

# FAERY TALE ADVENTURE 2: HALLS OF THE DEAD

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## I Getting Started

### A Minimum System Requirements

This *FTA2* CD-ROM is a hybrid DOS/ Windows 95 disc. You will need:

- Windows 95, or DOS v 6.0 or higher
- 486/66 MHz or faster processor
- Double-speed CD-ROM
- 8 MB or more of memory
- Direct Draw compatible SVGA video card
- 100% Sound Blaster compatible sound card
- At least 4 MB hard drive space

### B Installing the Windows 95 version

Faery Tale Adventure 2 (*FTA2*) 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). Click **OK**. This will start the install program for the game.

*FTA2* 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 manufacture's web site for the latest updates.

### C 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.

## II Playing the Game

- 1 Windows 95: Once the autoload menu has popped up, click **Play** to enter the world of *FTAIL*. Otherwise launch the game from **Start /FTA2**.
- 2 DOS: At the DOS prompt, type START to begin *FTAIL*.

## III The History of the Universe

### A 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 the 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 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.

## B 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 to hatred quickly.

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 named 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, unexplainably 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 took 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 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, the 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 did 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* did. 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 the strength they had, the Steeds traveled to their heroes' plane. They entreated the brother 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 from their flight, leaving an opening for Sariloth. He stuck decisively, and encased 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....

#### IV Recent History of the Lands of Farr

##### A 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 has 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 underground enchanter's lair, and Castle Jovanc (where murder claimed the lives of an entire noble family). Recently, travelers 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 to the local caves had best be careful.

Surprises fill this peaceful land, and it is by no accident that some say the gates of the Underworld lie in the quiet hamlet of Padavis.

B 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 are peasants and rascals.

C 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.

D 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.

E Maldavith

Pirates curse Maldavith. The 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.

F Hethrallin

Hethrallin is a land of deep forest and home of the Forest Elves. Though 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.

G 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.

H 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 it's workers.

#### I Overworld

The Overworld is a strange place 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.

#### J 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.

#### V 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, and she'll also frequently respond with information that's more local in nature.

In her tavern is a board where many of the local business people post information. Double-click the board to look at what notices are available. Padavis has a Blacksmith who is quite good, a reputed 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.

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

## Let's Play

### A The Screen Layout

- 1 The screen for *FTAIL* 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 is a scrolling isometric display on which all of the game action, as well as any books or documents that may be opened, is seen. The display will always center on the brother who has been designated as the center (see below).

- 2 The Party Display

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

- 3 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.

- 4 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 provide 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.

## 5 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.

## B Using The Mouse

### 1 How to Walk

To get the brother currently designated as the center 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.

## 2 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.

## 3 Picking Up and Putting Down Objects

If the cursor passes over something that can be picked up, but from which the user is too far away to pick up, the cursor will turn into a red "X". When the player moves close enough to an object 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 may then be dragged into an appropriate container window, dragged onto another character, or dropped somewhere else. Clicking the left mouse button again will cause that object to be dropped.

## 4 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. By placing the cursor at a point near the edge of the map display, the player will cause the character to continually run in that direction until the character comes across an obstacle. Single-clicking on the left mouse button turns the auto-drag function off.

Similarly, when you double click in the map display during combat, the effect is that the mouse button is automatically held down for you. 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.

## 5 Automatic Pathfinding

When the player clicks on the left mouse button to a destination, that character will move there by the most efficient path he can find. If the character encounters an obstacle to his movement, he will attempt to walk around that obstacle to reach his destination. For example, if a brother is standing on one side of a fence, and the player clicks on the other side of the fence, the brother will walk around that fence until he reaches the destination.

## 6 Climbing Stairs

In the course of exploring, the brothers may encounter buildings that have more than one level connected by a flight of stairs. By

clicking on these stairs, the brothers will 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. If the player again clicks on the stairs or ladder, the brother will descend toward the cursor.

## 7 The Cursor

There are six different cursors in *FTAIL*, each representing 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, but one that is too far away to be picked up, or for some reason cannot be used in it's 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 and appears when, for instance, you double click on a key and then on a locked door.
- Targeting Cursor: this yellow cross-hair cursor appears when the player is in aggression mode and within striking distance of a monster or NPC or object.

