

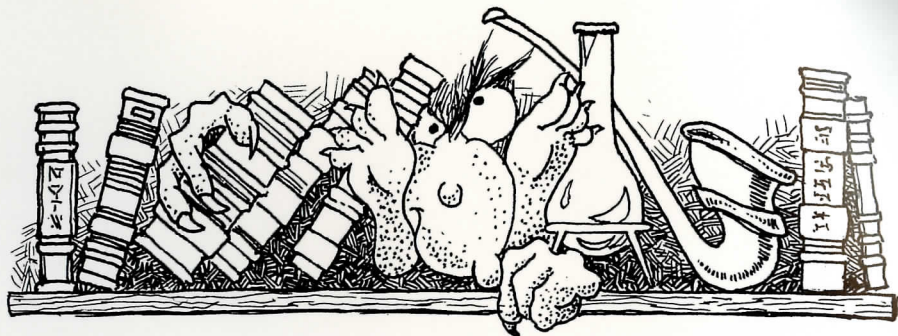
The FAERYTALE™

ADVENTURE

QUEST & EXPLORATION GUIDEBOOK



microillusions™



Read ye well seeker,
this ancient grimoire
of lore and knowledge of
days afore... Study
these runes and learn
ye these ciphers – and
mayhap ye shall solve
the riddle of the Faery
Tale Adventure...

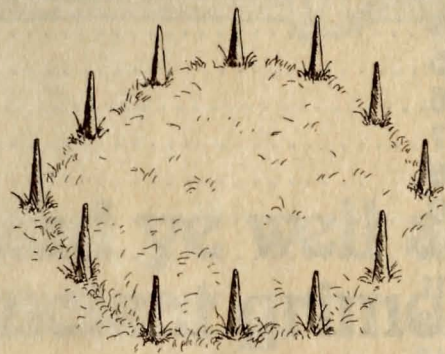
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Section 1

A—Circle of Stones #2.

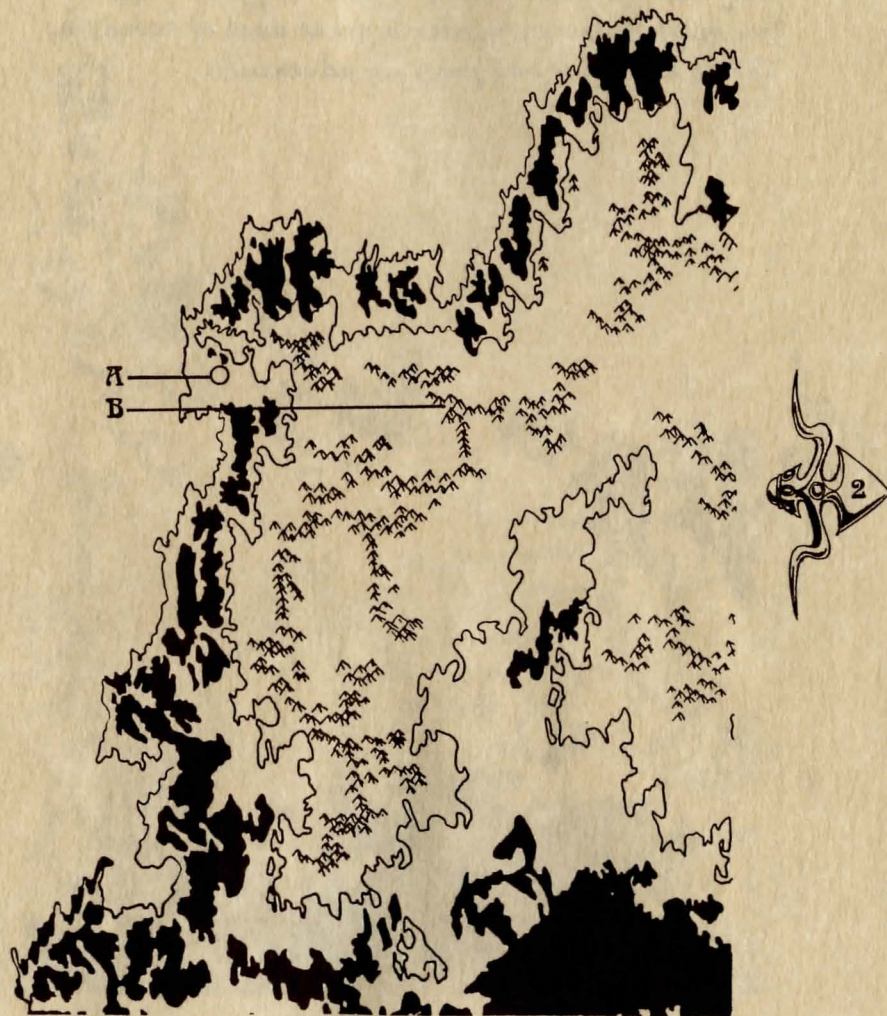
B—The Dragon's Cave. Within lies the Magic Wand and Treasure.



