

8 - The Revenge of the Wicked Fairy

You know the story. Or at least the beginning of it. A King and Queen are without child. They try all proven methods but all fail. Until suddenly, one day -no one knows how, or is allowed to say so- the Queen does become pregnant. Naturally, a large feast is given in the Palace. When setting the table for the Fairies -whom the King and Queen expect to become to Godmothers of the newly born-, it turns out that they are one golden plate short. And Fairies, as you know, only eat from golden plates. The King decides not to invite the eighth Fairy. She leads a secluded existence far away from the Palace. She will probably never find out. And she's an old nag anyway.

At the height of the festivities, the Fairies offer the newly born child the talents that will make of her the perfect princess. The oldest fairy gives her the gift of Beauty. The second donates Virtue. The third gives her a wonderful singing voice. And so on. Just when the last Fairy is about to conclude the series, the disgruntled eighth Fairy bursts in. She had found out. And she was furious. Without much ado, she curses the young Princess to die at age sixteen. By a prick in the finger while spinning flax, no less.

All are filled with panic and fear as she leaves the palace. But before desperation is able to tighten its iron grip, the youngest fairy timidly asks for some attention. She is not powerful enough to completely undo the spell that her more experienced sister had cast. But she can, however, convert this curse of death into sleep, 100 years of blissful sleep.

Only partially relieved and unwilling to rely solely on magic, the King makes the spinning industry illegal throughout the land and has all spinning wheels burnt to cinders.

The Princess grows up a virtuous, singing and dancing beauty in a Palace prosperous thanks to the benevolence of the good Fairies. When her sixteenth birthday is near, it is decided that a grand feast will be organized to celebrate the victory over the curse. Friends and colleagues from far and wide are invited. In the chaos of the preparations for the feast, the young Princess finds a mysterious old lady in a tower thought abandoned, offering to teach her how to spin...

When the King finds his daughter seemingly dead, he has a

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presents

8

Demo 2: The Theater Gallery Tragedy

This booklet describes a way to complete the second proof-of-concept demo for "8", made in August 2004. This demo is part of a larger work-in-progress and as such is not representative of the final product. It is an illustration of its potential.

— REVISED FOR DEMO 2C —

MINIMUM SYSTEM REQUIREMENTS:

Windows XP with DirectX 8.1

512 Megabytes of RAM

a 2 Ghz CPU

sound and a mouse.

The demo will perform properly

on Radeon 9800 Pro 128 and

Geforce 4 Titanium video cards.

It may be a little slow on older hardware.

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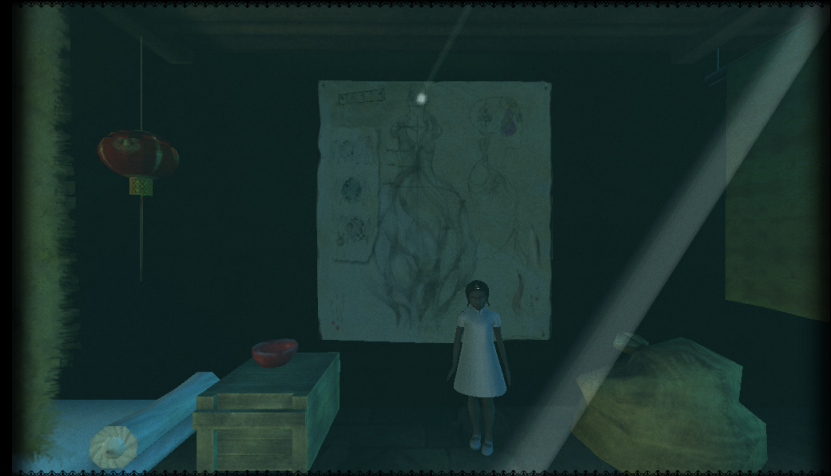
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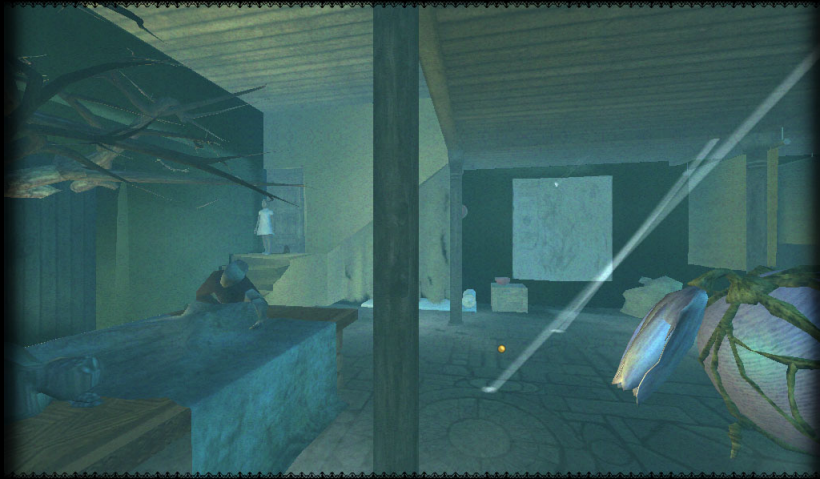


