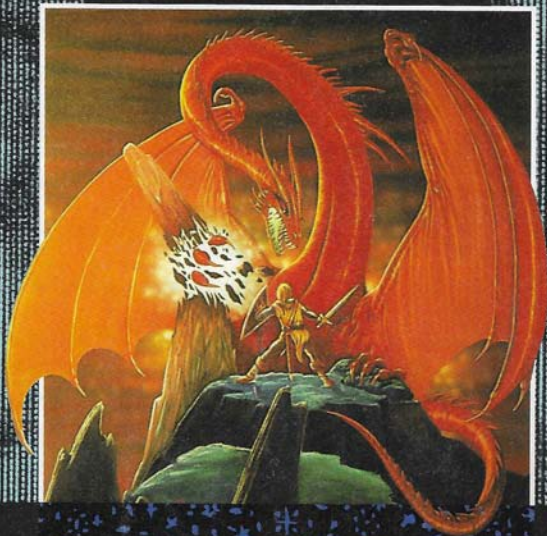


ELECTRONIC ARTS®



The

**FAERY
TALE**

Adventure™

NEW WORLD COMPUTING™

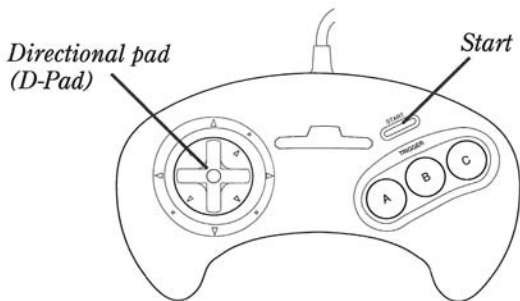
New World Computing has been a distinguished innovator of interactive recreational software for over five years. Based in Los Angeles, California, New World produces a wide variety of games, ranging from fantasy role playing adventures to tongue-in-cheek war games.

“The best life is a fun life,” says New World founder John Van Caneghem. After surrounding himself with a group of designers who rollerblade, engage in paintball wars, and push race cars to the limit, he should know.

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CONTROLLING THE GAME



SUMMARY OF COMMANDS

- A Moves your character's weapon.
- B Turns the Action Menu on and off.
When Action Menu is on, ACTION appears in white type. B shows the Items Menu. B also retrieves a collected item from inventory.
- C Select a highlighted icon from the Action Menu.
When the Inventory icon is highlighted in the Action Menu, C shows an enlarged view of the inventory of collected items.
C activates item (e.g., Bird Totem from Items Menu); C again returns you to the game.
- D-Pad Moves a character: move around the Menus.

SETTING THE SCENE

The Place

Once upon a time in a land far away, there lived three brothers. Taught life's skills at home by their father, the boys approached manhood playful, happy, and carefree—until one bitter harvest season changed their lives forever.



First, there were many crop failures. Food became scarce and people were starving. Then

mass migrations of savage ogres and deadly goblins from the far northern mountains were reported. Finally, one cold and starless night, an eerie, inhuman wailing woke the brothers from fitful sleep. From their window they watched in terror as a huge hooded figure floated above an army of corpses and animated skeletons who were performing some hideous and mysterious ritual.

The next morning a town meeting was held. Everyone was confused by the strange events, because for centuries the village had been protected from such evil spirits by a powerful Talisman. This Talisman—a small carving of a bull—had a



spirit that was stronger than any undead creature. Confusion turned to terror when it was discovered that the pro-

tective Talisman had been stolen from its shrine during the night.



The Problem

Bad quickly turned to worse in the village. A vicious band of goblins raided the place and many villagers were horribly killed. Panic ensued, misery was rampant. The boys' father was sent out to discover the cause of the evil, and he was mortally wounded.

On his death bed, the old man weakly whispered to his sons what he had learned about the menace. "An evil Necromancer has threatened to destroy all unless we submit to his will and pay tribute," he said. "The King is powerless to aid us. There is but one possible escape, and it, I fear, is difficult."

The Deed to Be Done

"Long ago," he continued, "a mysterious prophecy foretold many quests that must be completed to defeat this kind of enemy. At the very least, the Talisman must be retrieved. There is more that you must do, but I know it not." He bid his sons farewell and died. On the spot the boys made a pact to avenge his death and vowed to fulfill the prophecy. They were prepared to risk their very lives to accomplish the quest. This is how our tale unfolds.

STARTING THE GAME

1. Flip OFF the power switch on your Sega™ Genesis™.

Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The Electronic Arts® logo will appear. If you don't see it, begin again at step 1.

5. The next three screens show the New World Computing logo, the title screen and the game credits screen.
6. Press START to play.

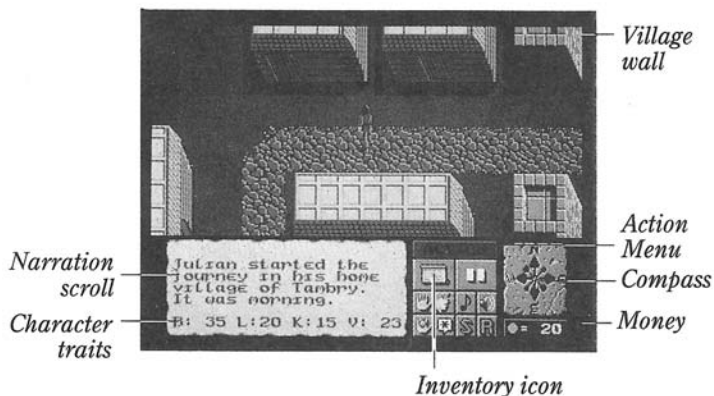
The Faery Tale Adventure book opens on screen, to the sounds of sweet music. Read the short introduction to the story. The pages turn automatically.