Circle of Stones

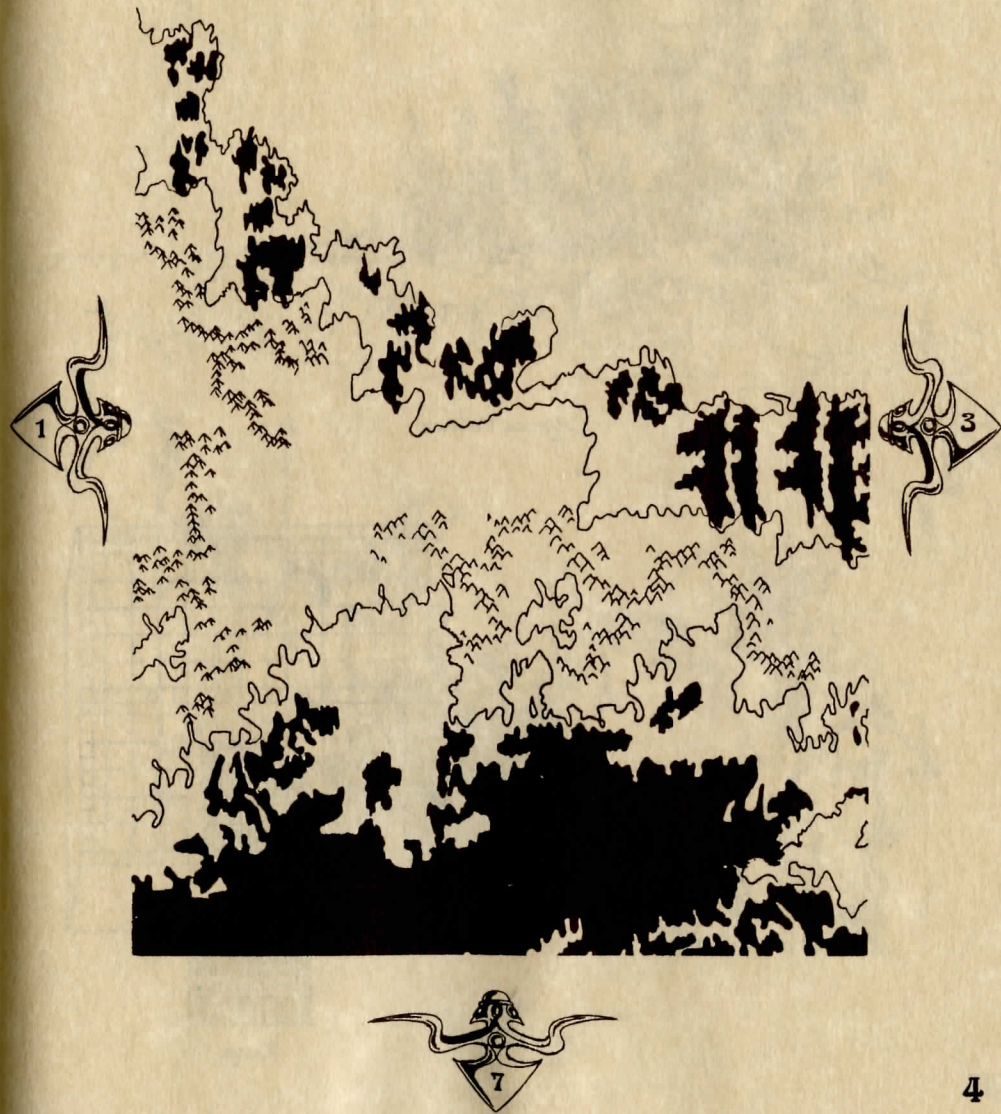


Dragon's Cave



Section 2

Well people, guess what? There is nothing here. You may encounter monsters or you may find treasure. You might also encounter a great deal of boredom. That's the price one pays for adventure.

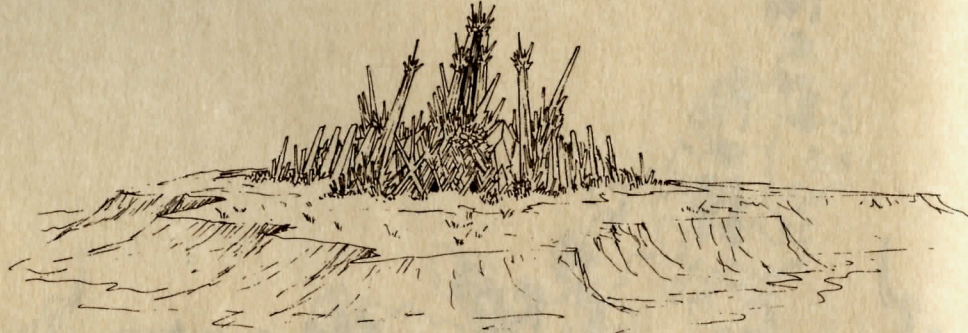


Section 3

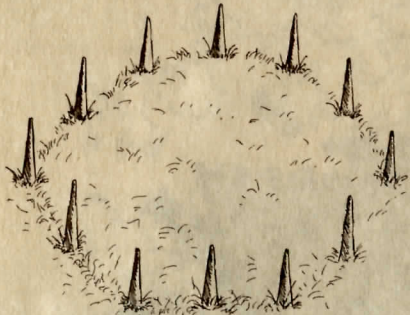
A—The Crystal Palace. Here resides the Sorceress.

B—Circle of Stone #3.

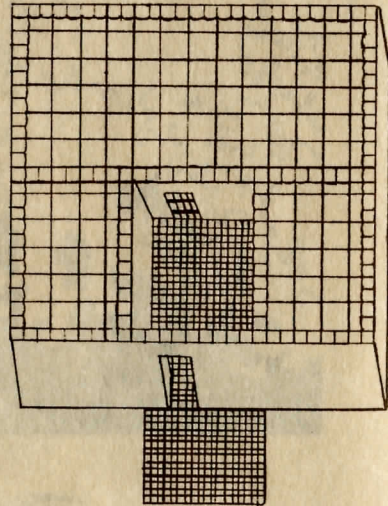
C—Coast Keep.



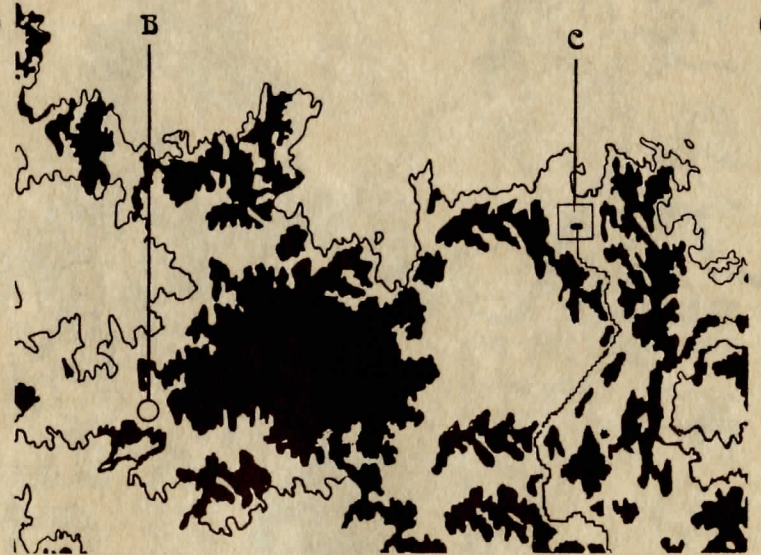
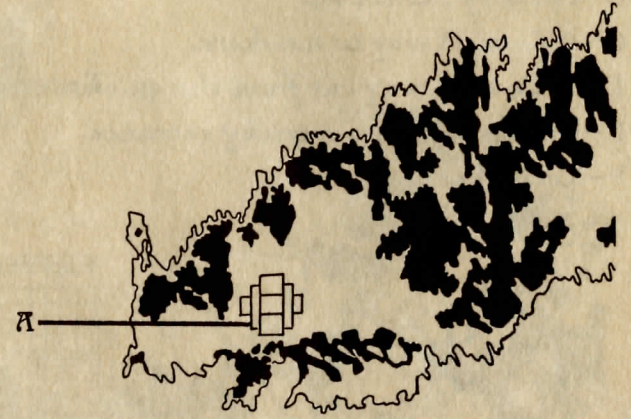
Crystal Palace



Circle of Stones



Keep



Section 4

A—Circle of Stones #1.

