

Magic. Mystery. Destiny.

HALLS OF THE DEAD™

FAERY TALE ADVENTURE II



GREG & TIM
HILDEBRANDT

User's Manual

HALLS OF THE DEAD: FAERY TALE ADVENTURE II

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Getting Started

Minimum System Requirements

This *FTAIL* CD-ROM is a hybrid DOS / Windows® 95 disc. You will need:

- Windows 95, Windows® 3.x running under DOS v6.0 or higher, or DOSv6.0 or higher
- Pentium 90 MHz or faster processor
- Double-speed or faster CD-ROM
- 8 MB or more of memory
- Direct Draw compatible SVGA video card
- Sound Blaster compatible sound card
- At least 4 MB free hard drive space

Installing the Windows 95 version

Faery Tale Adventure II (FTAIL) supports the Windows 95 Auto-Play Feature. Simply place the game CD into your CD-ROM drive. The computer should automatically run the Installation/Play Control Box. Select "Install Game." If, for some reason, Auto-Play refuses to work properly, click on the Windows 95 **Start** button. Select **Run** and in the **Open** text box type "X:\SETUP.EXE" (where X is the letter of your CD-ROM drive, but don't actually type the "X"). Click **OK**. This will start the install program for the game.

FTAIL uses DirectX 3.0 for graphics display. If you have recent DirectX drivers specifically for your video card, do not install DirectX. Check your video card manufacturer's web site for the latest updates.

Installing the DOS version

Insert the game CD into your CD-ROM drive. From the command line, change drives to your CD-ROM by typing X: (where X is the letter of your CD-ROM drive) and hitting the ENTER key on your keyboard. At the command line type INSTALL. Follow the on-screen instructions for installing the game.

Installing the Windows 3.x version

Exit from Windows and follow the instructions for the DOS version. Please note that the your system must still be running DOS 6.0 or higher.

Playing the Game

Windows 95

Once the autoload menu has popped up, click **Play** to enter the world of *FTAIL*. Otherwise launch the game by selecting the **Start, Programs,** and then **FTA2**.

DOS

At the DOS prompt, type *CD\FTA2* and hit the ENTER key. Next type in *START* and hit the ENTER key to begin *FTAIL*.

Windows 3.x

Exit Windows and follow the DOS instructions.

The History of the Universe

The Age of Powers

Before man, before Time, before even the gods themselves, the mist of the Old Universe was home to only the Powers of Order and Chaos. Since Reason or Love had not been created, two Powers, Order (named Saroth) and Chaos (named Tholis), swore eternal hatred for each other. Saroth, with his Rod of Rule, and Tholis, with the Dice of Chance, struck blow after relentless blow on one another for uncountable millennia.

Time was born then, and its emergence signaled the first shift in the creation of a New Universe. The randomness of What Was began to take shape into something tangible: a Universe measured in Time, confined by Dimension, and filled with Matter.

As the Universe took on a naturally more ordered shape, Saroth's blows became stronger. Sensing that he held the upper hand, Saroth redoubled his attacks to be certain that Tholis could play no hand in the formation of the New Age.

Weakened by the unrelenting blows of his enemy and the shifting of natural events, Tholis had no choice but to allow his fate to be determined by Luck. He dropped his defenses, and waited for Saroth to strike....

Order landed a crippling blow. Chaos exploded into one million and one pieces, spreading the length of the Universe. Tholis, scattered to infinity, was no more. Saroth had nearly perished as well, for the explosion of Tholis had nearly consumed him. Staggering and weak, Order had no choice but to rest.

For epochs he slept, and in this time, the Universe underwent a change that nearly followed Saroth's plan. Stars emerged, planets formed, and the Universe took on an Ordered shape.

Saroth did not, however, plan for his blood to mix with the Shards of Chaos and form a new race of beings. They were called Mortals...and their tales were to fill the books of the Second Age.

The Age of Mortals

Mortals were limited by finite understanding, but blessed with infinite feeling. Love and reason, ideas that never existed before, flourished because of this new race. Though fragile and linked to the matter of the Universe, mortals could rapidly change events on the cosmic level.

Settled in the material plane, mortals quickly proved their might. Magic, a force that could control nearly anything, was invented by a human named Sentiffin and was used to control the Elements—old minions of Tholis. The great Dwarven King Thorl Owmsbutt tamed the Universal Fire, marking the first time a mortal controlled it without Magic. The Elven nations revolted against their unjust, controlling gods and formed free, open societies. Hand in hand with these advances, virtue, emotion, and a sense of well-being flourished. Mortals had acquired souls.

Perhaps this is what awoke Saroth (for it is said that the mortal soul is so unpredictable that it must hold a piece of Tholis inside it). Upon looking over the works of man, elf, and dwarf, Saroth first knew fear. This fear turned quickly to hatred.

Still wounded, Saroth knew he could not compete against these numerous and resilient mortals. He decided to assume a mortal shape. In this new shell (made from the same elements as the new Universe), his healing accelerated. Though not as powerful as his previous incarnation, this new spirit, Sariloth, quickly amassed an army of beings to support him and his plan to unite the Universe in Rigid Order.

Upon the moment he arrived on the material plane, Sariloth found that his ancient enemy, Tholis, was not slain. If anything, the Spirit of Chaos was more present than ever. The most perfectly ordered system had enough Chaos within it to make it imperfect: a drop of water would never follow exactly the same path twice, an invincible army would sometimes be beaten by a far inferior foe, and planets would randomly, inexplicably decay in their orbits and be sucked into great holes in Space.

In fact, Tholis had learned the same valuable lesson as Saroth: mortality had great advantages. He had assumed a mortal body as well, and taken the name of Thorolis, the Spirit of Chance. Since he could not stand toe-to-toe with Sariloth with hope of

prevailing, he worked behind the scenes. Complicating the smallest of battles and the largest of campaigns, Thorolis challenged Sariloth at every step.

While Thorolis acted seemingly out of pattern and as randomly as was his essence, Sariloth, in his namesake's fashion, had formulated an intricate plan to wrest control over this New Age. In a Universe so rich with natural energy as the Universe of Mortals, Sariloth quickly devised a scheme to steal this power and fuel a final assault on Thorolis.

Sariloth fled to the Underworld, a nether region below a land named Farr that teemed with natural energy. Legends that Sariloth had taken residence in the Underworld spread among the mortals in the land above. Many pilgrims, zealots, and fools went to the Lord of Order to appease him and earn a place within his ranks. None returned to the mortal world. Sariloth's Underworld dominion soon became known as the Halls of the Dead.

