

# The Palace of Deceit 2.1- The Dragon's Plight

## (Gold Edition)

### Shareware Documentation

By Cliff Bleszinski

(c)1991, 1992 Game Syndicate Productions

This game is shareware and may be distributed freely. It is in no way "Crippled", all the features of this game are in the registered version, only more screens. Any modification of the game or it's included files is prohibited by law. CCFCURS and CCFMOUSE are (c)1991 By Desaware.

**Shareware Catalogs:** Please notify Game Syndicate if you are to distribute this game. You have the right to split a zip file of this game on multiple disks, if necessary.

### System Requirements:

An IBM PC or Compatible with Windows 3.x running in Standard or Enhanced Mode in 640x480 resolution (VGA Mode).

VGA

Hard Disk

Mouse

800K RAM

### INSTALLATION

To install Dragon's Plight:

- 1.) Go into the Program Manager, select "Games" or "Entertainment" from one of the program groups.
- 2.) Go to "File" on the Program Manager. Select "New".
- 3.) Click "Program Item".
- 4.) Click "Browse" and find the file "P2\_1.EXE". Double click on it.

### **I. The Story**

Years ago an ordinary teenager was transported through a strange portal into the land of Salac (pronounced SAY-LICK) where a young yet very powerful wizard named Garth was ruling the land with an iron fist. Anyone who talked of rebellion was immediately killed or tortured into submission. An old mage, dabbling in trans-dimensional travel, brought a young champion into their world to help them. This young man, hereinafter known as "The Great One", solved Garth's puzzles, destroyed his minions, and saved the day.

Since then times have changed. Humans and Dragons have achieved harmony among one another, and the land is governed by a stable and fair monarchy. Rumors abounded about Garth's Second Coming, only to be confirmed by sightings of him flying across the land. Oddly enough the dragon population kept dropping rapidly, this was occurring because of Garth's hatred for good, he wanted to kill them for betraying him.

In order for Garth to exterminate all of the dragons, however, he must first locate the Land of the Dragons, a valley hidden somewhere in Salac. To do this, he has captured a young dragon and will torture him until he reveals the location of the valley. This young dragon is Nightshade, taken because of his odd blue skin color.

YOU are Nightshade. You must escape Garth's castle, and somehow destroy him in the process, or your entire species will die. Nightshade must use all his strength, will, and cunning to live past all the traps that lurk in the bowels of the castle.

## **II. Playing the Game**

Control and movement are easier than ever, thanks to the new "GSWINDOWS" gaming interface. Absolutely no keyboard is needed, just a mouse.

On the first screen of the game, move the mouse over the picture of your cell. If the mouse "Sees" anything interesting, it will tell you by changing into one of three pointers:

"EXIT"-when the mouse is over an exit. A small arrow with "Exit" written on it, facing east.

"ACTION"-when the mouse is over something that can be moved/pushed/taken/pulled/examined. An arrow facing southwest, it has a shadow.

"OBJECT"-when the mouse is over something/someone that an item can be given to/used on. It looks like Nightshade's claw holding a gem.

"SPEAK"-appears when someone can be spoken to.

Using these pointers involves knowing when to click and when to doubleclick. Here is a listing of what each action does with each cursor.

EXIT:

Click:Tells where the exit leads-i.e.-"To the store"

Doubleclick:Moves Nightshade to wherever the exit goes.

ACTION:

Click:Performs an action-push,pull,take,look. Knows when to do what-i.e. pulls a lever or reads a sign.

Doubleclick:nothing

OBJECT:

Click:Gives a brief description of what is seen.

Doubleclick:Attempts to use selected item on object. i.e., if the selected item is a disk and the object is the drive, the disk will go in the drive.

SPEAK:

Click:Tells who you're looking at

Doubleclick:talks to the character  
(see "Interacting with Characters")

## **II. Inventory**

Inventory is a display of what Nightshade is carrying at the moment. It may be called up at any time during play except when a cinema display is playing or the player is talking to a character.

