

FABLES & FIENDS™

THE LEGEND OF
Kyrandia™

BOOK ONE



Hintbook

Westwood
STUDIOS

**“Welcome to Kyrandia.
My name is Brandywine, and I
will be your hostess on this tour.”**



Kyrandia is an ancient land full of mystical wonders and enchanted nooks and crannies. But danger lurks as well, and a careless step can prove disastrous! If you don't want to stay with the group, and are determined to go exploring by yourself, please be careful!”

"I suppose you all know about Malcolm by now. If it wasn't for him, there really wouldn't be any story. He used to be a favorite at the court of Kyrandia. I guess something inside him snapped.

He thought we'd all proclaim him King if he controlled the Kyragem.

As much as I tend to make fun of the Royal mystics, we were all glad to have them when Malcolm went berserk. If Kallak hadn't put together the spell to confine him, I don't think Malcolm would have stopped after killing King William and Queen Katherine.

All of Kyrandia has depended on the restraining spell to keep him in the castle for the past eighteen years. Malcolm controlled the Kyragem, but he could not use the magic. Unfortunately, Malcolm has finally broken free. The years of imprisonment have nurtured his malice, and only loneliness tempers his vengeance now.

The Mystics are almost out of magic, and Brandon is Kyrandia's only hope. Brandon must find his way to the castle and attempt to reclaim the throne. It is a long and treacherous path, and Brandon will need all the help he can get."

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Chapter One

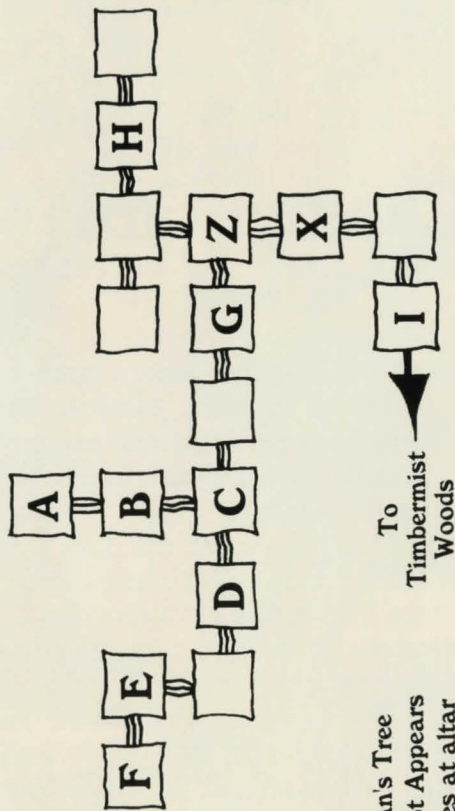
At Home

As the story starts, Brandon arrives home to find his grandfather Kallak turned to stone. Nothing Brandon can do will restore Kallak. Brandon will need to pick up the mysterious blank note on Kallak's workbench and put it in his knapsack inventory.

When Brandon starts to leave, the Tree Messenger will appear. It will ask for Brandon's help in opposing the evil that is spreading across Kyrandia. Brandon might want to find the apple in the purple pot and pick up the huge garnet on the bench. He can make use of the apple and garnet later. Several more strange gems may appear during his travels in the woods, and Brandon might want to take these also.

The tree root elevator is one of the fun devices in Kyrandia. Brandon can ride up and down to his house just by stepping on the edge of the porch or on the root when it's on the ground.

Chapter One



Misc.

- X= Herman's Tree
- Z= Peridot Appears
- Purple roses at altar
- Crystal teardrop at pool
- Saw under bench inside home
- Apple in pot inside home

Notable Scenes

- A= Inside Home
- B= Outside Home
- C= Below Home
- D= Willow
- E= Outside Temple
- F= Temple
- G= Pool of Sorrow
- H= Silver Altar
- I= Ruined Bridge

Brandon's first mission should be to find Brynn at the temple. She will ask to see the note, and will not speak further to Brandon until he brings it. Once he brings it to her, she will cause the enchanted message to appear. After explaining that Malcolm is the cause of the troubles in Kyrandia, Brynn will request that Brandon bring her a purple rose.