Sariloth's might did attract three great mortal powers who could aid him. These beings were made his lieutenants. An evil and powerful Wizard named Roska was first to join. He pledged his heart to the Lord of Order in return for a kingdom. Sariloth took his gift and his allegiance, and tasked him to begin producing a means to sap Farr of its energies. Kaidar, the Dark Elf, was also welcomed into the ranks of the Lord of Order. A trickster and mover of shadow, Kaidar provided the stealth and deception that Sariloth so badly needed to hide his plan from Thorolis. A final agent was the Dragon, Irastikaan. Fiery in temper and breath, she protected the Plan by brute force, quickly putting down any mortal uprising against Sariloth.

Their plan was terrible and destructive. With the help of Roska's disembodied heart, Sariloth created eight stones of great magical power, called Tapstones. Then, Sariloth's agents quietly placed one in each of Farr's kingdoms. Slowly, these stones drained the essence of their respective lands. The natural Elemental powers, the powers of the Mortals, and even the powers of the Spirits who protected the land were slowly siphoned away to Sariloth.

Though allies joined Sariloth, enemies also heard of his plans (no doubt thanks to the ever-present hand of Thorolis). Wildevarr, the center land of Farr, had three powerful animal spirits—a Trinity of raging stallions—who also used the energy of the land. However, unlike Sariloth, they used these riches to protect the natural essence of the land.

These spirit steeds fought blow for blow against Sariloth until the hidden Tapstone began to sap them as well. Their strength ebbing and very near defeat, the Steeds took a chance on Luck. As Tholis had done, rather than surrender to Saroth eons before, the

Steeds gave in to Luck and allowed themselves to be consumed by the Wildevarr Tapstone.

They disappeared from Farr and were thought consumed. As Luck would have it, they were not destroyed. They resided within the Stone, as did all of the energy stolen from the land. Again, Luck played another card. The Wildevarr Tapstone, the first constructed by Roska, had a flaw in its crystal makeup (most likely the hatred Roska held in his awful heart). The Steeds attacked the crack, and with their combined effort, they pierced the stone. The rightful energy returned to Wildevarr, and the crystal was destroyed completely.

Weakened by the Tapstone, the Steeds knew that they could do nothing more to stop Sariloth. Only a force with strength, determination, and virtue could hope to defeat Sariloth.

Such a force did exist. Actually, *three* such forces. Three heroes from another land had once before put down a great evil. These brothers, if any, could liberate Farr from the grip of Sariloth.

Mustering what strength they had, the Steeds traveled to their heroes' plane. They entreated the brothers to stand against Order. The brothers accepted, as any real heroes would, and returned with the spirits back to Farr.

But Luck had been tested too often. On their return, the Steeds were completely drained of energy, leaving an opening for Sariloth. He struck decisively, encasing the Three Stallions in a block of solid Order. Locked within granite, the Steeds could do nothing but wait and hope for the heroes to complete their epic quest.

As must we all....

Recent History of the Lands of Farr

Wildevarr

Wildevarr is the sparsely populated land in the center of Farr. While it does have its dangers, it is relatively peaceful compared to the other lands.

The hamlet of Padavis is in the center of Wildevarr and, therefore, all of Farr. The Stallion Trinity guarded the town during all past troubles, but has been strangely absent during these most recent plagues.

Not only do bandits and goblins stalk the countryside, but two haunted strongholds are nearby: an enchanter's underground lair, and Castle Jovanc (where murder claimed the lives of an entire noble family). Recently, travelers claim to have seen the ghosts of the

Jovanc household stalking the battlements. Are these rumors, or is the curse on the Land even unsettling the dead?

Treasure seekers heading for the local caves had best be careful. Surprises fill this peaceful land. It is by no accident that some say the gates of the Underworld lie in the quiet hamlet of Padavis.

Pentere

The once noble land of Pentere is now a shadow of its former self. In the past, it was the continent's seat of royalty and high culture. Now, it suffers troubles too numerous to count. Some noble families still live there, but most denizens are peasants and rapscallions.

Mons

Little lives in the frozen wastes of Mons save the rugged kin of the great giant, Tekton. Travelers would do well to find sturdy, warm gear before entering this forlorn domain.

Karminac

In a hideous tower in Darnoc, an evil warlock named Roska holds sway over the entire Karminac coast. Only the strong (or the foolish) would dare travel there.

Maldavith

Pirates curse Maldavith. The land's once-thriving sea culture has been summarily halted.

Legend speaks of the mystical island of Tamnath, formed centuries ago by a band of wizards who wished to create a society of Magic. An experiment gone wrong made the land sink into the sea. None can explore its depths (or take its uncountable treasure) without first ending the pirate nuisance.

Hethrallin

Hethrallin is a land of deep forest and home of the Forest Elves. Though it is guarded fiercely by the Forest Elves, many believe that the Dark Elves who dwell in the caves below Hethrallin are responsible for the forest blight.

Hatak

This marsh-land is home to little but ruins of a long-dead civilization and mounds of walking earth that guard long-forgotten secrets.

Aroblin

Once the seat of the Great Dwarven Empire, Aroblin is now a dangerous trek for the unseasoned adventurer. A powerful beast is said to have taken residence in the Amber Castle. Its cohorts are proving dangerous and persistent. It is said that nearby mines hold many riches, but they are fiercely guarded by the workers.

The Overworld

The Overworld is a strange place, the nature of which is debated by many scholars. Some say it is a myth, while others believe it is a realm apart from Time. Many Bard songs tell of it being made of brass and stars—a land where a mere step can take a traveler one million miles.

The Underworld

The Underworld is a gloomy, subterranean land where Sariloth holds dominion. It contains the Halls of the Dead, a vast underground plane where the buildings and caverns are the mortal tombs of those who tried to join with Sariloth.

For the exchange of Three Golden Apples, the Three Steeds of Wildevarr have taken pilgrims and adventurers to the Underworld in the past. Alas, since the Steeds' disappearance, no one has found a way to Sariloth's doorstep.

To New Visitors of Wildevarr:

Hail, traveler. Welcome to Farr.

Before you is the statue of the Three Steeds. It is said that this statue is the spirit totem for the entire land. If this is true, it is fitting—as the stone erodes, so does Farr. Damn this accursed Blight!

