

Monarch of Margeria

Your Story

You are a prince of the kingdom of Margeria, a small country high in the Molgistonian mountains. Although isolated and (some say) backward, your kingdom is rich in one resource, margarine. In decades past, the nation thrived on the export of its beloved product, but lately it has fallen on hard times.

Disgruntled nobles have conspired against your father the king. He has been assassinated, a pretender has been placed on the throne, and you are thrown in the castle dungeon by your enemies. You have a few friends, however. Before being seized, you wrote a letter to kind supporter requesting money for a bribe to use on one of the guards, who helpfully “falls asleep” one night, giving you a chance to escape, if you can find a way to seize that opportunity.

Can you find your way out of the dungeon and gather enough loot to raise an army to restore you to your rightful place as heir to the throne? Vast power and riches await you if you can take back enough of the gold your enemies have stolen and escape to freedom!

How to Build and Run

Extract the project files to a UNIX directory. Go to the src directory and type “make”. To play the game, go to the build directory and type “./margeria”.

How to Play

Move around the game map using one of the sets of movement keys provided below. When you bump into an object that you can interact with, the game command console will prompt you for input. If you want to enter input into the console at any other time, just press the Open Console key (TAB). In movement mode or at an empty console prompt, press ENTER to repeat the last command you typed.

MOVE RIGHT	L	D
MOVE LEFT	H	A
MOVE UP	K	W
MOVE DOWN	J	S
RELEASE OBJECT	M	X
OPEN CONSOLE	TAB	TAB
REPEAT LAST COMMAND	ENTER	ENTER
QUIT	Q	Q

If you open console input by bumping into an object, the game will attempt to use the object you bumped into to augment the context of the command. In other words, if you bump into a box and type, “move”, the game will assume you mean to move the box. If you use TAB, however, you must be more specific, since otherwise the game will not assume it knows what object you are referring to. Furthermore, you must be close to an object in order to interact with it. So, you would walk up to the box, press TAB, and type, “move box”.

Some Things to Watch For On Your Quest:

Crumbling Floors



It's been a long time since the margarine boom, and parts of the castle are in desperately bad repair! Be careful not to step on these weak spots in the floor, or you'll fall through.

Torches

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This might come in handy for finding your way around the castle's darker areas. You can pick it up and carry it around, although to be useful, it has to be lit.