On his way to find a purple rose (which can be found at the Forest Altar), Brandon may want to catch a teardrop at the Pool of Sorrow. He can then heal the sick willow by putting the teardrop in the indentation on the tree's trunk.

Once Brandon has healed the willow, Merith will appear and want to play hide and seek with Brandon. As busy as he is, Brandon should follow Merith, because when he catches him, Merith will let Brandon have a purple marble. Brandon can repair the Altar by placing the marble in the empty slot to the left of the two other purple marbles.

Save Before Danger

It is unlikely that Brandon will make it all the way through the game without experiencing the dangers of Kyrandia. If you think he is about to get in trouble, it is a good idea to click on the options menu and save the current game. Then, if Brandon's encounters prove fatal, you can return him to the saved position and plot a new course around the obstacle.

At some point in his wanderings, Brandon should encounter Herman at the ruined bridge in the cave. Brandon will need to cross the river, but he will fall in and die if he attempts to cross before Herman gets the bridge fixed.

The saw that Herman needs in order to begin cutting new planks is located in the shadows under Kallak's workbench. Herman will start sawing on a tree near the cave, but he won't finish fixing the bridge until after Brandon gets the Amulet.

To get the Amulet, Brandon has to take the purple rose to Brynn. She will convert it to a special silver rose that must be placed on the repaired Forest Alter to cause the Amulet's appearance. Once he has the Amulet and Herman has fixed the bridge, Brandon will want to cross the river and proceed to Darm's House in the Timbermist Woods.

Knapsack/Inventory

There are ten knapsack/inventory slots that Brandon can use. That seems like plenty until you start carrying all the gemstones, labyrinth rocks, and fireberries. To clear space, leave Kallak's note at the Temple, leave the flute after shattering the ice, and wait until Brandon leaves the labyrinth to acquire an apple. Making a cache of gems and flowers at the lower side of the Chasm of Everfall will allow Brandon to enter Faeriewood with lots of potion ingredients.

Chapter Two

The Timbermist Woods

Darm's house is just past Herman's cave. Brandon should visit Darm, and yours truly, as soon as he can. Darm is often confused, but will request a quill.

To acquire a quill, Brandon needs to find the walnut at the songbird's tree, pick an acorn at the Grove of Oaks, and find the pine cone in the forest. These three must be planted in the hole in Deadwood Glade. A bit of nonsense and a whisper of a clue can be had by visiting Nolby under the Ancient Oak.

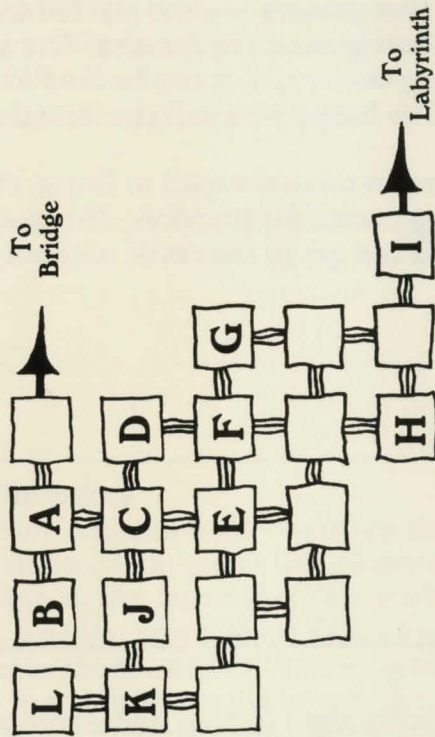
The plant that grows from the planted seeds will activate the yellow gem on the Amulet. Use of this gem invokes a healing ability which can be used to heal the sick songbird. The happy bird will give Brandon the quill he needs.

When Brandon takes the quill to Darm, the mystic will write a magic scroll for Brandon. He doesn't need it now, but he will not get to the castle without it.

