

the King and the Crown

by Wes Lesley

Ifcomp 2015 contestant

Introduction

Thank you for picking up the King and the Crown, a very very very short game that isn't long at all, by Wes Lesley. In fact, this manual may end up longer than the game itself.

That's a joke. I'm a funny guy. Is what they tell me.

In this documentation I will be mentioning and also basically spoiling all of the secrets.

DO NOT PROCEED IF YOU HATE SPOILERS

Well, thank you for picking up 'the King and the Crown' during the 2015 IFcomp. As I mentioned – it's a very short game. It can be finished in six moves.

You will find those six moves in the chapter called “the Six Moves” (which is a loving reference to “the Three Trials”).

The list of secrets will be divulged in the chapter “the List of Secrets” (which is not a reference to anything at all).

The Secret Ending (yes, there's a secret ending, that's a spoiler, but by now you've passed the huge spoiler warning on the previous page so it's fine) will be talked about in the chapter "the Secret Ending" (I am SO good at naming chapters!).

The Other Secret Ending is up next. Nothing more I can say about that here.

Finally, a word of thanks will be presented in the chapter "a Word of (you guessed it) Gratitude".

First and foremost I would want you to try to play the game and have a look around the Denderoan Throne Room and just enjoy yourself. Come back when you really want to get every last bit of content out of this game.

Thank you for playing 'the King and the Crown', the first ever game I've finished and published. It means a lot to me.

Wes Lesley
pseudonym

the Six Moves

Since we're already so far beyond the Spoiler Warning, let's just hand out freebies.

1. look under cushion
2. look under corner
3. unlock cabinet with key
4. open cabinet
5. wear crown (which will take the crown as well)
6. sit on throne

To quote the game, congratulations on the speed run!

This will net you a zero point ending, and since you have not found the hidden hidden secret, it will provide you with the basic ending.

Have fun sleeping it off!

the List of Secrets

There are five points to collect in this game. Hints to collect these are given during the ending sequence, after the epilogue. Here I will bluntly detail them for your convenience.

POINTS:

The Fart

Wait five uninterrupted turn, consecutively, in a row. Without doing anything else in the meantime. That will make your character fart, and net you a single point.

The Aftermath

Four turns after farting, you will get another point – the only way to miss this is by finishing the game within four turns of farting.

The Girl

I'm writing a novel (and if I'm lucky, several novels) and this game is set inside that world – sort of. If you 'look outside' ten times, you will see Bahram and Pouf in the courtyard, making their way to the Great Library of Dendero. You don't have to look outside ten times in a row to bag this point.

The Word

Well, everybody's heard Abracadabra's the word. As soon as you get your scepter, say 'abracadabra'. You'll figure out your character always wanted to be a magician if you 'look inside' a few times (which will have the king do some soul-searching). It won't work without the scepter – then you're just some goof with wiggly fingers.

The Fifth

... I'll tell you later. Keep reading.

NON-POINTS:

The Book

'Look under throne'. Also, little joke in there for you if you're fluent in French for whatever reason.

The Courtyard

There's a one in one hundred chance you'll see someone ruining your prize-winning rose bushes.

The Joke

Jump.

The Reference

If you 'look inside' there's a 1/25 chance of catching a reference to another adventure game.

The Betatester 1
Sing.

The Betatester 2
Dance.

The Tradition 1
Xyzzy.

The Tradition 2
Use Xyzzy in a sentence.

The Tradition 3
Plugh.

The Tradition 4
Plover.

The Violence 1
Attack stuff before you obtain the scepter.

The Violence 2
Attack stuff after you obtain the scepter.

The Violence 3
Attack yourself before you obtain the scepter.

The Violence 4
Attack yourself after you obtain the scepter.

The Love

Do what the game suggests you to do in the previous two listed actions. That gives you the clue that leads to 'the Book'.

The Satoru

'Please Understand'.

The Comeback

Without using these in a sentence, insult the game by calling it one of the following (although there are a few not listed here that still work):

– Dick – Jerk – Asshole – Bitch –

The Skyrim

'Praise Talos'!

The Bottom 1

'Hey Eddie'!

The Bottom 2

'Hey Richie'!

The Vulcan 1

'Peace and long life'.

The Vulcan 2

'Live long and prosper'.

the Secret Ending

You remember in the previous chapter about how I'd tell you about the fifth point later? That later is now.

The Fifth Point is awarded for those of you who obtain the other four points as efficiently as possible.

I would recommend waiting five times in a row, then looking outside ten times (the fourth time you will get the aftermath point). 'Look under cushion', and then 'abracadabra'. 'Look under corner' followed by 'unlock cabinet with key', followed by 'open cabinet', followed by 'wear crown' (rather than taking it first and wasting a turn). Then, sitting on the throne will keep you from waking up.

The regular ending will be completely altered in favor of an in-world epilogue featuring the two people you spot when you look outside for the tenth time.

If all goes well, there'll be a novel out with my name on it revisiting this moment.

the Other Secret Ending

There's another secret ending. You probably couldn't guess that from this chapter's title.

You unlock this by looking under the throne and finding that french book. Don't forget to wash your hands after touching it.

Although finding that book locks off the main secret ending covered in the previous chapter, but it provides an alternate 'regular ending' that varies depending on two factors:

First, the amount of points gathered (with a maximum of four points, since the fifth point is locked off by wasting a turn to look under the throne).

Secondly, which points specifically you've unlocked. This also alters the regular 'regular ending'.

For example, if you go for this secret ending without scoring any points, you might get to enjoy some soup. But if you get all the other points, you'll get to enjoy something else.

Although someone else might not enjoy that so much... which you'll learn after the credits roll.

a Word of Gratitude

Thank you for picking up the King and the Crown, a very very very short game that isn't long at all, by Wes Lesley.

Okay, it didn't turn out to be THAT long. I hope you enjoyed digging through all the fluff I put in the game!

So thank you for playing! Thank you for reading!

Thanks to Hanon Ondricek for Beta Testing!

Thanks to McDonald's for not having me starve!

Thanks to my parents for obvious reasons.

Thanks to my brother for being awesome.

Thanks to my best friend Bram for over 15 years of uncompromised win.

Thanks to Gaétane for getting me to write again.

Thanks to the IntFiction forum crowd for basically writing this game for me although I pieced it together (just kidding - but still thanks, you guys).

Special thanks to Lissy. Good girl. Best girl.