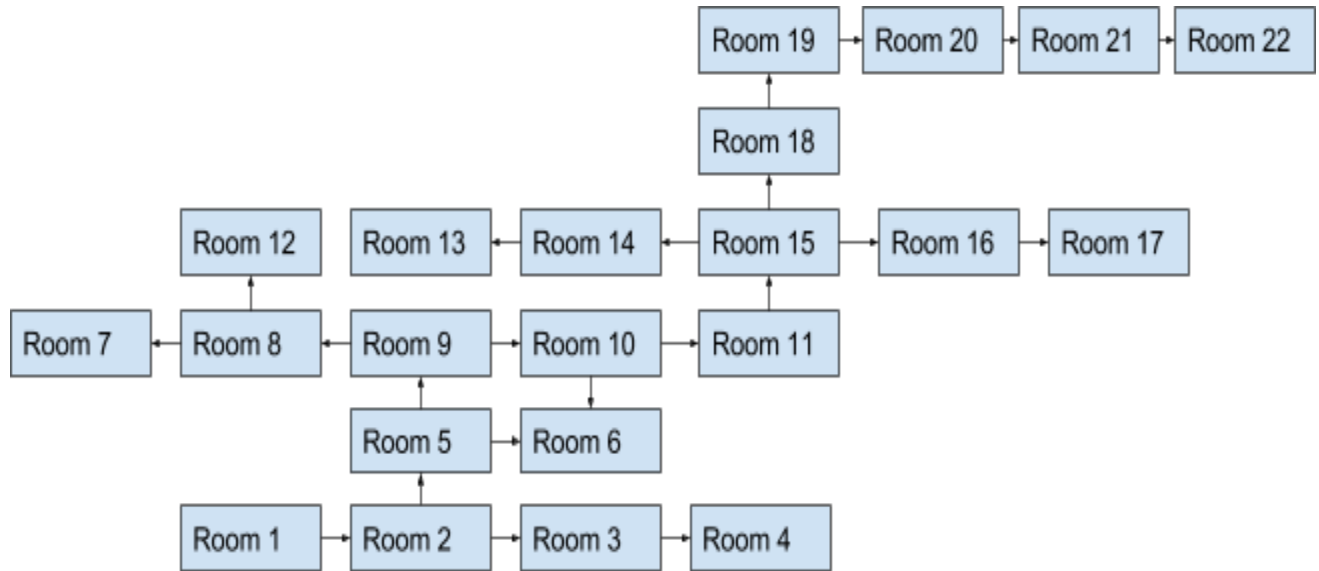
Moveable Crates



Our hero may not have heroic strength, but he can at least move these hollow boxes around. When standing directly in front of the crate, he can push and pull it, but cannot move it sideways.

Cheat Sheet

Dungeon Map



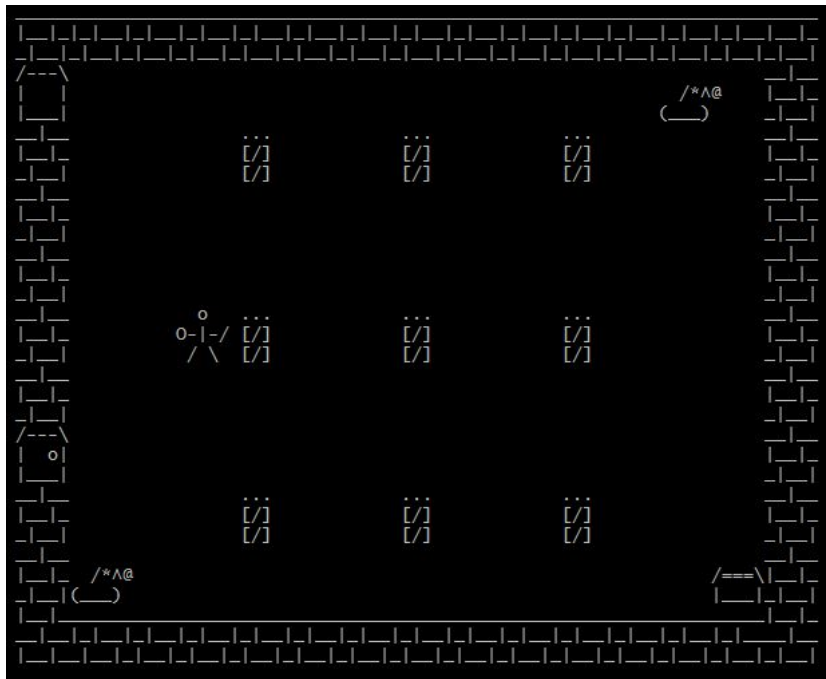
Walk-through

(Please note: to perform an action on an object, you must either collide with the object and type a verb, or stand near it, press TAB and type both the verb and the name of the object you want to interact with.)