The mayor of your village, Tambry, begs you to rescue the Talisman and protect the village and the land of Holm from evil forces. You begin your quest as Julian, the bravest brother.



If you'd like to run quickly through the basics of the game, follow the instructions beside the Bird Totem icons. When you want more information about any part of the game, read "Deep in the Game," below.

The Adventure Begins



ACTION MENU

B Toggles the Action Menu on and off.

When the Inventory icon is highlighted in the Action Menu, B retrieves an item.

C Select a highlighted option from the Action Menu

When the Inventory icon is highlighted in the Action Menu, C shows an inventory of collected items.



Use the D-Pad to move your character. The compass shows the direction you're walking.

Julian, though brave, is vulnerable to attack from evil monsters and powerful spirits. Before you begin your quest, you'll want to gather up a few important items and enough Vitality points to help you survive the dangerous world outside Tambry. If you try to move beyond the village walls without this stuff, your future will be short. Guaranteed!

Inside Tambry you are safe, so take time to explore the village.

Be careful, however, when you return to Tambry later in the game. The security of the village may have been breached during your absence and you may be attacked.

Enter each of the buildings, and look all around for magical objects. Fireplaces make good hiding places.

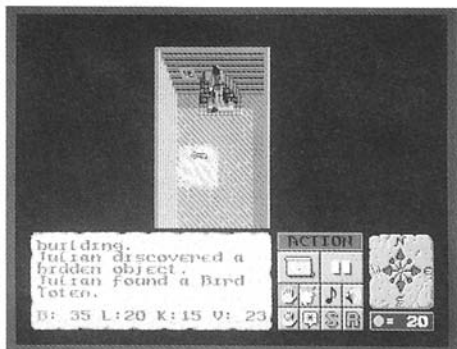


Julian about to enter a building.



To enter a building, move to the door and walk through. You'll see the inside of the room you entered and the Narration Scroll reports what you did.

Some buildings are locked. You won't be able to enter them without a key. Move on to another building.



Julian inside a building.



To look for an item, press B. This turns on the Action Menu (ACTION turns from black to white, to show that the Menu is on). Use the D-Pad to highlight the LOOK icon.



Press C to activate the LOOK icon. The Narration Scroll reports whether you discovered anything. If it says you have discovered a hidden object, press B to reactivate the Action Menu.





Highlight the TAKE icon and press C. The Narration Scroll reports what you found. The item is now in your possession and becomes part of your *inventory*.



Leave the building and move on to another one.

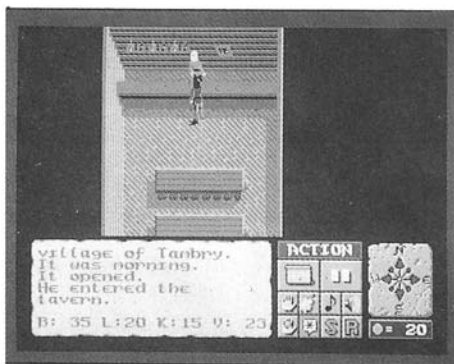
During your exploration of Tambry, you can find five magical items: a glass vial, a Bird Totem, a jade skull, a quiver of arrows, and a gold key. You *don't have to collect them all now*.

All magic items and keys can be used only once, so use them wisely.

Before you begin your quest, you'd better buy some food. Food is very scarce in the land of Holm, and if you get too hungry during your journey, you might starve. Hunger won't affect your fighting ability but it will slowly drain your Vitality.



Find and enter a building called the Tavern.



Highlight the GIVE GOLD icon. When the Equipment Menu appears, D-Pad DOWN to Travel Rations and press C.



Equipment menu

When you have collected the magical objects in Tambray, and have purchased some food, you should save your game.

Saving and Restoring the Game

Saving is a kind of safety precaution. Faery Tale Adventure is a deep and long game. You won't be able to finish it in one play session. Plus, lots of bad stuff can happen to your character! If you save your game from time to time, you won't have to start the game over from the beginning if you want to stop playing for the day, or your character gets killed and/or fails to complete some part of the quest.

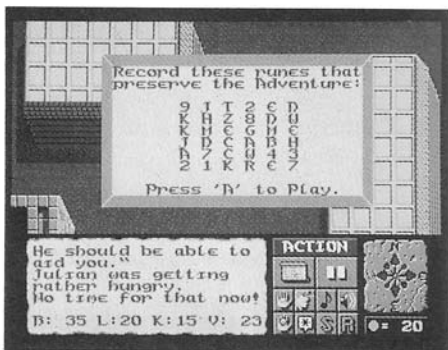
Saving lets you restore your game at the point where you last saved. For example, if you gathered up a bunch of magic objects and some food, saved the game, then quit for the day, you could start your next play session with those magical objects and food still in your possession. If you quit the game without saving, you would have to gather those objects and food all over again.

You can save and restore at anytime, except during combat and while you are riding the Golden Swan or the Sea Turtle.



To save the game, highlight the Save icon in the Action menu, and press C.

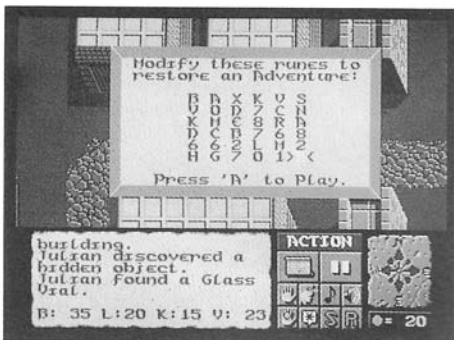




CAREFULLY COPY the ancient runes (36 letters and numbers) on a piece of paper. Write them down just as they appear on the screen. This is your secret password. You'll use it to return to this point in the game.



To restore the game, start it as you did on page 5. Highlight the Restore icon in the Action menu, press C, and enter your password.