B—Circle of Stones #4.

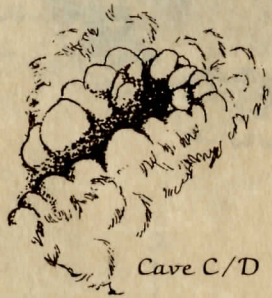
C—A Cave. A way to nowhere.

D—A Cave. A way out from the quicksand maze.

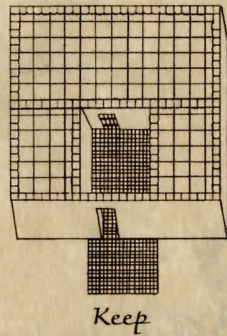
E—Quicksand. It is a tricky entrance.

F—North Keep.

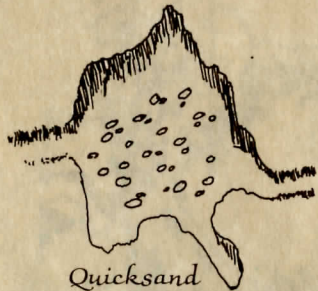
G—Turtle Point.



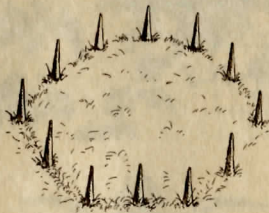
Cave C/D



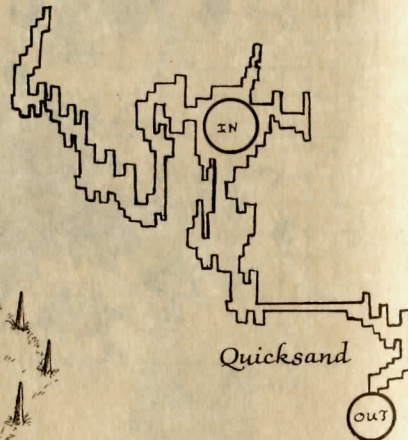
Keep



Quicksand

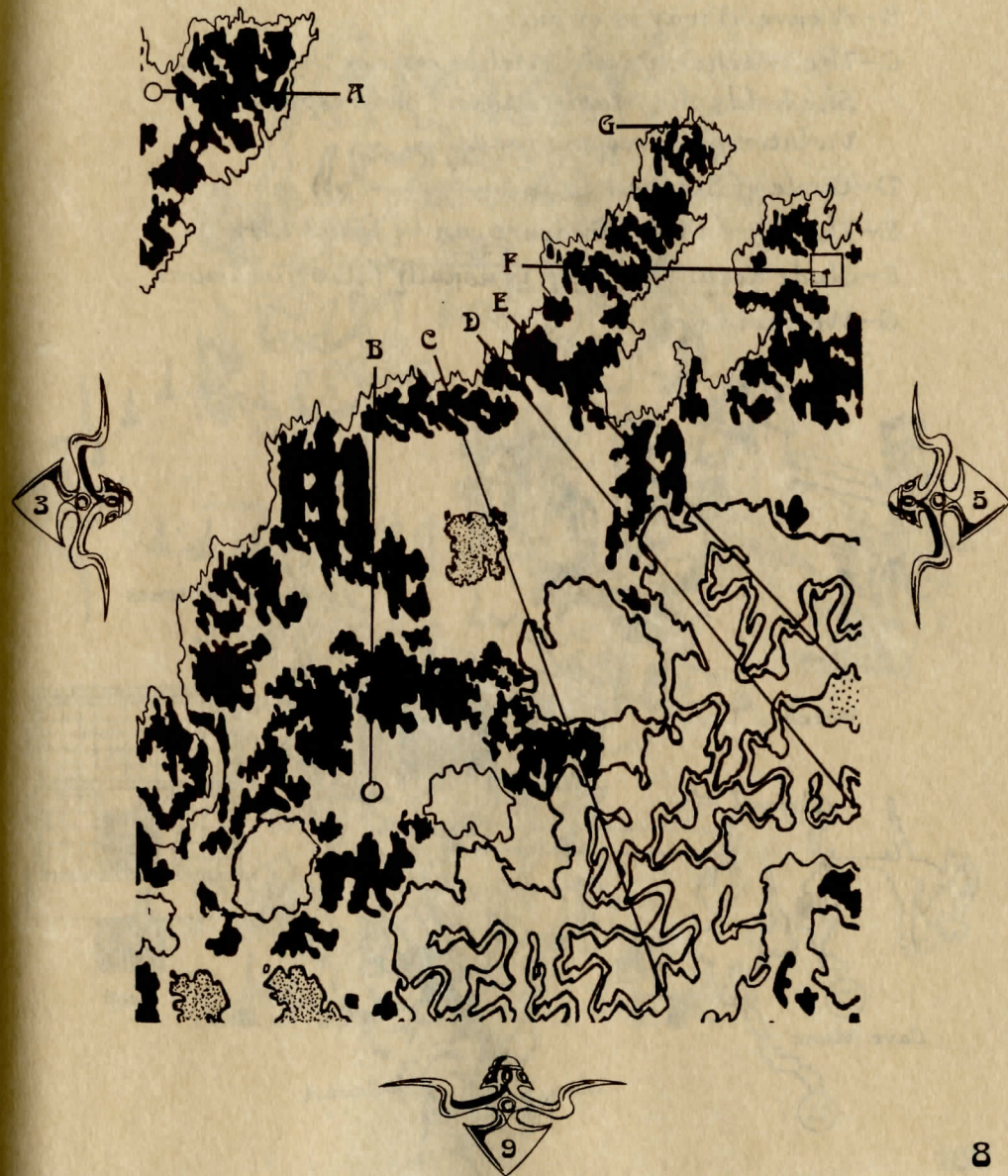


Circle of Stones



Quicksand

OUT



Section 5

A—A cave. A way out or in.

B—A cave. A way in or out.

