may cause Maeldun to pick up items, open doors, move rocks around, shake hands with people, and so forth.
-  **TALK** Click this cursor on the person or thing that you wish to talk to.
-  **INVENTORY** The cursor displayed for the inventory is an image of the current inventory selected. Click the icon where you wish to use the item. To access your inventory, open the inventory icon on the command bar at the top of the screen.
- The mouse wheel can also be used to access inventory items.

Game Options

In the command bar, select the GAME OPTIONS icon. 

This will lead to a variety of options where you can adjust game speed, volume, and save, restore, restart or quit the game.

- SAVE:** Saves your game's progress.
RESTORE: Restores to a previously saved game.
RESTART: Restarts the game from the beginning.
QUIT: Exits the game.
ABOUT: Information about the game.
PLAY: Return to the game.
VOLUME: Alters the volume of sound and music.
SPEED: Alters the game speed.



To **save** a game, choose the SAVE button in the GAME OPTIONS menu. Type in the name of your save game, and press the SAVE button in order to save your game. (See page 13 for more detail)

To **restore** a game, choose the RESTORE button in the GAME OPTIONS menu. Select the game you would like to restore, and click the LOAD button in order to restore your game. (See page 13 for more detail)

To **restart** the game, choose the RESTART button in the GAME OPTIONS menu. This will take you back to the main menu, where you can then choose NEW GAME in order to play the game from the beginning.

To **quit** the game, choose the QUIT button in the GAME OPTIONS menu. This will give a prompt asking whether you would like to quit. Press YES to quit, or NO to return to the game.

Accessing Inventory

To access your inventory, press TAB or move your mouse to the command bar and select the inventory icon.



Your inventory items appear in the outer circle. To view more of your inventory, press the down arrow. To go back to your previous screen of inventory, press the up arrow.

To select an item, click on the large arrow and then click on the inventory item of your choice. The cursor will change to your currently selected object. Return to the game by pressing the X button.

To examine an inventory item, select the LOOK icon, then click it on the object you wish to look at.

To touch an inventory item, select the HAND icon, then click it on the object you wish to interact with.

To use the inventory item in the game, click the object on the thing or area you wish to use it.

Some items can be combined with one another. To do so, first select an item with the large arrow. Scroll to the page where the other item is, and then click the cursor's hotspot on the item.

Saving and Restoring

Access the save and restore interfaces through the GAME OPTIONS menu in the command bar. Alternatively, saving and restoring a game can be accessed through F5 and F7 respectively.



game. Press the 'Save' button.



To save your game under a different name, type in a new name on the top line. Click the 'Save' button to save the game.

To overwrite a previously saved game, select a game in the saved game list. The selected game will be highlighted yellow. Once clicked, the top line will change to the name of that saved

To restore a game, open the 'Restore' menu. Click on the name of the game you wish to load. The selected game will be highlighted yellow. Press 'Load' to restore the game.

Saved games can be deleted from both the 'Save' and 'Restore' menus. Select the game you wish to delete, then press the 'Delete' button. A prompt will ask you if you are sure you wish to delete the game; if you are, select 'Yes'.

If you decide not to save or restore a game, and wish to return to the current game, press the 'Cancel' button.

Using the Keyboard

The keyboard can be used for walking, as well as accessing shortcuts. Use the up, down, left and right arrows to move around. Diagonal walking can be achieved by using Home (to move north-west), Page Down (south-east), Page Up (north-east) and End (south-west). The number pad can also be used as long as Num Lock is off. To begin moving, tap the key in the direction you wish to go once. To stop moving, tap the same key again. Do not hold down the key as this will result in difficulties moving.

Keyboard Shortcuts

F5	Quick Save
F7	Quick Restore
F9	Restart Game
Ctrl-Q	Quit Game
TAB	Access inventory
ESC	Access game options
1	Walk
2	Look
3	Interact / touch / pickup / move
4	Talk
5	Access current inventory item

Controlling Non-Player Characters

Some non-player characters allow you to ask them to do something for you. First, speak to the character, and choose the option *Can you do something for me...* At the top of the screen a bar will appear which says *Ask (person) to...*



You can now ask the NPC to do something with the LOOK and TOUCH icons. If the character permits, you will also be able to access their inventory, and borrow objects, or ask them to use their inventory for you.



To finish asking the NPC to do something, move the mouse to the top of the screen, and choose the cross in order to control Maeldun once more.

Note: Some NPCs will not be willing to take orders from you.

