

**BENEATH A
STEEL
SKY**



REVOLUTION

BY DAVE GIBBONS



FABLES & FIENDS

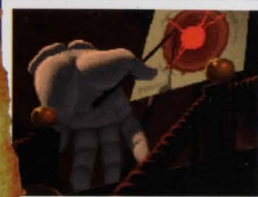
HAND OF FATE

Now you see it. Now you don't. The land of Kyrandia is disappearing piece by piece and all the evidence points toward one perilous conclusion:
A Curse!

Thus begins *The Hand of Fate*, second in the *Fables and Fiends* series, where you are the off beat, young mystic who must voyage to the centre of the world to break the spell. Out of sync and out on foot, your aberrant journey reveals nothing is what it seems. Everything is what it isn't. And you can count your friends on one hand. Literally".

P.C. Review. 8 out of 10.
"The prettiest game of the year".

P.C. Zone. "Recommended".
"Excellent graphics and an imaginative storyline".
"A great game".



Hand of Fate and Kyrandia are trademarks of Westwood Studios, Inc © 1994 Westwood Studios, Inc © 1994 Virgin Interactive Entertainment (Europe) Ltd. All rights reserved. Packaging design by Funhouse.

Virgin Interactive Entertainment (Europe) Ltd. 338A Ladbroke Grove London W10 5AH Tel: 081 960 2255 Fax: 081 960 9900



Westwood Studios



THE OLD MAN WAS TRYING TO TELL THE FUTURE, LOOKING FOR PICTURES IN THE CAMPFIRE...

EVIL... OHHH, I SEE EVIL...

EVIL, BORN DEEP BENEATH THE CITY... FAR FROM THE LIGHT OF DAY...

I SEE IT GROWING, SAFE BELOW A SKY OF STEEL... SCHEMING IN THE DARK... GATHERING STRENGTH...

AND NOW... OHH... NOW THE EVIL SPREADS!

IT SENDS DEADLY FEELERS OVER THE LAND ABOVE...

ACROSS THE GAP... REACHING TOWARDS THIS VERY PLACE!

I'D SEEN HIM DO THIS A HUNDRED TIMES, BUT I HUMOURED HIM.

AFTER ALL, HE'D BEEN LIKE A FATHER TO ME.

AND WHAT DOES THIS EVIL WANT HERE?



OH, MY SON, I FEAR...

I FEAR THE EVIL WANTS YOU!

THAT WAS WHEN JOE PIPED UP--

FOSTER! SENSORS DETECT INCOMING AUDIO SOURCE!



THEN THE REST OF US HEARD IT, TOO.

THE EVIL! THE EVIL IS NEARLY HERE--

WHUP WHUP WHUP

IT SOUNDED MORE LIKE A COPTER THAN A DEMON.



KWHUMPH!

BUT NEXT THING, ALL HELL LET LOOSE ANYWAY--

RUN, FOSTER! RUN! HIDE FROM THE EVIL!

AIEEE!

BUDDA BUDDA



FOSTER! >KZZT< H-HELP!

BUDDA BUDDA



BETTER >BZZT< MAKE MY >TZZKT< NEXT BODY MOVE >KTZ< FASTER, FOSTER...

HE WAS ONLY A ROBOT, BUT, WELL, I LOVED THE LITTLE GUY.



THEN, AS SUDDENLY AS IT STARTED, THE SHOOTING STOPPED.

WHUP WHUP

>TZZTZ<



THERE WAS A MOMENT'S SILENCE AS THE COPTER CUT ITS ROTORS, THEN--



WHOEVER IS IN CHARGE HERE, COME FORWARD--

NOW!

ONLY A FOOL WOULD'VE ARGUED WITH THAT FIREPOWER.



I-- I AM THE LEADER OF THESE PEOPLE... WE ARE PEACEFUL--

BRING HIM HERE.

AT ONCE, COMMANDER REICH.



