

The FAERYTALE™ ADVENTURE

C-64 PLAYERS INSTRUCTIONS

At the load prompt, insert "start-up disk" & Type: Load "*", 8,1

THE GAME:

Once the disk is loaded the first thing you will see is the credits page, and then the introduction screens. These may be skipped over by pressing the space bar.

Once the introduction is complete, a screen will be displayed requesting you to answer three questions. The questions all refer to a magical prophecy, which has been inscribed in the border design of the supplied playing map. Once the questions have been answered, it will take a few seconds to load in the game data. At the prompt, remove the "start-up disk" & insert the 'A' disk. After that, play begins immediately. During the game you will have to swap the 'A' & 'B' disks at the prompts.

MOVING THE BROTHERS:

To control your character, use either the mouse or the joystick. You can use either of these at any time; no command is needed to switch over.

On the bottom right corner of the display there is a compass with eight points. These represent the directions you can move your character in.

To use the mouse, place the pointer over the compass point that represents the direction you want to go. Hold down the left button to start the character walking. Release the button and the character stops. You can move the mouse while holding the button to change direction.

To use the joystick, press the joystick handle in the direction you want to go. The character will move in that direction.

COMBAT:

You can attack in the same eight directions as you can walk. If you are using the mouse, hold down the right mouse button to attack. If you are using the joystick, use the fire button to attack. Note that attacks are directional; you must be facing towards your opponent to be successful in battle. Direction of attack is controlled the same way as movement.

NARRATION:

On the bottom left of the display you will find the narration scroll. This provides a running commentary of what is happening in the game. It also displays the character's current scores.

There are five scores:

- Bravery (Brv) represents a measure of the character's courage, and contributes to the character's prowess in battle.
- Luck (Lk) helps to save the character from an untimely death. If a dying character has enough luck, a good fairy will come and heal him then transport him back to the last safe place he was at.
- Kindness (Knd) helps the character communicate with other figures in the game. If the character has a low Kindness score, they may even refuse to speak to him.
- Vitality (Vt) is a measure of the health of the character. When this score reaches zero (as it can through wounds or drowning) the character will die.
- Wealth (Wlth) represents how many coins the character has in his pocket.

OTHER COMMANDS:

Between the narration scroll and the compass you will find the command menu. This can be activated by the mouse (by clicking on the appropriately labeled bar) or by pressing an equivalent key on the keyboard.

The first five options (in blue) will select which of the five different command menus you are looking at. Below is a list of all the menus. After each menu, in parenthesis, is the equivalent keyboard command.

Items:

- List (I) show a list of all items carried.
- Take (T) take an object lying on the ground or off a dead character's body.
- Look (?) look for hidden items.

- Give (G) give an item to someone else.
- Use (U) goes to a sub-menu which asks which of the following items you want to use:

Dirk (1) put away current weapon and draw dagger.

Mace (2) put away current weapon and draw mace.

Sword (3) put away current weapon and draw sword.

Bow (4) put away current weapon and draw bow and arrow.

Wand (5) put away current weapon and draw magic wand.

- Use (6) use lasso.
- Use (7) use the shell.
- Use (8) use a key.
- Use (9) use the sunstone.

Key (K) use a key. Goes to key color sub-menu.

(K1) — use gold key. (K4) — use red key.

(K2) — use green key. (K5) — use grey key.

(K3) — use blue key. (K6) — use white key.

Magic:

There are seven different kinds of one-use magic items that you will collect during your travels. Selecting an option under this menu will use up one of the selected kinds of items. You must possess the item to use it! It is up to you to figure out what each item does. The function keys are used as keyboard equivalents.

Stone (F1) use a blue stone. Totem (D) use a bird totem.

Jewel (F3) use a green jewel. Ring (Z) use a gold ring.

Vial (F5) drink a glass vial. Skull (X) use a jade skull.

Orb (F7) use a crystal orb.

Talk: The options are Yell (Y), Say (S) and Ask (A).

Buy:

These commands will only work in the presence of a character who is selling something. The options are:

(O) Buy Food (W) Buy Sword

(R) Buy Arrow (B) Buy Bow

(V) Buy Healing Vial (E) Buy Bird Totem

(C) Buy Mace

Game:

- Pause (P) pause the game.
- Music (M) turn off or on the music.
- Sound (F) turn off or on the sound effects.
- Quit (Q) quit the game.
- Save (I) save a game. It goes to a sub-menu of 8 save areas, labeled 1-8. At the prompt, insert a data disk or a blank disk to save a game.

- Load (L) load a previously saved game goes to a sub-menu of 8 saved areas, labeled 1-8. Click the mouse on the area you wish to load the game from.

HOW TO WIN:

To win the game, you must defeat the necromancer and recover the talisman. To do this will require that you perform a number of great deeds. You will need special magic and help to accomplish your goal. These goals will be discovered in the course of your adventures. Clues can be gained by conversing with the various characters you meet throughout the game. You can also converse with monsters, however their conversation tends to be limited and not at all interesting.

Some Hints:

Don't be discouraged if you don't seem to be getting anywhere at first. The playing map is huge (144 screens tall by 100 screens wide) and it will take you a long time to explore all of it. There are a number of very interesting places on the map, but it may take you a while to find them. Roads will generally lead you somewhere, however, there are a lot of buildings and other important places that are not near any road.

If a character you meet does not immediately attack you, it's probably friendly. Another thing: don't be fooled by appearances.

There are a couple of magical animals that you can find that will help you as well, in certain cases.

Note on Copy Protection:

Yes, the disk is copy protected. Normally the MicroIllusions policy is to put copy protection on games only, and not on business or educational software. This is because games are the most heavily pirated programs, and because nobody's business or personal life is going to be seriously damaged by the inability to back up a game disk. We are sorry if this is an inconvenience but unrestricted copying of programs is a big problem for us and it is not financially feasible to release unprotected games at this time.



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