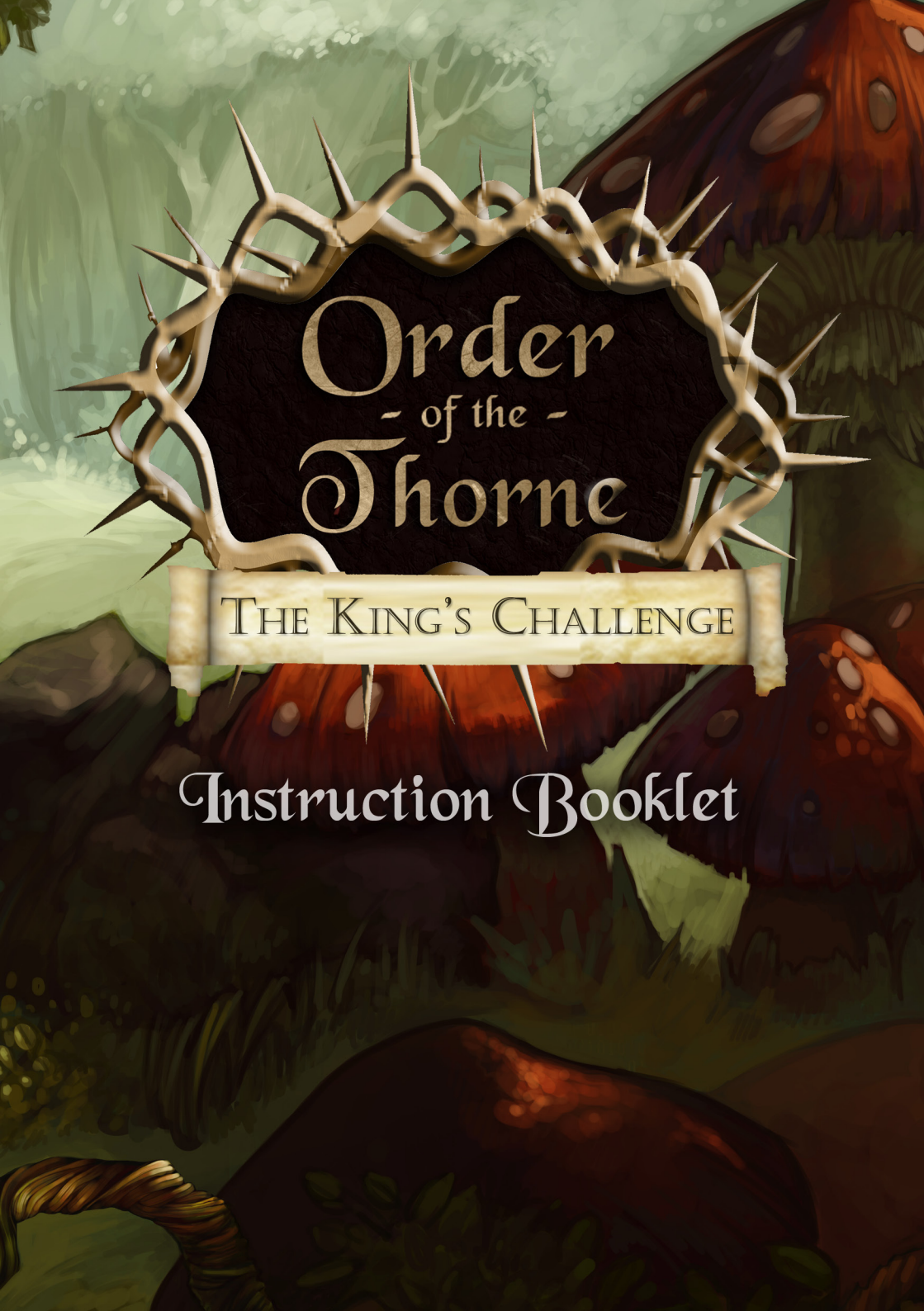

Order
- of the -
Thorne
The King's Challenge
Instruction Booklet

Game Credits

Directed by	Shawn Mills
Produced by	Steven Alexander
Written by	Shawn Mills, Steven Alexander and James Broom
Background Art	Elissa Ng, Jon Stoll, Mike Galusha, Jason Lamb, Jeremy Kitchen, AJ Alegria, Bruce Brenneise and John Sidoryk
Character Design	Jenny Pattison
Animation	Arseni Kondratenko, Jeremy Kitchen, Jason Lamb, Elissa Ng, AJ Alegria, Steven Alexander and James Broom
Music Composer	James Mulvale
Additional Lute Themes	Steven Alexander
Programming	Shawn Mills, Steven Alexander and Josh Walts
Manual Design	James Broom
Technical Documentation	Shawn Mills, Steven Alexander and James Broom
Executive Producer	Douglas Baxter
Special Thanks	AJ Alegria

Special Thanks

A special message to all those who backed or bought Order of the Thorne from ***Infamous Quests*** *co-founders Steven Alexander and Shawn Mills.*

We're very fortunate, as game makers and designers, to have wonderful and loyal fans who are willing to support us as we make our games. Many have been fans for years, and some have only just joined our ranks - but the truth is that we could not have made our games without their contributions, both financially and personally. Infamous Quests owes its continued existence to the backers and fans of its projects, and dedicates this game to their spirt - the spirit of adventure. Thank you for everything.