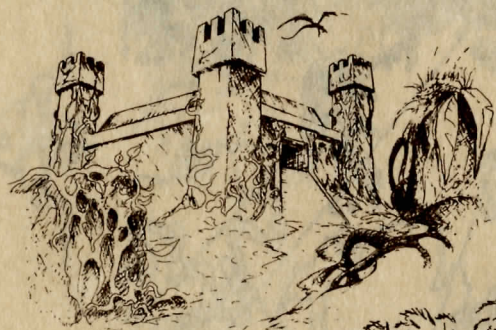
C—The Witches' Castle. Within resides the Witch.
She holds the Magic Lasso. "No trespassing.
Violators will become toads."

D—Circle of Stones #5.

E—The Ogre's Den. Treasure can be found here.

F—Glade Keep. This Keep is usually full of Treasure!

G—Westhold Keep.



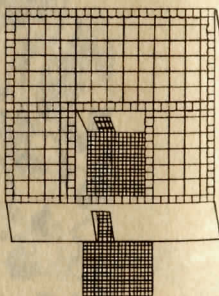
Witches' Castle



Circle of Stones



Cave B



Keep



Cave Maze



Cave A

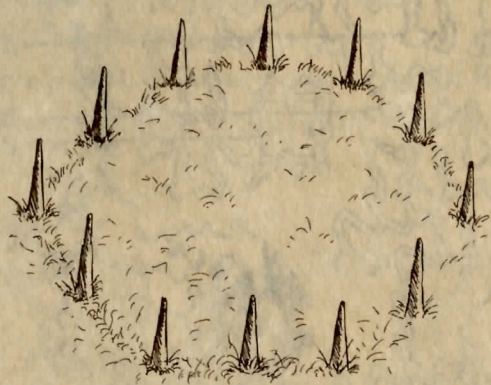


Section 6

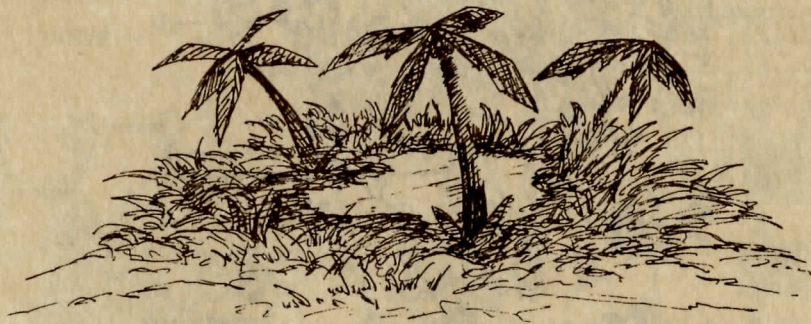
A—An Old Forgotten Shrine...nothing here.

B—Circle of Stones #7.

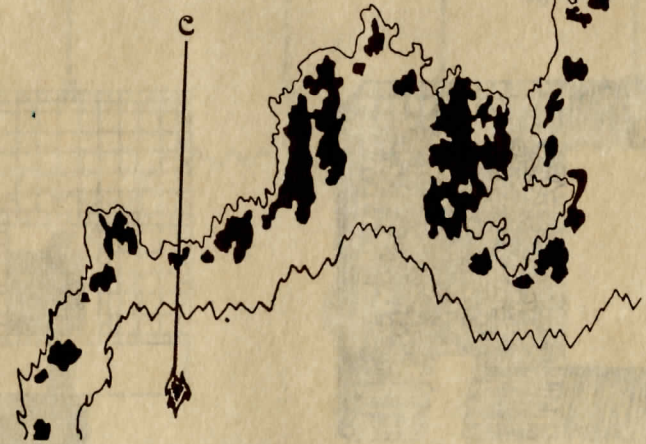
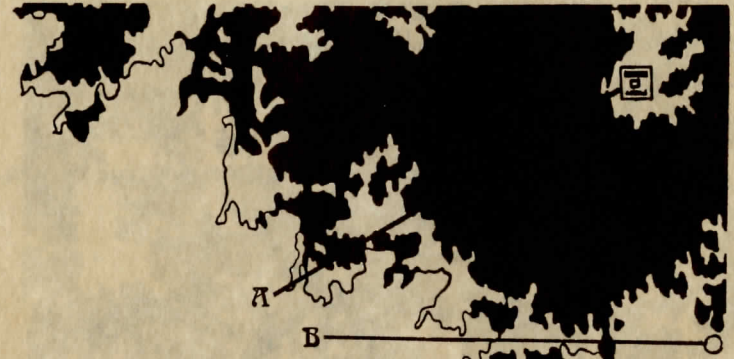
C—An Oasis.



Circle of Stones



Oasis



Section 7

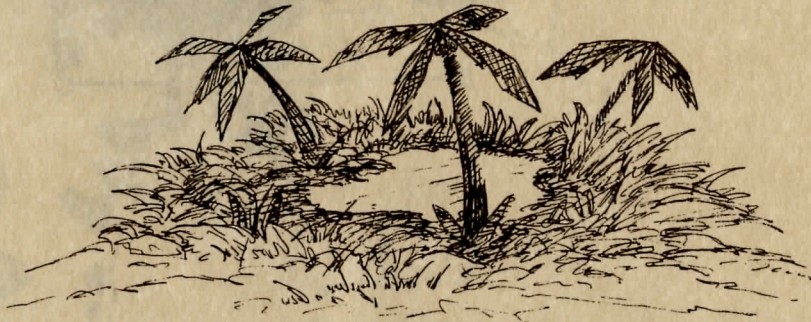
A—East Keep.

B—An isolated cabin called Swamp Cabin.

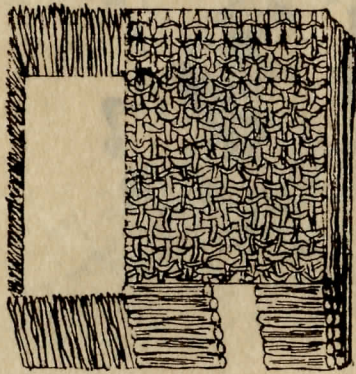
C—An Oasis.

D—A cobblestone diamond. Within it stands a
wiseman who has words of wisdom to give to you.

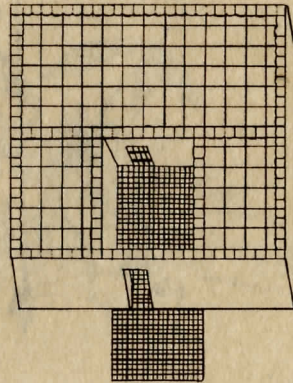
E—Lakeside Keep.