Too Much

Brynn, Darm, the Treeface, and Zanthia all tend to be long winded and repeat themselves. Saving games *after* their conversations will allow Brandon to explore without getting too impatient.

Timbermist Woods (Chapter Two)



Notable Scenes

- A= Outside Darm's
- B= Inside Darm's
- C= The Statue
- D= The Songbird's Nest
- E= The Ancient Oak Tree
- F= The Wishing Well
- G= The Bubbling Spring
- H= Deadwood Glade
- I= The Serpent's Grotto
- J= The Marble Altar
- K= The Grove of Oaks
- L= The Ruby Tree

The Birthstone quest is next for Brandon. The spell cast by Darm to summon the stones is rather erratic, and gems can be found laying on the ground throughout Kyrandia. Several stones will appear before Brandon even knows that he is looking for his birthstones. The first stone is the sunstone which is in the lower part of the Bubbling Spring. Brandon may suspect that there is a gem in the spring, but he will not be able to retrieve it until Darm mentions it to Brandon.

Collecting all the stones and placing them correctly in the gold dish(plate) at the Marble Altar requires patience. There are nine other different types of gems laying about the Timbermist Woods and the woods around Brandon's home, and all should be collected.

The identities of the second and third birthstones will vary with each new game. Once Brandon has accumulated all the possible stones, saving and re-loading games will let the player assist Brandon in his experimenting.

The fourth and final Birthstone is a ruby. Rubies may be found at the Ruby Tree, but Brandon will get bitten by a poisonous snake when he tries to pick one. Even though he is poisoned Brandon must try again to pick one.

Brandon can wander into the Grove of Oaks when he is poisoned, but will die if he goes further. He must employ the healing gem on his Amulet to restore his health. At some point Brandon may wonder if the healing gem will work on Kallak. It won't.



Once the last Birthstone has been placed in the golden bowl, the bowl will turn into a flute. If Brandon goes back to Darm's with the flute, we will direct him to Shadowrealm, beyond which is Faeriewood, the home of Zanthia.

Sometime during his travels in the Timbermist Woods, Brandon will find the grotesque cave entrance at Serpent's Grotto. When he attempts to enter the cave, Brandon will meet Malcolm for the first time. The evil jester has an odd sense of ethics and will throw a knife that just misses Brandon. Malcolm will then kill him unless Brandon throws the knife back.

If Brandon has the courage to stand up to Malcolm, Malcolm will retreat, but not before sealing up the entrance to the cave with impenetrable ice. Brandon can shatter the ice by playing the shrill flute. The cave entrance will allow Brandon into the labyrinth of Shadowrealm.



Chapter Three

Shadowrealm

Shadowrealm is a large labyrinth made up primarily of mysterious caverns strung together with a variety of entrances and exits. Fireberry bushes grow in some of the caverns.

Brandon must pick fireberries and carry them with him to avoid the shadow wraiths. If Brandon does enter a mysterious cavern without a fireberry to light his way, the shadow wraiths will devour him in the darkness.

The trouble with fireberries is that they only last for three caverns when Brandon carries them. He must work his way from one bush to another and constantly replenish his supply. The map will show the most direct route that Brandon can take.

One trick that Brandon can use is to leave extra fireberries on the ground behind him. Fireberries left on the ground will not be extinguished, and will serve as markers for the return trip.

When Brandon throws the coin into the well, a moonstone will appear. He can then complete the Pantheon of Moonlight by placing the moonstone in the pedestal base. When he does, the will-o-wisps will activate the purple Amulet gem. Because will-o-wisps have their own illumination, using the purple Amulet gem allows Brandon to float about the labyrinth without requiring fireberries.

Once Brandon has the will-o-wisp ability he can float across the Chasm of Everfall, but he should spend a little more time in the labyrinth to acquire the key to the castle gate. The key is in a mysterious cavern located across the Volcanic River. The Volcanic River is to the right from the Cavern of Twilight, but out of reach unless Brandon explores that area in the will-o-wisp form. If Brandon tries to cross the Volcanic River, he will be burned up unless he applies the scroll he got from Darm to freeze the river.

