

Roy Wagner is "Mr. Amiga" in Southern California. He is one of the prime contact persons or an officer of, at least, three Amiga users' groups in the Los Angeles area. In this article, he offers a brief overview and some detailed hints on an exciting adventure game.

TITLE:	The Faery Tale Adventure
SYSTEMS:	Amiga, (IBM/C64 soon)
PRICE:	\$49.95
DESIGNER:	David Joiner
PUBLISHER:	microIllusions Granada Hills, CA

## Island on the Screen (Overview)

**T**he Faery Tale Adventure (FT) is a simplified role playing game (RPG) with a very natural user interface. It is simplified to the game player's advantage, but does not cause any significant loss in game play value. As a graphic RPG adventure, it shows some similarities to the early classic, *Temple of Apshai*, and the watershed *Ultima* series, but graphics and play action go far beyond these games.

It is a common story of a young man against an evil magician. Players take on the role of one of three brothers, whose father was killed seeking the evil Necromancer who had taken the talisman from the town's shrine. The king's daughter has also been kidnapped and must be rescued. The quest takes place on a very large island with a few scattered towns, taverns, and stone buildings.

The game begins with the turning pages of a book which tell players briefly of the story and the brothers, while appropriate music plays in the background. This music, an alternate theme of impending danger, and other themes for various specific locations will continue as the game proceeds. After this opening, which can be skipped by press-

# The FAERYTALE

## ADVENTURE



## FAERY IS FAIR ENOUGH!

by Roy Wagner

ing the "Space bar," the program seeks the final words to three quotations that surround the map provided with the game.

The quest now begins in the town of Tambry as the player assumes the role of Julian, the youngest brother. The top two thirds of the screen displays Julian in the center and the area about him from an oblique overhead view. The graphics for this game are exceptional with very fine detailing of all objects and intricate shadowing. Stone, floor tiles and wood all appear very realistic. The playing map is 144 screens tall by 100 screens wide, but all movement is handled by scrolling smoothly from one place to another.

## For Whom The Text Scrolls (Attributes)

**D**isplayed on a parchment at the bottom left of the screen are four lines of text which describe events as they happen and display five values for the attributes of *Bravery*, *Luck*, *Kindness*, *Virtue*, and *Wealth*. The values are the same each time the game is played. Each brother has different fixed values, but the game is always started with Julian. *Bravery* is gained from encounters with the evil spirits and soldiers of the Necromancer. Fighting is most easily executed using a joystick, but the mouse or keyboard can also be used. Players gain one point for each enemy killed. With enough successful "kills," one may become nearly invincible. However, the initial armament is only a dirk and this weapon proves nearly useless. Even with a sword or mace, fighting is fairly tough in the early stages of the adventure.

When the *Bravery* attribute goes beyond 100 points, the only foes that still remain a problem are bow-

men. Players can also use a bow, but are usually attacked by the combined arms of forces with both those with sword/mace and bowmen. Though one can switch weapons, the time taken to do so may easily work against the player.

*Luck* provides characters with a new life if they are killed. Each brother starts with a limited value of luck and once "out of luck," the quest passes to the next oldest brother.

*Kindness* is obtained by giving gold to the strangers which are encountered. Note that one can only gain one *Kindness* point no matter how many times he gives gold to the same individual. If these isolated



*Vitality* is the very essence of the character's life and functions like hit points in more traditional adventure games.

## The Sword Also Slices (Common Items)

There are four common weapons: a dirk, sword, mace, and bow with arrows. Players start with a dirk. Other weapons are taken from goblin men, dark hooded figures, or skeletons slain in battle.