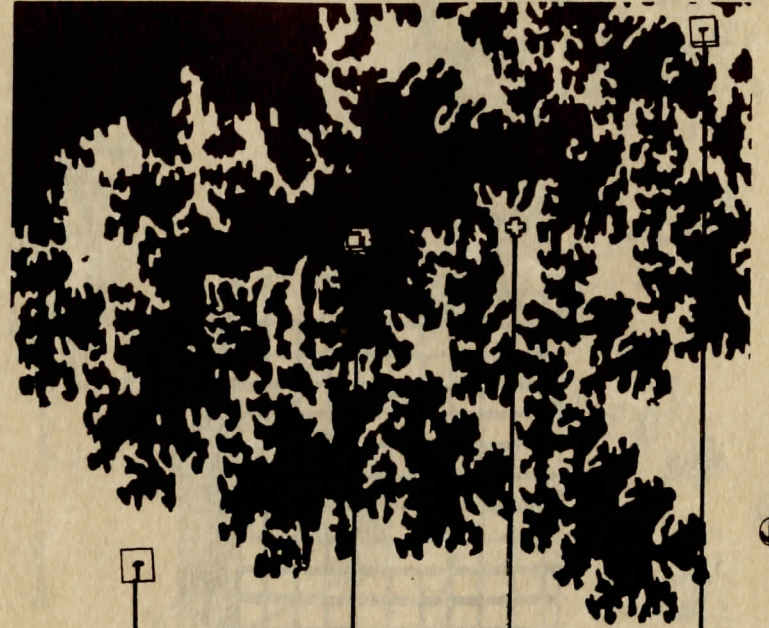
Oasis



Log Cabin



Keep

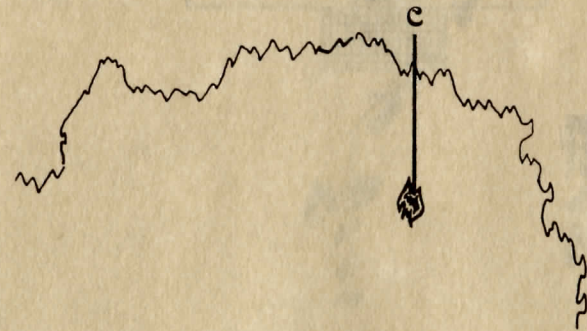


A

B

D

E

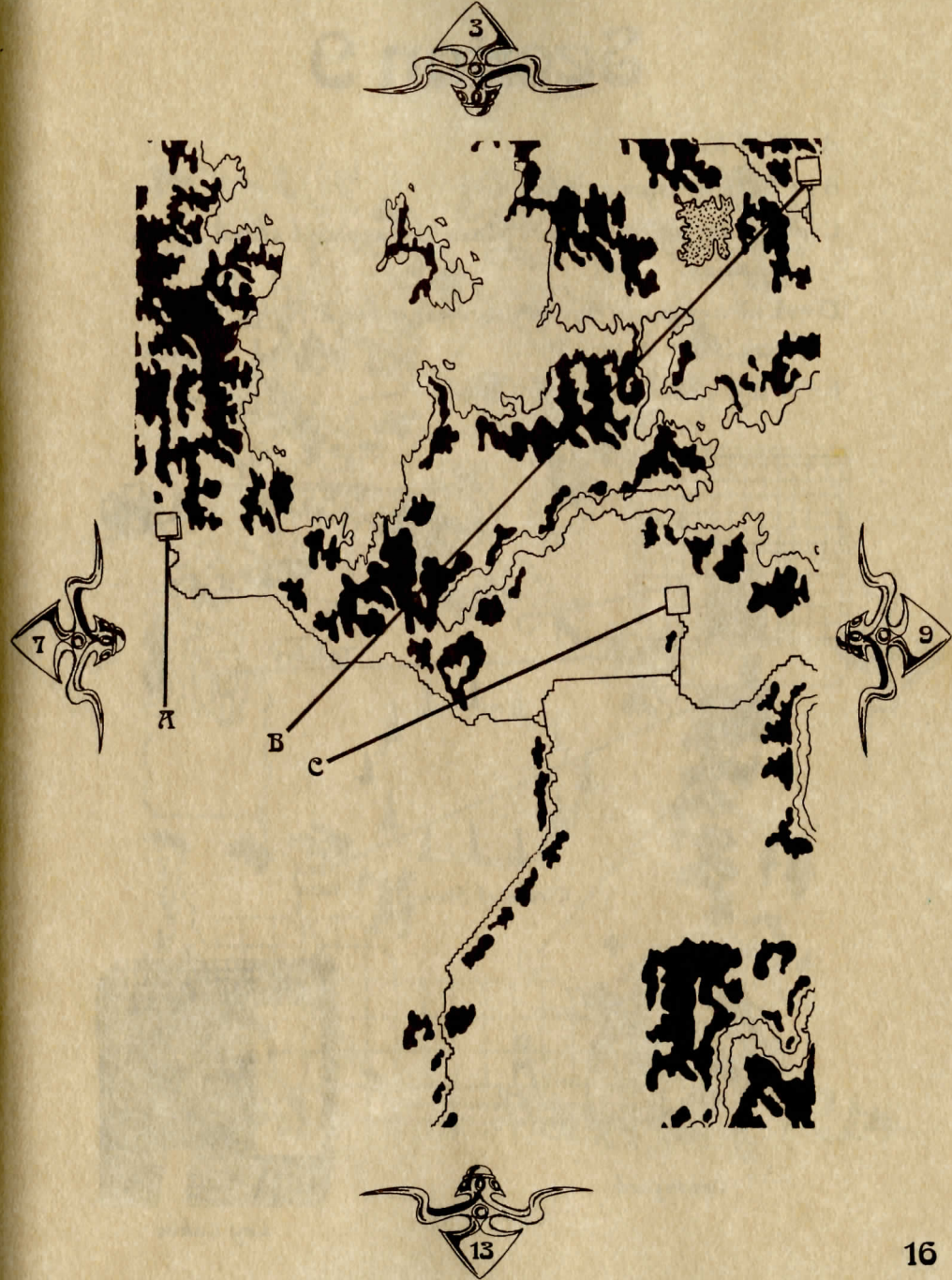
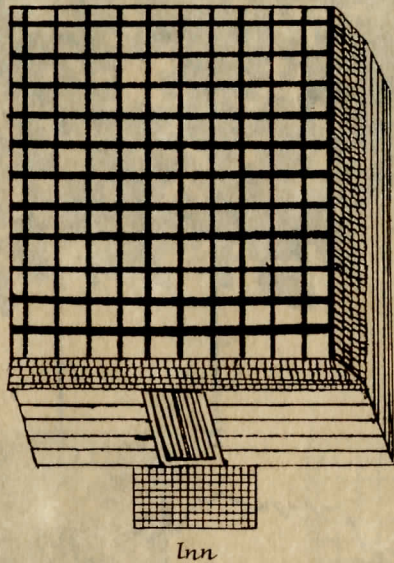


c



Section 8

- A—Road's End Inn.
- B—Wayfarer's Inn.
- C—River Run Inn.



