

NEWS

NEWS & notes

Westwood™ STUDIOS

N E W S & N O T E S

S T U D I O S

FALL 1993

VOLUME 1, NUMBER 5

FABLES & FIENDS™

THE HAND OF FATE™

It's here! The long-awaited second book of Westwood Studios' Fables & Fiends™ series, *The Hand of Fate*™, has arrived!

Zanthia, youngest of the Kyrandian Mystics, stars in this adventure to save her homeland from disappearing. An unwanted love interest, an inattentive sidekick, and...this hand...all conspire to make Zanthia's quest even more challenging.

Crafty Kyrandian veterans from the first Fables & Fiends™ adventure, *The Legend of Kyrandia*™, may recognize their favorite land of giant frogs, talking trees and really strange berries. But this isn't just the same old Kyrandia! Challenging

puzzles, new characters, and lots of self-conscious wisecracks from our heroine make *HOF* more challenging than its predecessor. And we could go on and on about all this newfangled technology such as light sourcing and state-of-mind character intelligence. But really, it just adds up to more fun for you.

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MAKING FATE

Lured by the trail of cookies leading in from the parking lot, the Kyrandian zoo got back in the cage a few months ago. "We want another one!" the executives barked. "And don't be late!" Late? Ha! Who did they think they were dealing with?

Aging upstart Rick Gush headed the team, but stalwart programmer Mike Legg actually did all the work. As a side comment to all of you who think this looks like fun, please note that the Leggman worked 27 hours per day to finish the assembly.

As usual, creating all the art was a project of Egyptian proportions. Big Lou and Joe Bob Hewitt supervised the artists and even found

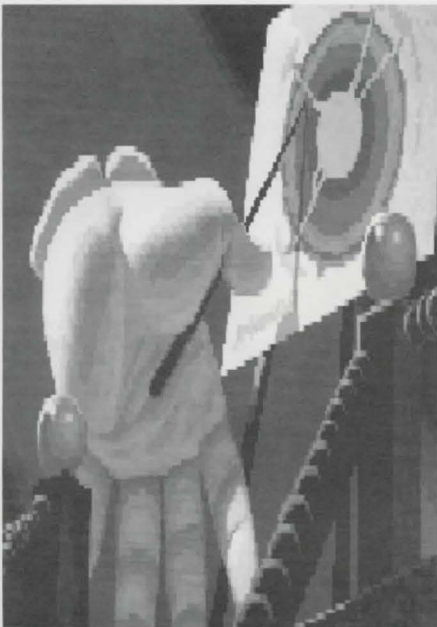
time to chisel a few blocks themselves. Art god Rick Parks assumed a more commando role this time, and single-handedly extinguished a number of bonfires with his usual flair. New *HOF* recruit Cindy Chinn (actually, she's worked on a zillion other projects) provided a much appreciated, albeit strange sense of humor. Although some of her work turned out to be too risqué, a bunch of her stuff does show up in the

game.

The Hand of Fate is now finished. All the members of the team have been released, and many are making marvelous progress as normal people again.

...
 "We want
 another one!"
 the executives
 barked.
 ...

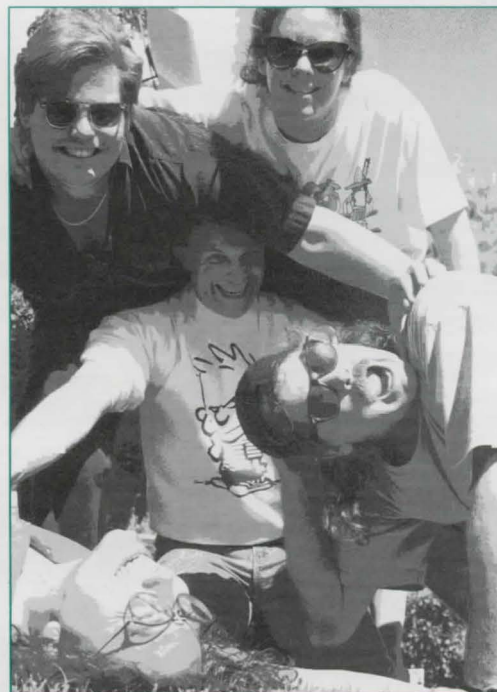
Kyrandia's fate doesn't look promising!



Royal Mystic Zanthia entertaining weighty thoughts.



The "love interest" Marko and that Hand.