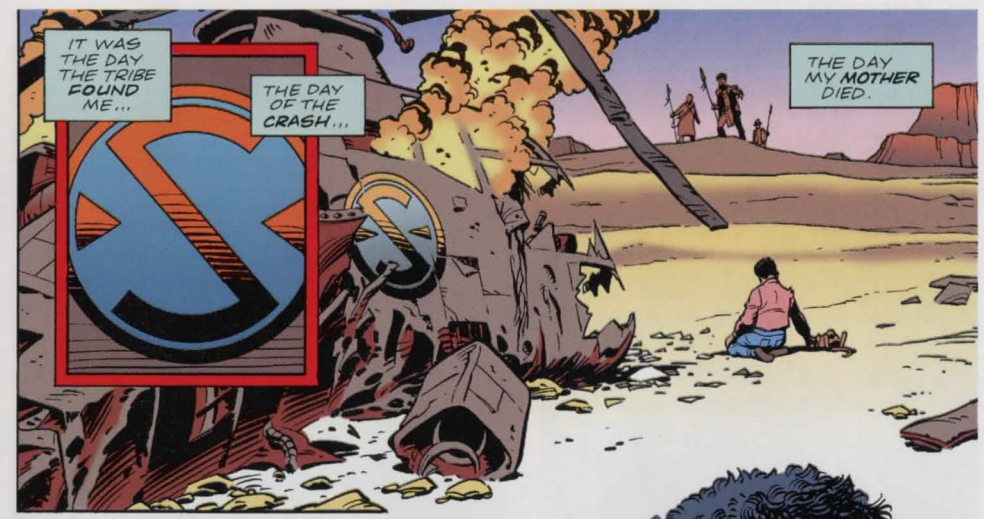
WE'RE LOOKING FOR SOMEONE.

SOMEONE WHO DOESN'T BELONG HERE... WHO WAGN'T BORN IN THIS GARBAGE DUMP... WHO CAME FROM THE CITY AS A CHILD...



WE WANT TO TAKE HIM HOME AGAIN.

MY MIND RACING, I REMEMBERED WHERE I'D SEEN THAT SYMBOL BEFORE...



IT WAS THE DAY THE TRIBE FOUND ME...

THE DAY OF THE CRASH...

THE DAY MY MOTHER DIED.



YOU ALRIGHT, CITY BOY?

GOT A NAME, SON?

R-ROBERT.



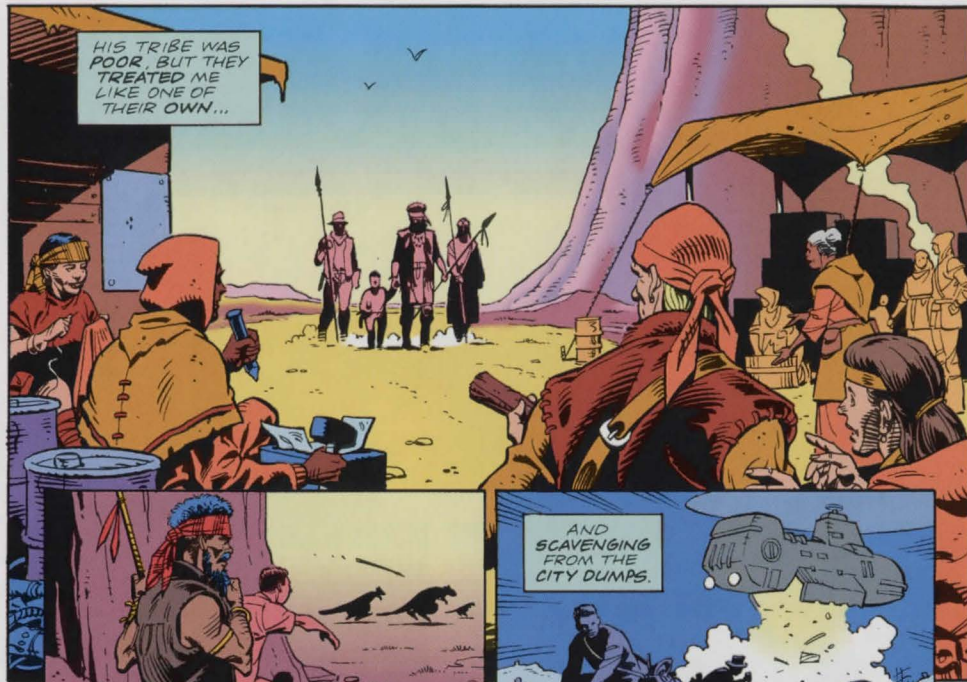
HAH! WELCOME TO THE GAP, ROBERT!