Section 9

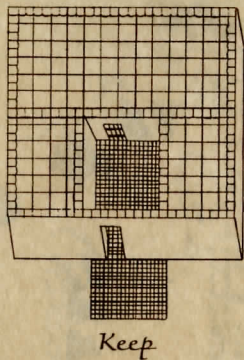
A—Cliff Keep.

B—Circle of Stones #6.

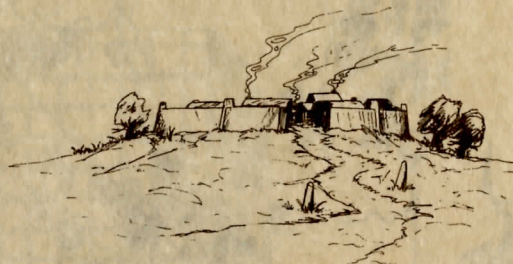
C—The city of Tambry. A place to rest and stock up on supplies.

D—A Graveyard. Are you looking for a fight! Do it here!

E—A log cabin.



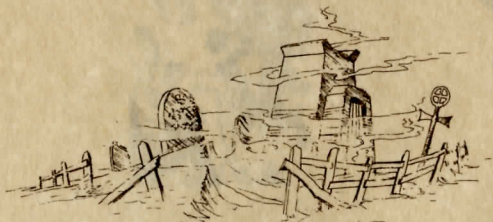
Keep



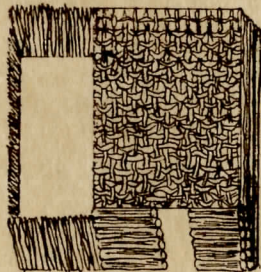
Tambry



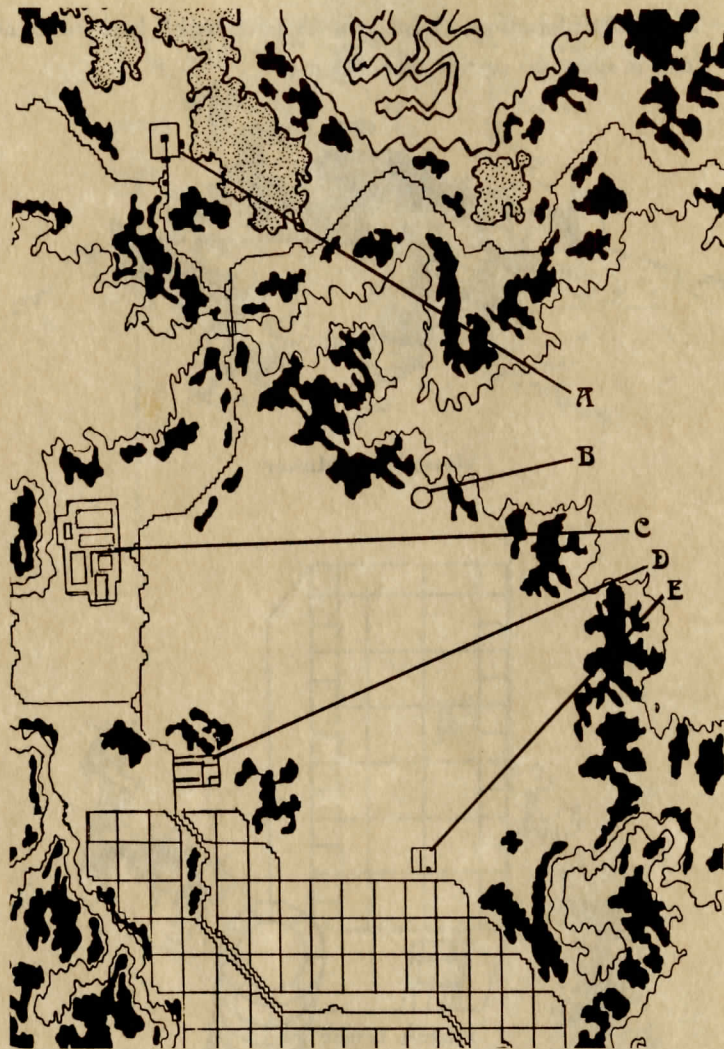
Circle of Stones



Graveyard



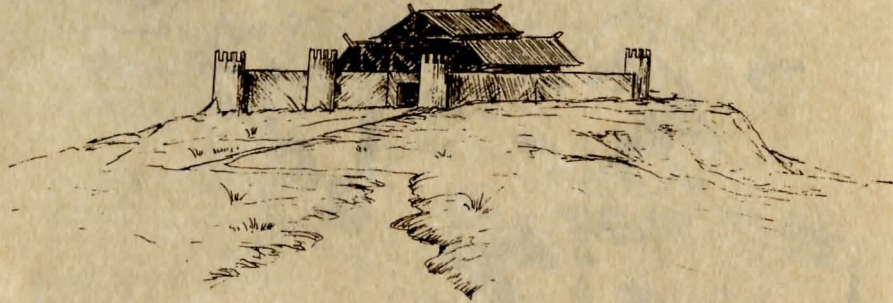
Log Cabin



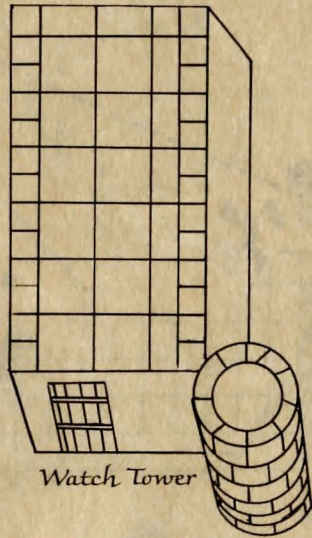
Section 10

A—The Vermillion Manor.

B—The Watchtower. A long way to travel, but, within lies a way to cross the ocean.