Counter-clockwise from top:
 Cindy "Zanthia" Chinn,
 ARTIST

Michael Legg,
 LEAD PROGRAMMER

Dwight Okahara,
 SOUND GUY

Rick "Calvin" Parks,
 LEAD ARTIST

and

Rick Gush,
 MAN-IN-CHARGE

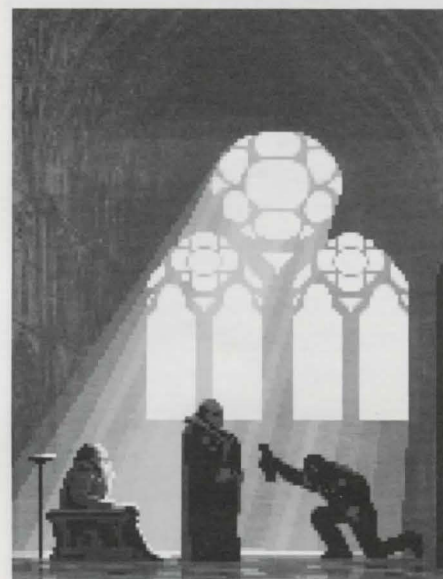
NEWS FROM THE LANDS

Lands of Lore sold out its initial run in its first week! We didn't think you liked role-playing games so much! (Well, okay, we *suspected*....) As our production people were scrambling to get the second and third runs out, our BBS and customer support lines were swamped with calls, asking us how to get *LOL* because the local retailers had sold all their copies of our game!

And we're getting plenty of

advice on what you want to see for the next *Lands of Lore* game. From what our callers tell us, the larger-than-life spells, animated outtakes, the great soundtrack, awesome monsters, and the highly-charged story are what you liked most about our latest RPG line.

Needless to say, *Lands of Lore* is proving to be our best seller yet. Be patient—more *Lands* are coming your way!



BITS & PIECES

A PATCH OF LAND

Some *Lands* adventurers have been having some technical problems in the later sections of *Lands of Lore*. If you have *Lands of Lore* version 1.05, you may want to get the *Lands* patch. You can download the patch from Westwood on the subscriber services listed below or from our BBS at 1-702-368-2319. If you don't have a modem, call Virgin Games Customer Service at 1-714-833-1999 to have a *Lands* patch disk sent to you.

K2, WHERE ARE YOU?

Q: K2 refers to: 1) a big mountain somewhere; 2) a strange breed of canines; 3) a little-seen movie in Europe; 4) some product Westwood Studios kept saying would come out but has yet to appear and is supposed to be the sequel of *The Legend of Kyrandia* and everyone says is so awesome, and, and...

A: *K2 was merely the working title for The Hand of Fate. K2 sounded cool and technical, and scared away those industrial spies we know to be lurking on our BBS. But c'mon, it makes a lousy box cover! You didn't seriously think that we'd call the next Fables & Fiends smash hit something as bland as K2, did you?*

WESTWOOD LIVE!

Own a modem? Subscribe to America Online, GENie, or CompuServe? Watch the general posts on these on-line services for news and schedules on upcoming live Westwood Studios conferences. In our last electronic forum, attendees were able to put the questions directly to Phil Gorrow and Bill Crum, the programmer and designer for *Lands of Lore*. It's a good opportunity to get the inside scoop and ask these know-it-alls just what they were thinking when they put these games together.

WESTWOOD ONLINE

SERVICE	DIRECTORY	MEMBERSHIP OFFERS
Westwood Studios		1-702-368-2319
America Online	WESTWOOD	1-800-827-6364
CompuServe	GO GAMPUB	1-800-524-3388 rep. 441
GENie	GAMES	1-800-638-9636
PRODIGY	SOFTWARE CONNEXION	1-800-776-0836 ext. 194

SOUND BLASTER COMPATIBLE CARDS

If you have a sound card that is not listed on the label of our games, chances are we still support your card! Sound cards such as the PAS 16, Soundman, or any other Sound Blaster-compatible cards can play all of our award-winning music and sound by typing the following line in your computer's AUTOEXEC.BAT file: SET BLASTER=A220 I7 D1 T2

The value after the "A" should be your sound card's address, the "I" is the interrupt, the "D" is the DMA channel for digitized sound playback, and the "T" is basically the type of Sound Blaster you are emulating. (For example, T2 is equal to the Sound Blaster Pro card.)

MIXED SOUND SUPPORT FOR LOL

If you have multiple sound devices (such as a Sound Blaster card and a Roland sound module), you can get the optimum sound from Lands of Lore. Here's how:

1. Call our 24-hour BBS on your modem...
2. Download the file LOLSOUND.ZIP...
3. Uncompress the file and read the README.TXT file for instructions.