in loving memory of Lumpy Girl



The demo starts in the Tailor's Workshop with a view of the sketch that the Tailor Prince had made for his great project: a wedding dress for the princess made out of human hair. Have a good look at it, because it contains something like a mission statement for this demo. Notice that the mannequin on the sketch has flowers for eyes.

Left click on the floor to make the girl go there. Left click and hold down to have the camera follow her as she walks.



You can also move the camera independently. The cursor keys make the camera go forward and sideways. Holding the right mouse button down allows you to look around.

If you move the cursor over the door above the small steps, you will see it light up. Click on it to go to the Tailor's Store above.



Navigate through the narrow opening to go from the back room of the Tailor's Store to the front room.

Press the up and down cursor keys to move forward and backward. Pressing the left and right cursor keys while moving forward or backward, will change the direction. So will moving the mouse.

Go to the brightly lit door at the far end of the Tailor's Store.

You can double click on the floor to bring the girl there immediately. And you can double click on the door to immediately go to the next room.



Now you are at the North side of the Theater Gallery, part of the galleries that surround the central courtyard of the palace. In the final game, the door with the latticework behind you will lead to the garden.



If you don't give the girl orders, she may start doing things by herself. What she does and when is partially influenced by her mood. And her mood is partially influenced by your behaviour as a player. Needless to say that, in the final game, this artificial intelligence will be much more sophisticated than in this demo.



Move towards the South. Have a look at the niche in the wall. There is a small demo of tool puzzle interaction located here.

Move the cursor to the far left of the screen and click. A toolbox should appear. Click on the top button, representing an eyeglass. With your new cursor, click on the area in the wall around the niche. The camera zooms in to show you the complete puzzle (a dummy in this case).



Put back the Eyeglass tool by clicking on the top button again and select the Scissors Tool.

Cut the cord that connects the bars to the wall to open the niche.

All puzzles that will allow for progress in the game, will consist of interactions using these tools. Obviously, in the game, this will be a little more challenging than in this demo.



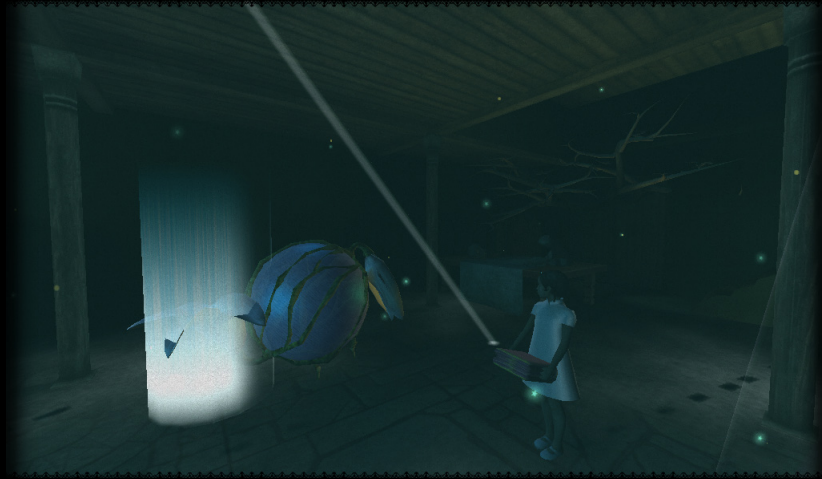
Go back to the Tailor's Store. Notice the big display case in the middle of the room. Doesn't the mannequin inside remind you of something? If you look carefully you can see that she has a flower in one of her eyes.



Go to the back room and find the folded fabric that has fallen on the floor. Left click on it to have the girl pick it up.