Another item in the labyrinth is the emeralds Brandon may pick up in the Emerald Cave. These could prove useful later, and Brandon may find it convenient to take one with him.

Once he has the key, Brandon should proceed to the Chasm of Everfall, cross, and enter Faeriewood.

Chapter Four

Faeriewood

When Brandon enters Faeriewood, he may wander only slightly before he will be knocked unconscious by a falling tree branch. Zanthia the Alchemist will apparently find him in the woods and drag him to her laboratory, because that is where he will wake up.

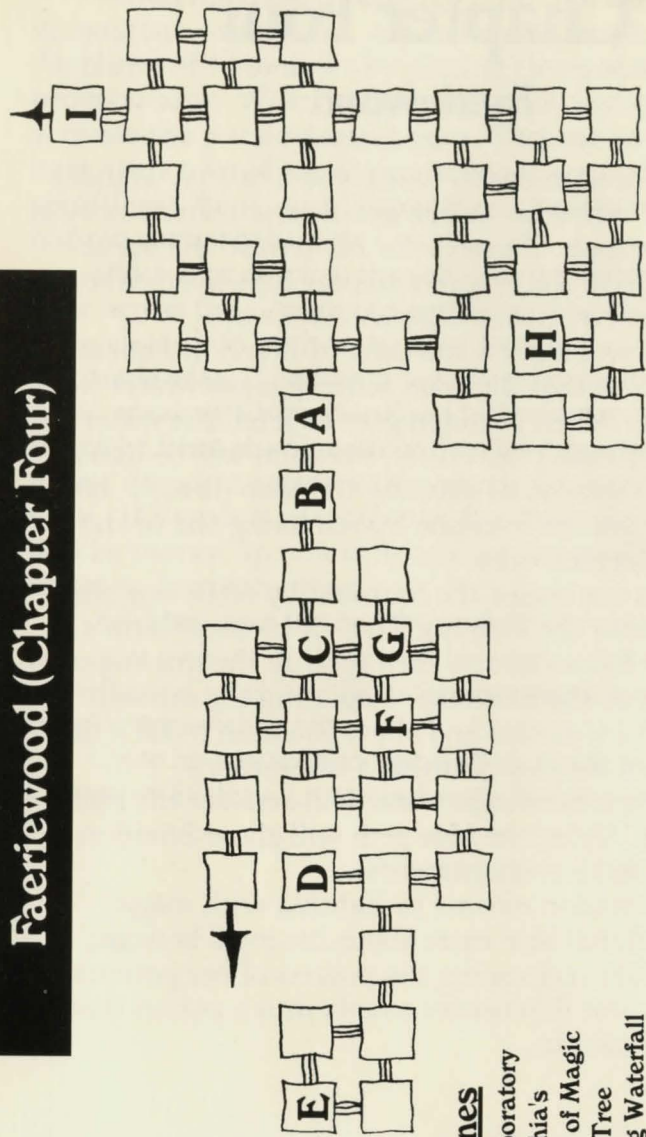
Zanthia will discuss the state of Brandon's quest, and will request that Brandon retrieve magic water from the fountain. When Brandon goes to fetch the water he will again encounter Malcolm. Malcolm will be unusually nice, and instead of harming Brandon directly, he will merely ruin the fountain by removing one of the set of encircling crystal orbs.

Brandon can repair the fountain by retrieving the orb from within the Flaming Tree. If he uses Darm's scroll on the flames he can then pick up the missing orb and return it to the fountain. Replacing the orb will rejuvenate the fountain and allow Brandon to fill a flask. (He must find flasks in Zanthia's laboratory.)

Drinking some magic water will activate the blue Amulet gem. Using the blue gem will allow Brandon to dispel some small enchantments.

When Brandon returns to Zanthia with magic water she will tell him more about his royal heritage, give a few clues concerning the powers of her potions, and then request Blueberries to mix into a potion that might help Brandon.