If Nightshade has any items, they will be shown. To select an item, click on its picture-a brief description of the item will appear- and click "OK". Now the selected item and it's name will appear to the right of the Statusbox. If you do not want any item selected at the time, simply click "CANCEL" and Nightshade will not have anything in his claws.

## **III. Save and Restore**

If you would like to save your position to play later, it is possible to do so. Click "Save Game" on the Remote, or select it on the Statusbox. GSWIN will ask you to confirm it, and the game will save your exact position.

To restore a game, do the same as the above except click "Restore Game". Note there is only one spot to save the game in at one time. Save games may be used to continue on the registered version also.

## **IV. Interacting with Characters**

To talk to a character, simply doubleclick on him/her/it. This will bring up the "Dialogue" screen, which shows a close up of the character being spoken to, as well as what Nightshade has to say (right side of window). Click on anything Nightshade has to say to get a response, or to leave (A "Goodbye" or "See you later" will exit Dialogue).

To give an item to a character, click on his/her/it's picture, and if the item is of the character's interest, a response will be provoked.

## **V. General Playing Advice**

Don't give up. There is a solution to every problem and puzzle. Sometimes certain characters must be met before Nightshade realizes things.

Move the mouse all over to find hidden levers and switches. They are everywhere!

Some characters will remember you, others won't. If you meet someone, get all the information out of them you can!

It's not a good idea to go pushing strange buttons or pulling levers you don't know about. Look for someone/thing to tell you what to do.

## **VI. Troubleshooting**

Q. I try to run the game, but I get a message saying "Your screen resolution must be 640x480 to play p2!"! What should I do?

A. Try changing your screen resolution to the default Windows VGA, the one that comes with it.

Q. Whenever I attempt to run the game, I get a "P2\_1.EXE caused a general protection fault in module VBRUN100.DLL at 0004:201F" and I'm kicked out, or the system hangs up!

A. You do not have enough free memory to run the game. Try closing all other applications and removing all the memory resident programs you can from your CONFIG.SYS. The game takes over 800K free ram to run.

Q. My windows are all messy!

A. Click "Arrange" on the Remote to fix them.

Q. The game runs too slowly.

A. Dragon's Plight Shareware (and Commercial) runs best on a 20Mhz 386 machine. If your machine is 16,10, or 8 mhz, it will run very slow.

## **VII. Registration Information**

To order the Registered version of "The Palace of Deceit 2.1-The Dragon's Plight (Gold Edition)" simply print out the enclosed order form, or make a similar copy of it, fill it out, and enclose it in an envelope with a check for **\$20 payable to Cliff Bleszinski**. You can expect delivery of

the game within 2-3 weeks of mailing your order. If you have any questions you can reach Game Syndicate at (714) 593-0366. Ask for Cliff. Thank you!!!

#### **VIII. And now a word from our sponsor...**

Need a new PC? Have a friend who wants a PC just like yours (or better)? Need a new monitor or video card or just about ANYTHING at a LOW PRICE? Then don't hesitate to call Bob Berry at **BERRY COMPUTING AND DESIGN**.

Bob gets the finest computer parts wholesale and sells them to you for incredible prices. If you buy a PC from him he'll install whatever software you want to buy and set it up! Call or write for information!!!

Berry Computing and Design  
512 E. Cypress Ave.  
Glendora, CA 91740  
(818)-914-1788

#### **IX. Author's note...**

Here's where I would like to take the time personally for considering to (and even sometimes) register Dragon's Plight. The first reason I publish software is because I love it and have been doing it ever since I was 12 and had an Apple //c. The second reason is for some extra money. As many of you know, tuition is rising for colleges, and I need extra money to help pay for it. If you register this game, not only will you get a great product and a company who stands behind it, you will help me to join a company like Sierra or Lucasfilm to make the greatest games ever someday. Please, do the right thing! Register!

Thank you for your time

Cliff Bleszinski  
Creator of Dragon's Plight