NEED A HELPING HAND?

Not only can you call up our hint line (see page 8), but you can also get clue books for *The Legend of Kyrandia*, *Lands of Lore*, and *The Hand of Fate* at your local software outlet. To order over the phone, call Virgin Games Order line at 1-800-874-4607. If you have a modem, you might want to connect with your fellow game players on America Online, PRODIGY, CompuServe, or GENie for mutual support and helpful advice.

LAND RUSH

The rush on *Lands of Lore* took us a bit by surprise. We're adding phone lines, hiring more customer service reps, and opening up alternate channels of communication.

But did you know that in the first week after *Lands of Lore* was released, our customer service lines received literally thousands of calls? As of this writing we still have our players telling us that the lines are busy. (So how did they tell us this? Some resourceful customers actually dropped by our offices to talk to us.)

We always want to hear what you're interested in saying, and we'll always want to help. But if you can't get through to us on our normal channels, there are alternatives:

1 If you own a modem, try calling the Westwood BBS. The posted messages offer you an update on various projects, as well as technical info and even game hints.

2 Leave a message to ViRtUaL TeD, our Sysop on the Westwood BBS. He's just as busy as the rest of us,

but answering your questions is his job! He'll hunt down the solution to your problems, and get back to you usually within 24 hours.

3 If you subscribe to an on-line service, like America Online, CompuServe, PRODIGY, and GENie, check out the game forums. *Lands of Lore* has been the hot topic of discussion since its release, so you'll find messages and hints from a your fellow gamers around the nation.

ViRtUaL TeD is everywhere. You can contact him through these services as well.

4 Visit your local PC users group. Users groups around the nation have been talking to Westwood directly for hints, technical advice, and state-of-the-industry news. These well-informed and very helpful groups have been passing along their members' excellent suggestions for future Westwood games.

GAME REVIEW

REVIEW

FROM

PC ZONE, UK

"The beginning of Lands of Lore, it has to be said, is staged brilliantly. Instead of a long intro, ... you actually take part in the unfolding plot. Its lacy '90s look keeps the appeal for we nouvelle games players...while its plot-driven storyline and interactive elements add still more. ... You're no

longer encased in a level-by-level dungeon; you're out there, soaring through the outdoors, investigating swamps, minor dungeons, castles, towers, mines, forests and all manner of geographic hot spots. Each section has its own unique graphics, perils, characters, monster-basts."



CHAMPIONS OF THE LANDS

They came, they saw, and they kicked Scotia right out of the Lands! If you lucky *Lands of Lore* players turned in the your contest entries, you have a shot at the monthly drawing here at Westwood. All you have to do is take a picture of yourself with the winning game screen (after you win in "Ferocious" mode) and send it to: Virgin Games, Inc., ATTN: Scotia, 18061 Fitch Avenue, Irvine, California 92714, or to Westwood Studios, 3540 W. Sahara Ave. #323, Las Vegas, NV 89102. Include your T-shirt size.

Each month until March, 1994, we pick one first prize winner to receive a \$100 gift certificate at the Virgin Games Inc. Retail Order Center, one second prize winner to receive a \$50 gift certificate to the same, and 100 third prize win-

ners to receive the special Champion of the Lands T-shirt.

And the lucky first prize winners are:

August: Gregg Williams

Houston, TX

September: Alex G. Black

Mission Viejo, CA

October: Taig Stewart

Springville, UT

Remember, the contest runs until March 1994, so send your entries in before then and you too could be a winner!

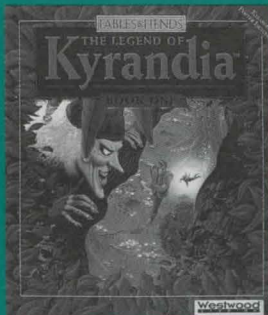
Some couldn't resist comment:

"Great game! I loved it. It was responsible for many sleepless nights and fights with my wife — the hallmark of a winner."

Taig Stewart

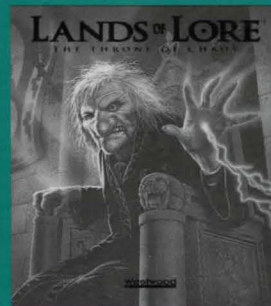
AVAILABLE NOW!

Call 1-800-VRGIN07 for special winter discounts!