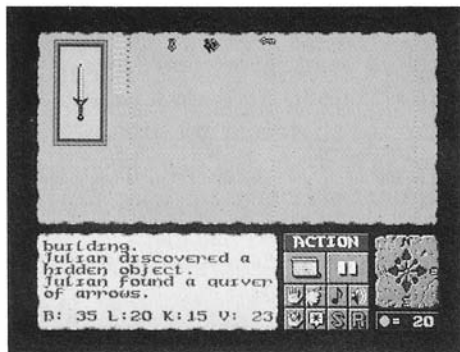
D-Pad UP or DOWN to change the characters. D-Pad RIGHT or LEFT to move to the next character. When you've entered all 36 characters in your password, press A.

You can Restore at any time. For example, if you get killed on your quest, Restore immediately to return to the point where you last Saved the game, that is, sometime before you were killed.

Before you leave Tambry to explore the land of Holm, you might want to check your inventory to see what you'll be taking with you.



Highlight the Inventory icon in the Action menu. Press C to see the items you have with you.



Items shown are a sample of things you might have found in Tambry.

Press C again to return to the village.

It's time to leave the safety of Tambry, and confront the evil that is destroying the land of Holm.



Move your character beyond the village walls and start exploring the countryside. You can walk on or off the path. Before too long you will be attacked!

Fighting Against the Forces of Evil

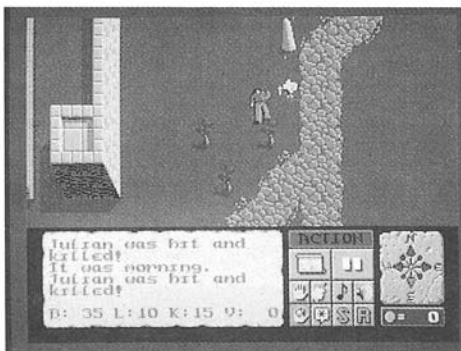
In Holm, evil comes in many forms. You'll fight against skeletons, goblin bowmen and hooded wraiths.



When an enemy approaches, face your opponent and use the D-Pad to control your attack. Press A to strike your enemy with your weapon.

There's a good chance you'll lose a lot of these battles. Your enemies are practiced villains and you're just starting to get strong. You're likely to die often early on. But don't get discouraged. Your time will come.

If you have enough Luck when you die, your guardian angel will restore you to health.



If you're out of Luck, the quest may be continued by another one of the brothers.

When you're lucky enough to defeat a monster (or group of monsters), use the TAKE icon from the Action Menu to search the body (bodies) for any weapons, magic items, and gold coins they may have been carrying.



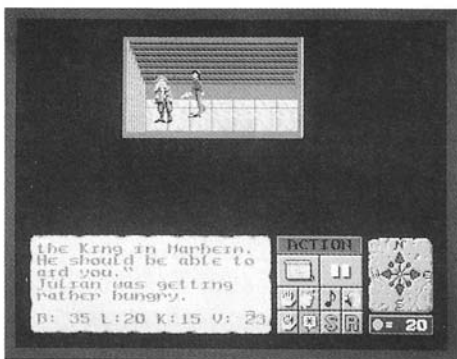
If you find anything useful on your victims, save the game immediately. When you restore the game you'll have what you just took from your enemies. If you get killed later on, you'll be able to restore again and return to this point in the game.

Game Play Hints

To win the game, you need to travel to many places, perform many great deeds, discover five gold statues, defeat the Evil Necromancer, and recover the Talisman. Whew!

That's a long day's work. To accomplish your goal, you'll need special magic and some help, which you'll uncover in the course of your adventures. Throughout the game you'll meet many characters. The ones that don't attack you are probably friendly. Probably!

The Mayor of Tambry knows a lot about the legends and myths of Holm.



If you talk to him, he can send you in the "right direction." Seek him out when you need a hint to help you on your quest.

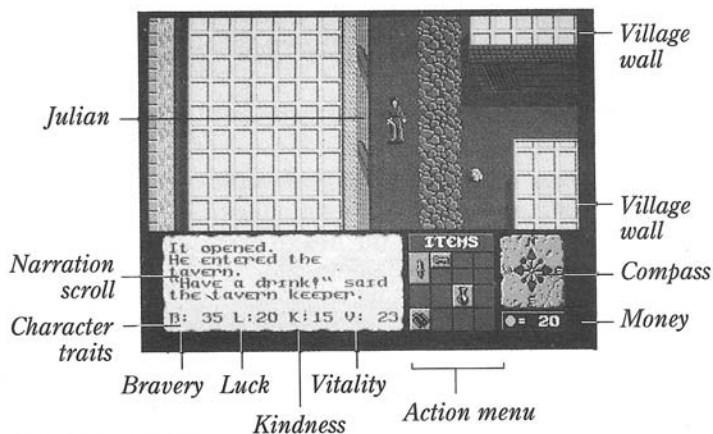
Don't be discouraged if you seem to be getting nowhere at first. The land of Holm is huge and it will take you a long time to explore all of it. There are several very interesting places on the map, but it will take some time to find them. Roads generally lead somewhere; however, there are a lot of buildings and other important places that are not near any road.

Use the 2-page map in the manual to keep track of where you are in Holm, and where you've been. You'll want to look at it often.

Now you can continue exploring Holm, and try to fulfill the quest on your own. *Deep in the Game*, below, has detailed explanations of the game's characters and magical objects, and some hints that will help you succeed.

Later you can look at *Exploring the Land of Holm*, below, if you want help with your plan of attack.

DEEP IN THE GAME



ACTION MENU

Press B to activate the Action Menu. Use the D-Pad to highlight the action icon you want to use. Press C to use the icon. Money is the number of gold coins the character has.

Narration Scroll

The narration scroll gives a running commentary of what is happening in the game. It also displays your character's current scores in four categories.