## 8 Communication

It is possible for the brothers to talk with the many inhabitants of Farr. In order to greet any other character, the player need only move the pointer to the character they are interested in talking to and double click with the left mouse button if they are not in aggression mode. This will be the equivalent of shouting "Hello and well-met!" to an NPC. They will respond according to their nature. Additional interactions are possible by dropping a mental concept icon on the NPC (idea/concept icons are explained in the *Mental Inventory* section of the manual). It is important to note that, once attacked, an NPC is not likely to be very friendly nor eager to engage in further conversation.

## C Interface Buttons and Displays

### 1 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 characters. This can be interpreted in two ways: it indicates the strength or power that character has at his disposal, as well as how much damage he is able to sustain before dying. As the brother receives 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, found during your adventures. Food will also boost health. Double-click on any edible item to chow down.

## 2 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. By clicking on this button in a brother's interface, that brother becomes the center brother, meaning that he is 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 are banded if the player so chooses. Other ways to center a particular brother are by clicking on his color bar at the bottom of the character display, or 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.

### 3 What is Banding?

One of FTAIL's unique interface elements is the ability for the three brothers to split up, and even to travel to completely different parts of the world simultaneously. The FTAIL interface makes keeping them together or splitting them up 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*.

### 4 Aggression Indicator

Each brother has two states: an aggressive state and a non-aggressive state. When a brother's aggression control is lit, that brother is in his aggressive state. 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 :

Each of the three brothers has an aggression control. 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 of the three brothers will turn the aggression state on or off for **all** of the characters. For instance, 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 the aggression mode.

1. The aggression button itself highlights.
2. The brother's portrait change to a scowl and the brother will assume a fighting stance.
3. The cursor shape will change to yellow crosshairs when moved over an NPC who is within attack range.

The aggression state also affects the non-center brothers as well. 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.

If the auto-aggression control is turned on in the options panel, the brothers' aggression controls 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.

## 5 The Armor Display

Each item of armor worn by a character will improve the armor rating of the character. This rating will be displayed in the armor rating, 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 damage absorption and damage reduction divisor, the bottom value is the defense rating.

### a Damage Absorption

(initial value=0) This value represents the ability of the brother's armor to reduce the amount of damage caused by attacks. The greater the value, the better the protection.

### b Damage Reduction Divisor

(initial value=1) This value represents the enhanced ability of the brother's armor to greatly reduce damage to that brother. 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 (2), this means that whatever damage the character suffers will be halved or divided by a factor of 2. Initially, the player's damage reduction divisor is set at one (1), meaning that the player will receive normal damage from any attacks.

### c 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.

## 6 Ready Objects

These are special inventory slots for items that the player wants to keep at the ready and accessible at any time. These slots, three of which are visible in the **party display** and nine of which are

visible in the **character display**, can hold either physical or intangible objects, and can be 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.

#### 7 Carried Objects (Physical Inventory)

These nine spaces hold physical items, concepts or spells that the brother is holding or carrying. 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," while they cannot be resized, 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.

#### 8 Mind (Mental Inventory)

In addition to physical objects, each brother has a Mental Inventory. This mental inventory is 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. (Again, these container windows can be moved but not resized.) Once any concept window is opened, the player may toggle to any of the other concept windows by clicking on the corresponding area of the colored brain. These three areas are: *Spells* (red), *Ideas* or *Concepts* (blue), and *Attributes* or *Skills* (yellow). Clicking on one of these three areas with either mouse button reveals a special 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 include:

##### a Spells

Spells are magic which can be used on both NPC's and the three brothers. (Refer to the "*How to Use Magic*" section of the manual for more information.) There are over twenty different spells which 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  
Affects the Power of Life; can be either poison or healing.

b Ideas or Concepts

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

- Greeting
- Here  
As in, *"Where am I? Tell me about where I am."*
- 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, so the types of responses received by using these icons may vary depending upon the circumstances and NPCs on which they are used.

c Skills

These seven icons represent skills possessed by each of the brothers. These icons may be viewed only, and 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

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

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 the NPC, he or she may ask if the brothers would like a lesson for a fee. If the player elects to accept the offer, there will be an opportunity to select which discipline to study and the appropriate knowledge will be transferred, if you have enough gold!