YOU'RE ONE OF US, NOW.

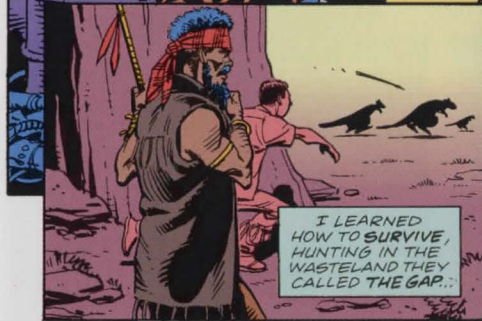
AS HE PATCHED ME UP, THE OLD MAN HAD GENTLY EXPLAINED THAT THERE WAS NO WAY BACK INTO THE CITY...

AND I ALREADY KNEW THERE WAS NOTHING HE COULD DO FOR MOTHER.





HIS TRIBE WAS POOR, BUT THEY TREATED ME LIKE ONE OF THEIR OWN...



I LEARNED HOW TO SURVIVE, HUNTING IN THE WASTELAND THEY CALLED THE GAP..



AND SCAVENGING FROM THE CITY DUMPS.

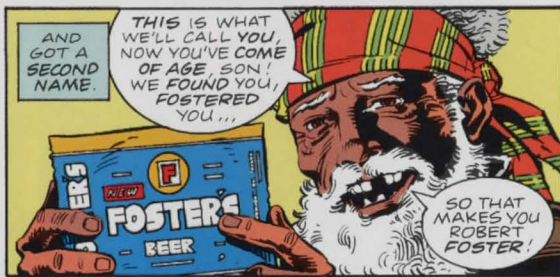


AS THE YEARS PASSED, I FORGOT MY LIFE IN THE CITY

DISCOVERED NEW TALENTS...

I'M YOUR >KZZT< FRIEND ... CALL ME >TZZT< JOEY.

HAH!



AND GOT A SECOND NAME.

THIS IS WHAT WE'LL CALL YOU, NOW YOU'VE COME OF AGE, SON! WE FOUND YOU, FOSTERED YOU...

SO THAT MAKES YOU ROBERT FOSTER!



...WASTED ENOUGH TIME!

GIVE US THE RUNAWAY OR WE'LL SHOOT EVERYONE-- STARTING WITH YOU, GRANDAD!

THE OLD MAN HAD BEEN RIGHT, FOR ONCE...



IT WAS ME THEY WANTED.

NO, MY SON! DON'T LET THE EVIL TAKE YOU! RUN!

DNA SCAN CONFIRMS IT'S HIM, SIR.



EVIL HAD COME TO THE GAP, JUST AS HE SAID.

TAKE HIM.



BUT HAD THE OLD MAN SEEN WHY IT WANTED ME?

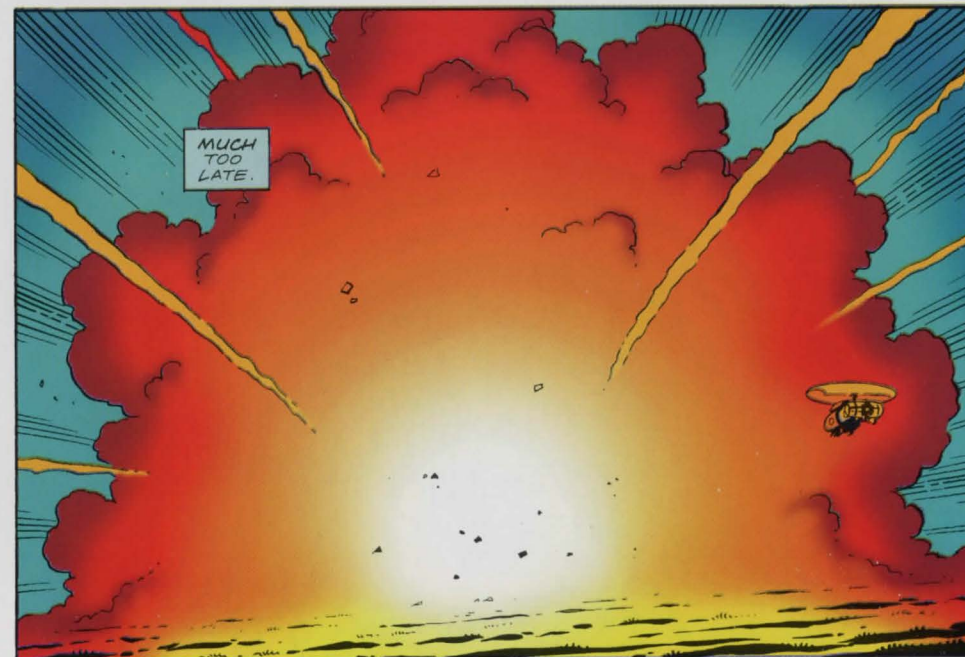
OR WHAT IT WOULD DO NEXT?