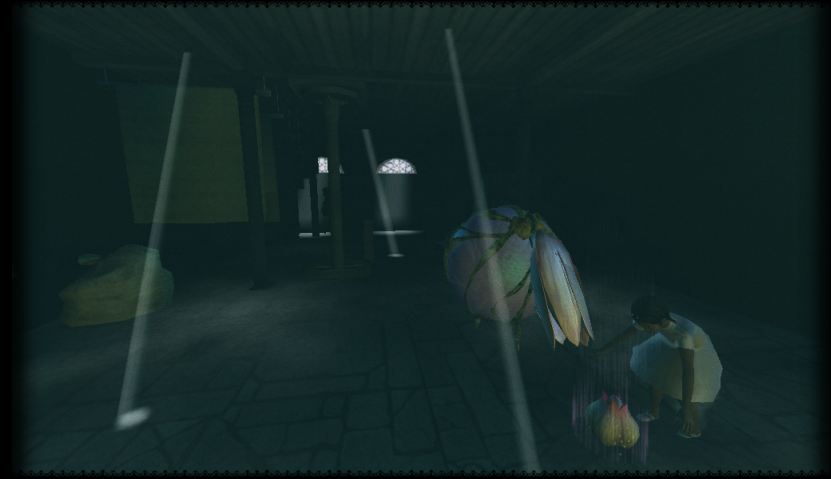
If you want, you can right click to have the girl put down an item. And left click on her to make her show you the item in her hands.

Click on the door to the right and take the fabric downstairs.



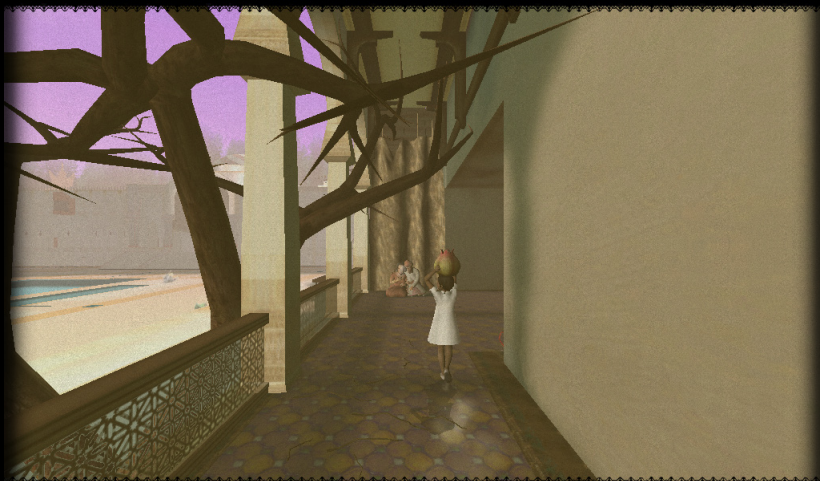
Ever since spinning was forbidden in the kingdom, tailors have had a hard time producing their goods. There were still a lot of fabrics left from before, but thread was getting scarce. In sympathy for these problems, the fairies have given the tailor in the palace a magical machine for making clothing.

If the girl is carrying the fabric, one end of this machine should light up when you move the cursor over it. Left click to have the girl put it in the machine.

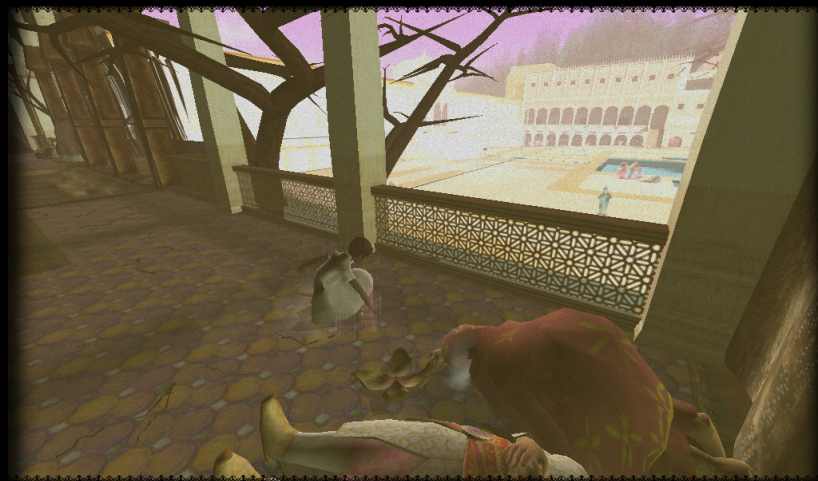


The machine starts working and produces new garments, neatly packaged in pod-like container.