Steven "Bt" Alexander

So many people have helped out in making this game that it's hard to know where to start when thanking everyone. To our backers, you've supported an idea with your money and that's an amazing honor and privilege for me, that you trust our vision enough to put your money behind it. To those who've bought this game, thank you. Your support helps us create these indie adventure games and for that, I'm grateful because honestly, I love doing this! You are what keeps us going!

I'd also like to put out a special thanks to AJ. I know we gave you a thanks in other portions of this manual and game, but this was originally your vision and all the work you did on that fan-game was amazing. So amazing we used a lot of it here. So thank you Sir. You rock. And my wife Lisa, and my boys Oliver and Alexander (and the one soon to come - sex unknown as yet). Thanks for letting me do this. I love you.

Shawn "Klytos" Mills

A Beginning...

The Grand Master of the Order of the Thorne looked up from her desk as Kunchen, a Monk of the Order, was escorted into the chambers. "Greetings, Brother. Thank you for coming so quickly."

"Of course, Grand Master. I am always at your service," he replied while he looked around the Grand Master's chambers. The furnishings were sparse, as he had expected from someone of her position, while the bulk of the room was taken up by the large oak desk which the Grand Master was currently sitting behind. Everything on the desk was in order, neatly stacked piles of papers sat to the side of the one she was currently working on while her quill and ink well sat neatly above them. The only other item on her desk was the seal of the Order, used on any official communications of the order such as the letter which brought him here today.

"Brother Kunchen, I've asked you here today to take on a very special mission for the Order. Our monestary in the Faerie Realm has been left unmanned for a number of months since our brother there passed away. I'd like you to take up the monastary there, conduct any repairs it may require and fly the flag of the Order, so to speak," the Grand Master said.

Kunchen was taken aback at the request, "Thank you for the honor Grand Master. I would gladly do so."

"Good! Good. Speak to my chamberlain about anything you require for your journey when you leave," she said by way of dismissing him. "I will Grand Master. And thank you again." Brother Kunchen walked out of the room and closed the door quietly behind him, his head already full of the plans he had to make for his mission. The Grand Master watched him leave and for a moment envied him. To run a monastary was a high honor. Of course, to be Grand Master was also a high honor, but with much more responsibility. Sighing, she returned to the paper she was studying before Brother Kunchen interrupted her.

"Not good. Not good at all," she whispered to herself. "We should have heard back by now. I shall have to send someone to see what's happening there. Brother Caradoc should do." Making a note on the paper she put it aside and took the next one from the pile, quickly reading it. "Why would the crystal mines have stopped production..."

What is The King's Challenge?

The King of the Fairy Realm, benevolent, wise and loved by his subjects, sat on his throne in the Royal Court in the centre of the Great Tree.

With his beautiful Queen by his side they had spent weeks deliberating his next King's Challenge, before coming to their answer. A challenge to his subjects and to all those willing; to venture forth on a quest to find his Queen where she had been hidden. It was a good challenge, they both thought. Simple yet difficult.

The news of the challenge reached far and wide. With the proclamation announced, champions from many lands took up the call. News of the proclaimation reached even the dusty old corners of an Inn in the neighboring kingdom of Rosette. Finn the Bard, young and headstrong, packed his lute, his songbook and dressed in his travel clothes for the journey to the Fairy Realm.

“The prize for winning the Challenge is not only being the Hero of The Fairy Realm, but the King will grant you one wish of your choosing! I must win – with my wish, I could help benefit all the musicians in all the lands!”

And with that, Finn set out from his room at the Inn, over the mountains, to accept The King’s Challenge.



How to Play

To solve this game you'll need to explore the Faerie Kingdom, talking to the people and learning as much as you can about the Queen.

It's normal in this game to gather an eclectic collection of items in your inventory. Try using your inventory in unique ways on people, objects or other items.



There is always a solution to any given puzzle and there are no situations where you can get into an unwinnable position.



The Controls

As you move your mouse around the screen, points of interest will be identified and their name will be displayed near the bottom of the screen.



Left clicking the mouse will interact with those points, otherwise it will move Finn to the location clicked. Right clicking the mouse will look at a point of interest and give a description.



