

A Tale Of Betrayal Walk-Thru

By

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(For Game Ver 1.0)

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GUI, Controls and Interface!

To interact with objects, items, hotspots and/or characters in the game here is what you need to know:

Interface Interactions (Look, Use, Talk)

When clicking over an object, item, hotspot and/or characters **hold down the left mouse button**, don't just click once, **keep holding down the left mouse button until the coin interface shows up** ... Then you'll see three symbols inside of a coin shape:

- **The Hand**: Use it to **Interact/Pickup** objects or items or hotspots.
- **The Mouth**: Use it to **Talk/Listen** to objects or items or hotspots.
- **The Eye**: Use it to **Look At** objects or items or hotspots.

Inventory Interactions:

- To see the **Inventory** (the items that you got) **click the right mouse button**.
- To **use an object/item**: left click on it **then click outside of the Inventory border**.
- To **look at an object/item**: right click on it.
- To **stop using an object**: right click while holding the object.

Game Interactions (Save, Restore, Quit)

- As for how to **quit the game** just press (**ALT+F4**) or (**ALT+X**) or (**F9**)
- To **save the game** just press (**F5**).
- To **load/restore** the game press (**F7**) or (**F9**) then click on restore

ACT 1 – Get Off My Back!

(Getting the barrel off your back)

If you look at the barrel you'll notice that there is a small scratch in the upper metal stripe, yet it's not sharp enough to cut the rope. Looking at the inventory you have a ring, now face the door to the right and then USE the Ring with the Barrel.

It's time now to cut the rope using the scratch that you made, so face the Broken Mirror –a quick way for doing that is TALKING to the Broken Mirror-, once facing it USE the Rope.

ACT 2 – Shnigle, Shnigle!

(Knowing what's going on! And who's on deck!)

Our hero is afraid to proceed further unless he knows what's going on at the deck right above of him, to do that PICKUP the Piece Of Mirror at the floor next to the Broken Mirror, then PICKUP the Gum stuck at the bottom of the table in the middle of the storage room, also PICKUP the Stick to the left of the Ladder.

A Mirror would reflect and show you what's going on if used at the right place. Open up your inventory and then combine the Mirror with the stick, that won't work, because the Mirror is not sticky, so try to combine the Mirror with the Gum, and then combine the Sticky Mirror with the Stick, you'll get a Mirror On Stick.

USE the Mirror On Stick with window to the left, and watch the small cut-scene.

(Dealing with Shnigle!)

So it's Shnigle on board, and you know his timing back and forth on deck, what you will need is a way out! PICKUP the Hook from the floor right under the window, PICKUP the rope next to the Barrel, in the inventory screen COMBINE the Rope and the Hook and you'll have a hooked rope!

USE the Hooked Rope with Window and you'll be climbing the ship's side, when it's the right time PICKUP the Applear. Try throwing the Applear on Shnigle, that won't work because Shnigle would come down and check for you, and you'll end up tied again once he catches you.

(Capturing Shnigle!)

Go back to the storage room using the window. The Ladder is the only way down to this area, and Shnigle will use the Ladder if he is going to go down and search for you, why don't you make a little trap for him. USE the Knot that is located at the right side of the Ladder –it's small so try hard to find it- our hero will tell you that it's so tight that you can't loosen or cut it with you bare hands. USE the Sticky Mirror with the Knot to cut the Knot. Now that the ladder is trapped go back to ship's side and at the right time THROW the Applear on Shnigle. Watch the nice cut-scene.

(Tying Shnigle)

Look what you've got trapped, it's Shingle, fortunately he's unconscious, better act soon before he wakes up. Using the ladder go to the ship's deck, and PICKUP the Rope. Go down and tie Shnigle up USING the Rope.

(Beating the truth out of Shnigle!)

Now it's time to know what's going on, talking to Shnigle won't work, so INTERACT with Shnigle to wake him up, TALK to Shnigle now and he'll be telling you that he doesn't want to talk.

Having been uncooperative Shnigle earned himself a painful sting, PICKUP one of the Pins located at the table. USE the Pin with Shnigle, this will make him talk a bit. TALK to Shnigle, he'll be telling you that he doesn't know a thing.

Go back to the ship's deck, and try to open the Door, you can't because the rest of the crew are having a meeting there, LISTEN to the Door and you'll hear the crew talking about 3 subjects, one relates to Shnigle, so SHINGLE has been lying, and for that he earned him self lots of extremely painful stings.

Go down and USE the Pin with Shnigle again, this time he'll suffer a lot more, because he's been lying. TALK to Shnigle once you are done convincing him to talk and he'll be volunteering to tell you everything you want to know.