## MAGIC ITEMS

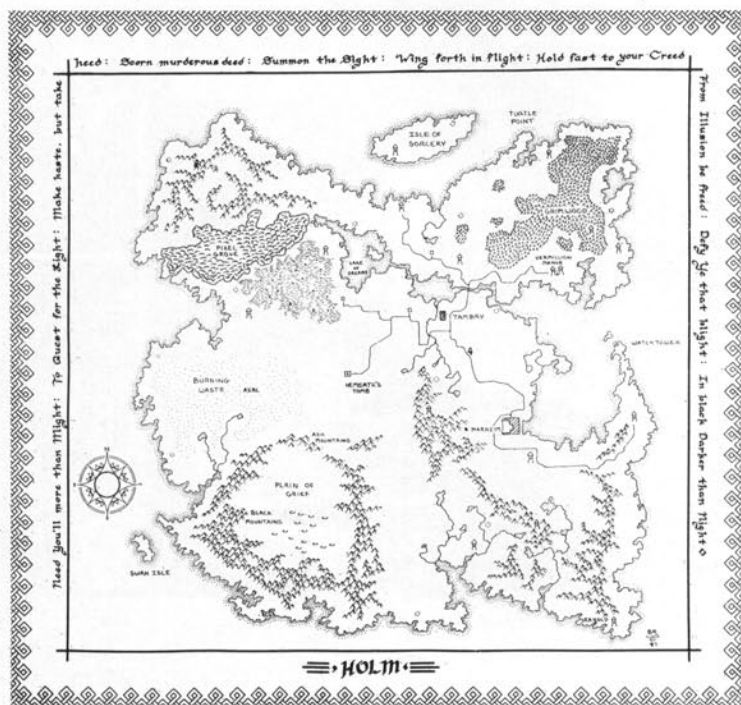
This task of "what do they do" has always bothered me in an adventure game. Some people like the challenge of determining what an item does. To me, however, repeatedly trying to use an item in different situations is just a waste of good

tently transported to the same location from the same starting location. However, there are eleven different locations possible and the same direction in different circles leads to a different locations. (See diagram.)

Other magic items include a golden lasso, rose, sea shell, sun stone, and wand. These are one-of-a-kind and are for very special situations. Their use is hinted at

## To Have and Have Not (Getting Started)

Leave the town by the eastern exit  
and proceed south staying on the  
(Continued on page 50)



Glass vials are used to increase one's *Vitality*. The amount of increase does seem to vary. Any vials found or purchased at the beginning of the game should be used before the character leaves Tambry. Jade skulls are used to cause immediate death for all lesser creatures in one's vicinity. Players should find one of these before they leave Tambry. By using it against an enemy armed with common weapons, they will quickly be in possession of a sword or mace. Gold Rings are used to stop time for a few seconds in order to disarm an enemy, take an item, or escape from a difficult situation. Green Jewels are used to see in the dark. Using the jewel will create an effect similar to infrared vision, lasting fairly long.

Blue stones can be used to

# The FAERYTALE

adventure

(Continued from page 47)

pathway. You should come upon a chest. Using "Take" will get you some additional items. You will soon be attacked. You will be "warned" of any attack by the change in music. Though you might get tired of the music and toggle it off, the advance warning is very helpful.

You want to be successful in this first attack and "knowing" that it is coming, you should be ready to press F5 to use your jade skull and kill off all attackers. You can now "Take" from each body and arm yourself with a sword or mace. I found either to be equally effective. If the attack did not yield you a sword or mace, I suggest you "Restore" and try again. It is very important to have a good weapon before you travel anywhere else.

As you travel about and time passes, you will need both food and sleep. Food is in limited supply and can only be found in a few buildings and bought at inns. You can only sleep inside of buildings on mats or in beds.

If you do not get food or sleep, you will notice that your character staggers as it moves. With time, you may even collapse and be very vulnerable to attack. When fighting, just hold

the button down and more towards your assailants. If two are playing, one can use the joystick to move and fight, while the other can control the mouse and easily perform many of the selected options, especially "Take" and "Save".

## Quest in the Afternoon (Brief Walkthrough)

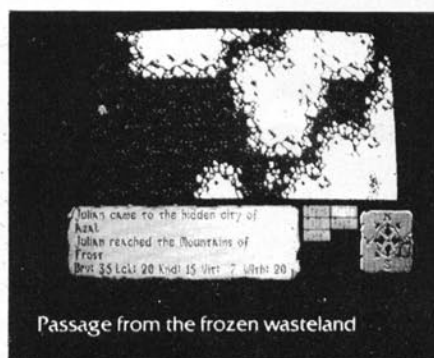
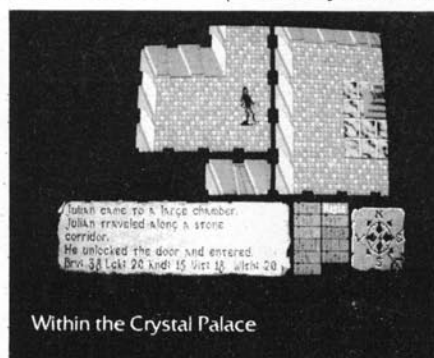
You are now ready to actually begin your quests. Your ultimate quest, the goal of all your actions, is to defeat the evil Necromancer and get the Talisman. There are seven independent

quests (or more, depending on how you count). There are several parts to completing each quest and accomplishing one will sometimes provide you with information and items needed for others. The following list of quests are not necessarily in the order that you must complete them, but in a somewhat logical order for achieving your goal.