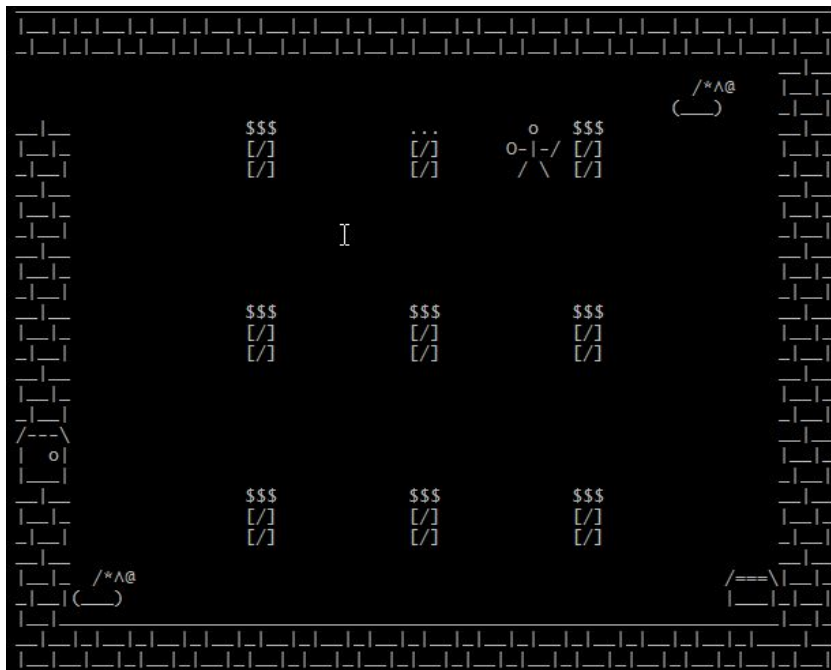
In the opening room, pick up the candle at the top of the room and then pull the box down toward the bottom right corner. Move around to get above the box and push it into the corner. Press 'x' to let go of the box. You can now CLIMB out of the room.

You will emerge into the sewer. You should walk over the torch close to your right to take it. Then open the console by pressing TAB, and type 'light torch'. (Note that you must have the candle to do this.) This will give you a somewhat wider radius of vision. Navigate your way around the cracks to get to the room to your right and then eventually to the next door on the right, which will lead you to a room with nine braziers.

In this room, you should pick up the two bombs in the corners of the room. You can interact with the braziers and type 'light brazier' or 'light torch' to light them. (In fact, the last thing you typed was probably 'light torch', so you can just walk up next to the thing and press ENTER.) If you want to put out the flame, type 'put out brazier'.

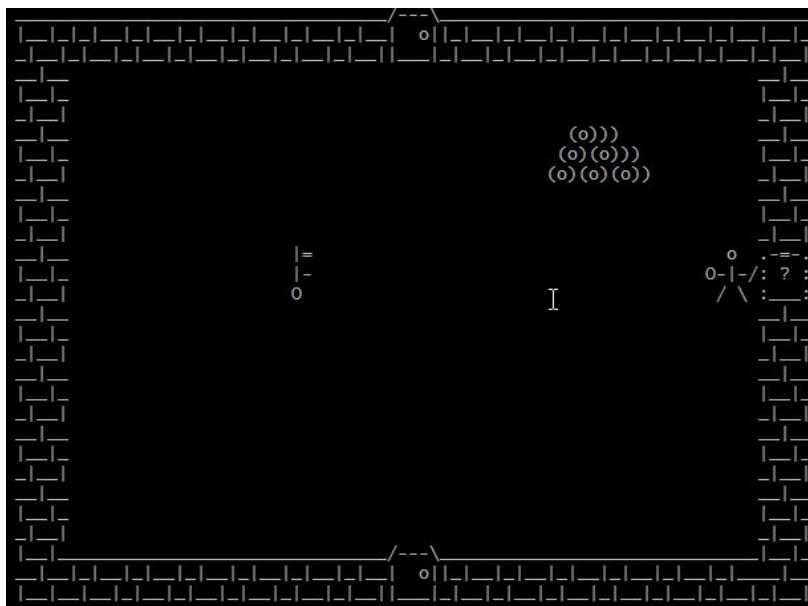
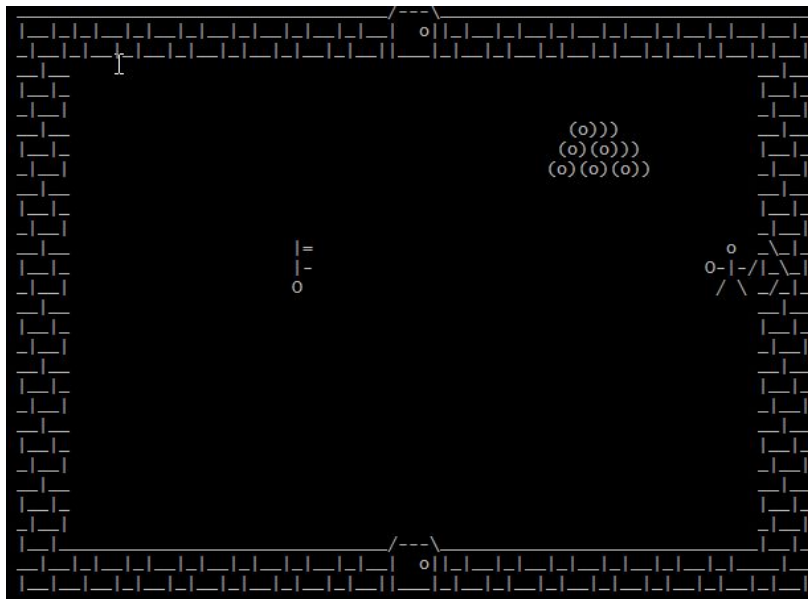