Most new visitors don't know about Mrs. Riddenbutter's, but you should do yourself a favor and enjoy some of her hospitality and a tankard or two of her ale. Double-click on her door to open it, and step inside. Riddenbutter works the bar, and the smart traveler should speak with her. Drop an idea on her to get her chatting. Like most people, she likes to talk about this and that and the other thing. She'll also frequently respond with information that's local in nature.

In her tavern is a board where many of the local business people post information. Double-click on the board to look at what notices are available. Padavis has a Blacksmith who is quite good, a reputable retailer of dry goods named Caladrin, and a warrior-in-residence named Jar Dighton who often trains adventurers for a fee. They frequently post bulletins on this board, as does the Moon Priestess, announcing services at her temple.

Buying and selling items for your journey is quite important. The local pawn shop owner will give you a fair price for items you wish to sell. While you will encounter many merchants, the people who actually buy and sell are the shopkeepers or pawnbrokers themselves.

The wilds between cities are expansive and, thanks to the goblins and brigands, quite dangerous. Travel by coach is safe, and nearly every city of note has a Coach House. It's expensive, but I can't imagine a better way to spend money than to save your hide.

Padavis is the only real city in Wildevarr, which sits in the center of the continent of Farr. To the North as the crow flies is the once great city-state of Pentere, now as much troubled as any other place in Farr. A wind blowing South will take a cloud to Hethrallin, land of the Elves, while one blowing west will pass into the coastal land of Karminac. Aroblin is to the East—a more treacherous land I could not imagine. The largest cities are Bilton in Pentere and Darnoc in Maldavith, but only strong adventurers could hope of even getting there, much less surviving the evils that enslave them.

May the wind take you where you need go,

-Sylyryn

The Screen Layout

The screen for *FTAI* is divided into three main sections.

The Map Display

This display is where we see the action of the characters, read their dialogue, and follow the adventure. This scrolling isometric display shows all of the game action, as well as any books or documents that may be opened. The display will always center on the brother who has been designated as the center (see below).

The Party Display

This display is located on the right side of the screen in a vertical display, and shows all three brothers—Julian, Philip, and Kevin. The sections for the individual brothers are separated by a horizontal line, and the controls and indicators in each section apply to only that section's brother. Clicking on a brother's portrait will bring up that brother's character display.

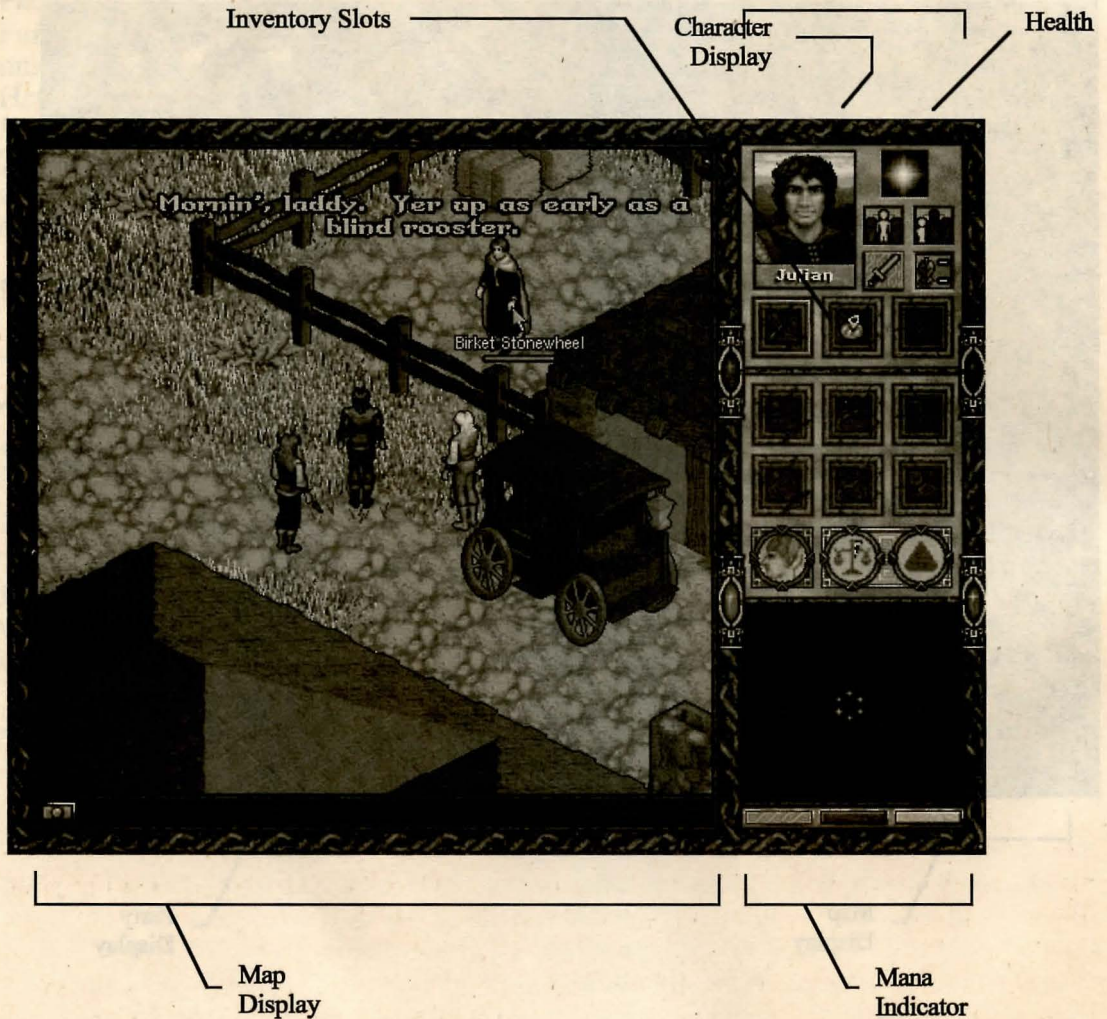


Map
Display

Party
Display

Character Display

This display replaces the party display, and contains additional controls for the chosen brother. These controls are explained in the "Buttons" section below. There are also three colored bars at the bottom of the character display. Clicking on these buttons will cause the display to toggle between the three brothers: red for Julian, blue for Phillip, and yellow for Kevin.



