

Paper Kingdom - How to Play

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Story Overview

When your brother goes missing inside his own room, you follow him into a magical world inside a story-book called *The Paper Kingdom*. Your brother's fears about being in a clinical study have become "real" inside this book and it's your job to rescue him from the myths he's conjured about Clinical Studies.

As your adventure begins, you find yourself in a strange world where things are made out of paper! Objects and things from stories in the book rest on sheets of paper floating in the sky. A helpful bird helps you learn how to walk around, but the town seems empty and deserted. The only other person you find is Dr. Chroma. Dr. Chroma has seen your brother but he and the people of Lemuria have disappeared. They are too scared to come back because a greedy dragon named "Shade" has convinced them that participating in a Clinical Study will hurt them.

Part 1 – Introduction

When the game begins, a comic-book introduction helps set the stage for who you are, where the game takes place, and how you got there. Read along with the narrator and press the arrow keys to advance the story.



These arrows will move the story back and forth. Click on them using your computer's mouse.

When you reach the last panel, the game will start.

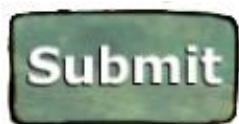
Part 2 – Choose a Character



What would you like your character to look like? The choice is yours. Click on one of the boxes until you find one that suits you. Feel free to spin the character just to be sure by clicking on the curved arrows:



When you are happy with your selection, press the Submit button.





Part 3 – Moving Around



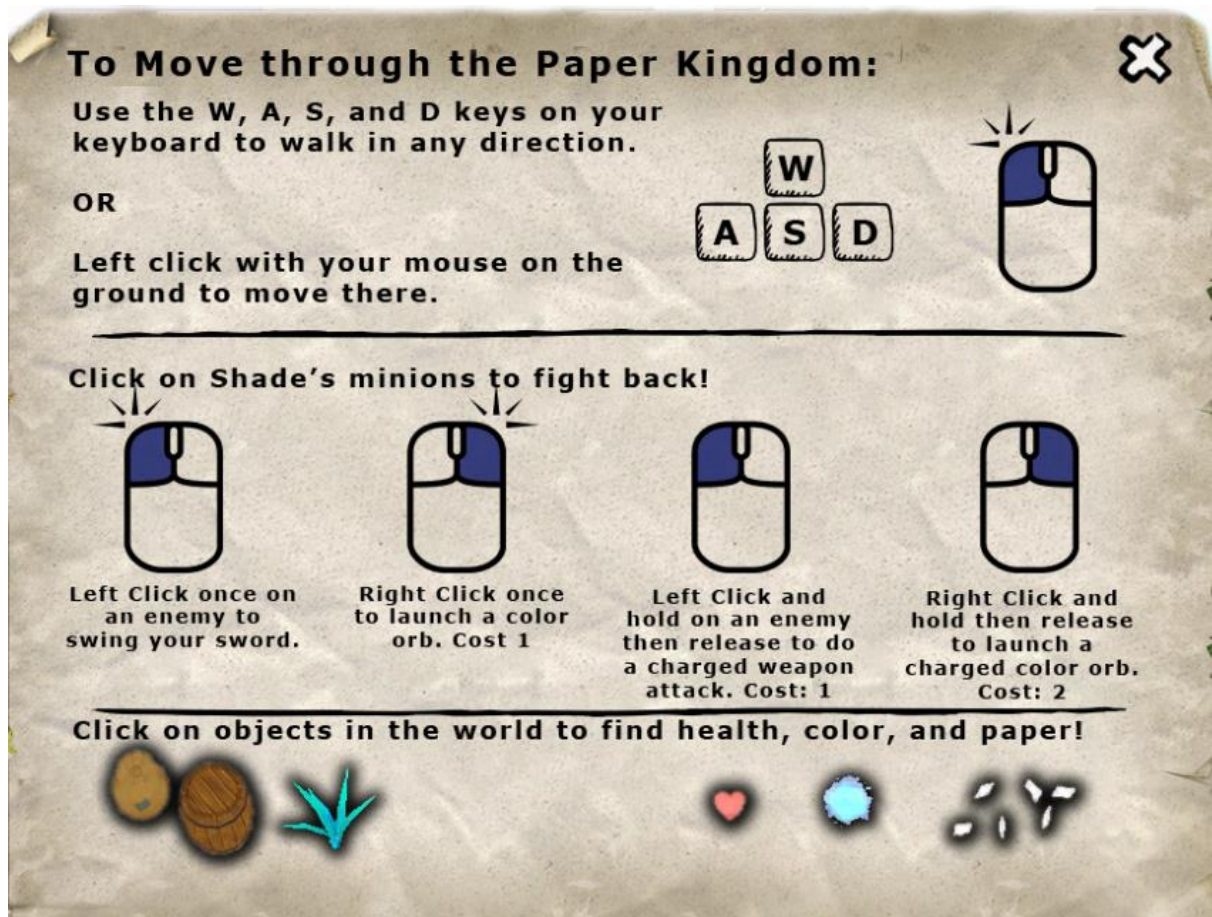
The following list describes what the buttons and bars mean!