To make the door at the upper left open, light all but the top middle brazier. Walk through the now open doorway in that corner.



Next you travel back through the previous two rooms, but this time you'll be above the water. Move the crate out of your way to get to the door at the left. When you get to the sewer room at the far left, there's a key toward the upper-left corner which you should grab. Take the top exit to reach the wine cellar.

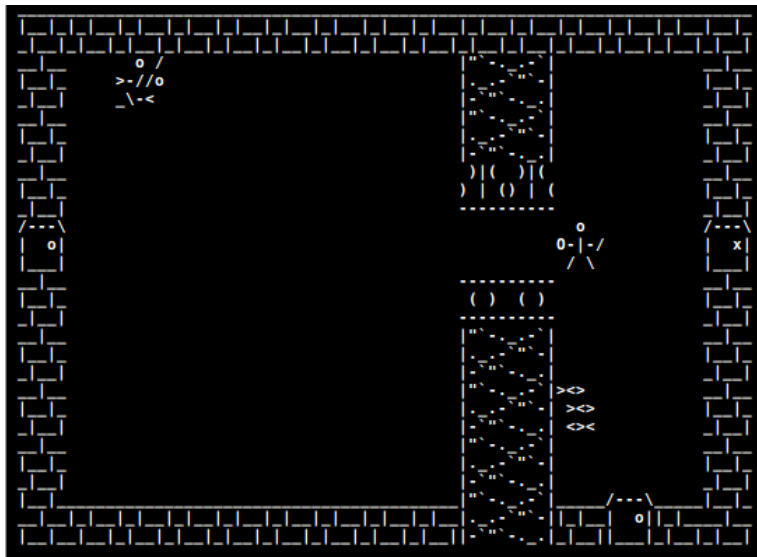
In the cellar, you can have a drink or two (or three) from the wine barrel if you like, although as a prince on an important quest, you might want to consider more pressing goals. You should take the key in the middle of the room. You can now return to the room with the nine braziers, where you can use the key you just acquired to unlock the chest in the lower right. Once it is unlocked, type "open" to get the treasure out. Return to the wine cellar, then interact with the slightly cracked wall on the right side of the room and type "bomb" or "blow up" to knock down the wall so you can walk through.



Enter the room to the right and get the key by the water, then return to the wine cellar and take the exit at the top. This leads to the kitchen. Grab the key there. If you drank any wine in the wine cellar, you might want to TAKE some stew from the pot in the lower right. You can 'eat stew' to restore your walking speed to normal.