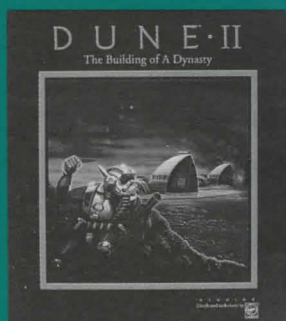
Fables & Fiends™: The Legend of Kyrandia™

IBM PC 3.5	90073
IBM PC 5.25	20169
IBM CD ROM	83003
AMIGA	30032
MACINTOSH	60012
MAC CD ROM	Coming Dec 93
CLUE BOOK	70001



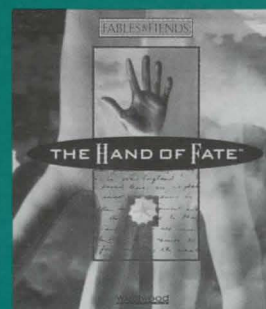
Lands of Lore: The Throne of Chaos™

IBM PC 3.5	90078
IBM PC 5.25	20175
IBM CD ROM	Coming Jan 94
CLUE BOOK	70002



DUNE II™

IBM PC 3.5	90072
IBM PC 5.25	20171
AMIGA	30030



Fables & Fiends™: The Hand of Fate™

IBM PC 3.5	90085
IBM PC 5.25	20180
IBM CD ROM	83014
CLUE BOOK	Coming Jan 94



LANDS OF LORE:

THE DRARACLE'S CAVE

To obtain the Draracle's help, you will have to sacrifice a powerful magic item on his altar. Only the Silver Goblet and the Jeweled Dagger are powerful enough to be accepted. Once you have one of these mystic items, place it on the altar, which you find after clicking on the archway to the left side of the Draracle's throne.

To find the Silver Goblet, place the Sapphire in the eye of the engraved dragon on the north wall, on Level Two of the Draracle's Caves. This will reveal a secret passage. The Silver Goblet can be found in a chest beyond this passageway. Make sure you bring your lockpicks, as the keys to this chest have

been lost for generations.

To find the Jeweled Dagger, place the Emerald in the eye of the engraved dragon on the east wall, on Level Two of the Draracle's Caves. This will reveal a secret passage. Enter this passage and locate the niche which holds the "Dagger In...Dagger Out" scroll. Place a dagger in the niche and then click on the button on the north wall. The niche will magically transform into a lever. Pull the lever and press the button again. This time a lock will appear. Use your lockpicks to open this lock and press the button once again. When a niche appears, place something you no longer need in the niche, like the "Dagger In...Dagger Out" scroll. When you press the button on the north wall again, a secret passage will be revealed. This passageway leads directly to the chest which holds the Jeweled Dagger.

HAND OF FATE

No, Zanthia isn't quite the goody-two-shoes that Brandon is. She is not above, for instance, steaming open letters. In *The Hand of Fate*, before you turn in those letters to the mail-dragon, go to Sulfur Springs and hold a letter over one of the steaming springs. Then click the letter on Zanthia to see what the note really says.

THE LEGEND OF KYRANDIA

Can't get rid of the jeering clown who threw that knife at you at Serpent's Grotto? Hey, whenever a clown throws a knife at you, throw it back! Click on the knife handle when it's embedded in the tree. Brandon will then throw it right back at laughing Malcolm! He'll miss—darn!—but it's the only way to scare Malcolm away and get out of this encounter safely.

To get past the wall of ice that Malcolm places just as he's leaving—sore loser, isn't he?—play the flute that you get after putting the right birthstones on the altar.

For more hints on *The Legend of Kyrandia*, see the *The Legend of Kyrandia Hint Book*, available at most software stores, or call our hintline at 1-900-288-4744 (75 cents a minute, and callers under 18 must have a parent's permission).

MAIL BAG

ON LANDS...

Just picked this game up, it's GREAT!!!! Probably the best game I've bought since I owned a IBM clone (about a year now, and the library is up to 35 titles). I am glad Westwood put this on the market, I loved what they did to Eye of the Beholder 1 and 2. And LOL is great because they aren't constricted by AD&D rules as in the Eye of the Beholder's!!!! All I can say, folks, is this game is worth the money I dropped down for it.

Strouas Heartbow, on
American OnLine

I have been having a great time with this game and I highly recommend it. The sound effects as well as the visual effects are really well done. The auto-mapping feature is really a lot of help as well. This is one of the best RPG games to come out in a long while where you do not have to worry about sharpening your dull sword or looking for people to heal or reassemble your body.

Scooby

ON KYRANDIA...

Congratulations on Kyrandia "I". I will certainly buy any sequels. You have captured that elusive magic which makes a game absolutely enchanting. The perfect combo of beautiful graphics, easy interface, and charming story, that is both interesting and without grisly encounters. You can get zapped in this game, but not in a "dungeon-dragons sewer". I wish it were longer. Only Roberta Williams of Sierra has equalled your accomplishment (See *King's Quest* Series).