Welcome to the Paper Kingdom! Your screen should look something like this. This is a 3d game played from above, so can always see what's around you and click or press where you want to go. Here's a quick overview of what the buttons mean:

-  Health Bar: How strong you are. Shade's creatures will eventually attack you to get your color. If you run out of color, you'll return safely to town to try again.
-  Magic Color Bar: Fairly soon (not until later in the game!) you'll be able to cast magic color spells and call powerful pets to follow you around and help you. Doing this "costs" color, which can be replenished by finding color orbs in the world. Defeating myths (monsters), finding treasure chests, and breaking open things like barrels, crates, plants, and more will fill this special bar back up again.



- This is the Help Menu button. If you forget what the controls are, press the Help button and a helpful guide will appear:



Press the X button in the top-right corner to close this menu.



- This is the Pause Button. Press this button at any time to stop the game. Several options are available here to change the screen resolution (lower this setting if the game is moving very slowly), bump up the graphics quality (for fast computers), and change the volume. You can also save the game and come back later.



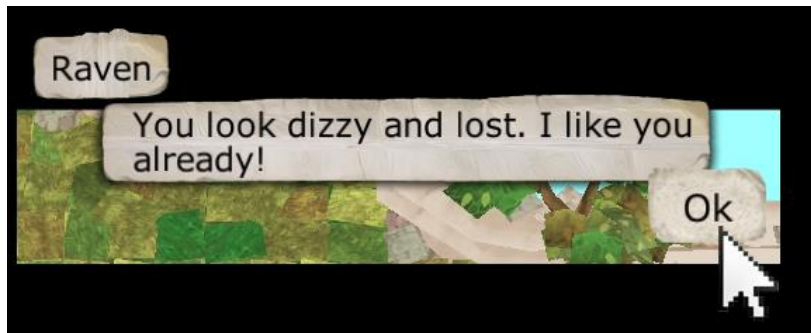
Click on the X in the top-right corner if you want to close this menu.



- Mini-Map. This circle helps you find your way around the Paper Kingdom. As you move around the world, you'll be able to see what's around you and where you are on the map.



- How much paper you have. The number beside the paper indicates how much paper you have collected. People in the Paper Kingdom don't use money, they buy things with paper. Defeat Myths (monsters), open treasure chests, or find more in bushes, barrels, and crates scattered around the maps. Eventually you'll have friendly shop-keepers in town to purchase things from!
- Whenever you talk to someone, like the Raven, a dialogue box will appear. Click on the OK button to continue the story.



Controls:

As shown in the help menu above, there are several ways to move your character around in the game. Note: At this point of the game, some things won't do anything yet until you've unlocked your first color sword!

Moving

Left-click: moves your character towards where you clicked. If your path is blocked or off the edge of the map, your character will get as close as possible.

Or

Use the keys on your keyboard to move your character.

W = Up, or North, towards the top of the screen.

S = Down, or South, towards the bottom of the screen.

A = Left, or West, towards the left-side of the screen.

D = Right, or East, towards the right-side of the screen.

(You can also move diagonally by pressing combinations of these 4 keys, such as A and W at the same time to go diagonally up and left.)

Attacking

Creatures in the Paper Kingdom that are helping Shade hate color. They want to give it all to Shade because Shade thinks he should be the only one with color. To frighten off one of Shades' minions, either left-click to use your color sword or right-click to use your sword's "special" attack. The first wooden sword you get from Dr. Chroma doesn't have a special, but you'll soon get a better one.

Left-click: Use your weapon. Attacking this way costs zero color.

Left-click and hold: Charge up your close attack. Costs some color.

Right-click: Use your ranged color magic attack. Costs some color.