Skiping Scenes

'A Tale of Two Kingdoms' has a number of cut scenes where the game is not under your control, and where you instead watch automatic scenes between the main character and other characters, or other characters interacting of their own accord.

These scenes in 'A Tale of Two Kingdoms' can be skipped for players who wish to replay the game but do not want to watch the same scene again.



To skip a cutscene, press ESC and wait for the game to continue at the next point of gameplay. Clicking the right mouse button will also skip the scene.

It is advisable that you do not skip cutscenes the first time you play the game, as you may miss dialogue important to parts of the game and its story.

Troubleshooting

'A Tale of Two Kingdoms' has been tested as thoroughly as possible, and is playable to the very end.

However, if you notice anything odd in-game, please let us know at our forum at <http://crystalshard.net/atotk.html> so that such problems can be looked at and fixed for a later release.

Hints & Tips

If you are stuck on any part of the game, feel free to ask for hints at our forum at <http://crystalshard.net/atotk.html>

Points

'A Tale of Two Kingdoms' has honour and wisdom scores, depending on your actions and what optional puzzles you complete. Try to complete the game and get full points!

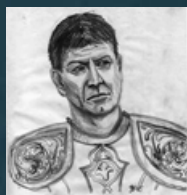
Note: It is also possible to lose honour and wisdom points, possibly permanently depending on your decisions.

The Making of Theylinn



Backgrounds were created in Adobe Photoshop from scratch. Sketches were either made on paper first, then scanned in, or were sketched directly in Adobe Photoshop before being colored.

Portraits made with Adobe Photoshop and Photofiltre. Most portraits were drawn on paper first, then scanned and resized before colouring digitally. The same programs were used for animation.



Sprite art made in Adobe Photoshop, or MS paint

Music made with Cubase SL3.

Game made with Adventure Game Studio, © 1998-2007 Chris Jones.

For more on the making of 'A Tale of Two Kingdoms', play the game through to completion to unlock the 'Director's commentary', with several features and plenty of information about the makings of this game.

Features

- Five different main endings, depending on your actions
- Five optional major sidequests
- Multiple solutions to many of the numerous puzzles
- Close-up scenes to enhance immersion and storytelling
- 3-D ending cutscene
- Director's commentary (accessible after the game is completed once)
- Team work with non-player characters
- 80 locations
- 25 conversable characters with fully animated portraits
- Over 3200 sprites
- 75-minutes of MP3 quality audio tracks
- Approximately 3000 lines of dialogue
- Weather effects: Fog, rain and falling leaves



Credits

Story and Script
Pieter Simoons

Background Art and Animation
John-Paul Selwood
Elissa Ng
Emily Selwood

Sprite Art and Animation
Elissa Ng
David Lloyd
Ian Schlaepfer
Abell Alegria

Portrait Art and Animation
Vladislav Nachev
Neutron
Rochelle Green

Gui and Inventory Art
Joshua Barton

Music
Nikolas Sideris
Kole McRae
Ricardo Ferreira
Love Fagerstedt



Credits

Movie Sequence
Michael Watkins

AGS created by
Chris Jones

Additional Art
Misja van Laatum
Jamie Broom
Indrek Plavutski
Erin Robinson

Additional Music
Daniel Hanley
Jeremy Corbett
Yotam Elal

Beta-Testing
Paul Gilbert
Erik Fourie
Mordalles
Fluxmaster
Phil

Legal Statement

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The 'A Tale of Two Kingdoms' game may be distributed freely, providing it remains in its original executable form, retains its original filename, and contains all files that accompany it, unaltered and fully intact. Money may not be charged for any redistribution.

'A Tale of Two Kingdoms' is **freeware**. Monies may not be charged or requested for any distribution of the files within the 'A Tale of Two Kingdoms' game.

Monies may not be charged or requested for any user-made addons intended for use with the 'A Tale of Two Kingdoms' game.

'A Tale of Two Kingdoms' is **not** open source. You **may not** obtain nor use any sprites, portraits, screen backgrounds, sounds or music from the game for the purpose of making another game. You **may not** obtain or use any code used to program the game. You **may not** alter any resources for use in another game.

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Finally...

Thank you for downloading 'A Tale of Two Kingdoms'. We hope you enjoy playing it and enjoy your travels throughout the Theylann lands.



Please post all comments of the game at our forums at:

<http://crystalshard.net/atotk.html>

The Crystal Shard Team