Status Bar

The status bar contains an area for Messages, as well as the **Options Button** (located in the lower left corner). Clicking on the Options Button will pop up a control box with a number of choices for customizing your game:

- Sound Effects Volume Control: adjusts the volume of the sound effects.
- Speech Volume Control: adjusts the volume of the dialogue.
- Music Volume Control: adjusts the volume of the music.
- Auto-Aggression Box: turns on or off the auto-aggression feature.
- Auto-Wield Weapon Box: turns on or off the auto-wield weapon feature.
- Speech Text Box: turns on or off the on-screen text dialogue.
- Resume Button: takes you back to your current game.
- Save Game Button: brings up the save game dialogue box.
- Load Game Button: brings up the load game dialogue box.
- Quit Game Button: quits your current game.
- Credits Button: displays the game credits.

Message Bar

At various times during the game, messages regarding the game state will appear in the message bar. These include announcements of the time of day and status reports on the health and abilities of the three brothers.

Using The Mouse

How to Walk

To get the center brother to walk to a particular place on the map, move the cursor to that point and click. The center brother will then find his way to that point, accompanied by the other brothers (if they are currently banded). Clicking and dragging, however, will cause the center brother to move directly toward the position of the mouse, accompanied by any brothers who are banded to him.

How to Run

To run, click and hold the mouse button near the edge of the map display. Taking your finger off of the mouse button will cause the character to stop.

Picking Up and Putting Down Objects

If the cursor passes over something that the user could pick up if he were closer to it, the cursor will turn into a red "X." When the player moves close enough to pick it up, the cursor changes into the shape of a hand. Single-clicking on the left mouse button

will then change the cursor into an icon of that object. The object can then be dragged into an appropriate container window, dragged onto another character, or dropped somewhere else. Clicking the left mouse button again will drop that object.

Auto-Drag

Auto-Drag allows the player to make the character move continuously without having to constantly hold down the mouse button. By double-clicking the left mouse button on the ground (rather than over an object), the cursor will turn to a *yellow* hatched circle. When the player moves that cursor around the playing area, the center character (and any banded brothers) will move in that direction automatically without holding down the mouse button. Single-clicking on the left mouse button turns the auto-drag function off.



Example of the Auto-Drag Feature

Similarly, double-clicking in the map display during combat effectively holds down the mouse button automatically. You don't need to click on your opponent each time it is your turn to strike; just keep the yellow hatched circle over the NPC you want to attack.

Climbing Stairs

In the course of exploring, the brothers may encounter buildings that have more than one level, connected by a flight of stairs. Clicking on these stairs will cause the brothers to climb them together (if they are banded). However, if the center brother comes upon a ladder, clicking on that ladder will cause only the center brother to climb it. Clicking a second time on stairs or ladders makes the brother descend toward the cursor.

The Cursor

The six different cursors in *FTAI* each represent a different function. They are:

- **Default Pointer:** the standard cursor that usually points in a direction or at an object.
- **Hand Cursor:** appears over an object that can be picked up.
- **Red X Cursor:** appears over an active object that is too far away to be picked up, or for some reason cannot be used in its present state. The red X will also appear in the map display when the center brother is busy and cannot be interrupted, for instance, when he is falling, in the middle of using something, or opening a door.
- **Auto-Drag:** appears as a *yellow* hatched circle and indicates that the mouse is automatically held down for the player.
- **Use Cursor:** a *white* square with a triangle intersecting each side appears when, for instance, you double click on a key and then on a locked door.
- **Targeting Cursor:** this yellow cross-hairs cursor appears when the player is in aggression mode and within striking distance of a monster, NPC, or object.

Communication

The brothers can talk with the many inhabitants of Farr. In order to greet any other character, move the pointer to the character you are interested in talking to and double-clicks with the left mouse button (if your center brother is not in aggression mode). This will be the equivalent of shouting "Hello and well-met!" The NPC will respond according to their nature.

Additional interactions can be initiated by dropping a mental concept icon on the NPC (see the *Mental Inventory* section of this manual). Logically enough, once attacked, an NPC is not likely to be very friendly nor eager to engage in further conversation. And

no, the brothers do not talk to each other. When you're as close as they are, who needs cheap conversation?

Interface Buttons and Displays

Life Energy or Vitality

Immediately to the right of each brother's portrait, at the top of the controls, is a star representing the life energy, or vitality, of the brother. This indicates the strength or power that brother has at his disposal, as well as how much damage he is able to sustain before dying. As he takes damage, the star will become increasingly dim before winking out. This process can be reversed and Life Energy restored through the use of Healing Potions, as well as Resurrection Spells and Healing Spells. These items can be obtained by visiting healers, or bought from select merchants and, occasionally, can be found during your adventures. Food will also boost health. Double-click on any edible item to chow down.

Center Actor Button

Below the Life Energy indicator are two buttons with outlines of a brother. The left button is called the Center Actor Button. Clicking on this button in a brother's interface makes that brother the center brother—the character which the player controls. He becomes the focus of the action, will ask all of the questions, and will be the leader to which the other brothers can be banded. Other ways to center a particular brother are by clicking on his color bar at the bottom of the character display, by clicking on the portrait of the brother you wish to center, or by left-clicking on the chosen brother's body in the main screen.

What is Banding?

One of *FTAIL's* unique interface elements is the ability of the three brothers to split up, and even to travel to completely different parts of the world simultaneously. Keeping them together and splitting them up is simple. You can tell the non-center brothers to follow the center brother by banding them together. You can set a brother's banding control by left-clicking with the mouse to toggle the corresponding brother. Also, right-clicking on the banding control of any of the three brothers will turn the banding state on or off for all three brothers. For instance, right-clicking on the banding control of a brother whose banding is turned off will turn banding on *for all three brothers*.

Aggression Indicator

Each brother has two states: aggressive and non-aggressive. When a brother's aggression control is lit, that brother is aggressive. Whether or not a brother is aggressive at any given moment determines how certain actions are carried out. Clicking a character or object while the center brother is aggressive will cause the

center brother to attack that character or object. The aggression state also affects how non-center brothers behave in battle.

Controlling your aggression: Left-clicking on the aggression control of a brother will toggle that brother's aggression state. Also, right-clicking on the aggression control of any brother will turn the aggression state on or off for **all three** brothers. Thus, right-clicking on an aggression control of a brother who is not aggressive will turn aggression on *for all three brothers*. A brother's aggression may also be toggled by right-clicking on that brother's appearance in the map display.

To emphasize the difference in behaviors, and to ensure that players won't make the mistake of accidentally doing something aggressive, *three visual cues* are displayed when the brother is in aggression mode:

- The aggression button itself is highlighted.
- The brother's portrait changes to a scowl and the brother assumes a fighting stance.
- The cursor shape will change to yellow cross-hairs when moved over an NPC who is within attack range.