At first, the only way you can go from the kitchen is left into room 8, where you'll find four statues. You must interact with each statue and type 'rotate' until you have turned each statue inward, which should be two turns each. (You can also do this more quickly by typing 'rotate statue' once and then each subsequent time standing next to a statue and pressing enter to repeat the command.) Once you've done this, the exit to the room above will open. Enter this room, grab the key at the top, and go back down into the statue room. Now you can get through the locked door in the kitchen, but if you do, you'll find yourself in a room where there's still impassable water. You need to find the cracked wall in the statue room (along the left wall). Once you're there, BOMB that wall to enter the library.

Once there, walk all the way to the top left, interact with the bookshelf in that corner and type "read From Butter to Better: Bridging the Gap" (or any of the words in that title) to unlock the bridge over the impassable water in room 10 off a ways to your right. While you're in the library, look for the treasure chest at the bottom of the room and open it. Walk back to the right through the statue room into the kitchen and unlock the door to the right by interacting with it and typing "open" or "unlock". This leads to room 10 that should now have a bridge over the water.



Go over the bridge. You can go through the door at the bottom of the screen and find a treasure chest in room 6, which you can open with the key you got in the sewer. Now go back up again to the room with the bridge and open the door on the right.

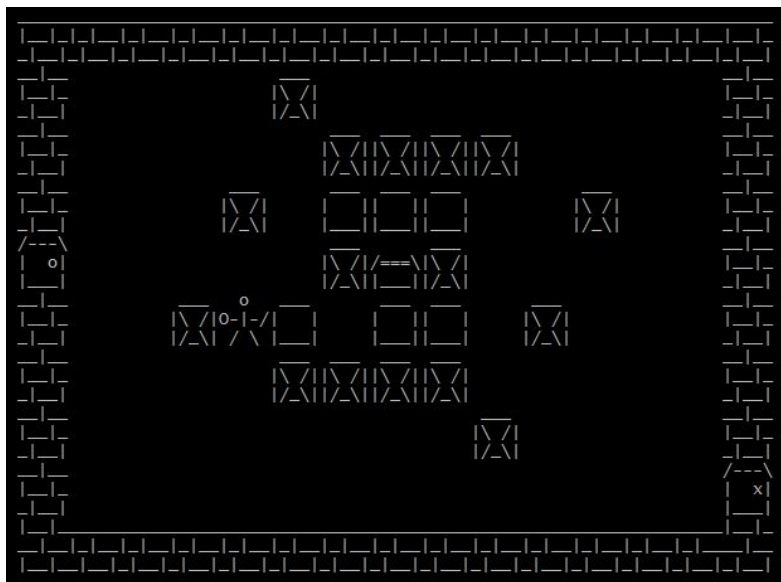
Once through, move a few boxes to get through the puzzle-maze (the exit is at the top) and proceed up to the grand reception room. Remember, you can both push and pull the "hollow" boxes, but you can't move them sideways! Once you finish the box puzzle, type 'climb' to go up the staircase.

In the reception room, you have 3 directions to go. You can go up the stairs at the top, which will lead you through a small maze to a door you can't open yet. (The path through the maze is to the right as you enter from the bottom door.) Go to the top of the room if you'd like to see the puzzle you're about to solve (it's the door at the top), then return to the reception room and head right, which leads into a hallway.

