

## **README File for Palace of Deceit 2- Dragon's Plight**

### **READ THIS BEFORE ORDERING- IT CONTAINS SYSTEM REQUIREMENTS!!**

Thank you for obtaining this demo copy of GAME SYNDICATE'S Dragon's Plight. Before you play, we would like to inform you on HOW to play, and if you enjoy the demo, how to order and what your machine needs to run it.

#### **Windows installation instructions:**

1. Go into the Program Manager.
2. (If you have a program group for Games, skip this step.)
  - Go to FILE and select NEW.
  - In the box that comes up, make sure "PROGRAM GROUP" is highlighted. Name the group "GAME SYNDICATE" and click OK.
3. Go into that group, and go back up to FILE. Select NEW again.
  - This time, select PROGRAM ITEM and click BROWSE.
  - Now, go into the PALACE2 directory in the directory list box, and double click on P2DEMO.EXE. The demo is now installed.
4. To install the introduction, go to step 3 and instead of selecting P2DEMO.EXE select INTRO.EXE. The intro will now be installed also.

#### **THE STORY**

**Many years ago an ordinary teenager was transported to the land of Salac, a magical place where wizards, knights and dragons roamed the land. The Head Wizard of the town begged him to free the good people of Salac from the tyranny they were currently under, an evil wizard had enslaved the people and ruled the land with an iron fist. Hesitantly the youth accepted and forged ahead into Garth's Castle Lockemoer- also known as "THE PALACE OF DECEIT". The youth faced many a perplexing puzzle, horrible monster, and insane challenge, but came out on top and defeated Garth. Garth's castle crumbled, and the youth celebrated with the townsfolk and returned to his land. That youth's name was never known, but he was given a title for his deeds. The Brave One lives on in Salac history as a fighter for commonfolk rights.**

**Years have passed now, and the threat of Garth is now past news. However, Garth's minions have managed to silently aid him in regaining his health and rebuilding his home. Now, the Palace stands again, larger than before, and Garth has a new Quest for Evil. This time, he wants to destroy the Dragons in Salac. In the years that have passed Dragons have changed their predatory ways and become allies with the human race. They now aid the people of Salac, and are quite**

friendly. Garth plans revenge on ALL dragons for leaving his wing, as most of them used to aid him but are now converted. The Dragons live in a hidden valley in Salac, called "The Land of the Dragons", where they can thrive and grow mentally. Garth has been conducting sweeps of the land, searching for this valley and killing all in his way. His tyranny once again gripped the people of the land. During a sweep, Garth captured a young dragon and took him back to Lockemoer to be tortured into eventually revealing where the Land is. That creature is Nightshade, a blue land dragon. He is one of a kind, as his strange skin color shows. It has been said that his family possesses stronger mental will than most dragons, Nightshade's father even told him that once. He must escape from the dungeons of Castle Lockemoer, find Garth, and kill him. Not an easy task for a young reptile...

## Playing the game

### a. Overview

YOU are Nightshade. You must make it through the castle's 85+ rooms and find Garth and destroy him.

### b. Controls

Control is simple. Click the direction you want to go in the bottom right of the game screen. N goes forward, or north, S is back, or south, E is right, or east, W is left, or west. INV is to show what is in your current inventory (items you've collected).

### c. Interaction

To get information on an item, simply click on it on the main graphic. If it is takeable, the game will take it. If it is moveable at the current time, the game will do that. If it is a character you would like to talk to, just click on his face and you will talk to him. If you would like to attack a monster and you have weapons, just click on him. (keep in mind, certain weapons will not work on certain monsters)

### d. Where am I?

Map making is not an easy task. Because of the winding passages in the Palace, compass directions do not always hold true. If you go west, east will not always return you to where you were. A description is given of the current location in the bottom left of the game screen. Where you can move to is also told there.

### e. The Status Box

The statusbox is where the game will tell you what is going on. If you click on a lever, for example, the lever might sink down and the statusbox will tell you "You pull the lever and it sinks down. A door opens in the north wall." Then a door will appear in the north wall. Many hidden passages are

found this way. NOTE- Do not go pushing strange buttons or levers- usually there is someone in the area who will tell you which one to pull. YOUR job is to find them to avoid risking death!