The aggression state also affects the non-center brothers. If a non-center brother has aggression turned off, he will actively avoid monsters during combat. A banded, non-aggressive, non-center brother will avoid monsters but will stay within the vicinity of the center brother. A non-banded, non-aggressive, non-center brother will simply run away from opponents, regardless of what the other brothers are doing.

Halls of the Dead: Faery Tale Adventure II

Map
Display

Character
Display



Options

Agression
Indicator
Active

If aggression is on, non-center brothers will automatically move towards any aggressive creature, even ones that are off-screen.

If the auto-aggression control is turned on in the options panel, the brothers' aggressive states are *automatically turned on* when they are attacked, allowing the two brothers the player isn't directly controlling to fight automatically. However, if the player really wants to avoid combat, he can simply turn the brothers' aggression control off at any time.

The Armor Display

Each item of armor worn by a character will improve the armor rating of that character. This rating will be displayed in the armor display, which is just to the right of the characters' portraits in the character display.

This display features three numbers, two on top, one on the bottom. The top values are the damage absorption and damage reduction divisors, the bottom value is the defense rating.

Damage Absorption (Initial value=0)

This value represents the ability of the brother's armor to reduce damage from attack. The greater the value, the better the protection.

Damage Reduction Divisor (Initial value=1)

This value represents the enhanced ability of the brother's armor to reduce damage. This value is usually increased only by the finest shields, cloaks and armor—more often than not items made of rare materials or with magical properties. If a player's total damage reduction divisor is two, whatever damage the character suffers will be halved (divided by two). Initially, the player's damage reduction divisor is set at one, meaning that the player will receive normal damage from any attacks.

Defense Rating (Initial value=0)

This value represents the ability of the brother's armor to aid the brother in avoiding attacks altogether. The greater the value, the fewer the number of attacks which make it through the armor.

Ready Objects

These are special inventory slots for items that the player wants to keep "at ready" and accessible at any time. Three of these slots are visible in the **party display** and nine are visible in the **character display**. They can hold either physical or intangible objects, including weapons, spells, concepts, or other objects the player feels may be needed on a moment's notice. Move objects out by placing them in another container

or on the ground; in the case of spells and concepts, simply drop a new inventory item on top of the spell or concept.

Carried Objects (Physical Inventory)

These nine spaces hold physical items, concepts, or spells. Some of these items can also be containers themselves (e.g., bags, boxes, chests) which, when clicked, open to display additional container windows where other items can be stored (see "Using Containers" below). These windows cannot be resized, but can be moved around the screen to make more items visible. Items may be freely moved between the carried objects area, the ready objects area, the display screen, and other carried containers and their container windows.

Mind (Mental Inventory)

In addition to physical objects, each brother has a Mental Inventory, represented by an icon resembling a brain in the brother's Character Display. This mind icon is divided into three areas represented by three different colors, each of which triggers its respective container window. Once any mental container window is opened, the player may toggle to any of the other mental container windows by clicking on the correspondingly colored area of the brain icon. These three areas are: *Spells* (red), *Ideas* or *Concepts* (blue), and *Attributes* or *Skills* (yellow). Clicking on one of these areas with either mouse button reveals a container window containing the intangible items this brother possesses. A scroll button allows users to scroll through these container windows.

Some of these intangible items are:

Spells

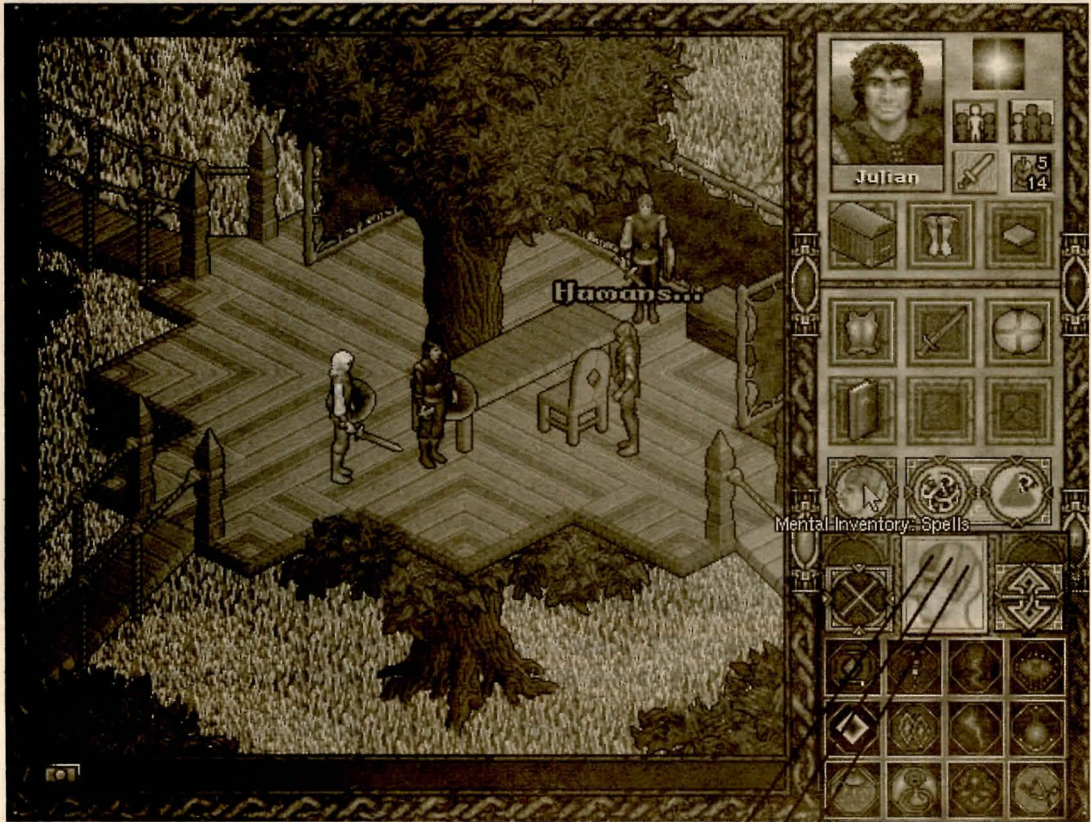
Spells are magic which can be used on both NPC's and the three brothers. (See the "How to Use Magic" section of this manual.) Over twenty different spells fall into six basic categories, each represented by a different color. They include:

- Yellow Spells (Mental defense and detection)
- Violet Spells (Enchantment, metamagic)
- Red Spells (Transformation, coercion)
- Blue Spells (Cause ice damage; also used for travel)
- Orange Spells (Protection, time force)
- Green Spells (Affect the Power of Life; can be either poison or healing)

Halls of the Dead: Faery Tale Adventure II

Map
Display

Character
Display



Magic

Ideas

Skills

Movable
Spell
Window

Ideas or Concepts

These icons are used primarily for communication with NPC's and for buying and trading. They include:

- Greeting
- Here, as in, "*Where am I?*"
- Gold
- Food
- Container
- Work, as in, "*What kind of work do you do?*"
- Weapon
- Magic Item
- Magic Spell
- Potion
- Shop
- Armor

All of these ideas or concepts are context-sensitive—the responses they receive may vary depending upon the circumstances and NPCs on which they are used.