1. B: [Bravery] measures your character's courage, and contributes to his strength in combat. Your Bravery score goes up 1 point for every monster you kill. When you have a few hundred Bravery points, your character will be invulnerable to all but the goblin bowmen.
2. L: [Luck] helps to save your character from an untimely death. If a dying character has enough Luck, a guardian angel can heal him so he can continue his quest. If you save your game often, you won't need much luck until you reach the endgame.
3. K: [Kindness] helps the character communicate. If your character has a low Kindness score, other characters may even refuse to speak with him.
4. V: [Vitality] reflects of the health of the character. Being wounded decreases Vitality. When this score reaches zero the character dies. Vitality goes up as Bravery increases, but at a slower rate. Maximum Vitality is usually about one third of your Bravery score.

Action Menu

There are 10 options in the Action Menu. ACTION appears white on screen when the menu is active, black when inactive.



Inventory: Shows a list of all items carried by your character. Press any button to return to the game screen. See Item Menu, below.



Pause: Pauses the game. ACTION flashes black to white while game is paused. Press any button to return to the game screen.



Take: Takes an object from a treasure chest or building, off the ground, or off a dead character's body. Narration Scroll tells what was taken



Look: Look for hidden items.



Music: Turn game music on and off



Sound Effects: Turn game sound effects on and off



Give Gold: Purchase an item(s). This icon only works with a character who is selling something. The things you can buy, if you have enough money are:

Food & Drink

Travel Rations

Ten Arrows

Healing Elixir

Mace

Sword

Bow

Bird Totem

Travel Stone

You can also give gold to beggars. This will increase your Kindness score.



Talk: Certain characters that you meet have information that will help you complete your quest. You need to talk to them; but they'll only answer if your Kindness score is high.



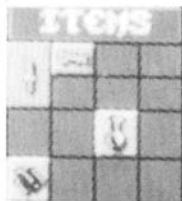
Save: Save the game at this point. Write down the Password that appears on a piece of paper and keep it handy.



Restore: Enter your Password to restore the game at the point where you last saved.

Items Menu

Activate the Inventory icon in the Action Menu and then press B. This displays the Items Menu. It shows the weapons and magical objects you have in your inventory. Use the D-Pad to highlight the item and press C to select it. Selecting a magic item uses it up. Selecting a new weapon puts away the current weapon and draws the selected weapon.



*Items menu, early in the game (left)
and later in the game.*

Monster Combat

To succeed at your quest, you have to kill many monsters and develop a strong character. There's no simple way to do this. You'll just need to keep saving and restoring (see pages 11-12) until you've won enough battles to accumulate about 100 Bravery points. By that time your character should be able to survive most hostile encounters, provided his Vitality doesn't run out.



Monsters usually come in groups of four or less. Of all the evil forces, Skeletons are the easiest to kill, and they often carry green jewels or glass vials that you'll want to collect.



Hooded wraiths are deadly, but after you've earned enough Bravery points, they can't do much damage. Wraiths often disappear when you kill them. When you see a dying wraith's body start to crumble, stop fighting immediately. Highlight the TAKE icon and press C. If you time it precisely, you'll get the wraith's treasure just before it vanishes.



Ogres are usually armed with maces or swords and won't pose much of a threat to a strong character. Bowman, however, are always lethal no matter what your Bravery score. Kill them quickly if you can.



Highlight the TAKE icon before you start combat. When you “kill” an enemy, press C to take anything he is carrying.

Weapons

Selecting a new weapon puts away the current weapon and draws the selected weapon. You can only access the two strongest weapons you have in your inventory. The weapons, ranked in order from strongest to weakest (1-5) are:

Wand (1)



Mace (4)



Sword (2)



Dirk (5)

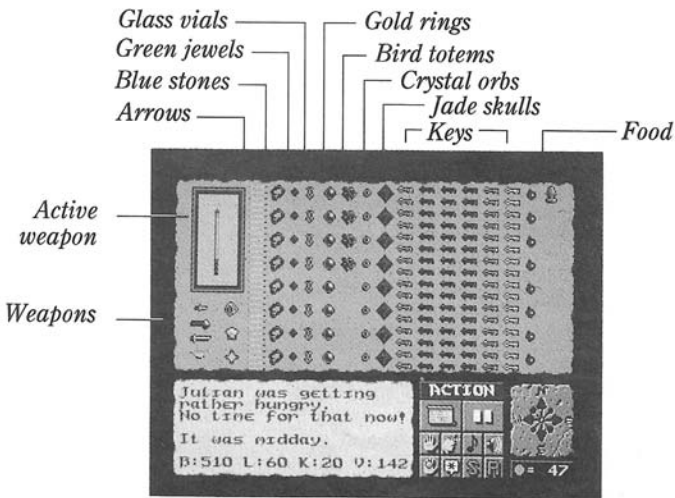


Bow (3)



Magical Objects

There are seven different kinds of one-use magical objects (items) that you can find on your travels. Since you can only use an individual item once, use it wisely.



Glass Vials



These vials contain a healing elixir that will restore lost Vitality points. Drink from them after or during a battle. Sometimes drinking from them will put off fatigue or hunger for a short while. Do not drink from the vials if your Vitality points are above one-third of your Bravery points. The vials are useless at that time. But keep a stock of vials available at all times. You can buy the HEALING ELIXIR at taverns, and you'll often discover the glass vials on the bodies of Ogres and Skeletons, or in the Treasure Chests scattered around Holm.