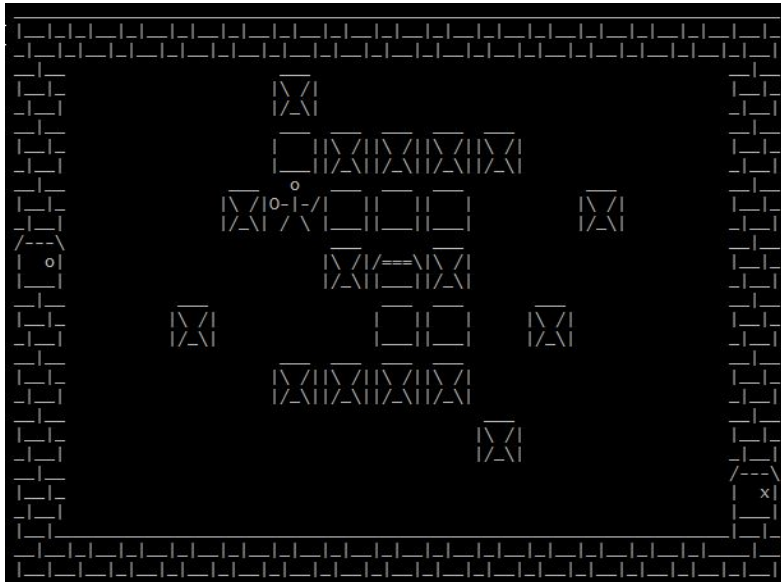
In the hallway, traverse the pit maze and try not to fall in. Once you've done that you will reach the exit to room 17, another brazier room. You should find 4 unlit braziers, you'll need to interact with each of them and type 'light' to light them all. Once you've done this, a door in the pit maze above the reception room will open for you. If you like, return to the pit maze, go through this now empty doorway into a bedroom, where you'll find another puzzle door. After examining this, go back through the maze to the reception room, then take the left exit, which takes you to room 14, which is full of crates and moveable boxes.

Make your way through the room, moving a couple of boxes, and then proceed into room 13, with some statues. In room 13, the name "Konami" is a reference to the Konami Code: Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start. This is to show that the statues must be in the positions: up, up, down, down. Once completed this will open a door in the bedroom that leads to the exit. Head back out of this room and right, through the box room, back into the reception room, and take the top stairs again.

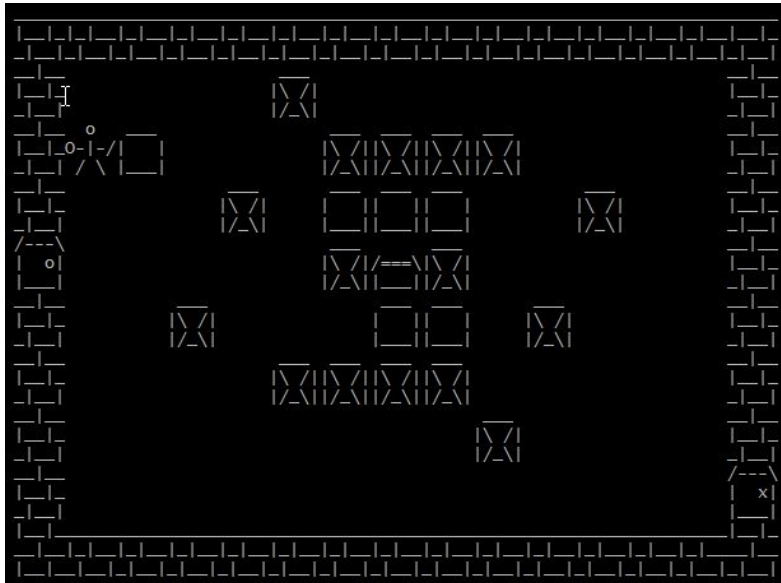
Make your way through the maze and proceed to the top exit. (Use the pathway to your right as you enter.) You will be in the bedroom again. Proceed through the doorway to the right, now opened by the puzzle you just solved. You should find a box-moving puzzle with a container in the middle. You should be able to move the bottom left 'empty' box (without an 'x' on it) as far left as possible



