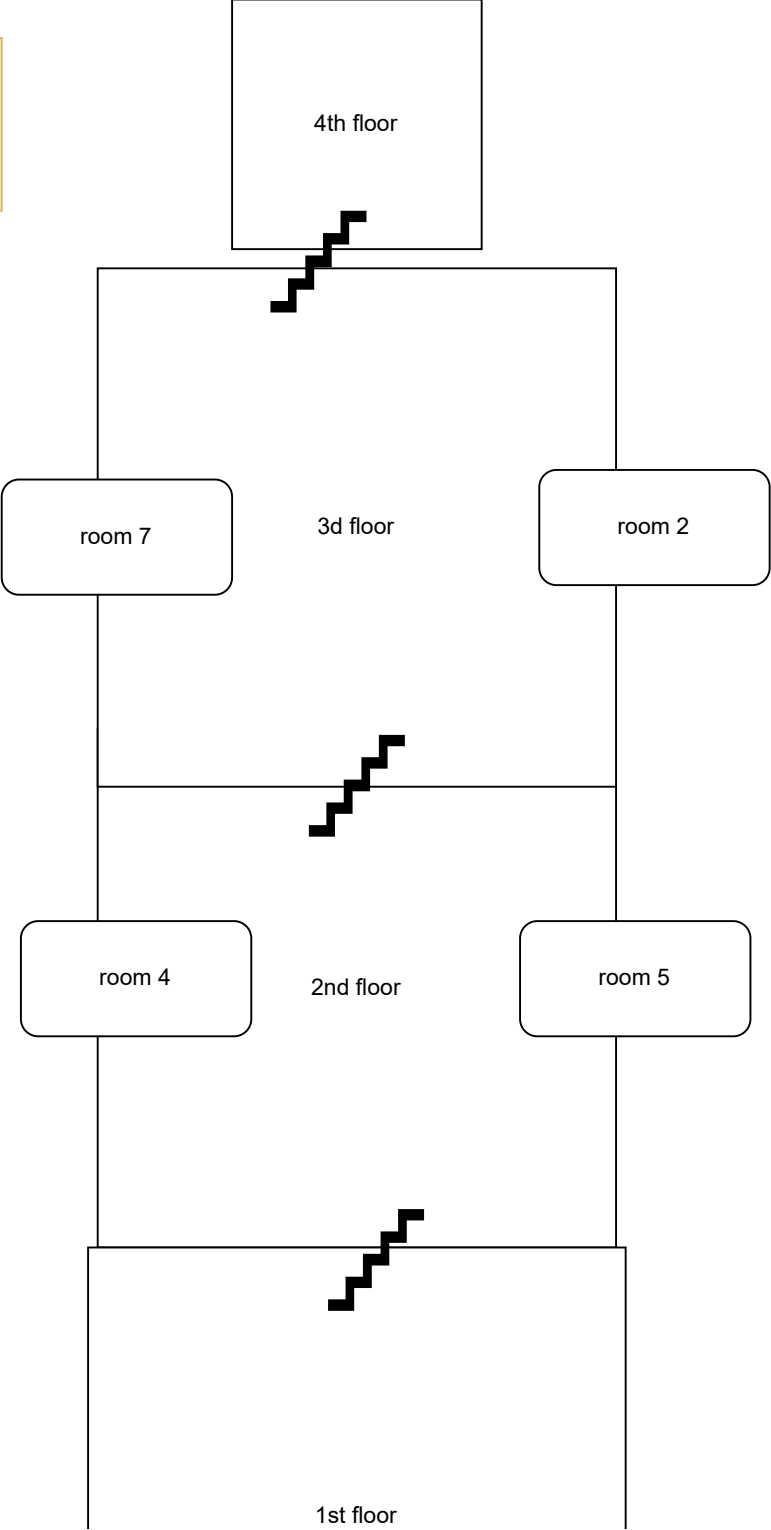
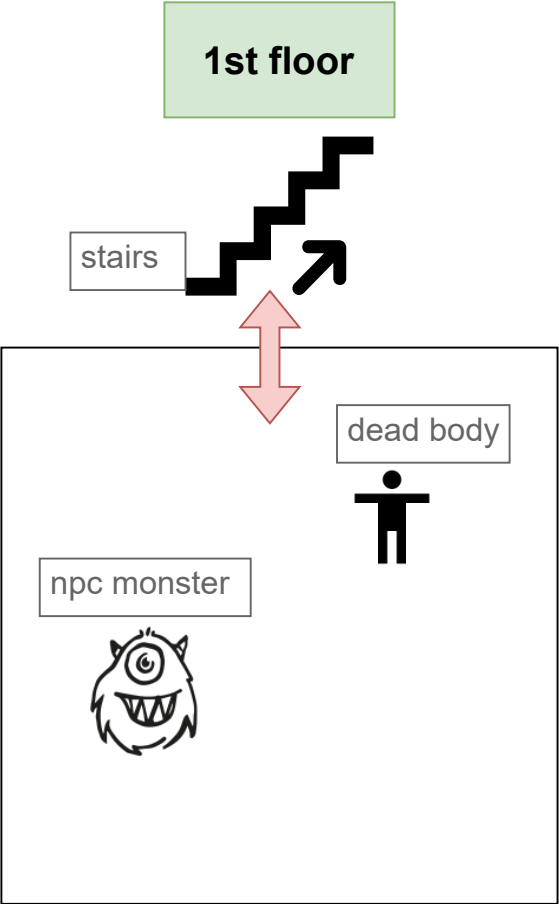