Right-click and hold: Charge up your special ranged magic attack. Costs some color.

Note: The monsters in Paper Kingdom will run away when you hit them with color attacks. They run back home and try to wash all that disgusting color off of themselves.

Part 4 – Meeting Dr. Chroma

After you meet the Raven in the game, she'll tell you how to move around. Once the big gates of Lemuria open up, you can then walk around the town. Look for the stone bridge on the top-right of the map and there you'll encounter Dr. Chroma. She is very friendly and start you on your path to rescuing your brother.



Dr. Chroma will ask you to rescue Tint, the paper-master, from the nearby basement (He's trapped by some pesty ghosts). Freeing Tint will let you color your helmet, cape, sword, and armor. You don't have all those things yet, but you will soon!

Part 5 – Rescue Tint in the Spooky Basement

The entrance to the basement where Tint is trapped is right beside Dr. Chroma. Click on the blue lights beside her to walk down the steps.

A strange little fellow will run up to you (it's Tint) and ask you to help him clean out the basement. There's a few ghosts down here. Ghosts hate to get their clean white sheets dirty with color, so scare them off by left-clicking on them. Your character will run up to them and attack them. Only one hit will scare them off, so don't worry!



Keep walking through the basement and you'll discover a sneaky dragon hiding at the top. This is one of Shade's helpers. You'll need to defeat it the same way you did with the ghosts, by attacking it with left-click!



Once the dragon is defeated. A color orb will drop. This orb will go to Tint and Tint will get his color back!



Now you are ready to leave. Head back to the stairs at the bottom of the map and click on the yellow glowing stairs. Click on the Yes button to get back to town. Great job!

Part 6 – Meet the Shop-Keepers

After rescuing Tint, Dr. Chroma will give you ask you to talk to the shop-keepers in town. Shop-keepers begin appearing one by one as you find them. The following map shows you where everyone is and what their symbols are on the mini-map so you can find them again later:



Mini-Map Icon Key:



Tone: Sells armor



Hue: Sells helmets



Lumen: Sells capes that let you call different pets (lions, tigers, etc.)

After you get a pet, a new symbol will appear in the bottom-right of your screen. Click on this pet to call the pet. Pets get bored easily though, so they won't stick around long and then you'll have to wait to call one again.



Pressing the Pet button lets you have a companion for a short time!



Dr. Chroma: Gives you quests.



Munsell: Sells color swords and hammers.



Teleport Spot. Takes you to meet people for Dr. Chroma's quests.



Tint: Colors your equipment.



Select an item you want to color and

then click on the color you want to "tint" it with.

Part 7 – Buying Things

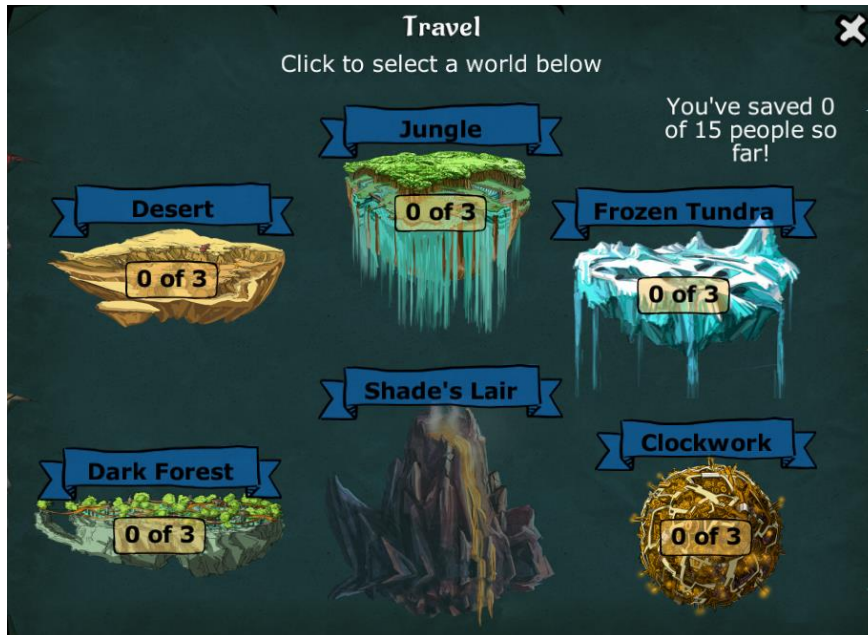
Shop keepers like Lumen have all kinds of useful stuff to buy. When you talk to one, a menu opens up like this:



You can see how much paper a new item will cost and compare it with what you have now. Your items are Exchanged for paper, meaning you give the shop keeper some amount of paper and they take your old item along with the paper. The items you see in a shop will change every time you come back to town, so make sure to look around and exchange things with them as they come available because you never know when it will be back in stock again!