Vermillion Manor



Watch Tower



A



B

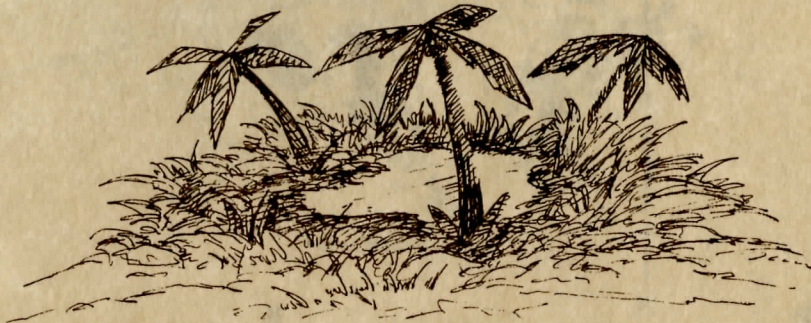


Section 11

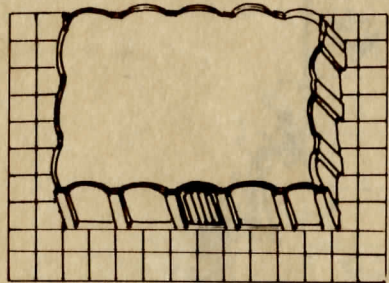
A—An Oasis.

B—An outlying fortress called Desert Fortress

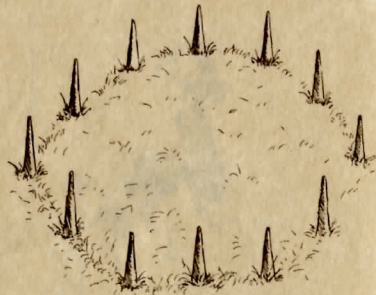
C—Circle of Stones #8.



Oasis



Outlying Fort



Circle of Stones



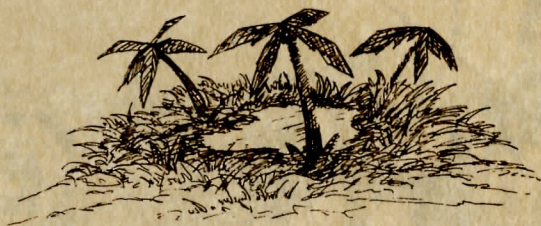
Section 12

A&C—An Oasis.

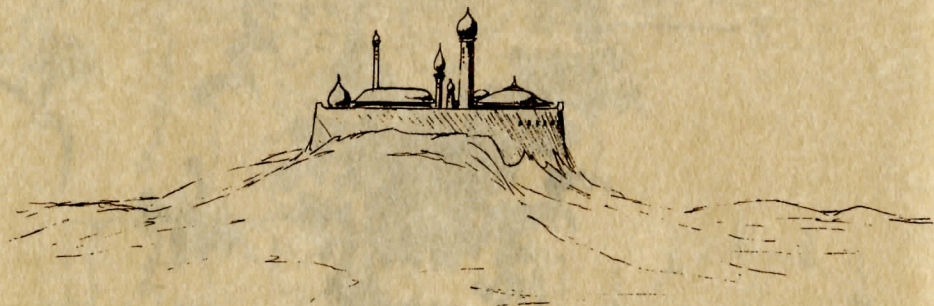
B—The hidden City of Azal.

D&H—Dark Stone Tower.

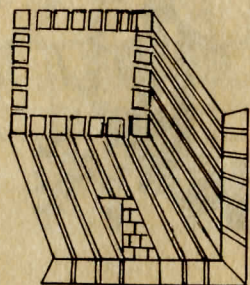
E,F,G&I—Lava Pits.



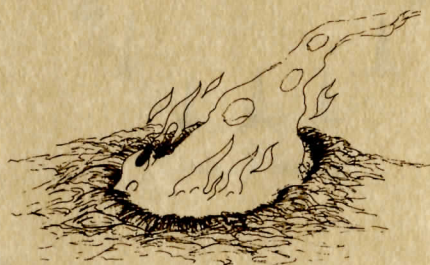
Oasis



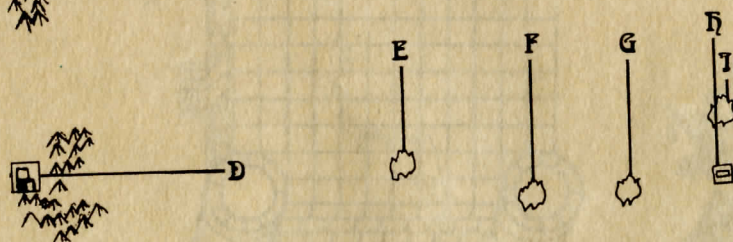
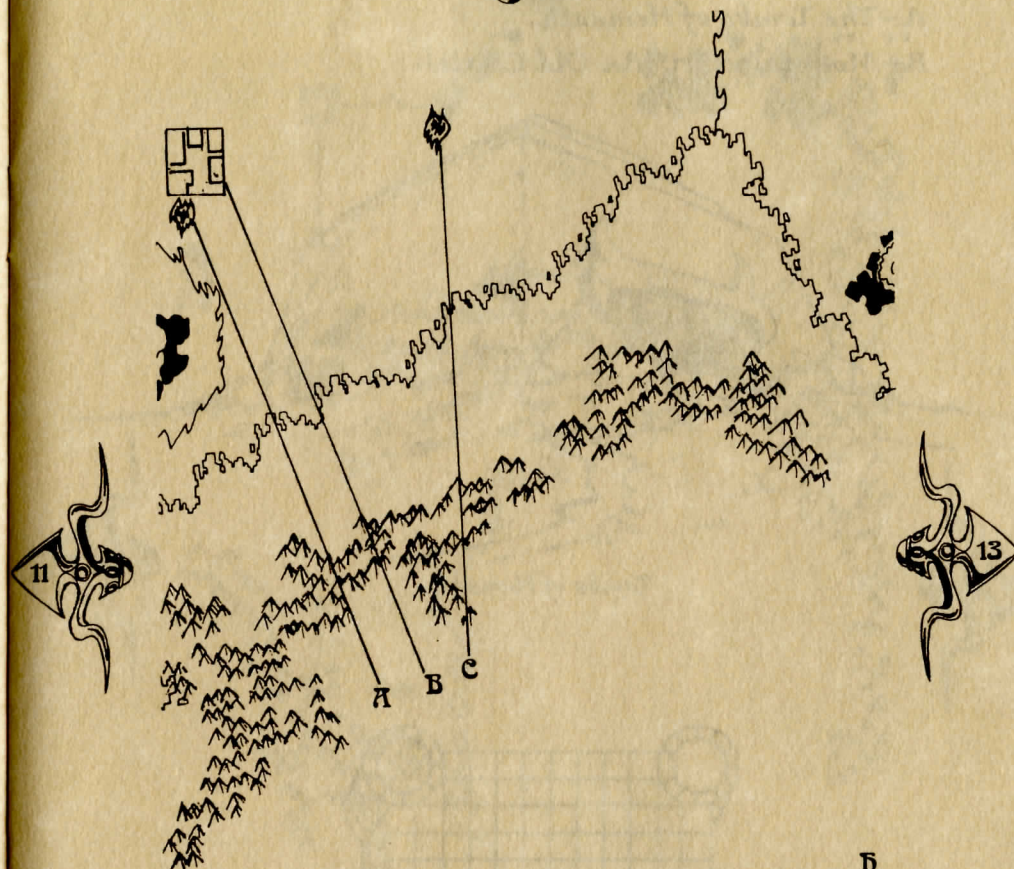
Azal



