

The background of the cover is a stylized illustration. At the top, a light blue sky with soft white clouds contains several black silhouettes of birds in flight. Below the sky, a range of mountains is depicted in shades of orange and brown. The middle ground is filled with a dense green forest. A suspension bridge with a blue cable and black support towers stretches across the lower half of the image. The foreground shows more greenery and the tops of several tall, pointed evergreen trees.

A Dragon & the Tower

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User Manual

v1.1.0

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Introduction

Greetings, dear player!

Thank you for looking into the manual for our game. A Dragon and the Tower is a very small game, a tiny one even. Nevertheless, we tried to make it fun and challenging enough. Carefully read texts and explore locations to get all information required for completing the game.

Also, to pass certain places you'll likely need a pen and some paper. If you have trouble with some of the puzzles, we have included a walkthrough in this manual. But note that it does not reveal the best possible ending. You'll have to find it yourself.

Good luck, enjoy the game and see you in our next games!

Khaelenmore Thaal

System Requirements

To run the game you'll need a computer matching this specifications:

- Intel Pentium 2 or compatible CPU (AppImage requires at least Intel Pentium 3)
- RAM: 128 MB
- Screen resolution: at least 640x480, 32-bit color
- Sound card supporting 16-bit, 22 KHz output
- Operating system: Windows 95 or GNU/Linux
- Disk space: 60 MB

To experience the game as intended, a following configuration is recommended:

- CPU: Intel Pentium 3 1GHz
- RAM: 256 MB
- Screen resolution: 1920x1200, 1920x1080, 960x540 or 800x600
- Sound card supporting 16-bit, 44.1 KHz output
- Operating system: Windows 95 or GNU/Linux
- Disk space: 60 MB

Installation

For your convenience the game is available in a number of formats.

1. Windows Installer

Run the installer and follow the instructions on screen. After installation is completed you can start the game using the icon on the desktop or in the main menu.

In case of issues, you can try "A Dragon and the Tower (Safe Mode)" link in the main menu.

If your computer is below recommended specifications, we recommend using Windows 9x version even if you use Windows XP.

2. Windows Archive

Unpack the archive to a place of choice and run the `sdl-instead.exe` file.

In case of issues, you can try running the game with `-software` parameter.

If your computer is below recommended specifications, we recommend using Windows 9x version even if you use Windows XP.

3. AppImage for GNU/Linux

Mark the file as executable and run it.

In case of issues, you can try the keys `-software` or `--appimage-extract-and-run`.

4. Archive for Other Platforms

Use this archive if you already have a supported version of INSTEAD or if we don't provide a package for your platform.

Start INSTEAD, press `esc` to open the main menu, in the menu click "Select Game", "[...]" and find the archive with the game. You can also specify `main3.lua` file from the unpacked game.

Troubleshooting

1. The game does not fit on screen

Press esc to open menu, go to the "Settings", "Graphics" section and adjust "Resolution" or enable "Full screen".

In Windows or GNU/Linux you can start the game with `-mode <w>x<h>` parameter, for example `-mode 640x480`. Take note, that you will not be able to run the game in resolution lower than 640x480.

2. Issues with text input

Open the game settings menu using the button in main menu or in game (cog icon). Change the "Use Text Input" setting to "Disable".

3. Graphics or text are too large or too small

Open the game settings menu using the button in main menu or in game (cog icon). Adjust the "Graphics Scale" and "Font Scale" settings to comfortable values.

Game Interface

Main Menu



Main menu

Buttons in the main menu:

Start begins a new game,

Load opens a menu for choosing a saved game to load,

About shows credits,

Settings opens the game settings menu,

Quit closes the game.

New Game

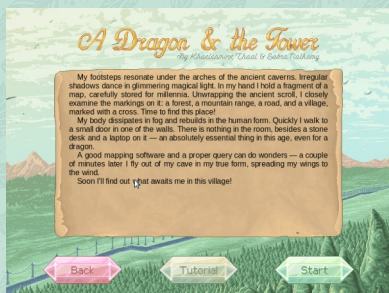
The introduction text appears on the screen.

Buttons:

Back returns to the main menu,

Tutorial starts a tutorial episode,

Start begins the game.



Starting new game

Settings

[System Settings] item opens the INSTEAD settings. In that menu you can change graphics, sound and game behaviour options.

Language allows you to choose the game language.

"Auto" uses the language set in INSTEAD system settings.

Graphics Scale allows to change the size of the graphical elements. "Auto" sets the recommended scale for your window size.

Font Scale allows to increase or decrease font size in the main. "Auto" matches the graphics scale.



Game settings menu

Inventory Font Scale allows to set font size for the inventory. "Auto" matches main font size.

Text Width allows to limit text width.

Text Alignment allows to align text by width or to the left.

Padding sets the padding from the text area.

Line Interval allows to increase the distance between the lines of the text.

