

# Fraktured Faebles

**R**ed Riding Hood, Rip van Winkle, the Three Little Pigs, Goldilocks and the Three Bears—even Sleeping Beauty makes an appearance in this delightfully illustrated graphic adventure that combines elements of traditional fairy tales. The goal is to find and awaken Beauty. Waking her up is the easy part; finding her is the problem. There are not a lot of different pictures, but the cartoon-style illustrations are TV quality artwork. This was done by Rick Incrocci, who previously teamed up with this game's designer, Rick Johnson, on the classic *Sherwood Forest*. *Faebles* is much easier, though it does pose at least one serious mindgrinder.

A typical problem consists of saving Red Riding Hood from the Big Bad Wolf to obtain an item needed elsewhere. Clues are ingeniously sprinkled throughout the text, which also profits from a good sense of humor. The two-word parser is the only weak point, for it forces you to spend as much time figuring out how to communicate with the program as you do unraveling the problems. But it's worth the extra effort if you appreciate original puzzles and cartoon-style graphics.

## The Walkthrough

**Under Big Tree**  
S. W.

**Clearing**  
Tfbsdi Rip. Take lfz. Sfbe key.  
Uvso key. Sfbe key. Xfoej. Read  
key. E. N. E. Look Red. E.

**East-West Path**  
Mppl beggar. Give key. E.

**In Grandma's House**  
Look Gramma. Take Opepa™.  
W. W. W. Drop card. S. W.

**Clearing**  
Wake Rip. Give Opepa™. Take  
comb. E. N. W.

**By Three Bears' House**  
Look Goldilocks. Give dpnc. Get  
note. Get packet. E. U.

**In Big Tree**  
Read note. Aracadara. Drop note.  
Take hive. U. Pqfo qbdifu. Tbm  
bird. D. Take egg. D. W. N. N.

**In Baby Bear Room**  
Give hive. Get honey. Npwf cbcz.  
Get pin. S. S. E. N.

**Golf Course**  
Look egg. Look pig. Give cbmm.  
Look sign. Ublf sign. Look sign.  
N.

**Green**  
Take mfuufs. Tujdl honey. Stick  
mfuufs. Look sign. Look rabbit.  
Give watch. Get pole. Get string.  
Ujf string. Tie pin. S. S. E.

**By Grandma's House**  
Tipx sign. Drop tjho. Look bas-  
ket. Get apple. E. E.

**In Grandma's House**  
Give apple. Get worm. Qvu  
worm. Get apple. W. W. W. Drop  
apple. S.

**By Pond**  
Catch fish. Get gjti. N. W. N.

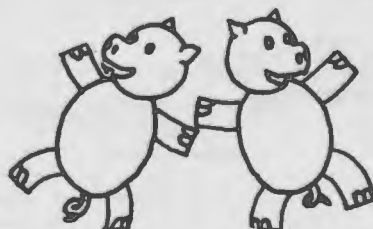
**In Three Bears' House**  
Give fish. Look Qbqb. S. E. Take  
card. Take bqgmf. (You must  
have the pole with you, but don't  
need the things attached to it.) U.  
Look. Look branch. Hp branch.

**Out on a Limb**  
Look branch. Drop bmm. Take  
bug. Look bug. W. D. S.

**By Pond**  
Give bug. Look frog. Ljtt frog. N.  
N. N. Go hole.

**Inside Hole**  
Sfbe eudijoht. (Xsjuf epxo the  
mbtu xpse, which is a qbttxpse  
that changes randomly from game  
to game.) U. S. S. S. Go pond. [

**Dry Land Near Crack**  
Look prince. Say (qbttxpse). N.  
W.



**Grammar's Backyard**  
Get pole. Get card. Get apple. E. E.

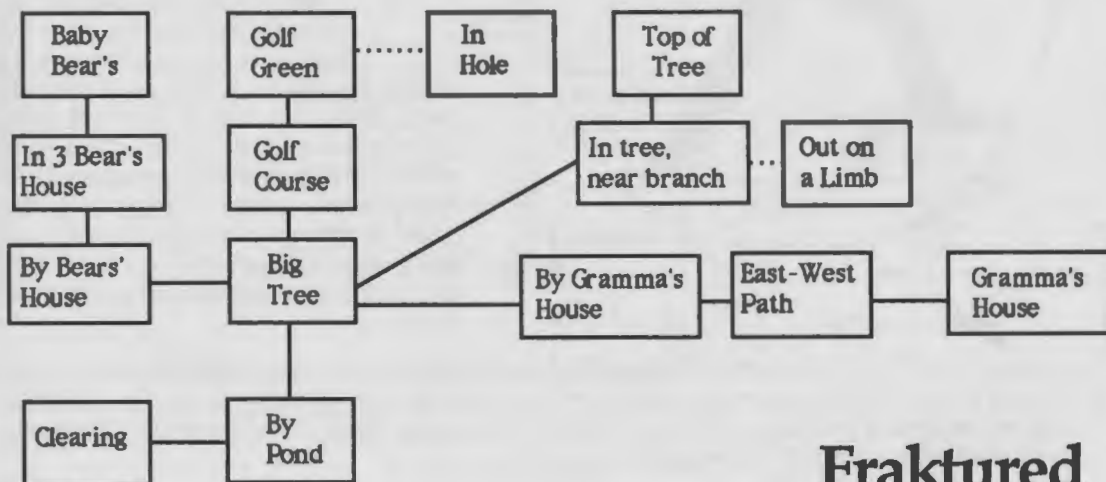
**Queen's Pad**  
Look hatter. Sfbs dbse. Show card.

**Tea Party**  
Look njout. Look Queen. Drop apple. Look Queen.

Look candle. Cmpx candle. W.

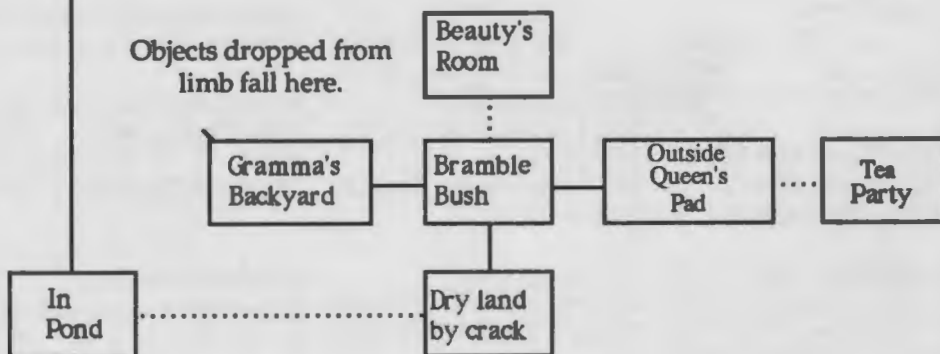
**Bramble Bush**  
Tfbsdi brambles. Get mint. Eat mint. Wbvmu.

**Sleeping Beauty's Room**  
Look Beauty. Ljtt Beauty.



## Fraktured Faebles

Objects dropped from  
limb fall here.



Enter by swearing,  
exit by saying "sorry".  
Enter by kissing Beauty without  
eating mints, no exit.

Filthmouth  
Alley

# 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.)