

Faery Tale Adventure

This is one of those rare role-playing games with an original interface and graphics style, a one-character story with a twist. It's about three brothers who must find a Talisman to save the land—but instead of having all three in your party, you control just one. If he dies, the next brother becomes your character, until you've wasted all three. There are seven mini-quests to fulfill, though you don't have to complete all of them to solve the game. An aerial view shows the vast land of Holm (144 screens high x 100 screens wide!) from an oblique angle that creates a convincing 3-D effect, and your character and the monsters are large figures that are exceedingly well animated and detailed. Realistically, the animated combat scenes take place on the same outdoors "map" instead of in a special combat arena. Mouse, joystick or keyboard controls allow you easy access to boxes where menu options appear. Sound effects include the "thwunk" of arrows striking a foe, the clank and clatter of swords, and background music that varies with locations. The only drawback is that the quest is unusually open-ended and doesn't give clues as to which way to proceed, so it's easy to wander around this sprawling fantasy land for a long time before figuring out what you're supposed to be doing. Even so, it's a great-looking, smooth-playing game.

Type: Fantasy Role-playing
Skill Level: Novice/Intermediate
Systems: Amiga, IBM, C-64
Company: Micro Illusions/Activision

The Solution

Character Development

To gain Bravery and Vitality, fight monsters at the graveyard, attacking through the fence so they can't hit you. Do this until you have 200-300 Bravery points, then proceed with the quest. Luck (resurrection capability) can be increased by hjwjoh npofz up cfhhbst, though the amount gained this way is limited. Luck is best boosted by speaking (say "ask") to the white witch on the Isle of Sorcery, which should net you 55-60 Luck points. Except for Marheim, stores are the only place to get food. Some items can be found in towns and keeps, but you'll find most of what you need by killing monsters. When facing multiple foes, run around a corner to separate them. Save the game before using a Totem, then restore after you've used it and copied the map. This is also useful with keys. Locations of places referred to below are marked on the outdoors map. All the artifacts are not vital to the solution, but some of them will make it easier (the only one absolutely necessary is the Shard.)

Tambray to the Watchtower

After collecting the skull, gold key and other items in the houses, head for the Xbudiupxfz. You need a hsfz lfz to enter and get the seashell, which is used to call the turtle. Then you can ride him and travel to many places by sea, which is faster than walking. Go to the temple in the mountains south of Marheim and get the Sunstone, which protects you from the witch's magical attacks (you can also get one at Vermillion Manor).

Grimwood Forest and the Witch

Take bow and arrows or a Magic Wand and a green key. Use the northwest entrance into the forest and proceed to the bog (an open space due east). Skirt around the edge of the bog or you will sink into an underground chamber that will take you on a lengthy detour. Work your way northward as far as you can go. It looks like the north section dead ends completely, but with a Totem you'll see a grey spot that marks a cave entrance (you should also be able to see the castle). Due south of the cave, in your area, there is a dead end where you'll find a passage up to the cave in the witch's area. Using a Totem, you'll see the entrance marked by a small black rectangle. Enter the passage and follow the north passage through a large chamber, then take the west branch of the

forked intersection. At the next forked intersection, go south. You'll now be in the witch's area and can go to the castle. When you confront her, go to the sjhiu and tppu ifs xjui bo bsspx or a Magic Wand while remaining out of her range. Get the golden lasso she drops and retrace your steps out.

Swan Island

Use the stone circle to teleport to the shore near Swan Island, then ride the turtle across the sea. Walk on top of the swan (you need the lasso) and now you can fly.

The Isle of Sorcery

Visit the Crystal Palace on the southwest corner (you'll need a blue key). The good witch will give you a Statue. "Ask" and she'll boost your Luck.

The Tombs of Hemsath

You'll need many gold keys for this one. From the entrance, go east, then south 'til you find a hall going east and see all the Golden Doors. There are a few secret doors that can be revealed with orbs or by walking along a blank wall 'til you get the message "It is locked." (Red keys open these.) Save and restore help here, as you may go

down a dead end by mistake. See map for location of second Statue and the bone and get both.