Skills

These seven icons represent skills which can be possessed by each of the brothers. These icons may be viewed only; they may not be dragged onto other characters. They include:

- Swordcraft
- Shieldcraft
- Bludgeon (ability to use a mace)
- Spellcraft
- Agility (ability to dodge successfully)
- Brawn (physical strength)
- Archery



Skills Icons

The more each brother uses these skills, the more adept and effective he will become. Also, with each increase in spellcraft, a brother can store more mana.

Occasionally, the brothers will come across an NPC who is a trainer by profession. If the player drops a “work” or “weapon” concept icon on this NPC, he or she may ask if the brothers would like a lesson for a fee. If the player accepts the offer, he will have an opportunity to select which discipline to study and, if he has enough gold, the appropriate knowledge will be transferred.

Mass

All items that can be picked up are assigned a “mass” value. This is represented by a scale icon which indicates a rough percentage of how much the brother is carrying as a percentage of his total carrying capacity. A brother’s carrying capacity will increase as

his brawn increases. The total mass carried by a brother is calculated as the mass of all the objects being carried (including the contents of any containers).

Bulk

All objects that can be picked up also have a value called "bulk." The sack icon indicates a rough percentage of how much this brother is carrying as a percentage of his bulk carrying capacity. The total bulk carried by a brother is calculated as the bulk of all the objects directly held by the brother (**not** including the contents of any containers).

Keyboard Shortcuts

Several keyboard shortcuts in *FTAI* make the user interface even more convenient. The shortcuts are as follows:

a	Toggles center brother's Aggression
b	Toggles center brother's Banding
<tab>	Toggles between the party display and individual character display.
1, 2, or 3	Centers the selected brother.
<shift>+a	Toggles all brothers' Aggression
<shift>+b	Toggles all brothers' Banding
i	Opens Ideas inventory
s	Opens Spells inventory
k	Opens Skills inventory
o	Opens Options control panel
<space>	Interrupts speech

Containers

How To Use Containers

“Container” is a general term for the inventory windows in the game. One type of container holds icons representing the contents of physical containers, and the other holds icons representing the contents of a brother’s mind.

When a person is killed in combat, double-clicking on that person with the left mouse button brings up his death container—the objects he had on him when he died. The items in the death container can then be taken or moved. Death containers automatically close when you move away from the dead NPC. There may also be containers within containers, such as pouches, boxes, sacks, etc.

Using Items

Many objects the brothers encounter during the course of the game will be *usable*. There are two types of usable objects: those which may be *used* directly, and those which must be *used upon* other objects.

Using Items Directly

Food items and potions are examples of directly usable objects. The simplest way to use such an object is to double-click on it. Directly usable objects may also be used by dropping them on the center brother’s portrait or on that brother’s portrait in the map display. However, dropping an item onto a non-center brother causes that item to be placed in his inventory, not used.

Using Items Indirectly

Keys are one example of an object which must be used indirectly, on other objects. In order to use a key, double-click on it. This will change the mouse cursor into the use cursor. Move the cursor over the locked object and left-click. In the case of a door, double-click the key, then click on the door.

Stacking Items

Rather than taking up 50 slots for 50 swords, any *container* slot can hold more than one weapon or piece of armor *of the same kind*. Other objects, such as books, potions, food, etc., can be stacked as well. When a slot holds more than one object, a numerical count of the objects in that slot appears. When items are removed from or added to that slot, the number adjusts accordingly.

Clicking on an object within a slot where items are stacked will cause one of those items to be picked up so it can be removed and dropped elsewhere.

Mergeable Items

Mergeable items are smaller items that can be added, handled, or removed as a group. These include coins, gems, and arrows. When the cursor moves over a group of merged items in an inventory slot, an indicator will show the number of items in that pile. By clicking and holding the left mouse button, the player may select and move the entire pile. Clicking and holding the right mouse button, however, will allow the player to choose how many of the items in that pile he wants to use.

For example, if the player has a pile of gold coins in his inventory, clicking and holding the right mouse cursor will bring up a dynamic indicator. Right-clicking and moving the cursor above the midpoint of the object icon will increase the number of objects selected, while right-clicking and moving the cursor below the midpoint of the object icon will decrease the number of objects selected. The player may then use either mouse button to drag and drop *that number* of items from the pile, leaving the rest intact.

Difference Between Merging and Stacking

Stackable items are the same as each other in nature, but can only be handled individually, and must be either put into or taken out of a container one at a time. The number showing how many items are in a stack is informational, but it is not scaleable. Mergeable items can be used and moved as a group, or a portion of a group.

Combat

The towns and villages of Farr are relatively safe places to travel (although some are safer than others); the wilderness between these towns is fraught with peril and dangerous encounters. At times, the three brothers will have to fight for their very survival, so it is essential to become familiar with combat techniques.



An Example of Combat

Initiating Combat

There are two ways to enter into combat. The first is if a monster or NPC attacks one of the three brothers

The second way is to have the brothers pick a fight. If you want the brothers to attack a monster or NPC, make sure the center brother is aggressive and place the cursor over the monster or NPC. If the center brother is within attack range of the monster, the cursor will become the cross-hairs or attack cursor. If the center brother is using a hand-held weapon such as a sword, he will have to move within striking distance of the enemy before attacking, but if he has a ranged weapon such as a bow, he can attack from further away

If the auto-aggression setting in the options menu is checked when combat is initiated, all brothers within the vicinity of the combat will automatically become aggressive.

Combat Mode

When combat is initiated the game will enter a special combat mode, which has two effects on the game play. First, the game will temporarily become 'turn based'; it will *pause* when the center brother is not taking any action. This allows the user an opportunity to assess the situation and formulate a plan of attack while not being beaten upon by the attacking monsters. However, whenever the center brother does something (walk, attack, cast spell, shuffle inventory) the game will proceed, allowing the monsters to also take action.