Extract all the information you can get from him, as it provides clues for what to do in the current and next act. One of the information given is the password to the Chest where your personal belongings are.

(Getting our of this place!)

TALK to the Chest and you'll open it, once opened PICKUP it's contents, one of the contents is a Scrap Of Paper that tells you the way out in a form of riddle.

Read the Scrap Of Paper by opening the inventory screen and then right clicking on the paper.

"To the Land Of The Wicked Shrines Be gone,"
"Death, Destiny You Will Face And The Unknown ..."

"A Crystal Ball Is Needed,"
"Where Once An Act Of Betrayal Preceded ..."

"For All Of This To Become True,"
"A Beam Of Light Shall Hit Through ..."

Note: "The ball has to be ... waxed ..."

So you'll need a Crystal Ball, to be placed where an act of betrayal happened earlier and that Crystal Ball should be hit by a light beam, and if you can notice there are lots of

descriptions and constrains that the ball should have in order to function, one of the constrains is that it has to be waxed –it's a little bit hidden under one of the blood drops in the second line of the note-.

To fulfill the condition of having a Crystal Ball where once an act of betrayal took place USE the Crystal Ball with Barrel where your crew betrayed an tied you up.

To fulfill the condition of having a waxed Crystal Ball PICKUP the CANDLE next to the Door in the storage room, then USE the CANDLE with the Crystal Ball.

To fulfill the condition of having a light beam hitting through the Crystal Ball use the Sticky Mirror with Window to reflect a light beam into the Crystal Ball. Watch out for the shaking ...

ACT 3 – The Wicked Shrines

(Finding out where you are?)

What a nice cliff you are standing at, it oversees the whole creepy area filled with Graves, and what's that! A charming mermaid by the small lack! TALK to Ena to find out some answers!

Ena will tell you that once a guy called Steve Winter told her there was a map made for this place, so bear that in mind.

Go the left into the mountains of hell, walk the narrow path until you reach it's other end and into the wicked shrines you go.

(Hatching the Dragon to send a warning message to the Sultan)

PICKUP the Shovel, and DIG Marilyn Monroe's Grave with the Shovel. Boy!!! is it hot on there or what! Heat is something that Shnigle said is a must if you want the hatch the un-born messenger that you have –the Dragon-. PUT the Dragon's Egg inside Marilyn Monroe's grave. The little dragon has hatched

(Finding the fake map of this place – Leads to the End)

Ena said that Steve Winter once told her about a map of this place, DIG Steve Winter's Grave with the Shovel, and then read his diary. Steve said that once he knew an explorer that made a map for this place, with the initials T.O.

DIG Tom Ozanich grave with the Shovel and you'll have his diary. Tom's diary says something about his two friends Riggy Rig Suffer and Jimmy The Shnug, and it also says that "... once when overseeing the whole place" Tom decided to keep his secret for himself.

DIG Riggy's or Jimmy's Grave with Shovel and you'll get a map.

(Finding the right map of this place – Leads to the Happy End)

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himself.

We know that Tom's secret is the map he made for this place. Now, where is the place that oversees the whole area! It's the small area in which you have landed at the beginning of ACT3, go there -by going back through the mountains path-, and dig the edges of that area (near the left upper corner of that area), after a few clicks you'll find the map ... Congratulations!

(Writing the warning letter to the Sultan)

You have a feather and a Scrap Of Paper but you are out of ink, and so you can't write a letter unless you find some sort of liquid that would work as ink! Have you looked closely at the Scrap Of Paper you found in the enchanted chest! It looks like it's written in blood.

There is an open grave in the Land of the Wicked Shrines, and that is the Lucas Arse one, which implies that the body is still fresh! USE the Pin with Lucas Arse, and you'll get some blood out of his body, USE the Feather with Lucas Arse blood filled body and you'll make it full of blood, in the inventory screen USE the Feather with Scrap Of Paper to write a warning letter to the Sultan in blood.

(Wrapping up the Map and Letter and sending it to the Sultan)

In the inventory screen ATTACH the Scrap Of Paper to the Dragon, then ATTACH the Map of this place so that the Sultan would send his navy to get you, the one last thing that you need is to let the Dragon know where it should be heading, and to whom it should give the letter and the map! Remember what Shnigle told you about having to send a golden trace of the one who should be receiving the Dragon's message! Your Ring is actually a present from the Sultan, to make sure just right click on the Ring in the inventory screen. ATTACH the Ring to the Dragon. Congratulations ... Now based on which Map you've attached to the Dragon you'll get to the End of the Game.

I hope you had great time playing this game, please send me feedback at rani.hasan@gmail.com so that I take all your comments and feedback into account when making the next tale.

Long live adventure games,
Rani Hasan a.k.a AGS-GD