Castle floor plan





start at castle door

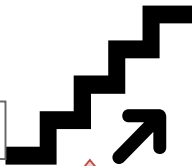


events	
fight monster or sneak	
inspect dead body	
collect items	
Go up stairs	

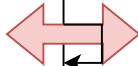
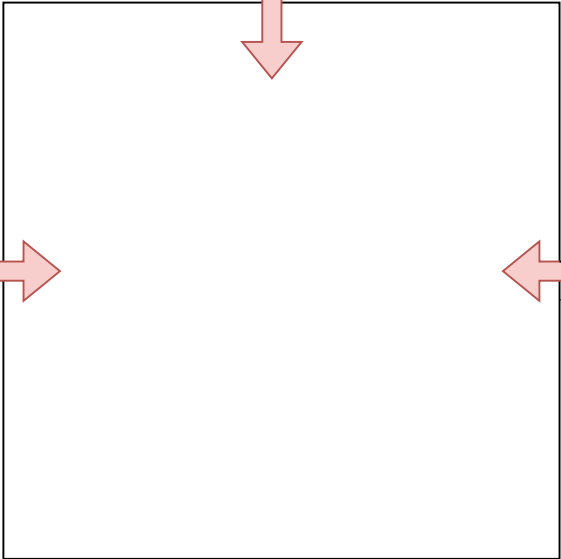
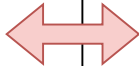
items on this floor	
-special key	
library key (on monster)	
-	