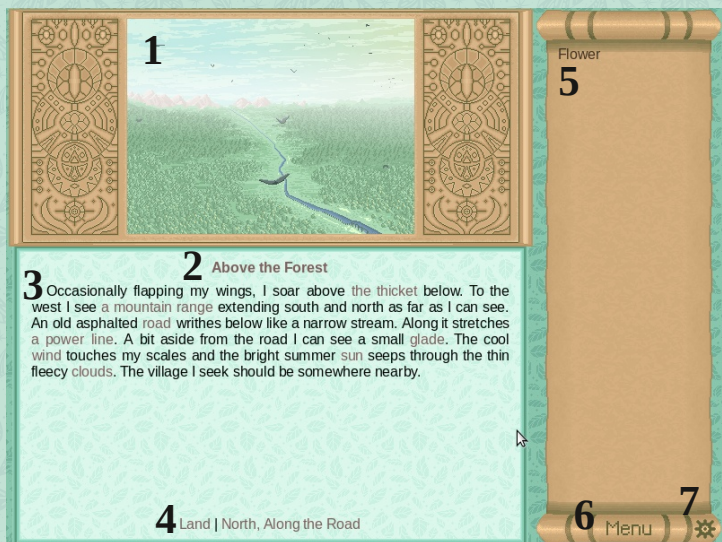
Use Text Input allows you to change text input method used by the game. Switch this option if you have issues with it. If this option is disabled, input will be handled according to US International layout.

Simplified Animation disables visual effects not critical for the game experience. Use this option if the game runs too slow.

Game

1. Illustration — Graphical representation of the scene. Serves decorative purpose only.
2. Scene title — Name of the current scene. Clicking on it refreshes the scene description.
3. Scene description — Textual description of the scene. Highlighted words denote active objects and can be interacted by clicking.
4. Transitions — click on the transition to move in the specified direction.

5. Inventory — a list of items you carry. Double click on an item displays it's description. Click on an item with a



Game screen

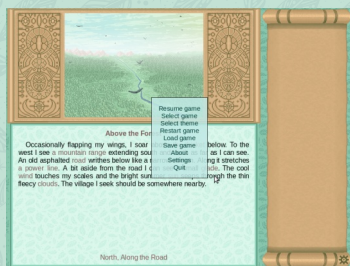
subsequent click on another item in the inventory or on the scene uses the item.

6. Menu button — opens INSTEAD's system menu.

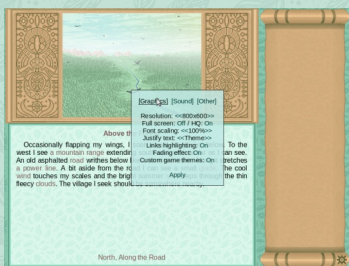
7. Settings button — opens the game settings menu.

System menu

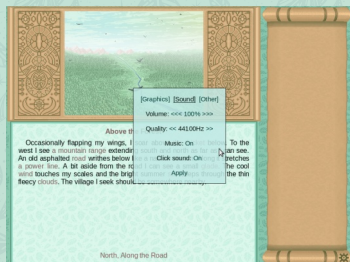
Some of the items in system menu may not be accessible depending on the installation method used.



System menu



Graphical settings menu



Sound settings menu



Other settings menu

From this menu you can save or load the game and change system settings.

Walkthrough

Warning! By using a walkthrough, you can easily spoil the game. All information needed for completion is given in-game. We recommend trying to complete the game on your own and look in the walkthrough only if you have trouble. This guide intentionally misses some details and only shows one of the worst endings. If you want a better ending, you will have to find it yourself.

1. Start the game, you will appear **above the forest**.
 - Examine the **glade**.
2. Land, you will appear on **the glade**.
 - Examine **grass** and **flowers** in it. You will receive a **flower**.
3. Take off and move north, you'll get **south of the village**.
4. Land and go north. Enter the **forester's hut**.
 - Ask the **forester** for the permission to take **the rope**. He will ask you to bring him a **raspberry pie**.
5. Leave **the forester's hut** and move to **the village center**.
 - Talk to **the girl**. Ask her about the tavern and ask a piece of pie. Honestly answer that you don't have any money to her question. She will ask you to bring a **flower**. Give it to her.
 - Return to the forester and give him **the raspberry pie**. Take **the rope**.
6. Go north and enter **the library**.

- Examine **the bookshelves** and **one of the shelves**.
- You will see a word, carved on the shelf. It will contain exactly 9 different latin letters. The word is selected randomly each game.
- Puzzle solution:
 - You need to match every letter to a volume and order the books accordingly.
 - Note "alphabetic order" in library rules. Put letters from the word in the alphabetical order. Now first letter corresponds to the first volume, second one -- to the second and so on.
 - Place the books on the shelf so that letters assigned to volumes are in the same order as letters in the word.
- Correct order of books for each word:
 - **algorithm** — 1, 5, 2, 7, 8, 4, 9, 3, 6
 - **biography** — 2, 5, 6, 3, 8, 1, 7, 4, 9
 - **chemistry** — 1, 3, 2, 5, 4, 7, 8, 6, 9
 - **discovery** — 2, 4, 7, 1, 5, 8, 3, 6, 9
 - **exploring** — 1, 9, 7, 4, 6, 8, 3, 5, 2
 - **machinery** — 6, 1, 2, 4, 5, 7, 3, 8, 9
 - **porcelain** — 8, 7, 9, 2, 3, 5, 1, 4, 6
 - **something** — 8, 7, 5, 1, 9, 3, 4, 6, 2
 - **wonderful** — 9, 6, 5, 1, 2, 7, 3, 8, 4
- As soon as you place the last book, **the hidden room** will open.