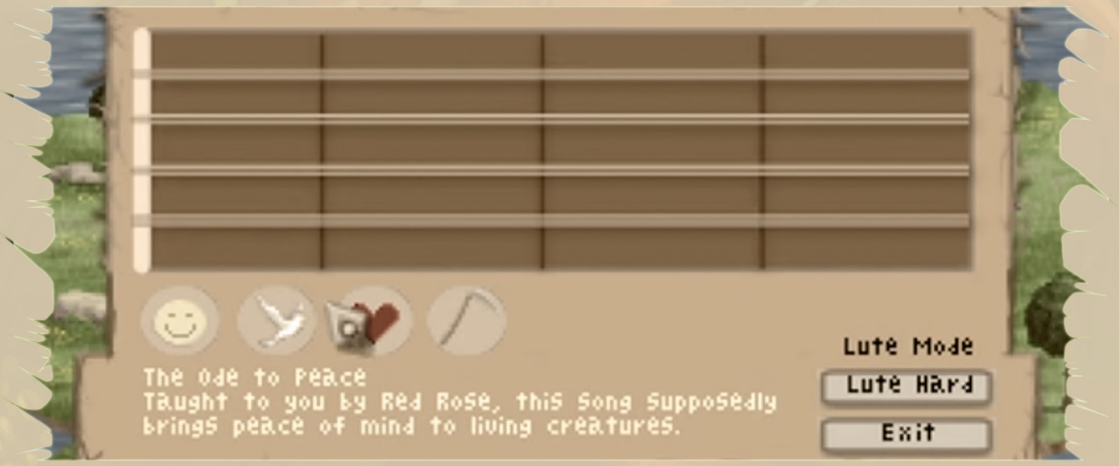
Moving the mouse to the top of the screen will activate the inventory window and will also allow you to access the control panel and the lute panel.

Playing the Lute

Welcome to your song book. Here you'll find all the songs you know as well as your lute.



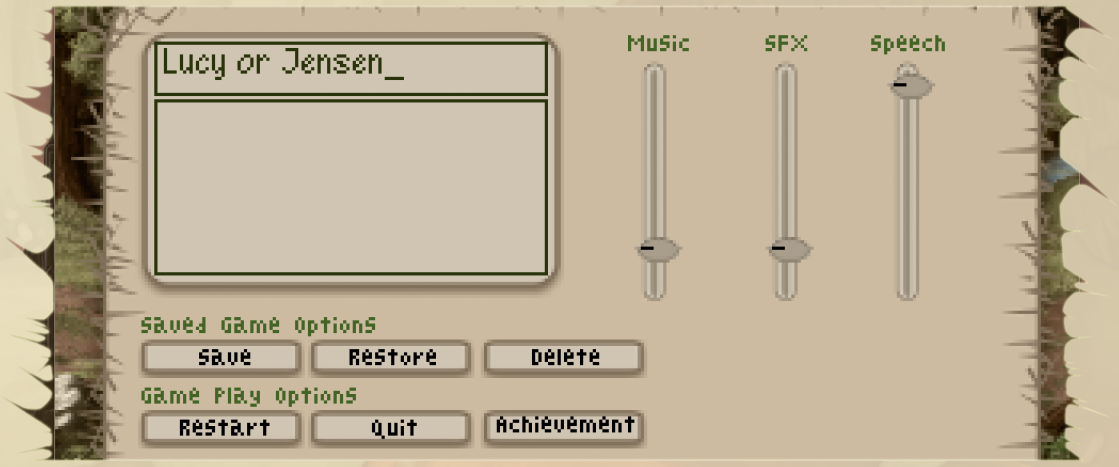
To use the lute in hard mode you start by pressing the button which denotes the song you wish Finn to play. Pay close attention to the notes which are played and then replicate them by pressing those strings in the same order.



If you use the lute in easy mode, simply pressing the song button will ensure Finn always plays the song correctly.

Control Panel

On the control panel you have the ability to save or restore your game, as well as restart or quit. The sliders effect the various types of sound in the game.



Dialogue Skip sets whether the game moves the dialogue forward after the spoken line or whether it waits for the player to press a button, and narrator on/off turns off the narrator voice only.



Voice Cast

Finn the Bard
Matthew Curtis

King Quilhairn
Ben Wilk

Queen Helena
Brittany Michel

Chucker
Anthony Sardinha

Sir Gauen
Edwyn Tiong

Snowy
Karen Hayman

Red
Amber Leigh

Faolan
Ben Wilk

Gnome
Brock Powell

Turtle
George Exeley

Ted the Fisherman
Gideon Belmont-Hill

Glenda
Kristyn Mass

Shopkeeper
Ben Wilk

Elder Librarian
Michael Malconian

Brother Eoin
Cyrus Nemati

Brother Kunchen
Edwyn Tiong

The Spider Queen
Francesca Hogan

Elka
Amber leigh

Yamma Uba
Amber Leigh

Ferryman
George Exeley

Additional Voices
Brittany Michel
Gideon Belmont-Hill
Ben Wilk
Steven Alexander

and
Jesse Lowther
as
“The Narrator”

"If you want your children to be intelligent, read them fairy tales. If you want them to be more intelligent, read them more fairy tales."
Albert Einstein



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