## 9 Mass

All items that can be picked up are assigned a “mass” or weight value. This is represented by an scale icon which indicates a rough percentage of how much the brother is carrying as a percentage of his mass carrying capacity. As the brother picks up more objects, the scale icon indicates higher and higher mass until it reaches its limit. A brother may not carry more than his mass carrying capacity. However, a brother’s mass carrying capacity will increase as his brawn increases. The brother’s bulk capacity is a constraint on the ammount of mass he may carry. The total mass carried by a brother is calculated as the mass of all the objects being carried (including the contents of any containers being carried).

## 10 Bulk

The size of all objects that can be picked up is given a value called “bulk.” This indicator is represented by a sack icon that indicates a rough percentage of how much this brother is carrying as a percentage of his bulk carrying capacity. A brother may not carry more than 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 being carried).

## 11 Keyboard Shortcuts

There are several keyboard shortcuts in Faery Tale Adventure 2 that 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"	Will center 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

## D Containers

### 1 How To Use Containers

Container is a general term for the inventory windows that are used in the game. Depending on their type, these containers can hold a number of icons representing both objects and concepts. The two types include those representing the contents of physical containers, and those representing the contents of a brother's mind. Because of the containers distinctly different appearance, it should come as no surprise to the player that they may not freely drag physical objects into mind windows or intangible objects into physical container windows.

Also, when a person is killed in combat, double-clicking on that person with the left mouse button brings up that person's death container, or 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 NPC to whom it belongs. There may also be containers within containers, such as pouches, boxes, sacks, etc.

#### a Opening / Closing

Any container may be opened by using the left mouse button to double-click on it. Doing so opens a window that may be dragged freely around the screen by its borders.

#### b Container Windows

Objects may be dragged between the slots in a given container freely. They may also be dragged from the container to the Map Display or into other containers of the same type. By using the scroll button, all of the rows of objects in container windows can be scrolled through.

### 2 Using Items

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

a Using Items Directly

Food items and potions are examples of directly usable objects. When using one of these objects a target upon which to use it need not be specified. 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 a brother's portrait or on the brother's appearance in the map display if the object is already in that brother's ready objects section. However, if the object is dropped on a brother's portrait or appearance in the map display and the object is *not* in the brother's ready objects section, it will be *placed* in that brother's ready objects section rather than being *used*.

b Using Items Indirectly

Keys are an example of objects which may be used indirectly. These objects must be used on other objects. For example, a key may be used on a chest or a door, however there is no way to directly use a key. In order to use a key, double-click on it. This will change the mouse cursor into the use cursor. Move the mouse cursor over the object upon which to use the key and left-click. In the case of a door, double-click the key, then click on the door.

3 Stacking Items

Rather than taking up 50 slots for 50 swords, any *container* slot (*not* ready objects or carried objects slots) can hold more than one weapon or armor *of the same kind*. Other objects, such as books, potions, food, etc., can be stacked either in container slots OR ready object and carried objects slot. The objects in that slot are said to be *stacked*. When a slot holds more than one object, a numerical count of the objects in that slot appears. When items are removed from 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 and made available to be removed and dropped elsewhere. To remove another item, this procedure must be repeated.

4 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 cursor, 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 mouse cursor above the midpoint of the object icon will increase the number of objects selected, while right-clicking and moving the mouse 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.

#### 5 Difference Between Merging and Stacking

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

### E Combat

Although 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. There will be times when the three brothers will have to fight for their very survival, so it is essential that one becomes familiar with combat techniques.

#### 1 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 to enter into combat is to have the brothers pick a fight. If you are in a situation where you want the brothers to attack a monster or NPC, make sure the center brother is aggressive and place the mouse cursor over the monster or NPC you wish to attack. If the center brother is within attack range of the monster the mouse cursor will become the cross-hairs or attack cursor. When the attack cursor appears left-click on the monster to initiate the attack. 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, as opposed to a ranged weapon such as a bow.

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

#### 2 Combat Mode

When combat is initiated the game will enter a special combat mode. Combat mode has two effects on the game play. The first effect is that the game will temporarily become ‘turn based’. This means that the game 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 player has the center brother do something (walk, attack, cast spell, etc...) the game will be *un-paused* allowing the monsters to also take action.