- Enter **the hidden room** and take the box. Examine **the box**, note the jeweled ring on it's bottom.
- Return to **the main hall** and talk to **the librarian**. Ask him to show you his ring. The inscription on the ring leads to the next step.

7. Go to **the village center**.

- Use **the rope** on **the well**.
- Go down **the well** and examine **one of the rocks**. You'll get **the key**.

8. Climb up from **the well** and enter **the town hall**.

- Examine **the cabinet** and take **a flask of oil**.
- Use **the flask of oil** on **the box**.
- Return **the oil** into **the cabinet**.
- Use **the key** on **the box**. You will get **the map**.
- Examine **the map**.

9. Go out and then south until you are **south of the village**.

10. Take off and move north, then west. You will find yourself **west of the village**.

- Examine the **crater**.

11. Move west, to **the crater**.

- Examine the glade.

12. Land and follow the path until you come to the tower. Enter **the tower**.

- Examine **the chandeliers** and **the tables**.
- Take **the keyring** and **the box**. You will also get a **piece of paper**.

- Examine **the piece of paper**, you will see a number.
- Examine **the box**. Puzzle solution:
 - Convert the number from the piece of paper to quinary system.
 - Each keyhole matches one of the digit positions from 0 to 3 (the order is randomised).
 - Each key matches one of the digits from 1 to 4.
 - Insert keys into keyholes according to the quinary notation of the number.
- Solving by brute force:
 - Choose one of the keys. Insert it into each free keyhole, until you find the one with largest value.
 - Try keys on the found keyhole, until you find the one that gives the number closest to the one written on the paper, but not exceeding it.
 - Repeat until you find places for all the keys.
- Use **the silver key** on **the massive door**.

13. Go upstairs, you will enter **the second floor of the tower**.

- Examine **the tables, the racks and the cabinets**. Take all flasks (**red, green, blue, turquoise, purple and yellow catalysts**).
- Check the potion recipes in **the book**. Catalyst color is chosen randomly each game.
- Examine **the box**. You will get **the lock**.

- Brew **the opening potion**: throw **the lock**, **the key** and **the catalyst** into **the cauldron**. Take the potion from the cauldron.
- Use **the opening potion** on **the door**.

14. Go upstairs, to **the third level of the tower**.

- Examine **the table**.
- Take **the figurines**.
- Puzzle solution:
 - NW — the wolf
 - NE — the lion
 - SW — the knight
 - SE — the tiger
 - Center — the tower

15. Go upstairs, you will find yourself on **the fourth level of the tower**.

- Examine **the chandelier**.
- Puzzle solution:
 - Just repeat the sequence of notes. Order of the candles is the following: C, D, E, F, G, A, B.
- Take one of **the candles**, if you haven't done this earlier.

16. Go downstairs to **the second floor**.

- Brew **the light potion**: throw **the flask**, **the candle** and **the catalyst** into the cauldron. Take the potion from the cauldron.

17. Go upstairs to **the fourth level** and go through the door.

You will enter **the server room**. Go downstairs to **the warehouse**.

- Use **the light potion** on **the darkness**.
- Examine **the racks**. You'll get **a set of screwdrivers** and **the emerald**.
- Take **the box with computer parts**.

18. Go downstairs twice. You will enter **the kitchen**.

- Take **the key** from **the hook** and use it on **the door** — it will open a passage to the hall on the first floor.
- Take **the silver fork**.
- Examine **the cabinets**. You'll get **a note** with the password. It is generated randomly each game.

19. Return to **the laboratory**.

- Brew **the enrichment potion**: throw **the emerald**, **the fork** and the remaining **catalyst** into the cauldron.

20. Return to **the reactor control room** (the room above the kitchen).

- Examine **the control panel** and extract the fuel rods.
- Enter **the airlock** and from there **the reactor chamber**.
- Use **the enrichment potion** on **the rods**.
- Return to **the control room**.
- Examine **the control panel** and submerge the fuel rods.

21. Go upstairs to **the server room**.

- Turn on **the computer**. It will be broken.

- Examine **the desk** and **the manual** on it. Find the issue in "**Troubleshooting**".
- Use **the screwdrivers** to open or close the case of **the computer**.
- Depending on the issue, replace the part with the following one from the box:
 - Motherboard: CRX-RDT-I3SB
 - CPU: MCPU-50-CVX-5MHz
 - RAM: RKT-M40-4MB
 - Videocard: TVA-RX2
 - Network adapter: FNA-100-10Mb/s
 - Keyboard controller: KBC-P
- In each game there are two random malfunctions. After fixing the first issue please repeat the steps to fix the other one.
- As soon as you succeed in turning on the terminal do the following commands:
 - `cd docs`
 - `crypt password.txt key.txt`
 - Enter the password from the note. Another password will appear on the screen.
 - `connect`
 - Enter the password from the previous command.

Congratulations, you have completed the game!