When the game is paused an indicator in the form of a white triangle will appear above the center brother's head within the map display indicating that it is now the center brother's opportunity to take action.

The second effect of combat mode is upon the non-center brothers' behavior. During combat, an aggressive non-center brother will automatically select and fight enemies. At times, aggressive non-center brothers will run after monsters which are not on screen and therefore not visible to the player. However, non-aggressive non-center brothers will actively avoid monsters during combat. Thus, the user can keep a non-center brother out of danger simply by turning that brother's aggression state off. It is important to keep in mind that a *banded*, non-aggressive, non-center brother will stay in the vicinity of the center brother while trying to avoid monsters, whereas a *non-banded*, non-aggressive, non-center brother will simply run away from monsters regardless of what the other brothers are doing.

Using the Auto-Drag Cursor in Combat

The auto-drag feature (see Auto-Drag section above) may be used to simplify combat. Because the auto-drag feature simulates holding down the left mouse button, the auto-drag cursor may be held over an enemy monster causing the center brother to either

continuously attack that monster as fast as he can or advance towards that monster if the center brother is out of attack range.

Auto-Wield Weapon

If the auto-wield weapon control is turned on in the options panel, the game determines which weapons the banded brothers should use, regardless of what they are carrying at the time. For example, if a banded brother is carrying a dagger at the time combat starts but a bow and arrows would be more appropriate (and the brother has a bow and arrows in inventory), then auto-wield weapon will select the bow automatically. However, it is important to remember that bows will expend arrows and some types of magical weapons will expend magical charges when used. One reason to keep auto-wield weapon turned off is to inhibit a brother from needlessly expending resources.

Opponent Damage

During combat, if you move your cursor over the foe, a health bar will appear along with the name of the enemy. At the beginning of the *melée* the enemy's health bar will appear as a solid *green* line. As the enemy takes damage, this line will shorten and turn *yellow*. When the line becomes extremely short it turns *red*. When the line disappears, the creature will fall dead.

Getting Loot

Once an enemy falls in combat, the brothers can examine the fallen foe for treasure and items. Double-clicking with the left mouse button on the dead creature will bring up the creature's death container, an inventory of all items carried by the creature. These items can be transferred to any brother. Note that aggression must be turned off to open the monster's death container.

Weapons and Armor

When the three brothers first arrive in the land of Farr, their ability to do battle will be severely hampered by their lack of weapons and armor. Fortunately, it won't be too hard to equip the brothers. With a little bit of cash, weapons can be purchased from merchants and blacksmiths. Additionally, weapons can be taken from fallen foes and found in many places throughout Farr, including caves, castles, villages, and the countryside.

There is a wide array of weapons and armor to choose from—axes, maces, gauntlets, swords, cloaks, daggers, boots, and bows. Each type of item is available in varying degrees of quality and craftsmanship. Additionally, there are rumors of rare weapons and armor endowed with fearsome magic by powerful magicians. Finding these items, if indeed they exist, will be very difficult.

Weapon and Armor Grades

All weapons and armor fall into five grades of quality, with one being the lowest and five the highest. Generally weapons made of bronze are the weakest, with potmetal being slightly stronger and steel stronger still. Weapons made from mithril are second only to items made of adamantium, the strongest metal found in the land.

Armor follows a similar system, with hide or soft leather offering the least amount of protection, followed by wood or hard leather, steel and chainmail, mithril and mithril chainmail, and adamantium and adamantium chainmail.

Weapon Selection

To use a weapon in combat, you first have to activate it. Weapons can be activated by double-clicking. A yellow outline will appear around the weapon, indicating that it's active. Remember that each character can have only one active weapon at any time. (Of course, armor, cloaks, boots, and/or shields can be active while a weapon is active.)

Weapon Types

Weapons fall into two categories: hand-held and ranged. Ranged weapons include bows, wands, and magic spells.

To use a ranged weapon, the player must first activate it (by double-clicking), then put the brother wielding it in aggressive mode. The mouse pointer will change into a cross-hairs. Placing the cross-hairs over an enemy and clicking the left mouse button causes the centered brother to fire on the enemy. If the cursor is kept over the enemy and the left mouse button is held down, the brother will continue to attack the enemy he or the enemy has been destroyed, or until the weapon runs out of ammo.

The reserve of ammunition will always be displayed in the character inventory boxes and mana display. When a non-center brother's ammunition supply is exhausted, that brother will automatically switch to a hand-held weapon, or to bare fists if no weapon is available.

Armor

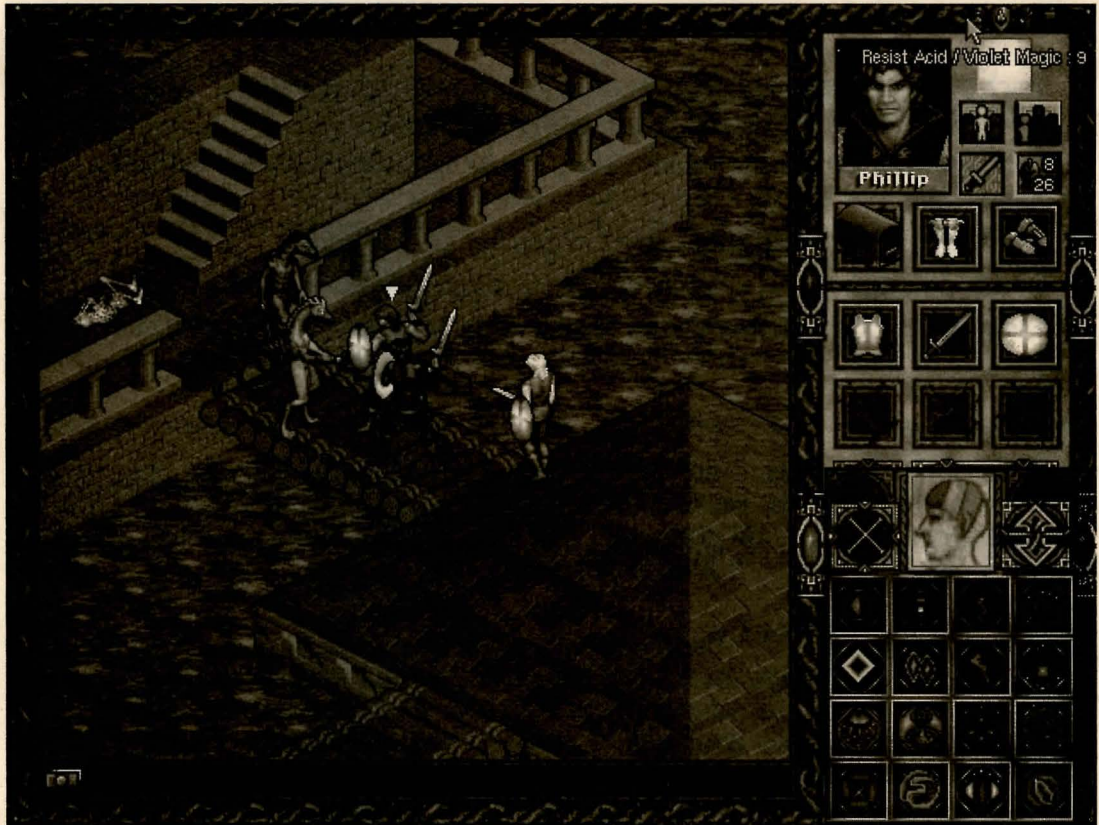
A wide variety of armor is available in the land of Farr, from Elven cloaks to dragonskin boots. These items provide the wearer with a heightened degree of protection from attack or environmental damage.