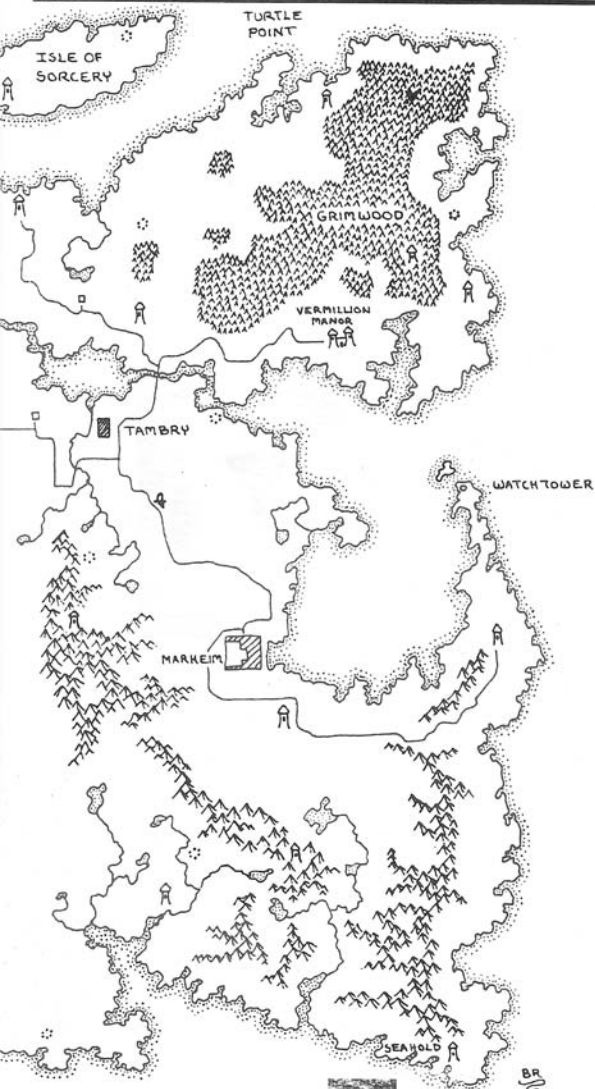
Green Jewels



These are useful for lighting the dark. A Green Jewel can be used along with a Bird Totem (in



≡, HOLM, ≡

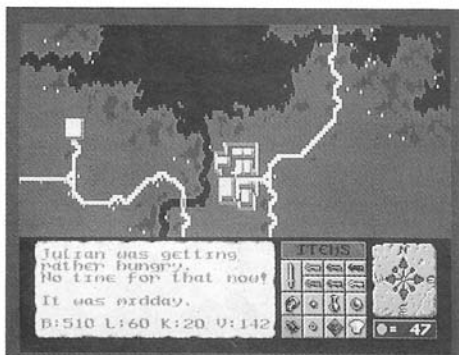


that order), if you are lost and traveling at night. It's also useful if you are fighting at night. Green jewels cannot be purchased. Jewels can be found only on the "bodies" of skeletons or as treasures.

Bird Totem



A Totem is a navigational device that gives you a "bird's-eye" view of your surroundings. This is useful when you're lost in Holm, which can happen a lot.



Keep in mind that the Bird Totem does not always center you on the screen. If the Totem appears near the edge of the screen, it's often an indication that you are near something interesting. You'll definitely want a Bird Totem for traveling through the Grimwood mazes. Totems can be purchased at the Tambry tavern at a high price. They are often found on the bodies of foes or in the seemingly empty buildings.

Jade Skulls



Jade Skulls are used for killing your foes. Jade skulls are especially useful for killing groups of attacking wraiths or bowmen (nasty critters). Jade Skulls cannot be purchased. They can be found only in the remains of some wraiths or as treasure.

Gold Rings



Gold Rings can temporarily stop time. You can, for example, use a gold ring to stop your opponent when being attacked. While your opponent is frozen in time, you can take his weapon, then, when the Ring wears off, kill him . . . with his own weapon! This is a great way to acquire a sword.

You cannot kill something when it has been stopped in time. Gold Rings are also useful for stopping the Dragon. You can then walk past her into her cave to search for the Magic Wand. Remember, you will need another Ring to stop the Dragon on your way out of the cave. It is possible to get out of the cave without using a Ring. You have to carefully play “dodge ‘em” with the Dragon’s fire bolts.

Crystal Orbs

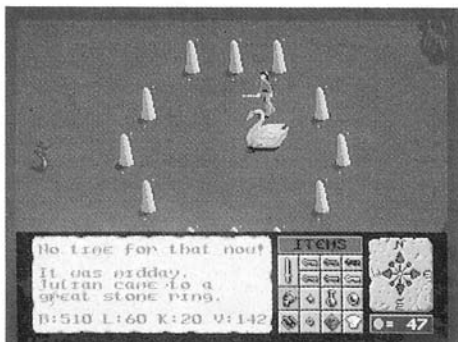


These will reveal secret doors in some of the dungeons and must be used to find hidden doors in the Tombs of Hemsath, where you’ll discover a golden statue and a bone.

Blue Stones



A Blue Stone is a Travel Stone. It can help you move quickly across the country. There is a network of large stone circles ("great stone rings") scattered throughout Holm. If you stand inside one of these circles and use a Blue Stone, you can be transported to a stone circle at any of ten different locations in Holm.



It's a good idea to "map out" all the stone circles, so you can use one quickly whenever you want.

Cast of Characters



Sea Turtle—sits near her eggs at Turtle Point or, she can be called by the Shell, found in the Watchtower. The Sea Turtle will take you anywhere you want to go in a direct ocean route. Remember, she responds well to kindness.



Snakes—are in the swamp or at Turtle Point, trying to destroy the Sea Turtle's eggs. These serpents are lethal if you're just beginning your adventure. If your Bravery points are very high, and you have high Vitality points, the snakes will not be able to kill you. So, if you feel like ignoring them, you may end up with a pack of snakes following you around like silly puppy dogs.