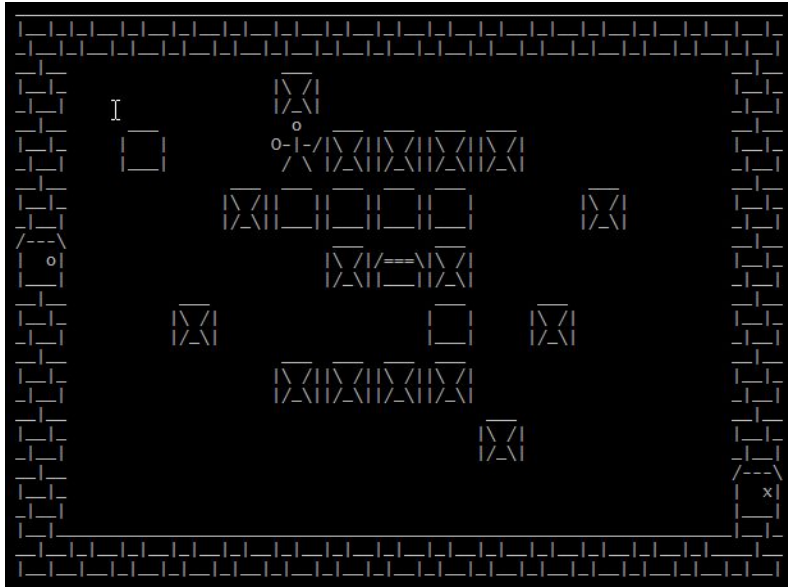
and then as far up as possible



and then left again to get it out of the way.

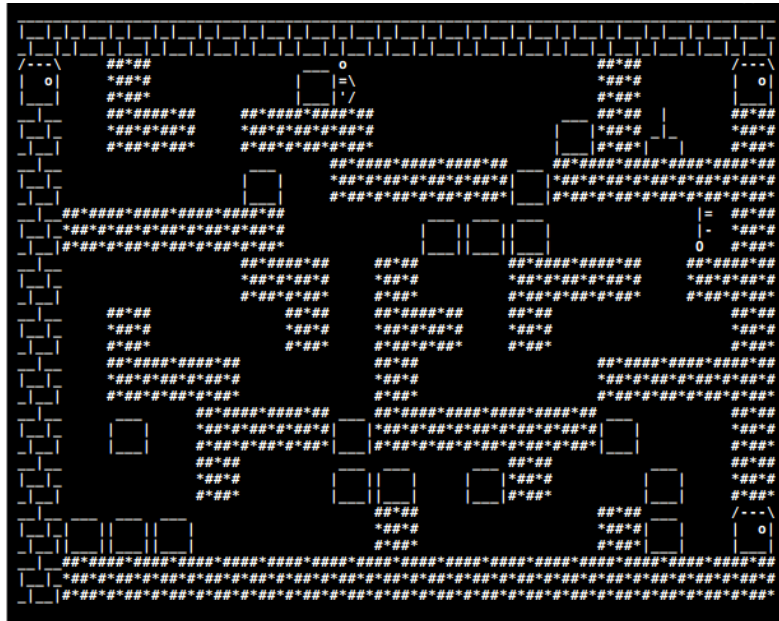


You can then do the same thing for the next movable box and get it out of the way to reach the treasure chest.



From that chest, get the key to the door at the lower right to enter the garden.

There, you'll need to get through one last maze to finish the game. This one's a little difficult! You'll start at the upper left, and you want to get to the lower right exit. Follow the only path available until you reach the first box. You may as well not move this box because there's nothing you can do with it. Instead, move up, then right until you get to the box toward the top of the screen. Get to the right side of this box and push it to the left.



You can now start pulling the remaining boxes out of your way. Pull the box below you up, and then pull and push it to the left.



Do the same for the box below it. Take the key toward the right of the screen, then grab the box that is to your left and pull it right. You can now push the next box to the left.