Click on the pod to have the girl pick it up.



Take the pod to the Sultan and Sultana in the Theater Gallery. Click on them to have the girl give them the pod.

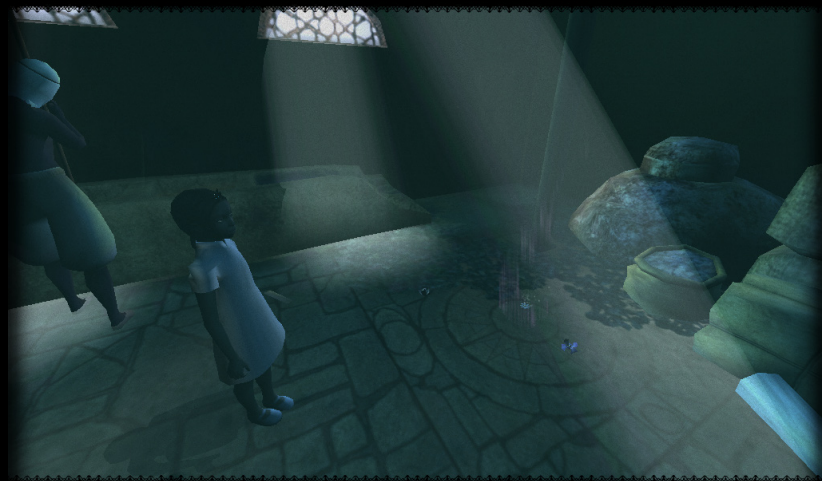


We do not know how but as the screen fades back in, the Sultan and Sultana are wearing new clothes and they are sleeping in different, more comfortable positions. Take a look at the spot where the Sultana used to be. She was apparently sitting on something. It's a handcrank. Have the girl pick it up.



Take the crank down to the Tailor's Workshop.

In the middle of the room and in the exact location where the casket with the mannequin is located upstairs, there's a vertical column. On the floor next to it, there's box. Click on it to have the girl put the crank in the box. She will crank down the platform with the mannequin to where she can reach it.



Find a flower. There's a few on the floor of the Tailor's Workshop. And one more on the hairs of a sleeping woman on the Theater Gallery, right outside the Tailor's Store. Any flower will do.

Have the girl take the flower and put it in the eye of the mannequin. This completes the device that the Tailor Prince had set up to liberate his favourite slave. But more about that in the final game.



This is where the demo ends. We hope you enjoyed it.
You can press ESC and then click to quit the game. It
takes a minute or so to return to the operating system.

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Mausoleum erected in the middle of the Royal Garden as her resting place. The Fairies swoop in and make everyone in the Palace fall asleep, including the guests that had arrived to attend the celebrations. The seven Fairies build a magical device in the mausoleum that will keep everyone safe for the next century. Then they grow a forest around the palace thick enough to protect it from the outside world. In one hundred years, the Princess will wake up and so will the whole court. And life will continue where it left off.

If it were not for the Wicked Fairy!... She is not one bit pleased about this 100 years of sleep nonsense. But her sisters' combined magic prevents her from intervening directly. As the years go by, the story of the Sleeping Princess turns into a legend of which no one remembers which parts were true and which are fantasy. The Wicked Fairy finds an easy prey in a vain prince with poet ambitions. She tells him exactly where to find this mysterious sleeping beauty and helps him get through the protective forest. The poet finds the princess but does not succeed in waking her up with a kiss. Trapped in the palace, he leads a frustrating life amidst a court of sleepers until he hangs himself from strange looking branches that have started to enter the palace from all sides.

Over the next five hundred years, the Wicked Fairy finds seven more princes to send into the palace and open the path for her incarnation as parasite branches to enter the palace and undo this folly of sleep. First the Brother of the Princess is sent in, then a Tailor Prince, a Hunter, an Actor, a Traveler, an Engineer and as crowning jewel a Priest, lured in with the idea that he could exorcise whatever is keeping the Princess dormant. They all die unhappily, and now the power of the Wicked Fairy is such that she can crush the Palace and deliver her final gift of Mortality to the Princess and her Court.

Epilogue. There's a young deaf-mute girl in a pretty white dress playing with her mother in the park. It's a peaceful Sunday afternoon. She misses the ball and runs after it into some odd looking bushes. She cannot find the ball nor a way out of this thick forest. She looks up at a presence that she feels to be looking at her. It's You! She cannot say it but you can read it in her eyes.

Help me. Please.