Sorceress—lives in the Crystal Palace. She is the keeper of one of the golden statues. If you are down on your Luck, have a word or two with her. You'll be surprised what happens.



Dragon—You'll need to use a Gold Ring to get past her and get into her cave. The Magic Wand is in there. Keep in mind that you'll need another Gold Ring to get out of the cave. If you are brave (some would call it foolish), you can time the Dragon's blasts and try to move past

and between them without using a Gold Ring. It can be done.



Witch—resides in a castle at the center of the Grimwoods. To get there you must go through an underground passage. She holds the magic Lasso which is used to capture the Golden Swan. You will need the Sunstone to render her vulnerable. She holds a powerful beam of light that kills you very dead. The Sunstone makes it so that the Witch can only go 'round and 'round with the beam in a rhythm. You can dart in, kill her, and grab the lasso.



Golden Swan—resides on Swan Isle (big surprise). The Swan can take you almost anywhere in Holm (in the air). You'll need the Magic Lasso to catch her. The Swan moves very fast and it takes practice to control her. To control the direction of your flight, use the D-Pad. If you're flying too fast in one direction, just press the opposite direction, and you will slow down. To dismount, stop your flight, and press A. Flight is a little tricky, but it's a lot of fun and makes the game go much faster.



Dream Knight—guards the Temple of People Who Have Gone Before. He holds the Sunstone. The Shrine is hidden in the mountains south of Marheim.



Wraiths—are undead Badgirls. They are difficult to kill and even harder to run away from. If you are quick, you can TAKE booty from them before they die and fade away.

Skeletons—are stupid creatures who are easily killed. They often carry Glass Vials or Green Jewels. They'll chase you everywhere you go . . . but they move slowly. They have a limited attention span and often bump into walls.

Wiseman—have mysterious words of wisdom to pass on to you.



Rangers—always have very useful information. Talk to them when you see them.



Beggars—can be confused with wisemen . . . except their attire is scruffier and they are constantly yelling for alms.

Ogres—are mean, ugly, greedy, ugly, and tough, not to mention ugly.

Goblin Bowmen—are not quite as ugly as ogres, but be careful; their arrows are deadly.

Spider—The best way to kill these critters is to allow them to practically crawl right on you. You can't kill them until they are close.





Evil Necromancer—So, who do you think fixes up all those wounded Ogres and raises all those undead Wraiths and Skeletons? Where do you think the Evil Horde gets their endless supply of swords, maces, dirks and bows. Why, from the Evil Necromancer, of course. It's a dirty job, but he loves it. He's the one who took your Talisman.

Hints and Tips to Help You Survive

1. Once you have a sword, your chances of surviving a battle with monsters improve enormously. You can buy one at the tavern in Tambry, but it's very expensive. The best way to get a sword is to TAKE it off a dead monster.
2. There are treasure chests scattered throughout Holm.



They often contain magic items, but their contents are completely random. Save the game just before opening a chest. If you don't like what you find inside, restore the game, open the chest again, and you'll get a different treasure. You can keep doing this until you get something you want. You might try to get a jade skull, which can save your life when you're losing a battle.

3. If you're hungry and your money is critically low, go to the stone circle east of Tambry near the coast. There you will find 50 gold coins and some other treasures.
4. You need a minimum of 3 keys to get into and out of Vermillion Manor. Once inside, you may be attacked. By the way, villains often carry keys.
5. There's a raft at the southwesterly edge of the Lake of Dreams.
6. If you are down on your Luck, go and talk to the Sorceress at the Crystal Palace.
7. Constantly check buildings for booty. Even if you have emptied a building it sometimes gets restocked with goodies. Always check fireplaces.
8. The Priest, who lives in Marheim, can restore your Vitality points (up to the maximum). He also has a golden statue, which he'll part with if you have saved the princess.

9. When your Bravery score is high, you are practically invincible. Only bowmen, drowning, and “higher” powers can harm you. If your Luck and Vitality points are high, too, try your hand at fighting the undead under water. It’s pretty funny.
10. Remember: you can use Restore whenever you want to return to the point where you last saved the game. This means that you can use restore to do more than simply return to a saved game. If, while you are playing, something disastrous happens to your character, Restore immediately to return to the last point where you last saved, and avoid the consequences of the disaster.


Special Magical Items




The Shell—is used to call the Sea Turtle who will take you anywhere you want to go via direct water route. She will not come if you are unkind, and you can lose the Shell if you do unkind deeds. The Shell can be found in the Watchtower at the eastern edge of Holm, or the Sea Turtle may give it to you in return for saving her eggs at Turtle Point.




Magic Wand—is the most powerful weapon in the game and projects bolts of Dragon fire. It can be found in the Dragon’s cave. You will need it.

A four-pointed star with a central circle containing a sun-like symbol.

Sunstone—is used to make the Witch of the Grimwoods vulnerable to attack. You can acquire the Sunstone only by defeating the Dream Knight.


A coiled rope with a handle at the bottom.

Magic Lasso—is used to catch the Golden Swan, who can fly almost anywhere you want to go via air. The Lasso is guarded by the Witch of the Grimwoods.

A single rose with a stem and leaves.

Rose—allows you to cross the Lake of Fire without harm. The Rose can be found in the Hidden City of Azal.

Bone—is the Bone of the Ancient King. If you find it (in Hemsath's Tomb), give it to the Spectre. He will be waiting for you in the crypt, in the graveyard, at midnight. He also wants the Evil Necromancer dead. He will give you some assistance.

A sharp, pointed object with a faceted surface.

Crystal Shard—helps you cross the energy barrier in the Evil Necromancer's castle, the Citadel of Doom.

Keys and Doors

Keys aren't magic, but like magical objects, they do disappear after one use. You'll need a lot of them. Keys come in six colors. Use trial and error and the table below to find out which color key opens which door.