First, you should build up a supply of keys of each color by wandering about the area surrounding Tambrý. These will come from those defeated, as well as from searching buildings you come across. Once you have a white key, as well as

some gold and grey keys, you can go to Marheim and visit the castle and the other buildings. You will be

(Continued on page 53)



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# The FAERYTALE

ADVENTURE

(Continued from page 50)

able to find food, increase your vitality, and get useful information.

You can now proceed to the Watch Tower where you should find a sea shell. This can be used to travel across to the Isle of Sorcery where you will find the Crystal Palace. Here, you will meet with the Sorceress. If you talk enough with her, your luck should be significantly increased. She will also give you a statue. (You will want to collect five statues during the quest. If you happen to encounter some serpents or snakes from the sea, don't kill them. They will protect you from harm.

At Sea Hold, you will find another statue, but you must have another White Key. A visit to the Dream Knight's castle will provide

you with the sun stone. This is used to provide strength to defeat the Witch. Inside the cave in the Mountains of Frost, you must get by a dragon to find the Magic Wand which will be used to defeat the Witch.

You will find the Witch in Grimwood. You should also find another statue. Once she is defeated, you will want to take the golden lasso,

proceed to Swan Isle, and get the swan. It will provide you with yet another means of transportation. Fly to the Tower between Marheim and Sea Hold to rescue the Princess. This should indirectly provide you with another statue.

Next, go to the Hemsath's Tomb.

Citadel of Doom.

Having all five statues should make the Hidden City of Azal visible. Proceed there to get a rose which is needed to pass through the lava near the Citadel of Doom. You should now have all that you will

need to defeat the Necromancer. You should also know that he is located on the Plain of Grief, but getting to him will still be quite a challenge. Defeat him, get the Talisman and you have completed your adventure. After all your efforts, the ending is somewhat anticlimactic, but very satisfying for all the work it took.

Don't plan on finishing this in a single evening. It will take some days to accomplish all that you must. Land travel in this game is slow, so getting and learning to use other means of travel can help greatly.

If you are having any problems with the "Restore" games not functioning correctly, you probably have an early release of the

game and should send your disk back to Microllusions for a replacement at no charge.

This game is very impressive and a worthy addition to the game library of any computer adventurer. It is very playable, an excellent value for its price, and there will likely be a sequel available some time this summer.

## Transportation Matrix

In *The Faery Tale Adventure*, players are transported to another circle as a result of the direction last moved prior to using a blue stone. Fatigued players should note that if they were staggering upon entering a circle, they may not have moved in the expected direction. The numbers on the matrix represent the following circles on the map:

1. West of Dragon's Cave
2. Isle of Sorcery
3. North of the Lake of Dreams
4. West of Grimwood
5. East of Grimwood
6. South of Pixel Grove
7. East of Tambray
8. South of Tambray
9. South of Burning Waste
10. Near mountains with Temple
11. Extreme south, near ocean.

When standing in the circle whose number is listed in the left column, characters will be transported to the circle whose number is under the column heading which reflects the direction in which the character last moved before using the blue stone. For example, a character who enters the circle which lies east of Tambray (7) by moving in a northeasterly direction will end up in the circle near the mountains with the Temple (10).

#	N	S	E	W	NE	NW	SE	SW
1	7	11	8	4	3	6	10	9
2	6	10	3	9	7	1	8	11
3	10	5	9	1	11	8	4	2
4	2	3	6	10	1	5	7	8
5	1	8	7	11	6	2	3	10
6	3	9	10	5	8	7	11	4
7	8	4	11	2	10	3	9	5
8	11	2	4	6	9	10	5	1
9	5	7	1	8	2	4	6	3
10	9	1	5	7	4	11	2	6
11	4	6	2	3	5	9	1	7

This underground area will require some mapping; some easy and some a bit more difficult. You should not leave without another statue and a bone. You might also encounter someone with information for you. "Take" the bone to the Crypt north of the path between Tambray and Marheim. Exchange it for the shard which is needed to pass through the force field at the