

# The FAERYTALE™

ADVENTURE



microillusions™

*Compatible with:*

COMMODORE 64/128

*Requires:*

64K

*Supports:*

MOUSE/JOYSTICK,  
SINGLE/DUAL DISK DRIVES  
\*CLUE BOOK AVAILABLE

DD-744-16



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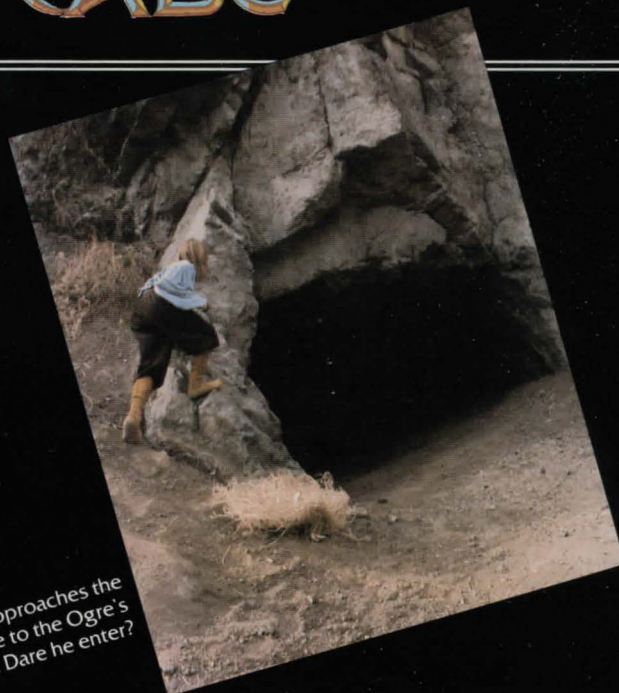
Author, David Joiner

David resides in Southern California and develops software to entertain, educate and enhance creativity. David also expresses his creative talents in art, electronic music, and has won numerous awards for his "impossible" science fiction and fantasy costumes.

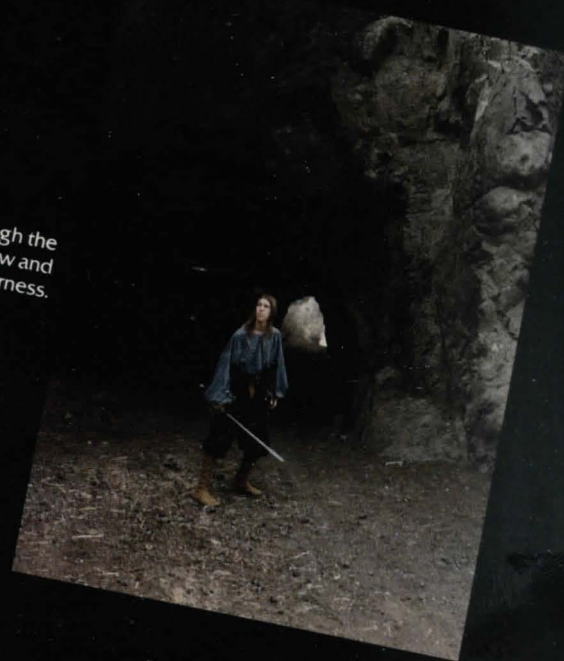
Our thanks to those who made the Faery Tale Adventure possible:

Programming, Screen art and Music . . . . .	David Joiner
Creative input . . . . .	Ken Jordan, Dan Pinal, and Jim Ratcliff
Staged photography . . . . .	Bill Rostler
Knight's costume and staging . . . . .	David Joiner
Phillip's costume and staging . . . . .	Terry Karney
Swords . . . . .	Jim Steinert
Cover illustration . . . . .	Ed Kline
Other illustration . . . . .	Bonita Reid
Logo design . . . . .	Ernie Potvin
Package design . . . . .	Ron Rogers, Artisans Advertising

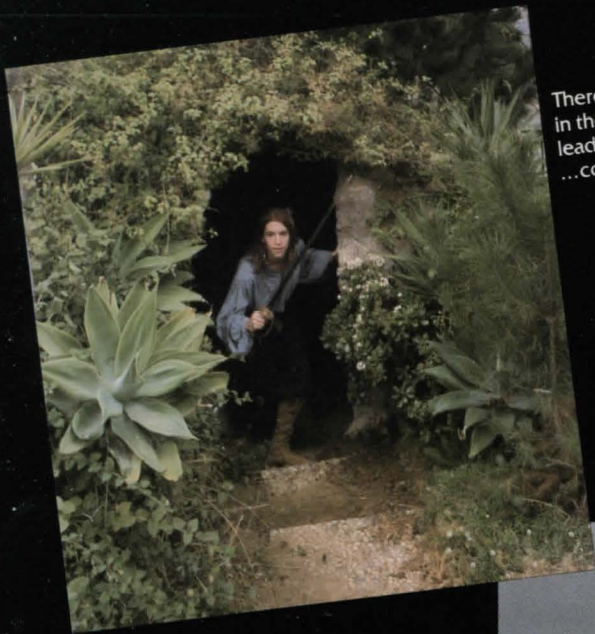
Thanks to the people who let us use their castle and wish to remain anonymous.



Phillip approaches the entrance to the Ogre's cave. Dare he enter?



A short tunnel through the hill leads to a new and unexplored wilderness.



There are numerous caves  
in the forest, but only one  
leads to the Witches Castle  
...could this be it?

"You'll have to do better  
than that!" exclaims the  
armored figure.



Phillip tests his fighting skill  
against the Dream Knight  
who guards an ancient  
castle.



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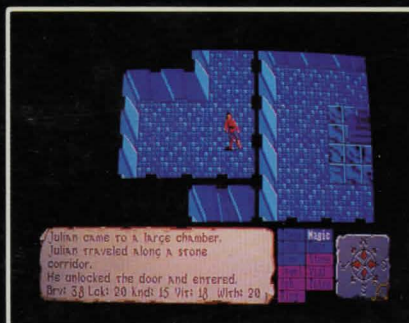
Enter the Magical Land of Holm, where you participate in the adventures of three brothers as they seek their ultimate fate in the Faery Tale Adventure. Travel with brave Julian, lucky Phillip and gentle Kevin, on their quest through a land full of vicious monsters, enchanted princesses, fearsome dragons and even a kindly old woodcutter or two.

Faery Tale Adventure is a game that is beyond belief. Our

programmers worked for over six months non-stop creating a new world, a world that will take you weeks to explore, let alone conquer. This new world consists of over 17,000 screens of exploration. Your journey will take you to underground caverns, mazes, forests, deserts, snow covered mountains, lakes, castles, villages, even the astral world.



A one-time place of peace, the tiny hamlet of Tambry



Within the Crystal Palace



Passage from the frozen wasteland



A magically invoked vision of your surroundings



The Throne Room of King Mar's castle in the city of Marheim



The Old Watchtower over the bay