MIRAGE OF DRAGON

MANUAL

ARK HOUSE

PROLOGUE

At first I wasn't sure what I saw··· Everything was covered in the darkness ··· Memories, dreams, mirages··· I realized at one point that the darkness··· this darkness was my own body – the reflection of what I was – the endless desert, the reflection of the ancient mirage I was looking for – the dragon. It came to me and I followed it into the silent blaze, "that which breaks to pieces".



Mirage of Dragon is a surreal maze platformer set in Arabian hell Hatamah – "that, which breaks to pieces". Find the one true dragon in a dark world of shadows and mirages. Confront devouring Silence.

>Maze exploration and pure platforming with minimal elements of action, puzzle and adventure.

>Mostly relaxing atmosphere with occasional surreal horror scenes

>Arabian style soundtrack – music that sounds like desert

>7 Dragon mirages – from micro to colossal

>Traditional hand-drawn art

>Rich, yet entirely optional monologue-based story

>7 endings (maze exits)

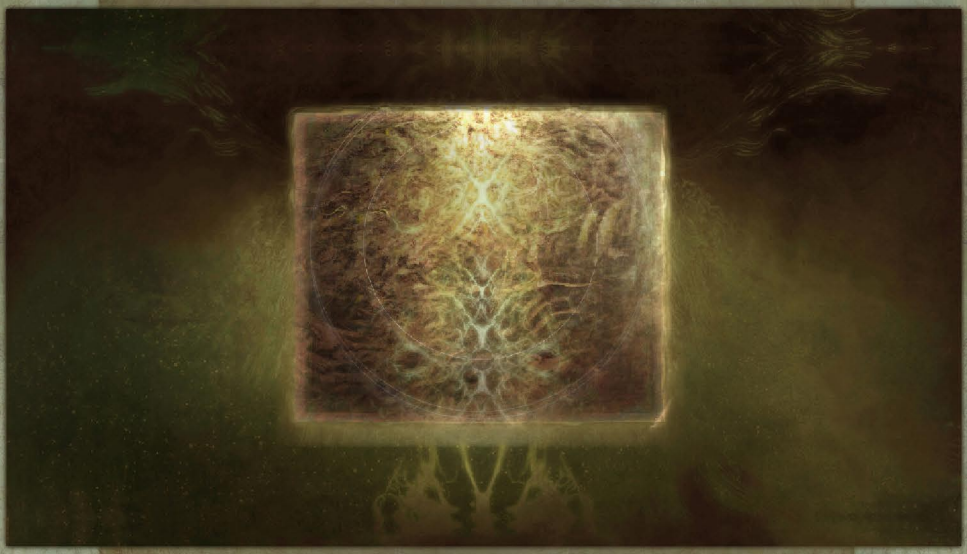
>Extras: 100 page art book (PDF), 24 page Guide (PDF), Original Soundtrack (WAV)

SYSTEM REQUIREMENTS

Recommended:

OS: Windows 7+
Processor: Dual Core 2. 30 Ghz
Memory: 4 GB RAM
Controller: Keyboard or Joystick

Not all gamepads are supported!
(more info: Controls section



CONTROLS

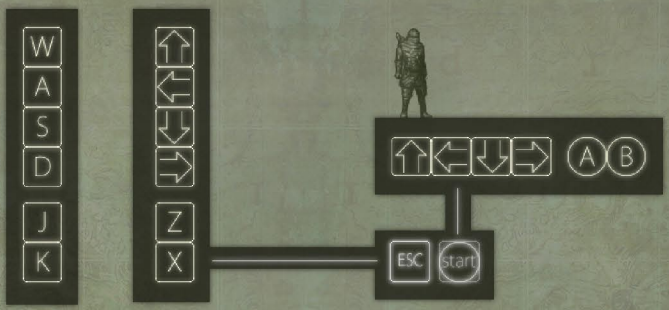
You can play the game with either keyboards or joystick (or both simultaneously... if you must).

SET 1:
W-A-S-D + J,K

SET 2:
UP+LEFT+DOWN+RIGHT + Z,X

SET 3(Joystick):
UP+LEFT+DOWN+RIGHT + A,B (button 1, button 2)

+ESC/Start (exit menus)



Not all gamepads are supported!

"Gamepads are handled using the XInput dll, meaning that only XBox controllers may be 100% compatible and that other controller types may require third-party tools to function."

(...as such I recommend Xpadder)

HOW TO START THE GAME

1. Buy the game on Steam and install it - you'll be able to choose it from your Steam library and start playing immediately. Alternatively, you can run the game's exe file, that can be found in the game's folder (you can find some other extras there.)

2. The game starts with a text intro - you can skip it, by pressing ESC on your keyboards or Start on your joystick. Use your finger to press the button - either would work, but choose your favourite.

3. Pressing ESC with your finger (or just waiting till the intro's end) will lead you to the game's Title Screen. Press an "action button" to continue the game - it's J or Z on keyboards or A (button 1) on joystick. This should start a game.

4. Enjoy the game. If the game isn't to your liking you can refund your money while it's fresh. Personally, I don't recommend doing it, but think about your own fun first. Good luck!



If however you truly want to enjoy the game, but experience difficulties doing so, start with reading the hints I've prepared for you:

HINTS

To enjoy Mirage of Dragon it's important to have the right mind set. I mean there are several things about it that may confuse you and so require explanation. Even though I do believe that confusion IS the right state of mind for enjoying Mirage of Dragon, I will briefly explain "the basics" here anyway:

1. Mirage of Dragon is a true maze game. Feeling lost in it is a normal reaction you'll experience often. But the truth is there are NO DEAD-ENDS. Each path is right. Every door leads you somewhere. You are never lost even if you feel this way.

2. The place you start the game in is the very centre of the maze. You will want to return to this place often. You can do this any time by opening "the mind" menu and pressing ESC/Start - this will transport you to Shaitan's room. Going left from him will allow you to exit the game (you'll get the message), going right from him will lead you back to the centre of the maze (again - you'll see the message).

You'll be using this transportation method often.

3. As it was mentioned you can quit the game by returning to Shaitan (takes a second). Next time you'll want to continue the game you'll start at the centre of the maze again - as I said this is the place you want to be in, no matter how much or little you progress. It might be the hardest thing to understand now, but you'll start noticing soon how the whole game is revolving around this particular point on the map. No matter where you are heading it's always faster from the centre. Think of it as your "home" you always return to.

And that's all you need to know. If you'll need more information, visit Garden's library - find a keyword there and use it to open the guide-book you can find in the game's folder as a locked PDF file (among the other extras you might enjoy having).



CREDITS

Developed by:



Alexey Tsvelov

:

Design, Art, Music, Story, Coding, "Acting" and Sound Effects

&

Jonathan Siri-Mohs

:

Sound Effects

Published by:

Forever Entertainment SA