Official Game Documentation

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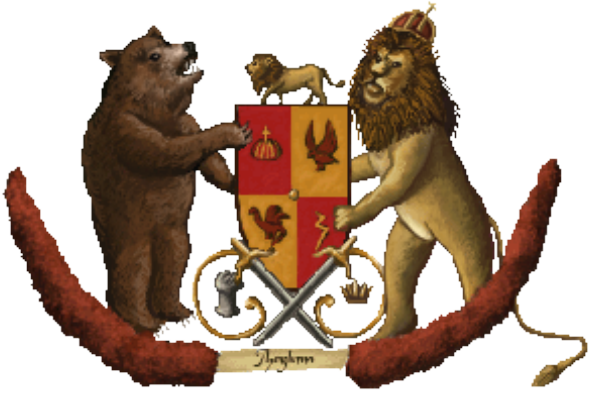
Background



The ancient kingdom of Theylinn is beset by enemies. 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...

Features

A Tale of Two Kingdoms is a graphical adventure in the style of the classic Sierra games. Set in the world of Celtic mythology and fairy tales, it features many sidequests and alternate endings. This release is a Deluxe Edition with a new interactive prologue, several graphic updates, and professional voice acting.

Features include:-

- 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 4100 sprites
- 75-minutes of MP3 quality audio tracks
- Approximately 3500 lines of dialogue
- Weather effects: Fog, rain and falling leaves
- Achievements and Trading Cards

Installation

1) After you have downloaded *A Tale of Two Kingdoms*, open the 'A Tale of Two Kingdoms Setup' program.
2) Please read the information disclaimer, and 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 to the default folder, please select another destination.
4) Installation will proceed automatically. A message will notify you if the installation is successful. There will be three options:
    a. View manual: Opens this manual.
    b. Visit website: Opens the *A Tale of Two Kingdoms* webpage.
    c. Launch the game: Runs the game.
5) You can now play the game by executing the 'A Tale of Two Kingdoms' .exe file, available from the Start Menu or from the shortcut on your desktop or other location.

We strongly recommend that you copy the game from your hard drive, rather than playing it from a CD or a USB drive. Depending on your system setup, playing from an external device may cause performance issues with the voice acting.

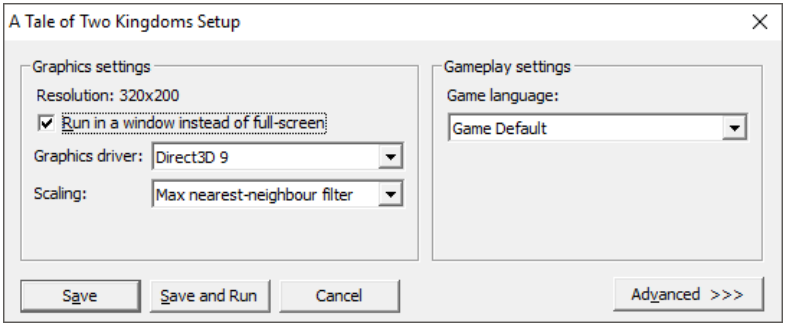
System Requirements

- Windows Vista, 7, 8 or 10
- Linux Ubuntu 14.0 or compatible
- MacOS version pending
- At least 200MB free disk space
- Sound card

Game Setup

To adjust the game settings, double click on the Setup icon in the folder where A Tale of Two Kingdoms was installed:

The following options are available in the setup:



- **Graphics Driver:** For most systems, it is recommended to stick with Direct3D 9. If you are running a laptop with Windows 10 and are experiencing graphic issues, you may need to switch to DirectDraw 5." Also, game language. "Please ignore this setting. When you start the game, you will be prompted to select a language.
- **Graphics filter**: Selecting a graphics filter will allow the game to be displayed at your chosen resolution. For example, 3x Nearest Neighbor will display the game in a 960x600 resolution, scaled up from the native 320x200 resolution.
- **Run in window instead of full-screen**: You can play the game in a window if this option is checked. Note that the 'Heroine's Quest fullscreen' icon allows you to play the game in full screen mode without visiting the game setup.
- **Game language:** Change the game's language (language availability dependent on translations of Heroine's Quest).
- **Advanced:** Further configuration of the game can be performed here, but we recommend these settings to be left to default.

Playing 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 folder, 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' at this time, choose the QUIT option. This will exit the game.

Icons and Cursors

The main command bar is accessed by moving your mouse to the top of the screen.

Walk
The walk icon allows you to move your heroine from one area of a room to another. Select the walk icon then left click to the area you wish to move; walk to the edge of the screen to move to the next room.

Look
Clicking the eye icon on an object or area will bring up a description of that object or area.

Touch
The hand icon will allow you to interact with objects, such as by picking up items or opening doors.

Talk
The mouth icon allows you to converse with other characters within the game.

Inventory
This button will bring up your inventory, where you can examine the objects you're carrying and use them as required.

Options
Opens the control panel, where you can save, restore, restart, or quit your game. Game speed and volume can also be adjusted here.

You can use the right mouse button to cycle between the various cursors (walk, look, use, talk, item), and the middle mouse button to return to the walk cursor. Use the mouse wheel to rotate between inventory items.

Inventory

To access your inventory, press TAB or move your mouse to the command bar and select the inventory icon. The inventory interface is shown below:

To examine an inventory item, select the eye icon and click on the item of interest.

To use an item, select the hand icon, then click on the item of interest.

To select an item to use outside of the inventory interface, select the pointer icon and click it on the item of interest. Then you can click with the item either on another item in your inventory to combine it with the selected item, or on the X to exit inventory and use the item in game.