2nd floor

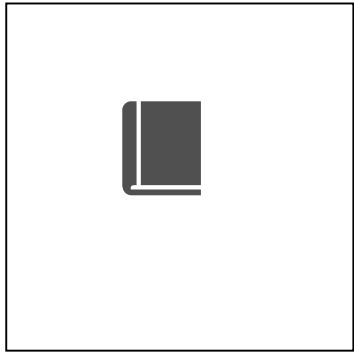
stairs



DINING HALL



library

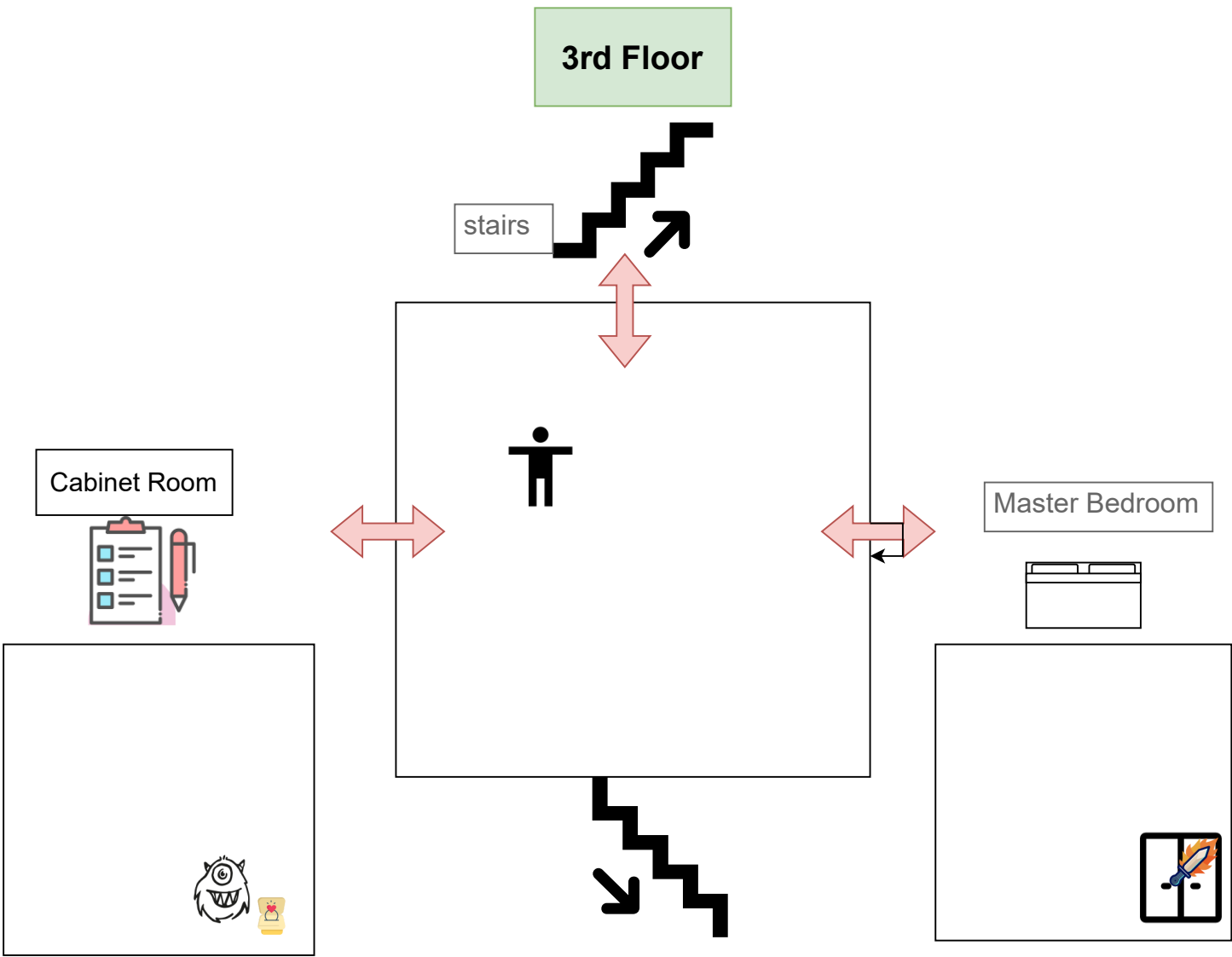


Events

- Interact with book
- interact with dining table
-

items in this room

- ancient book
- health potion
-



-interact with ring
Events
-secret door in M. Bedroom(use special key)
-fight/flee monster
-interact with General's body

items in this room
- Divine Sword (hidden in M. bedroom)
- dagger in dead body
-ring (found on monster)

4th Floor

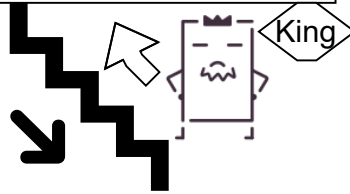
items in this floor

- life stone
- protection stone
-



Events

- fight/flee Ghoul
- Fight/give stone to King
- Return stones/take all the power



Ending 1:
-No Divine Sword
-You get killed.
GAME OVER

Ending 2:
-You kill Ghoul
-King arrives
-give King Stones
--King kills you and becomes
dictator of all lands

Ending 3:
-You kill King
-You have all 3 stones
--will you return them or take
complete control of all lands?

Return Stones:
-You are the new king
-Order and balance is
restored

You Keep Stones:
-You have total power and
control of all lands