Faeriewood (Chapter Four)



Notable Scenes

- A= Zanthia's Laboratory
- B= Outside Zanthia's
- C= The Fountain of Magic
- D= The Flaming Tree
- E= The Sparkling Waterfall
- F= The Royal Chalice
- G= The Faun's Home
- H= The Crystals of Alchemy
- I= The Tropical Lagoon

Brandon can find Blueberries at the Sparkling Waterfall. When he returns to Zanthia's however, she will be gone. The rug on the floor of her laboratory will be rumped, and if Brandon moves the rug he will discover a trap door that leads to an area of Faeriewood behind Zanthia's home.

Brandon's principle problem in this chapter will be in making the required potions. He can make red, blue, and yellow potions by placing ingredients in the cauldron. A flower and a gemstone of the same color will generally produce a potion of that color. A blueberry and a blue gem will yield a blue potion. A yellow tulip and a topaz or an emerald will make a yellow potion. For some reason a purple rose and a purple amethyst will not produce a purple potion.

Some of the required gems will appear in Faeriewood, but Brandon may have to retrace his previous steps to obtain all the ingredients he needs. To make a red potion, Brandon must explore beyond the trap door to find the Tropical Lagoon. There he will find the red orchids needed to make red potions.

In the woods beyond Zanthia's, Brandon can find the Crystals of Alchemy. These enable him to mix different colors of potions. Putting a blue potion in one slot, and a red potion in the other will result in the creation of a useful purple potion. Red and yellow potions can be mixed to produce a useful orange potion. Yellow and blue potions will combine to make a poisonous green potion.

Once Brandon has mastered the art of potion making, he must use his skills to obtain the Royal Chalice. He can find the Chalice hovering in mid-air near the fountain, and can release the Chalice by using the blue gem on his Amulet.

Unfortunately, Brandon is not the only one interested in possessing the Chalice. As soon as it is released, the faun will scamper by and take it for himself. Brandon can chase the faun to his tiny home, but then Brandon will need to drink a purple potion in order to shrink himself and enter the faun's house.

Once in the faun's home, Brandon will have to negotiate a trade with the faun in order to obtain the Chalice. The faun will only trade for an apple. If Brandon has brought the apple from his home, this will work fine. If Brandon needs to find another apple, he can find the one that was laying on the ground just after he exited the labyrinth. If he has eaten or otherwise lost both of these apples, another can be found in the woods behind Zanthia's.

Once he has the Chalice, Brandon is ready to go to the castle. By drinking an orange potion while at the Tropical Lagoon, Brandon will become a winged horse and fly across the water to the castle.

Before Brandon flies to the castle he should check to see that he has everything he will need, because he will not be able to return once he has flown over the water. He will need the key, the Royal Chalice, and a flower. He cannot defeat Malcolm if he does not take these items with him.

In addition to the poisonous green potion, there are two other dangerous situations in Faeriewood. Just outside Zanthia's door there is a huge frog lurking in the swamp. Only the eyes show, but if Brandon goes closer to investigate, the frog will eat him. At the Tropical Lagoon, Brandon may be tempted to try to float across the water by using his will-o-wisp ability. This is a bad idea. A giant fish will jump out of the water and devour any will-o-wisps that come along.

Chapter Five

Castle Kyrandia

Brandon will discover the grave of his parents soon after landing. If he has a flower, and he places it on the grave, the ghost of his mother will appear. She will tell Brandon that he will need the chalice. This advice is late in coming, for Brandon cannot return to Faeriewood. The ghost will activate the red Amulet gem, which gives Brandon the ability to become invisible briefly.

The castle gate will be guarded by two inhospitable gargoyles. Brandon will need to turn himself invisible before he tries the key in the lock. Any other procedure at the gate is likely to result in a horrible end for Brandon.