#### **f. Items**

After a while you will start to discover items in the castle. To see what you have at any given time, click INV for a listing in the Statusbox. Items are used at appropriate times. There is no clicking on a sword and then clicking on a monster. If you have a sword, just click the monster and, if the weapon will harm him, the game will take care of it. Or, if you want to tie a rope to a hook, just click on the hook if you have a rope and it will automatically tie. (if it's possible, that is...!)

#### **g. Cinema Displays**

Periodically in the game there are several "Cinema Displays" in which the story is continued. These usually happen when you talk to a character. There is one, however, which shows how Garth discovers that you've escaped... When one starts, just sit back and enjoy it. When it ends, the mouse pointer will return to a pointer rather than the hourglass. Click around the cinema screen several times to return to the game. REMEMBER, though, if the display has ended and is waiting to return to the game, if you run another application and return to P2 the Cinema Display WILL REPLAY!!!

#### **h. Menu Bar**

There are several options at the top of the Game screen. File, Speed, and Help. Clicking any of these brings up menus with options on them.

##### **(Under Speed)**

If you have a 286, select 286. If you have a 386 then select 386. Etc... The default is 386, and THE GAME RESETS IT BACK TO THAT EVERY TIME YOU RESTART. Keep it in mind! Also, if you want it to go faster if you have a 386 or 486 just select 286 and the game will zoom.

There are also several other options.

##### **(Under File)**

NEW-Starts a new game from room 1. Does not ask you if you are sure.

QUIT-Quits the current game, and ends the program.

Asks you if you're sure first, unlike NEW.

ABOUT-Displays the ABOUT screen which has the copyright information and other legal info.

##### **(Under Help)**

HINTS-Displays a quick reference card telling briefly how to play.

#### **i. Why 8.3 megs for the FULL game???**

You may be asking yourself right about now: Why does P2 take up so much hard disk space??? Well, imagine taking one of the game screens and putting it in 300X200 resolution. You would see that it takes up almost all of the screen. Now, you have 85+ of those pictures, several full screen cinema displays, animation, plenty of code, and the window structures for the game screens. Other game companies have games out that have the same amount of graphics, but they're full screen in 300X200. This boils down to this fact: if you want higher resolution, you must give up hard disk space!

### **Why should I buy the full version?**

Here are several reasons:

- Over 85 rooms total
- Easy interface
- Deep symbolic plot
- Killer original graphics
- Great animation
- An explosive conclusion
- OVER 8 MEG OF GAME!**

### **Okay, you got me. How do I get it?**

Easy. Just make a check or money order out to  
BERRY COMPUTING AND DESIGN for \$10, send it to  
GAME SYNDICATE  
6019 BIRDIE DRIVE  
LA VERNE, CA

91750

and wait 2-3 weeks.

**ORDER WITH CONFIDENCE.  
YOU WILL GET THE GAME.**

**Besides, let's face it, how many  
adventure games have you seen for WINDOWS 3.0  
?!?!?!?**

### **System Requirements for full version:**

- \* A hard disk with at least 8.3 megs of free space.  
**NOTE-> \*\*\*(Actually, 10.3 for installation)\*\*\***
- \* Windows 3.0 IN **VGA** MODE <- THAT IS, 640 X 480 X 16.  
THE GAME WILL NOT WORK IF WINDOWS IS NOT IN THAT  
SCREEN SETTING.
- \* Windows **must** be in Standard or Enhanced mode.
- \* A mouse
- \* **800K RAM** (At least)
- \* **3.5 inch drive, either 720K or 1.44 meg  
(720K costs \$2 more, as it requires an  
extra disk and shipping costs)**

**INQUIRIES AND QUESTIONS:**

**You can contact GAME SYNDICATE on CompuServe @ 76276,662.**

**or write us at:**

**GAME SYNDICATE  
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