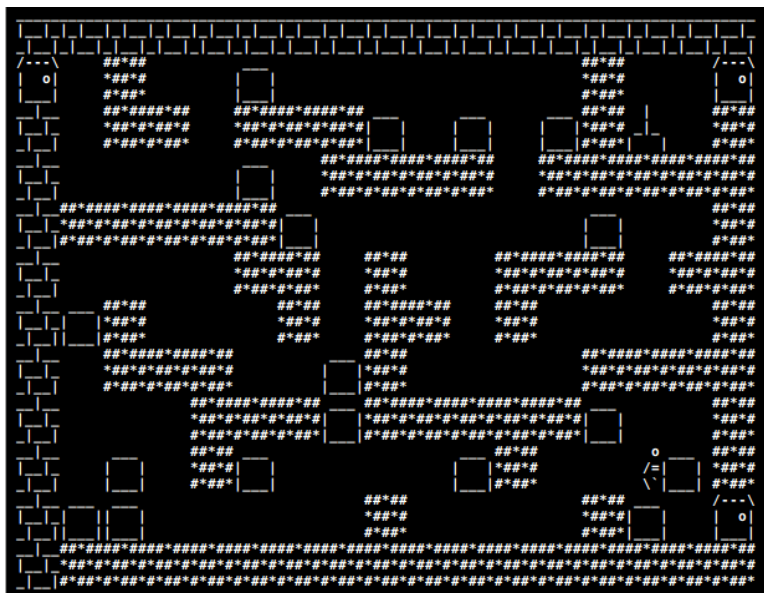
Continue on down and left, ignoring the boxes below you for the moment. Go around the corner to the four boxes at the bottom left of the screen. Begin by pushing the upper box to the left. Then get under it and push it up.



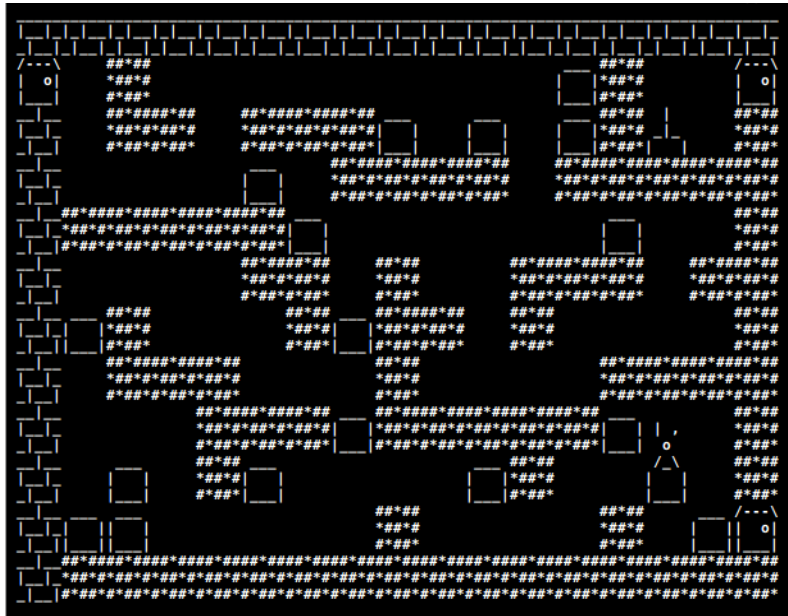
Pull the box on the right up, then go around and pull it left. You can now walk through to the right. You can reach only one of the next three boxes. Pull it left. Then push the top box up, push the left box further left. You can now pull the right box to the left.



Now, get under that box and push it up. The way is clear to go forward, so proceed to the lower right corner of the screen. Push the box to your right further to the right.



Now, get above that same box and push it down. Go one space to the left and pull the box under you up.



Now you can walk to the right of that same box and push it left. Finally, you can go above the last box in the lower right corner (yes, the last one between you and that door!) and pull it up and out of your way.



Proceed through the door to the final courtyard.

To get across the moat, you'll need to make the bridge appear. Enter the door at the upper left corner to return to the previous room, where you'll enter through the upper right corner, where there's a switch. You can "flip" the switch to activate the bridge in the other room. Go back there, and you should see a bridge across the water.

You may as well turn the first statue now: it needs to point to the right. Then go down to the locked door near the bottom of the screen. You should be able to unlock this door with the key you got in the previous room. Go through. You can leave the middle statue as it is, pointing right. Go across the bridge and to the statue at the lower right. Turn that statue so it faces right as well. This will unlock the castle gate, so you can walk through to your freedom! Before you proceed, though, check how many gold bars you have. If you have fewer than two bars, you will get the "bad" ending...

Enjoy!