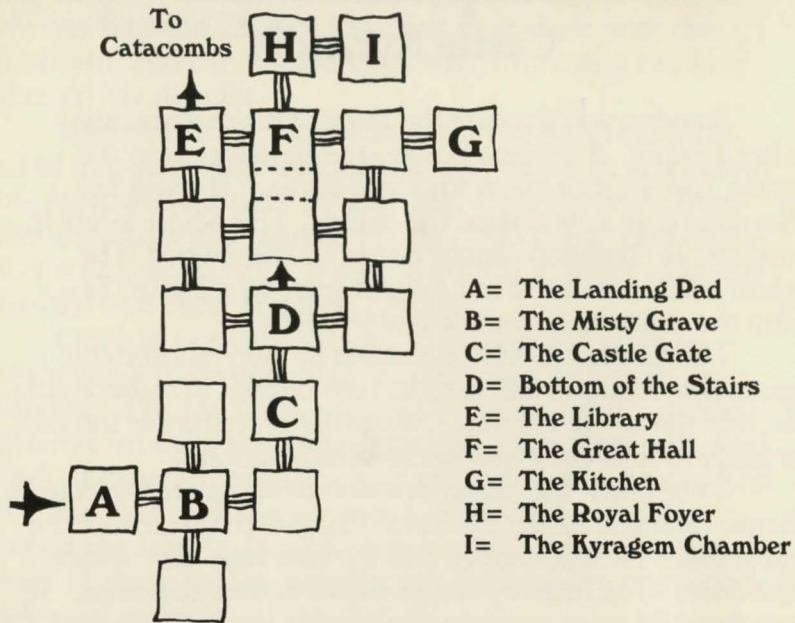
Once inside the castle, Brandon must ignore Malcolm's house rules and locate the Royal Foyer at the far end of the great Hall. He will need to find the two keys that unlock the doors. The first key can be found in the catacombs. To get there, Brandon needs to find the library, and ride the revolving fireplace into the darkness.

At the far end of the catacombs Brandon will encounter a Force Field which can be removed by using the blue Amulet gem. Several rooms beyond, there is a rock on the floor, under which will be a gold key. Brandon may have to wait a few minutes after employing the blue gem until his Amulet power is restored. Then he can explore the catacombs in will-o-wisp form, and benefit from the illumination to locate the rock.

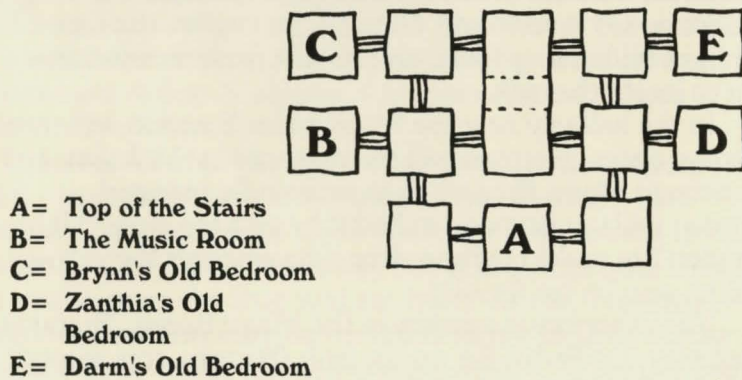
In the hallway near the Music room Brandon will meet Herman again. Herman will be entranced by Malcolm, and threaten to return the saw in an unfriendly manner! Herman will cut Brandon in half if he gets too close. Ugh! Brandon can make Herman sleep if he employs the yellow healing gem on his Amulet.

The other key is upstairs in the Music Room. Brandon must play 'Do-Fa-Mi-Re' on the bells (bottom, top, second to top, second to bottom). This will expose the second gold key behind a picture.

