

Walkthrough for the Gemstone Dragon Demo (<http://www.gemstonedragon.com>)

In your home

The game starts in your home in Aschelon. You have applied to become a Dragoknight and now you must find a special hidden scroll in your house. This is the way that Dragoknight initiates are assigned their first mission when they are accepted into the order.

At first click on a few containers in your room (boxes, sets of drawers etc.). These will open and usually have some gold or other items in them. Pick all the gold you can find by clicking on the gold pieces icon.

Mouse over your character portrait to see your gold total and a summary of other important character stats.

There is also a chest in your room. This chest is trapped and locked. Go near it, click on your skills main interface button (it looks like an anvil and hammer) and select the first skill. This skill will set your character in a Trap Searching state and a trap icon will be flashing at the top of the screen while you are searching for traps. You already have 1 point in trap searching skill so the container will flash in red, meaning that it is trapped and you have found the trap.

Next, click the skills button again and now select the second skill. This is the Remove Trap skill. Notice that the cursor changes into the Remove Trap Cursor. Click on the chest and the trap is removed.

If you try to open the chest now, you will get a message saying that the chest is locked. Click the skills button and now select the third skill which looks like a padlock. The cursor changes into the Pick Lock Cursor. Click on the chest to pick the lock (you have forgotten where you have put its key ☺). Now you can open the chest.

Click on the potion once. The cursor changes to the potion image. Now, move the potion over one of the empty slots at the bottom of the screen. These represent your inventory slots and you have many empty slots available. Click again to drop the potion in an empty slot. The potion now has been transferred to your inventory.

Go outside of your bedroom and move to the next room in your house.

In the next room, near a bookcase there is another potion on the ground. Click near the potion to walk close to it. Then click on the potion on the ground to pick it up.

If you continue moving south you will be attacked by 2 rats. Click the red circle once to attack. **You do not have to keep clicking.** The combat will play out until the enemy is dead. Continue with the second rat until they are both dead.

Now, move to the room at the east. There is a dagger in one of the containers there. This will make combat easier.

Once you pick the dagger, go into your inventory by clicking the button which looks like a backpack or hit the letter (I) on your keyboard.

The dagger has a minimum 2 Strength requirement. On the left panel there are your Abilities. Click on the plus sign (+) next to the Strength to increase your Strength to a value of 2. Now, click on the dagger in your inventory and then click again to drop it on your weapon hand. Close your inventory and notice that your character holds a dagger in his hands.

In one of the other containers in your house, you will find a scroll. Take it, since this is required before you can leave from your house.

After you have gathered all gold and you have the scroll, go near the front door and click on it to travel to the next area.

In the forest

Once the next area has finished loading the game is automatically saved. It is a good tactic to save your game often. Click on the game menu which is the rightmost button on the main interface. The game menu appears. Click save game to save your game. You can also save your game to a file on your hard drive. This save game can then be loaded from any other Gemstone Dragon version be it desktop or web on any other website.

You can explore this area to eliminate all enemies (wolves mostly). If your endurance which is represented by a red bar drops use one of your potions to restore the lost points. To use a potion, you can click the "Use Item" button and then select a potion from the submenu. Another way is to go into your inventory. Mouse over the potion icon until a small magnifying glass appears at the bottom right of the icon. Click on it to show the item information window. In this window, click the "Use" button to consume the potion.

You cannot move east in this area since the bridge is destroyed. Keep moving south until you find a big cave entrance. Go near the entrance and click on it to move to the next area.

The underground cave

The next area is an underground cave. The easiest way to pass this area is to move east until you reach the other exit. You will only be attacked by a few rats and a wolf. If you feel more adventurous though you can explore the whole cave and pick all items you can find. Be careful though. You might get killed one or two times if you are not careful. Remember to use your potions when your endurance is low.

Once you are outside, click on the very eastern edge of the screen. Your cursor will change into the Travel cursor which looks like a pair of boots. Click to move to the eastern side of the screen. At this point, the World Map screen must load. If it does not load immediately, you will have to move a little further west, and then re-enter the active area towards the east.

In Nascar

You have now reached Nascar and you must find Kieran and speak to him. Kieran lives in the Windmill, which is located a little further to the east. Once you are inside the Windmill click on the blue circle to speak to Kieran. After speaking to him, you will also have acquired a healing spell.

In order to cast this spell, you must raise your Mind Ability to meet the spell requirements. Go into your inventory, click the spells tab, and click on the spell name to see its requirements. Close your inventory.

Click the "Cast Spell" button on the main interface which looks like a spark. From the submenu, select the Healing spell. It is the only spell you know at this moment. The cursor changes into the "Select Spell Target" cursor which looks like 3 little stars. Now, click on the green circle of your character to cast the healing spell to yourself. Notice that the spell consumes mana (which is represented by the blue bar). All spells consume some mana when cast. You can restore mana either by resting or by using a Mana Restore potion.

From this point you can visit the inn and talk to Serenious, the inn keeper. You can trade with Serenious if you ask him to show you what items he has. Read the game manual for more information on how to use the shop screen.

It is advised that you purchase a leather armor and a better weapon like an axe or a club. If you have enough gold you can also purchase a shield, camp equipment with which you can set up camp in an open area and maybe a healing potion or 2.

Once you finish exploring Nascar, you must continue traveling south. The demo does not allow you to move any further, so registering at this point is a good idea to help us create more adventures.

Good Luck and have a lot of fun and adventure!