Gold keys	OPEN	Throne room, Gold doors in the Tombs of Hemsath
Green keys	OPEN	Castle Keeps
Blue keys	OPEN	Crystal Palace Doors
Red keys	OPEN	Hidden or secret doors
Gray keys	OPEN	Gray doors
White keys	OPEN	Castle doors

White keys are rare and can only be found on the bodies of wraiths.

IF YOU WANT TO SOLVE THE QUEST ON YOUR OWN, READ NO FURTHER. IF YOU WANT HELP IN COMPLETING THE QUEST, *EXPLORING THE LAND OF HOLM* WILL GIVE IT TO YOU.

EXPLORING THE LAND OF HOLM

There are lots of important places on your map that you need to visit. You don't need to follow an exact sequence, but there is a rough order that will help you complete your quests successfully. That rough order is:

The Graveyard and Marheim

Turtle Point and Sorcery Island

The Dragon's Cave

The Tombs of Hemsath

Grimwood, Swan Island, and the Forbidden Keep

The Hidden City of Azal

The Citadel of Doom

There are several places in Holm that are interesting to visit but aren't vital parts of the game.

The Graveyard and Marheim

Once you leave your village and start exploring, visit the various inns and castle keeps around Tambry. Keeps are marked as little towers on the map. Many of these places hold valuable objects.

There is a graveyard southeast of Tambry on the road leading to Marheim (on your map it's marked by a little headstone.) This is a good place to gain Bravery points—lots of wraiths and skeletons, naturally. There's a crypt which you can enter if you have a gray key. Hang around in the crypt until midnight, and you'll meet the Spectre who will give you a quest: find the bones of the ancient king and bring them to him.

If you next go to Marheim, the capital city of Holm, you'll find the king's palace. You can enter if you have a white key and a few gold ones. The king will assign you a quest (find his kidnapped daughter), but you won't be able to accomplish this until much later in the game. Search all the buildings in the city for treasure. You'll also meet the priest in Marheim. He can restore your Vitality points to maximum value. There's no tavern in Marheim, but you'll find some apples to eat.

Turtle Point and Sorcery Island

Head north towards Turtle Point. When you spot three small sea turtle eggs, you'll be attacked by some serpents, which you'll kill easily, if your Bravery score is high enough. After you destroy the serpents, a sea turtle will appear. If you have 15–20 Kindness points, you can talk to her. She'll thank you for saving her eggs from the serpents, and offer to let you ride on her back. She will also give you a seashell that you can use to call her anytime you're near coastal waters.

Once on board the turtle, sail to Sorcery Island. Visit the Crystal Palace where the sorceress lives. You'll need two blue keys to enter her abode. When you find her, talk to her, and she will give you one of the five golden statues you must find to complete the game. Keep her talking, and your Luck score will increase. Now, if you want a short cut home, go to the stone circle in the northern part of the island and use a Blue Stone to return to the Tambry stone circle.

The Dragon's Cave

Your next quest is a little more complicated. You need to get a Magic Wand that is guarded by a dragon. The dragon's cave is located in the northern part of the snow mountains, east of the stone circle. The easiest way to get there is to go to the Tambry stone circle, and choose Mountains of Frost. From here, go south until you hit water. Then go directly east, and you will come to a mountain range. You should arrive right at the cave entrance or very near to it.

When you enter the cave, you will go through a twisting tunnel until you reach a forked intersection. Choose a branch and keep moving. If you don't see a dragon soon, you took the wrong branch.

The best way to sneak by the dragon is to stop time by using a gold ring. After you pass her, you will come to a dungeon. It's only one level, but it's large. Make a rough map and explore thoroughly. There are Magic Wands in two different places, but you'll only need one. When you're ready to leave the cave, return to the dragon, and use a gold ring to go past or blast her with the Magic Wand. When you reach the stone ring, use a Blue Stone to return to Tambry.

The Tombs of Hemsath

You've noticed by now that your ultimate quest (recovering the Talisman) consists in successfully completing a series of mini-quests or tasks. These tasks become more difficult and complex as you come closer to reaching your goal. Before beginning this task, make sure you have a large number of gold keys and crystal orbs. You should also have several red keys. Set out early in the day for the tombs. Remember to eat!

When you enter the tombs, take the first right. Go to the end of the corridor, and turn right again. Now go south through an long corridor, and eventually you'll come to a corridor leading east. This will take you to a stone maze with rooms connected by golden doors. There's no simple way to go through the maze. Explore it thoroughly, and

you will find a gold statue and a bone (which represents the bones of the ancient king that the Spectre wanted you to find).

Gold keys unlock gold doors. When you see two rooms that are close together but have no connecting door, use a crystal orb, and a secret door may be revealed. Red keys unlock secret doors.

If you're short on gold keys, save the game before entering the stone maze. Unlock a few doors, then immediately restore the game. The doors will all be unlocked, and you will get back all the keys you used.

Go see the Spectre in the graveyard crypt at midnight. Give him the bone, and he will give you the Crystal Shard.

Grimwood, Swan Island, and the Forbidden Keep

Now come a group of tasks that will result in the rescue of the king's daughter. First you need to find the "Temple of the People who have Gone Before," in the mountains south of Marheim. Go to the stone circle near Tambry, and use a Blue Stone. Choose Valley near Marheim.

You will be transported to a place west of a mountain range. Before you go anywhere, use a Bird Totem, and you'll see the Temple to the northeast. It is almost completely surrounded by mountains, but you can reach the temple from the south. Once you arrive, you will face the Dream Knight, who will challenge you to a duel. By this

time you should have enough Bravery points to defeat him with your sword. Then you can enter the temple and find the sunstone. Go back to the stone circle, and use a Blue Stone to return to Tambry.