It is important to note that certain actions such as arming and disarming weapon, putting on or taking off armor, and shuffling items around within one’s inventory, will all take some time allowing monsters the opportunity to move and attack. 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 user. However, non-aggressive non-center brothers will actively avoid monsters during combat. This is so that the user can elect to 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.

Combat mode will end automatically under two conditions. First, combat mode will end if there are no more living monsters within the vicinity of *any* of the three brothers. Second, combat mode will end after there have been no attacks either by or against the brothers for several seconds.

### 3 Using the Auto-Drag Cursor in Combat

The auto-drag feature (see Auto-Drag section) 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.

#### 4 Auto-Wield Weapon

If the auto-wield weapon control is turned on in the options panel, the program determines which weapons the banded brothers should use, regardless of what is in their hand at the time. For example, if a banded brother is carrying a dagger at the time combat starts but a bow and arrow 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 a player might want to keep auto-wield weapon turned off is to inhibit a brother from needlessly expending resources.

#### 5 Opponent Damage.

During combat, it is possible to tell how damaged an enemy is by moving your cursor over the foe. A health bar will appear along with the name of the enemy faced. At the beginning of the melee 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.

#### 6 Getting Loot.

Once an enemy falls in combat it is possible for the brothers to examine the fallen foe for treasure and items. This is done by double clicking with the left mouse button on the dead creature. Doing this will bring up the creature's death container, which is an inventory of all the items carried by the creature. These items can be transferred to any of the brothers by left clicking on the item and dragging it to one of the brothers in the map screen or on their character portraits or in an available ready object slot. Note that aggression must be turned off to open the monster's dead container.

### F 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 with 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.

## 1 Weapon and Armor Grades

All weapons and armor fall into five grades of quality, 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.

## 2 Weapon Selection

To select a weapon for combat you first have to make sure that it has been activated within your carried objects inventory. (For a detailed discussion of the character display interface refer to the "*Interface*" section of the manual). Activate the item by double-clicking on the desired weapon. A yellow outline will appear around the weapon, indicating that it's active. Remember that each character can have only one active weapon at anytime. This is, of course, in addition to any armor, cloaks, boots and/or shields that are also active.

## 3 Weapon Types

Apart from swords, daggers, hammers and the like, which constitute hand-held weapons that require that the brothers be in direct physical contact with the enemy, there is a separate category of weapons referred to as ranged weapons. These include bows, wands and magic spells

To use a ranged weapon, the player must first activate by double-clicking on it, then he must put the brother in aggressive mode. Once done, the mouse pointer will change into a cross-hair. By placing the cross-hairs over an enemy and clicking the left mouse button, the centered brother will fire on the enemy. If the cursor is kept over the enemy and the left mouse button is held down that brother will continue to attack the enemy until one or the other has been destroyed.

Ranged weapons have another disadvantage in that they have a limited ammunition supply. The reserve of any of these items 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.

#### 4 Armor

There is a wide variety of armor 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. Armor can be acquired by various means: it can be purchased from certain merchants; found in hidden treasure-troves or plucked from the corpses of your fallen enemies.

Once an item of armor is in the inventory of one of the brothers it can be activated (worn) by double-clicking on it. In a manner that is identical to selecting a weapon, the item of armor will be activated and a thin yellow outline will appear around the item. It is important to remember that only one piece of armor of any one type can be worn at a time. That is, if a adamantium chainmail shirt is worn, a steel chainmail shirt cannot also be worn by the same brother.

#### 5 Magical Weapons and Protections

There are a number of fabled weapons and wards that 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.



You will know whenever one of the brothers is wielding a magical item or wearing an magically endowed item of clothing or jewelry by the small icons that appear along the top right of the screen. These icons will be accompanied by small text that appear when the cursor is moved over them. This text will inform the player the nature of the enchantment.

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

## VI How To Use Magic

### A Mana

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

*Magic* is an elemental force and therefore is 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.” To develop magical ability, it must be 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.

### B Learning Spells

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

### C Casting Spells/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, but when used regularly and not overused, the brothers increase

their capacity to hold mana.