Part 8 – Helping People

Now that you have some new equipment and know how to color it, you are ready to start finding your brother. Your brother is locked away in Shade's lair, and the fear is too great to enter the volcano area yet. Only by rescuing 15 people can you unlock the volcano!

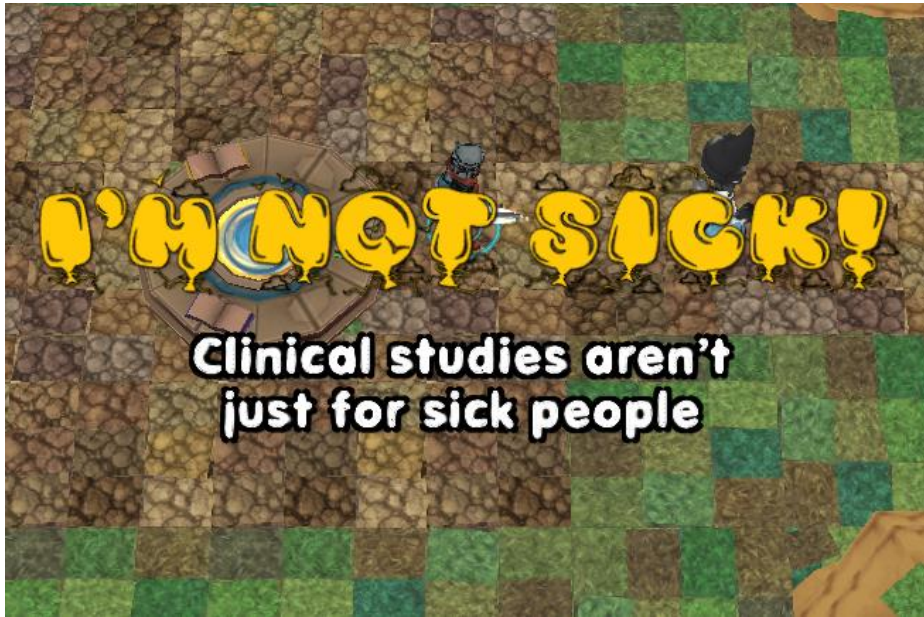


Click on a location you want to explore (we recommend the Jungle if this is your first time playing!). You can go anywhere but Shade's Lair until all 15 people have been rescued. As you complete quests, the people you rescue will begin appearing in town and walk around. This town is going to get busy fast!



Each area has a person dealing with myths or fears about Clinical Studies. Click on a person's name and read their description from Dr. Chroma. Once you have selected someone, click on the Go! Button.

Map Theme



Now your adventure really begins! When the new map loads, you see the yellow text? That gives you a hint about what this person's fear is. Before long, the person comes running up to you and you can start talking to them.

Dialogue Options



3 dialogue choices may appear at the bottom. Left-click on one of the options you want to say. It's your character, so you decide how best to get to the truth about what is making this person afraid!

Gray People and Gray World

Notice that the person seems a little gray and washed out? And that the level went from full color to gray? As you do certain things in the map, you will restore color to them. People that you are helping get their color back from defeating the 3 dragons on each level. Dragons represent different parts of the myth the person is dealing with. Once you defeat a dragon, a color orb will appear and go to the person you are helping. Some of their color will return. Only when all of the color has come back will the person be ready to travel back to town.

Look for Myths (Dragons)

You can find Dragons on the mini-map by looking for this symbol:



Color Crystals

Dragons have stored the land's colors in Color Crystals. Dragons like to snack on these when they get the chance, so break these crystals open to give some color back to the world.



Color crystals are usually protected by Dragon Thorn. It's tough, but you break through the thorns and crack open the crystal!

Completing a Map

Once you have defeated all 3 dragons on a map, Dr. Chroma will open a portal, or magical doorway, that lets you go home again. Feel free to explore the map and collect more paper or head back to town. The portal won't close, so take your time.

Good luck on your adventures and thanks for playing!