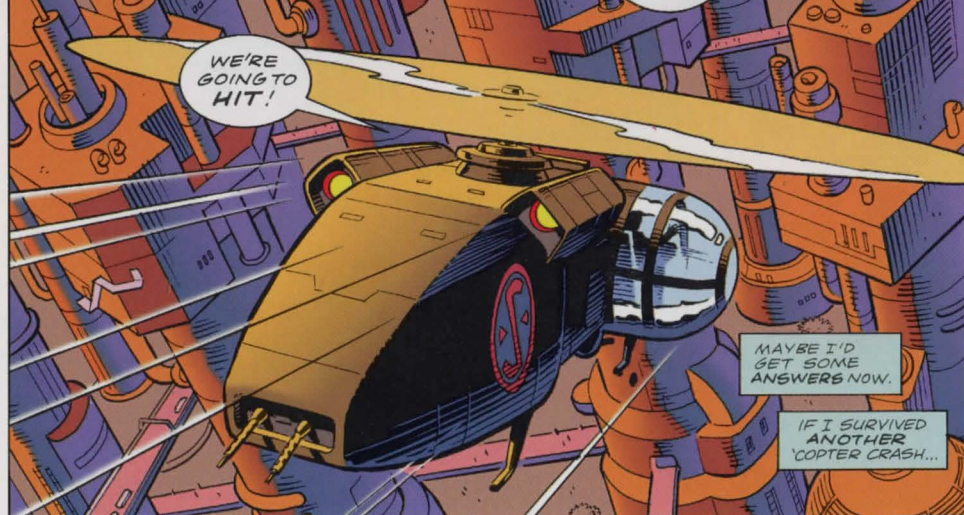
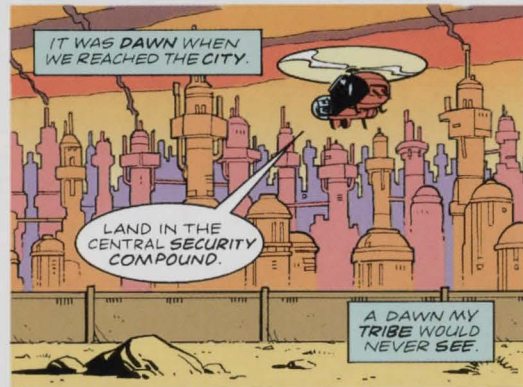
IT WAS TOO LATE TO ASK HIM NOW.

LEAVING DESTRUCTION ZONE, COMMANDER REICH.

GOOD. DETONATE--



MUCH TOO LATE.



LURE OF THE Temptress



LEAD US NOT INTO TEMPTATION, BUT DELIVER US FROM EVIL...

Sick and tired of playing the same old, sterile, graphic adventure?

Then envisage a new playing experience where each character can go about his or her own affairs independently of your actions, where each scenario is different every time you return to it, where you can experience "real world" environments.

It's happened.

LURE OF THE TEMPTRESS has been developed using the 'Revolutionary' Virtual Theatre™ system.



REVOLUTION



INTERACTIVE entertainment

338a Ladbrooke Grove London W10 5AH



AMIGA



ATARI ST



IBM PC



VIRGIN INTERACTIVE ENTERTAINMENT (EUROPE) LIMITED,
338A LADBROKE GROVE, LONDON W10 5AH.