However, you might arguably have surpassed her.

LADIES IN THE LANDS...

I would just like to request that games (especially RPGs) be a little less geared at male players. I enjoy playing computer games and have many female friends who do, but am often turned off by games that seem totally aimed at horny guys. I also get tired of having to BE a guy. So how about some female options for characters? (It would have been nice to be a girl in *Lands of Lore*, what with all those facial expressions, spoken parts, etc. Also, I understand about *King's Quest* type games, and *Kyrandia II* doesn't make up for all the rest.) I'm not prudish, but if you're going to show scantily clad females with gratuitous heaving bosoms, how about some scantily clad, well-formed, token male characters? We may be a smaller proportion of game players, but we are out here. I think most guys don't mind being female characters sometimes, but if they almost never had a choice they'd probably complain too. Thanks for reading this.

Not frezman, frezman's Better Half.
on America Online

Yeesh... Well, as Frezman's Better Half noted, Kyrandia II—er, we mean, Hand of Fate—features Zanthia, She-Mystic, as the lead character.

Besides, why does everyone assume that Kieran (one of the four main character choices) is male? Wait until you hear the Lands of Lore CD ROM voice for she/he/it.

AND MANY PEOPLE NOTICED...

You guys are too much. It was a special treat for me to find my good buddies at Bruno's Lodge...where everybody knows your name... By the way, just out of curiosity why didn't you have the theme music? Were the royalties too much? I think that would have been the icing on the cake...that and having a few more one-liners from 'Normgog' ;-)

Once again my hat is off to you and this excellent game! KEEP 'EM COMING!!!!

Moth at CompuServe

SAY WHAT?

We'd like to hear from you! Originally, *The Hand of Fate* was supposed to be put out only six months after *The Legend of Kyrandia* was released. But we received so many letters and e-mail to the Westwood crew with such good suggestions that we held up *HOF* to implement your ideas to make the next *Fables & Fiends* even better. Write to us at 3540 W. Sahara, #323, Las Vegas, NV 89102, or contact our ViRtUaL TeD on-line. Let us know what you think about our products, and tell us what kind of games you want to see. It makes a difference!

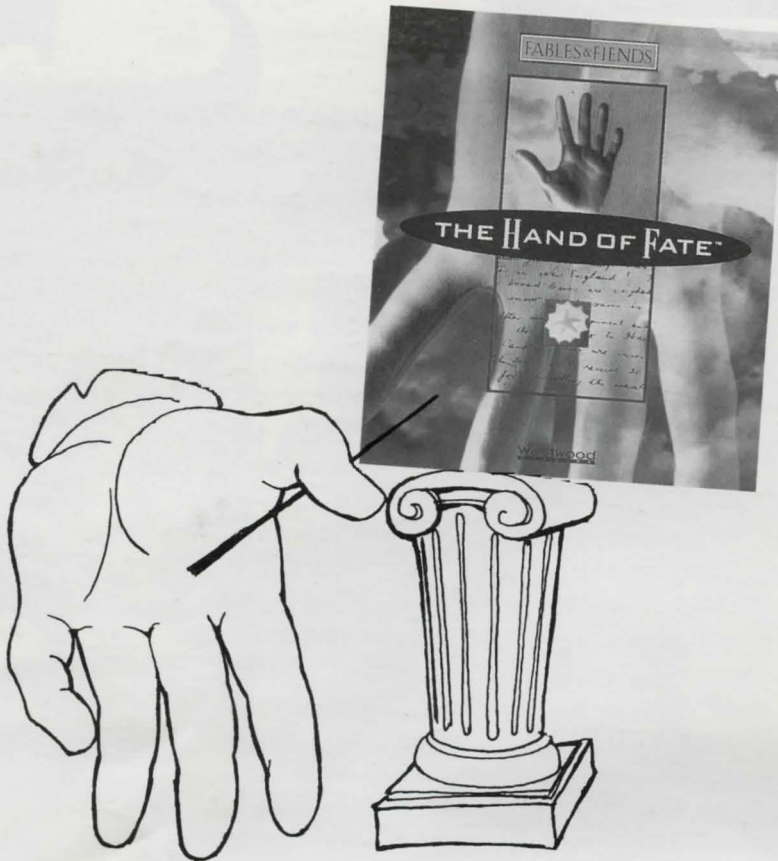
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"Fortunately, the Hand was knowledgeable in these matters..".

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