In the Crypt

Take the cpof to the Crypt in the Cemetery at midnight, and the Spectre will trade you a Crystal Shard for it.

Vermillion Manor

Fly over the southeast section of Grimwood Forest and you'll see a small keep. Just north of here (use a Totem) lies a small clearing with small dots in it. Here is the third Statue and the remains of the Vermillion Knight, who will give you a Sunstone.

The Dragon's Cave in the Mountains of Frost

If having trouble finding the cave, locate one of the Sbohfst stationed just to the north, south, east and west of the cave. Follow map and get one of the Magic Wands; you only need one.

Seahold

You'll need a white key to get the fourth Statue here.

The Princess

Head to the southeast mountain

range (between Marheim and Seahold) and you'll find a tower totally surrounded by mountains. Have the txbo mboe po upq pg the tower, then enter and touch or talk to the Princess to rescue her. You'll be teleported to Marheim. To get your reward when you exit the castle, go due east into the building where you'll find a priest and the fifth Statue (you'll need a grey key).

The Hidden City of Azal

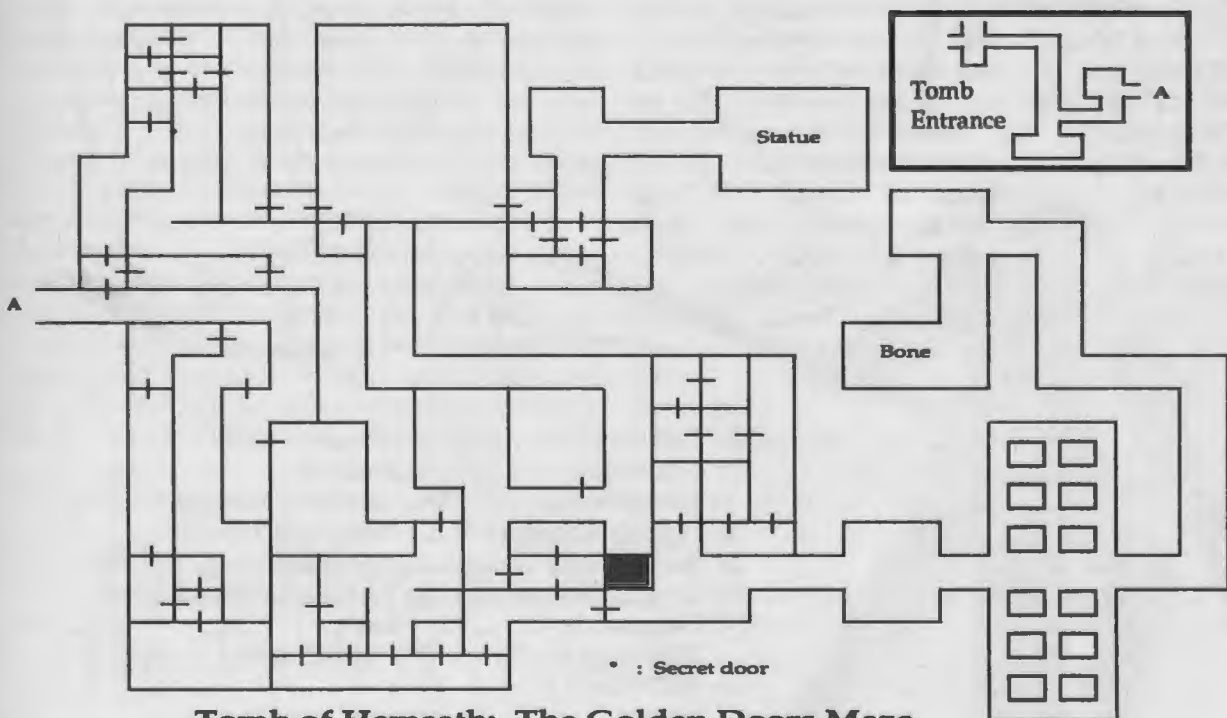
You need all five Statues to enter the City, where you'll find the Rose in a house in the southeast corner.

