FRAKTURED FAEBLES

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Graphics by Rick Incrocci
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STARTING OFF

Boot the side marked A on the Fraktured Faebles Disk (this is the side without the Fraktured Faebles label). After the game loads, flip the disk over to the B side (that's the side with the Fraktured Faebles label) and press return. You are now ready to play "FRAKTURED FAEBLES".

INTRODUCTION TO FRAKTURED FAEBLES

You are the main character in Fraktured Faebles. You may move around, search things, pick up objects, enter buildings and do a host of other activities simply by typing in two word commands.

MOVING AROUND

In order to move around, type in "GO NORTH," "NORTH," or just "N" to move north. Likewise, "GO SOUTH,", "SOUTH," or just "S" will cause you to move south. The same is true for the other directions including UP and DOWN. OBVIOUS exits are displayed on top of the screen.

When you enter a new location for the first time, you will receive a full description of that location at the bottom of the screen. This is important: YOU GET THE FULL DESCRIPTION ONLY ONCE, READ IT CAREFULLY--IT WILL OFTEN HAVE CLUES IN IT. You will always get location names at the top of the screen along with obvious exits.

HOW TO ENTER OTHER COMMANDS

Always enter commands by using a verb followed by a noun, such as "LOOK RIP," "CLIMB TREE," "GET LETTER," etc. Once in a while a one word command may work such as "BACK, "LOOK," or "QUIT." If you wish to pick up something, type "GET (NAME OF OBJECT)" such as "GET NOTE. If you wish to drop an item, type "DROP (NAME OF OBJECT)." You must pick up objects one at a time, you may not "GET ALL," you can, however, "DROP ALL." To see what you are carrying, type "INVENTORY" or just "I. A list of what you are carrying will appear at the bottom of the screen. Brackets around an object indicate that you are wearing that object. As an example, <WATCH> or just "L" for a list of visible objects in a location.

SCREEN MODES

There are two screen modes in Fraktured Faebles, the picture mode and the text only mode. Unless you change it, you will be locked in the picture mode. The following commands will allow change:
"TEXT"--Will "lock" you into text mode.
"PICTURE"--Will "lock" you into the picture mode.
"MIXED"--Will allow you to toggle between picture and text mode by pressing [RETURN] alone.

SAVING AND RESTORING THE GAME

The wise adventure player saves games often so that in the event of getting killed he or she does not have to start from scratch. For your convenience, games may be saved only to the Fraktured Faebles disk (SIDE B). To save a game in progress type "SAVE GAME". You will be asked which number you would like to assign to a particular save game. This way you may save up to seven games on the disk. You may abort the save game process by pressing just [RETURN] without entering a number. If you abort the save game, or in the event you have in the wrong diskette, have the drive door open, or have a write-protect tab on the diskette, you will get the message "GAME NOT SAVED." To restore a previously saved game, type "RESTORE GAME" and follow the instructions on the screen.

TIPS AND HINTS

MAKE NOTES regarding messages you get on the bottom of the screen. A lot of hints will be found in many of the messages. Pay particular attention to messages preceded by a beeping sound. These are important. Read them carefully as they will contain valuable information. LOOK AT OBJECTS that you find for additional clues about the possible use of that object. Be sure you SEARCH things that you find. Sometimes an object will be hidden in other things.

Some of the verbs and nouns that you might try include:

OPEN	LOOK	SEARCH	WEAR	PUSH	INSERT
CLIMB	BREAK	PUSH	ANSWER	ENTER	GIVE
SAY	STRING	POLE	KISS	COMB	HONEY

If you are really stuck, we will send you a hint sheet for Fraktured Faebles or, if you request, we will send you a specific hint. TWO THINGS -- YOU MUST HAVE A REGISTRATION CARD ON FILE AND YOU MUST SEND A STAMPED, SELF-ADDRESSED BUSINESS SIZE ENVELOPE IF YOU WISH A RESPONSE. SORRY, ABSOLUTELY NO HINTS OVER THE TELEPHONE -- NOT EVEN ONE.

DISKETTE GIVING YOU TROUBLE?

If you have trouble booting or running the disk, you have one of the following problems: 1) the disk drive is out of adjustment, 2) there is bad RAM in your computer, or 3) you have a bad diskette. Try the diskette on another computer to eliminate the possibility of a bad diskette. Most often, the problem will be your drive speed adjustment. Your dealer can adjust your drive for you.

If your diskette fails to boot within 90 days of original purchase, return in along with your sales receipt to American Eagle Software for free replacement. After 90 days, please include $5.00 to cover handling and postage.

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