## D 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)

## E Spells

Spells are listed by color, name, and definition. The spells available in the land of Farr include:

### 1 Yellow

- Disintegration: A serious single target spell.
- Fire Storm: Multiple flaming projectiles.
- Flaming Orb: A single flaming projectile
- Sun Flash: Direct damage.
- Sun Ward: Protect vs. magical projectiles.
- Vanquish Graveborn: Does extra damage against undead.

### 2 Violet

- Caustic Rain: Cloud of small projectiles.
- Firewalk: Resist damage from hot areas.
- Inner Balance: Increased agility.
- Mind Tap: Causes mental damage.
- Searing Thought: Mental blast.
- Spell Barrier: Resists direct enchantments.
- Surestrike: Increases chance to hit.
- Will Barrier: Protection vs. Mental attack

### 3 Red

- Battle Fever: Increases attack damage.
- Clumsiness: Causes opponents to miss.
- Heat Ward: Protect vs. fire spells.
- Incinerate: Reduces the enemy to a smoldering pile of flesh.
- Meteor Shower: Multi-exploding projectile.
- Panic: Causes opponent to flee in terror.
- Paralysis: Paralyzes opponent.
- Terror: Makes opponent freeze.

### 4 Blue

- a Freeze: Paralyzes a foe.
- b Frost Bolt: Fires a wide bolt of cold damage.

- c Ice Ward: Protect vs. Cold attacks.
  - d Rejoin: Brings the brothers back together.
  - e Seawalk: Water breathing.
- 5 Orange
- a Force Ward: Protect vs. non-magical missiles.
  - b Lethargic Breeze: Causes paralysis.
  - c Lightning Bolt: Single bolt of lightning.
  - d Lightning Storm: Large number of lightning bolts.
  - e Shocking Touch: Electrical attack.
- 6 Green
- a Banish Weakness: Cure minor wounds
  - b Bounty of the Earth: Create food.
  - c Critical Healing: Cures life-threatening wounds.
  - d Grasping Earth: Reduces opponent movement.
  - e Life Ward: Protect vs. Hand-to-Hand attacks.
  - f Major Healing: Cures serious wounds.
  - g Minor Healing: Cures superficial wounds.

7 Enchantments

Much like magical weapons and wards, you will know that certain spells, such as defensive and attribute enhancement spells, are working by the small enchantment icons that will appear along the top of the screen. These icons will be accompanied by small text that appear when the cursor is moved over them. This text will inform the player the nature of the enchantment and the duration (in ten-second intervals) that the enchantment will last.

VII Monsters

Player, be wary in your travels in Farr, a land filled with preying *Bandits*, man eating *Wolves*, as well as *Goblins* and *Ghouls*—all guaranteed to make your spine tingle with fear. Meandering out of Farr will bring no comfort or security as the ghastly looking *Shambling Mucks* of Pentere will shadow your every step. Prepare yourself for chilling adventure as you battle the *Frost Giants* in Mons. Trudge carefully through the mysterious land of Karminac where you may meet the insidious *Lava Golem*, and just when you think you're safe, you'll find yourself being attacked by a *Cave Viper*, a *Flame Giant*, or a *Hell Hound*. Be sure to search the bodies for weapons, amulets, or other loot.

Enemies are plentiful in Farr. Note that some creatures may have resistance or immunities to certain magics. Obviously a Hell Hound will

find a fireball laughable, but a well-placed frost bolt will send the hellion running!

## VIII Troubleshooting

You can contact Inscape's Technical Support by calling 410-568-2329. Hours are Monday - Friday 8am to midnight, and Saturday to Sunday 8am to 8pm Pacific Standard Time. Also check out our website at [www.inscape.com](http://www.inscape.com). However, you may find the answer to your problem below.

### A Technical Problems

#### 1 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 FTAIL has been designed to use the latest in graphics display technology, there are certainly 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.*

#### 2 Finding out what kind of video card you have in Win '95:

- a Go to Start/Settings/Control Panel
- b Double-click on System/Device Manager
- c Expand the line that reads 'Display Adapter'. What shows up in the expanded line is the type of video card you have.

#### 3 Check for system incompatibilities in Win '95

- a 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.
- b 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.

#### 4 Not enough memory in the DOS version!

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

### B Gameplay problems

#### 1 What gives with the ghosts?

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

- 2 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.
- 3 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.
- 4 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....

## IX Credits

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