Click on the X to return to the game.

If you carry many items, the up and down arrows become available.

Game Options

- **Save:** Save your game up to its current point, allowing you to restore it at a later time. Your game will automatically be saved at the beginning of each chapter.

- **Load:** Restores the saved game of your choice, allowing you to play from where you last left off.

- **Play:** Return to game.

- **About:** Credits and game info.

- **Help:** Offers online help, although this manual is more expansive.

- **Restart:** Returns you to the title screen.

- **Quit:** Exits the game.

- **Speed:** Sets the game speed.

- **Music:** Adjusts the volume of the game's music – for maximum volume, move the slider to the right, for minimum volume, move the slider to the left.

- **Sound:** Adjusts the volume of the game's sound effects – for maximum volume, move the slider to the right, for minimum volume, move the slider to the left.

- **Speech**: As with music and sound, this adjusts the volume of speech within the game.

- **Text Advances Automatically:** When checked, voice text will advance automatically whenever a character has finished speaking. Left unchecked, dialog text will remain visible until you click the left mouse button to proceed.

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. Saved games are located in C:\Users\<**USERNAME**>\Saved Games\A Tale of Two Kingdoms saved games. If you are playing the game on Steam, your saved games will also be stored in the Steam Cloud.

To save a game, enter the name of the save game in the top field, then click the 'Save' button.

Games can also loaded through the Game options menu. Select ‘Load’, then choose the game you wish to restore. Click the ‘Load’ button.

Saved games can also be deleted from this interface. Simply select the game you wish to delete, then click the ‘Delete’ button. You will be asked to confirm deletion.

Keyboard Shortcuts

You can use the arrow keys, including the diagonals home / page up / end / page down, to move your character around. To do this on the number pad of your keyboard, please ensure the 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.

In a dialogue with other characters, you can use the number keys to select a dialog option: press ‘1’ for the first option, ‘2’ for the second, and so forth.

F5	Quick Save
F7	Quick Restore
F9	Restart Game
Ctrl-Q	Quit Game
TAB	Access Inventory
ESC	Access Game Options
W	Walk
L	Look
T	Touch
S	Speak
U	Use inventory item

Controlling Other 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 character 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 character 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 characters will not be willing to take orders from you.

Skipping 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 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. The game does not contain 'walking dead' situations, so it is not possible to get stuck in a situation that requires you to restart the game. As long as Maeldun is alive, it is possible to reach the ending.

If you find yourself stuck on any part of the game, feel free to ask for hints and tips on the forum at our website, http://www.crystalshard.net

If you notice anything odd in-game, please let us know on our forum above so that we can look into the issue and rectify the problem in a future release.

The Making of Theylinn

Backgrounds were painted in Adobe Photoshop. 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, © 1998-2017 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.

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

Portrait Art and Animation

Vladislav Nachev
Rochelle Green

Music

Kole McRae
Nikolas Sideris
Ricardo Ferreira

Movie Sequence

Michael Watkins

AGS created by

Chris Jones

Additional Art

Abell Alegria
Erin Robinson
Indrek Plavutski
Jamie Broom
Joshua Barton
Misja van Laatum

Addional Music

Daniel Hanley
Jeremy Corbett
Love Fagerstedt
Karen Eliot
Yotam Elal

Translation

Dunstan

Beta-Testing

DR
Gronkh
Nekot the Brave
Paul Gilbert

Thanks To

Aila Spiegel
Ivan Mogilko
Joseph Austin
Michael Rittenhouse
Neutron
Petreas Faidon

Voice Actors

Maeldun ..... Rob O'Dwyer
Branwyn ..... Karen Hayman
Taliesin ..... Jamie Campbell
Amairgen ..... Jonathan Cooke
Apprentice ..... Amber Leigh
Arawn ..... River Kanoff
Ashe ..... Kieran T. Flitton
Blossom ..... Darcy Maguire
Cailte ..... Ben Wilk
Finegas ..... David McCallion
Geraint ..... Robert S. Benjamin
Granarr ..... Michael Malconian
Guard ..... George Exley
Iseult ..... Dahlia Lynn Badanowski
Kreiche ..... Tamara Ryan
Midir ..... Esben Zeegers
Morholt ..... Anthony Sardinha
Niamh ..... Kimlinh Tran
Nimwe ..... Elissa Park
Paradur ..... David Bodtcher
Pooka ..... Corinne Sudberg
Rashakk ..... Jesse Lowther
Rhiannon ..... Elsie Lovelock
Ruadh ..... Steven Kelly
Scarecrow ..... Edwyn Tiong
Taranis ..... Steven Kelly
Vortigern ..... Oliver Pink

Legal Statement

‘A Tale of Two Kingdoms’ is copyright © 2007-2017 Crystal Shard, all rights reserved.

'A Tale of Two Kingdoms' is **not** open source. You **may not** obtain, use, or alter any art, animation, sound, music, or other resources from the game for the purpose of making another game or making derivative works. You **may not** obtain, use, or alter any code used to program the game.

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Finally...

Thank you for downloading and playing 'A Tale of Two Kingdoms'. We hope you enjoy playing it as you travel through the kingdom of Theylinn and beyond.

If you enjoyed this game and wish to support us to continue to create more games in the future, please visit our website (http://www.crystalshard.net) and check out our other games for sale.

We also appreciate any support in letting others know about this game, and are always happy to hear your feedback.

Please visit our website for more information and feel free to post any comments in our forums.

Website: http://www.crystalshard.net/

Forums: http://forum.caravelgames.com/viewboard.php?BoardID=17

The Crystal Shard Team