Once an item of armor is in a brother's inventory, it can be activated (worn) by double-clicking on it. A thin yellow outline will appear around the item. Remember, only one piece of armor of any one type can be worn at a time. That is, if a brother is wearing an adamantium chainmail shirt, he cannot also wear a steel chainmail shirt.

Magical Weapons and Protections

A number of fabled weapons and wards are rumored to be scattered throughout the land of Farr. To you, dear adventurer, these items would be a bountiful blessing. Each possesses magical attributes that are sure to put fear into the hearts of your enemies.

Whenever one of the brothers is wielding a magical item or wearing a magically endowed item, small icons will appear along the top right of the screen. These icons will be accompanied by short descriptions that appear when the cursor is moved over the icon. This text will inform the player of the nature of the enchantment.



Magic Icons

Throughout the land of Farr you may stumble upon magical fountains. Their waters can recharge magical weapons. Drop the weapon on the fountain to recharge.

How To Use Magic

Mana

The world has six different colors of magical energy (**mana**). **Red:** transformation, coercion. **Orange:** protection, time force; **Yellow:** mental defense and detection. **Green:** affects the Power of Life; can be either poison or healing. **Blue:** causes ice damage; also used for travel. **Violet:** enchantment, metamagic.

Magic is an elemental force—neither good nor evil. Remember, in order to build one's magic in the game, a player must follow the *Magician's Creed* for developing magical ability:

- Each mana center can be thought of as a kind of “magical muscle”. Magical ability can only be developed when this muscle is exercised.
- A brother can never increase his ability to cast spells beyond a pre-defined and innate limit.
- Casting more powerful spells requires greater magical ability.
- Some spells are simply too powerful for a given individual to cast.
- Magical ability is exhausted after casting spells, and must be regenerated by the passage of time.

Learning Spells

Spells are found in scrolls, which may be picked up and placed in the brother's ready objects window. When the scroll is opened from the objects window and read, the spell is learned and the scroll disappears. The spell is placed in the spell section of that brother's mental container, from where it can be cast.

Casting Spells and Mana Use

Spells all require a different mixture of colors and amounts of mana. When a memorized spell is cast, the proper amount of mana is automatically drained. If a character attempts to cast a spell without enough mana of one or another color, the spell will fizzle and the mana used will be lost. Mana recuperates slowly; however, when the brothers use it regularly but do not overuse it, they increase their capacity to hold mana.

Spells Categories

Spells fall into four separate categories:

- Attack spells (such as fireballs, lightning bolts, poison clouds, and meteor shower).

- Defense spells (such as heat ward, force field, spell barrier, and lethargic breeze).
- Healing spells (such as soul light, minor healing, major healing, and resurrection).
- Attribute enhancement spells (such as sure strike, flame shield, cold shield, and seawalk).

See the *Spells and Monsters* manual for further details.

Troubleshooting

Technical Problems

DirectX problems

In Windows 95, if the game goes black when you try to play, or in general you get other video problems, it's *almost always* related to your video drivers.

The very first thing to do is check your video card manufacturer's web page to download and install the latest drivers. While *FTAI* has been designed to use the latest in graphics display technology, there can certainly be compatibility issues with installing and running DX3. The setup and drivers for DirectX are supplied by Microsoft, but you should contact your video card manufacturer to get the latest updates. But first you'll need to know the kind of video card you have....

To find out what kind of video card you have in Windows 95:

1. Go to Start/Settings/Control Panel
2. Double-click on System/Device Manager
3. Expand the line that reads 'Display Adapter.' The type of video card you have shows up in the expanded line.

If your video drivers are up to date, and the game still doesn't run in Windows 95, you may have other system incompatibilities. To check for these:

1. In the Control Panel, check under System/Properties. If you do not have the message: 'Your system is configured for optimal performance' you probably have some incompatible drivers.
2. To see what those incompatibilities might be, expand all lines under Device Manager and look for yellow error icons. Contact your dealer or manufacturer to get the latest drivers.

Not enough memory in the DOS version

Be sure to start the game by typing 'Start' not 'FTA2'. Using 'Start' will make some virtual memory adjustments that should enable the game to run.

Gameplay problems

What gives with the ghosts?

Some people think the ghosted people and items are bugs, but they're intentional. Otherwise you wouldn't know if your knife fell behind a wall, or where a NPC went, right?

I can't add more to the brothers' inventory!

There is a limit to how much bulk and weight a PC can carry, as indicated by the bulk and weight icons on the interface. If you find you can't pick up a piece of armor or something, it's time to sell or dump off some of your inventory.

The brothers get stuck in walls or other odd places.

Believe me, we've tried to find all of the place you get stuck. If you find one we missed, we're sorry! The easiest way to get back to normal is to reload your last saved game.

Hey, this spell doesn't work on this creature!

All creatures have their own strengths and weaknesses. Part of the game is discovering these. Some creatures are naturally immune to certain magical attacks, others are more susceptible. For example, a Hellhound obviously isn't going to be damaged by a fireball, but would probably take a bit more damage from an ice storm....

Technical Support

For additional assistance, please call 310-342-0610, Monday – Friday, 9 AM – 5 PM Pacific Standard Time

Credits

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