The Plain of Grief

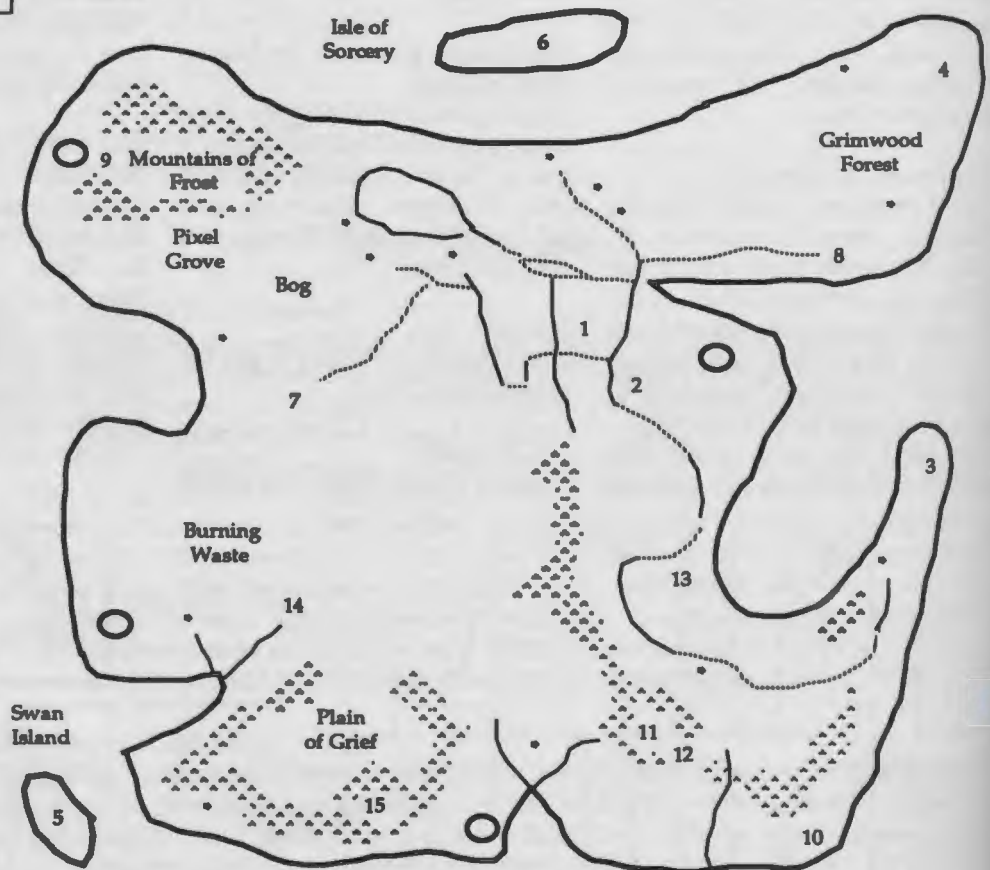
You need the Sptf in order to cross lava in front of castle. (Or use a gem to freeze time, then run across.)

The Castle of Doom and the Astral Plane

Inside the castle, go straight ahead and enter the gateway to the Astral Plane. (You must have the Shard to get past the barrier in the Castle.) Tbwf uif hbnf before trying to cross the moving squares and reach the center, where you can zap the Sorcerer with the Wand and get the Talisman.



Tomb of Hemsath: The Golden Doors Maze



- | | |
|---------------------|-------------------------|
| 1: Tambray | 9: Dragon's Cave |
| 2: Graveyard | 10: Seahold |
| 3: WatchTower | 11: Sunstone Temple |
| 4: Witch's Castle | 12: Princess's Tower |
| 5: Swan Island | 13: Marheim |
| 6: Crystal Palace | 14: Hidden City of Azal |
| 7: Hemsath's Tomb | 15: Castle Doom |
| 8: Vermillion Manor | *: |
| | Towns/Inns/Castles |

The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)