You are ready to enter Grimwood to find the witch's castle. Grimwood is a dense forest with a complex maze of paths. Finding your way through the forest maze is probably the most difficult part of the game, and the castle's location is not marked on the map. Here are a few guidelines to help you find the castle. At the Tambry circle, use a Blue Stone, and choose West of Grimwood. The entrance to the forest is to the east. Once in the forest, take the paths that head north. Use Bird Totems often to keep track of where you are, and make a map as you go along.

Shortly after you enter the forest, watch out for a large quicksand trap. You can walk around the edges, but if you enter the sand, you'll sink into an underground cavern. The exit back to the forest is to the south. Once you get around the quicksand, keep heading north. Here and there you will find cave entrances; one of them will take you to a long, winding east/west path in the most northern part of the forest. Follow this path east, then south, to get to the castle.

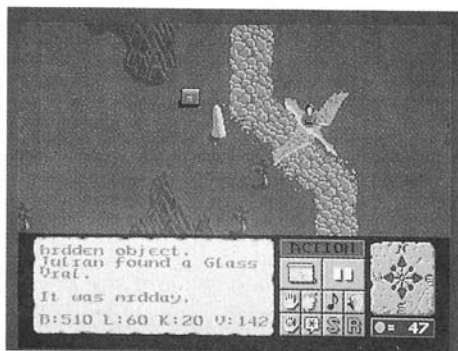
When you enter the castle and approach the witch, she shines a death ray on you that drains your Vitality and pushes you away from her. Use the sunstone! It makes the witch lose control of the death ray and she becomes vulnerable. You can now kill her with your sword and take the Magic Lasso.

The third gold statue is nearby. Just southeast of Grimwood, you'll come to the forest keep. When you arrive, use a Bird Totem. To the west, at the end of a cul-de-sac, you will see a few red markings. This is the ogre's den, and there is a golden statue nearby. To reach the den you will have to take a long path that winds north of the keep.

You might want to forget about this statue until later in the game, after you've tamed the Golden Swan. Then you can fly right to the den, take the statue, and fly home—saving a lot of time and aggravation.

Swan Island

After you get the Magic Lasso, you should travel to Swan Island. When you're at the coastline, use the seashell to summon the turtle, and then sail to the island, where you'll find the Golden Swan. If you have the Lasso, she will let you ride on her back. See *Golden Swan*, above to learn how to fly.



The Forbidden Keep

It's time to rescue the princess. She is imprisoned in the Forbidden Keep, which is in the mountains south of Marheim. This keep can only be reached by air. When you arrive, land your swan on the roof, and enter the keep. There you will find the princess.

As you approach her, the screen fades to black and suddenly you and she are back in the king's castle in Marheim. Talk to the king, and he will give you a writ and 100 gold coins. Take the writ to the priest (in the building just south of the beggar). If you talk to the priest, he will give you a gold statue. You should have four of these statues now, and you are very close to finishing your quest. Take the swan back to Tambry.

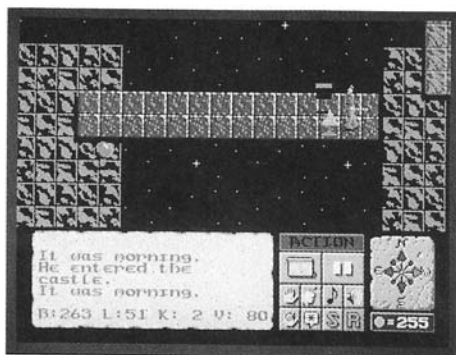
The Hidden City of Azal

The fifth statue is probably the hardest one to find. The game gives you no clues about its location. It's in the Seahold, which is a castle marked on your map on the southeastern tip of Holm. Enter the castle, and you'll find the statue right there.

Once you have all the statues, take your swan and fly to the city of Azal, which is in the burning waste. This city is normally invisible and appears only when you have all five golden statues. Search the city thoroughly, and you will find a red rose.

The Citadel of Doom, Astral World, and Endgame

You now have all the objects you need, and you are ready to find the Necromancer. His citadel is not marked on your map, but it is located in the Black Mountains just south of the lava pits. (On your map, these are the little circles in the Plain of Grief.) You can't land the swan near the citadel because the ground is too hot. You'll have to park a considerable distance away and walk. When you arrive at the citadel, you'll see a lake of fire blocking the entrance. You can walk right over it if you have the rose. Inside the citadel there is a force-field barrier, but the crystal shard neutralizes this. Once you've passed these two obstacles, you will find the door to the astral world, which is the endgame.



The astral world is a series of colored walkways suspended in space. The green walkways are safe. When you're walking on the orange squares, your speed doubles. The blue sections are very slippery, and it is easy to fall over the

edge. Just go slow and you'll have no problems. If you do fall off, your character dies and will be restored minus two Luck points. This is why it can be important to have a high Luck score before playing the endgame.



Explore the astral world for a while, and you'll eventually come to a large black area where no stars shine. Just step into the blackness. The supreme moment of truth has arrived. The Evil Necromancer awaits. He holds the Talisman and you must get it back. Good hunting!

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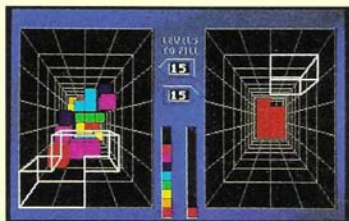
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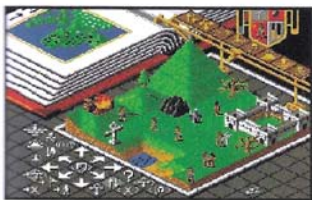
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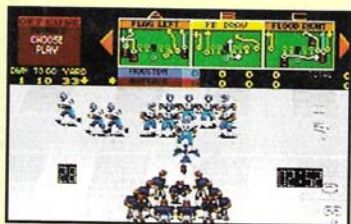
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