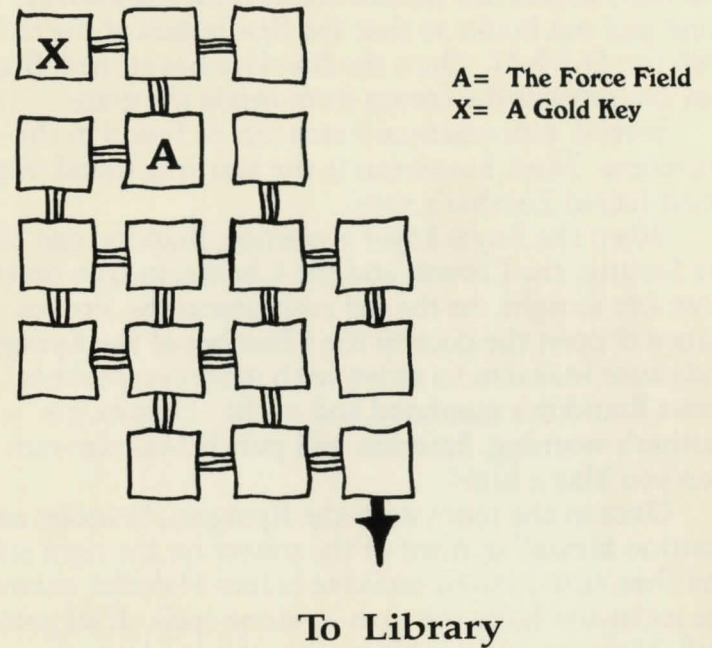
Castle Main Level (Chapter Five)



Castle Upper Level (Chapter Five)



Castle Catacombs (Chapter Five)



Among the utensils in the kitchen there is a Sceptre that Brandon must use in the Royal Foyer. He will also need the Crown that can be found on the reverse side of the revolving fireplace in the library.

To expose the reverse side of the fireplace, Brandon will need to pull out certain books from the shelves. He must pull out books so that the first letters of the titles spell out O-P-E-N. Once the fireplace has turned, Brandon can retrieve the crown from inside the grate.

Several non-essential items can be found in the bedrooms. Most humorous is the hair ring found in the titian-haired Zanthia's room.

When the Royal Foyer is opened, Brandon can place the Sceptre, the Crown, and the Chalice, in that order from left to right, on the red cushions in the alcoves. This will open the door to the Chamber of the Kyragem, and cause Malcolm to arrive with more cruel taunts about Brandon's manhood and outfit. Despite his mother's warning, Brandon will punch Malcolm out. Can you blame him?

Once in the room with the Kyragem, Brandon must position himself in front of the mirror on the right side, and then turn himself invisible before Malcolm enters the room and hurls the turn-to-stone spell. If all goes well, Malcolm will get hit by the rebound from the mirror and turn himself to stone! Hurrah!

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Stunt Disclaimer

At no time during the production of Kyrandia were any actors, plants, or animals injured or unduly endangered in any way. All of Brandon's gruesome death scenes were produced with the lifelike I'm-A-Dummy system. The tree apparently sawed down by Herman was played by an un-matched pair of twin Ponderosa Pines from the ACME Tree Farm in Pasadena. The part of Chestnut the Exploding Squirrel in the introduction was played by Fluffy the Stunt Rabbit.



Farewell, my friends. Thank you for visiting. I hope you have all enjoyed our little chat, and used your skill and knowledge to restore harmony to the land of Kyrandia! Please come again, but next time, could you bring along some cats?

Discover all the action in Kyrandia!

The Complete Map and Clue Book

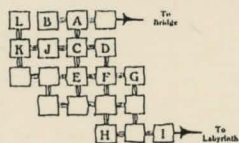


You will need to have a few tricks up your sleeve if you hope to overcome the crazed Jester Malcolm and restore the brilliant Kyragem.

Brandywine will guide you through Kyrandia with detailed maps, clues and specific discussions about all the adventures awaiting you.

- Learn how to avoid the horrible frog!
- Escape the dreaded Shadow Wraiths!
- Laugh at the acid-spitting Gargoyles!

Timbermist Woods (Chapter Two)



Notable Scenes
A • Outside Daron's
B • Inside Daron's
C • The Statue
D • The Sunlight's Nest
E • The Ancient Oak Tree
F • The Wishing Well
G • The Bubbling Spring
H • Deadwood Glade
I • The Serpent's Grotto
J • The Marked Altar
K • The Grove of Oaks
L • The Holy Tree

Assert yourself, defeat the madness of Malcolm, and reclaim the throne of Kyrandia!



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