Dark Stone Tower



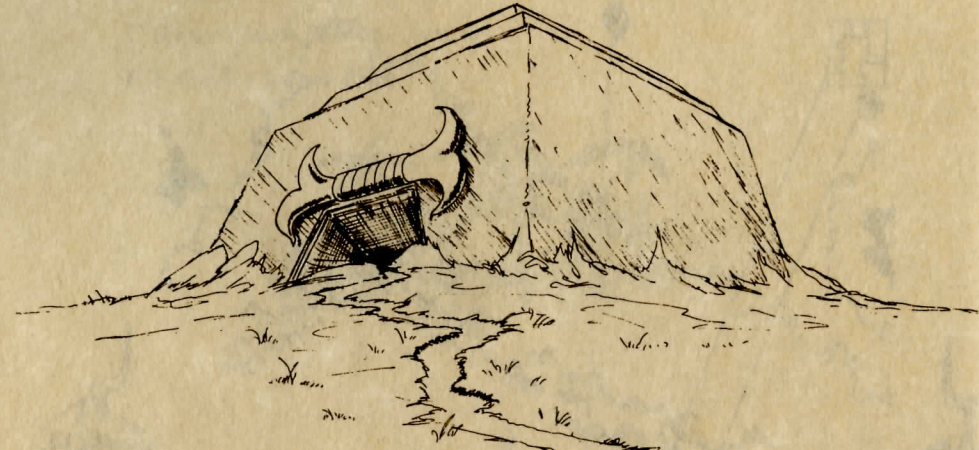
Lava Pit



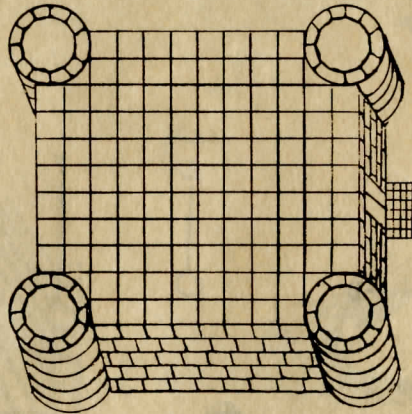
Section 13

A—The Tombs of Hemsath.

B—Mountain Fort (An Old Castle).



Tombs of Hemsath



Old Castle



Section 14

A—Circle of Stones #9.

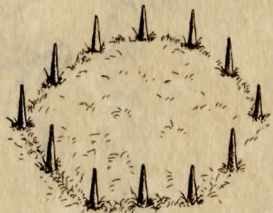
B—The City of Marheim. A place to rest, stock up on supplies, and, find treasure.

C,D,F,G&H—Old Log Cabins.

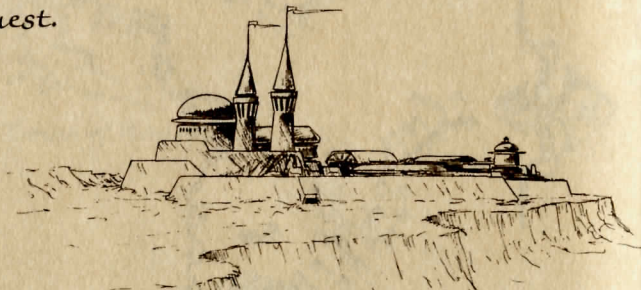
I—Circle of Stones #10.

J—The Sacred Shrine of People Who Have Gone Before. The Shrine is guarded by the Dream Knight.

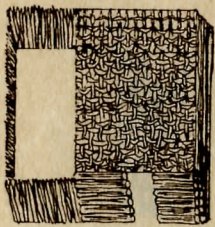
K—Forbidden Keep. Within is a “damsel in distress.” If you can save her you will receive treasures to aid you on your quest.



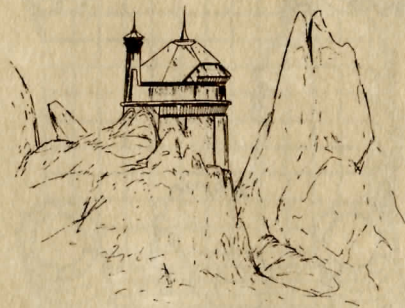
Circle of Stones



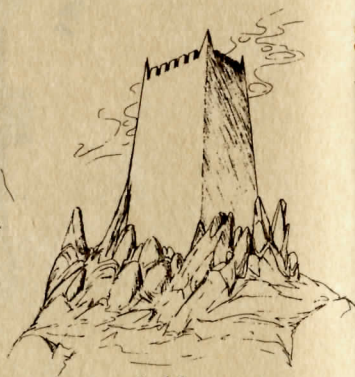
Marheim



Log Cabin



Sacred Shrine



Forbidden Keep

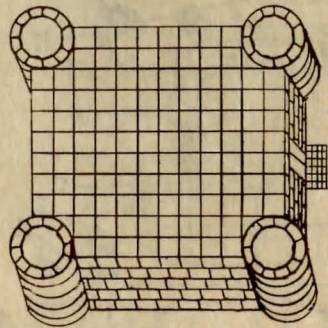


Section 15

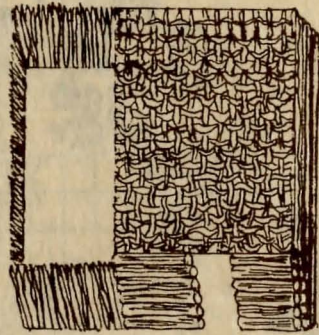
A—Bayside Castle.

B&C—Log Cabin.

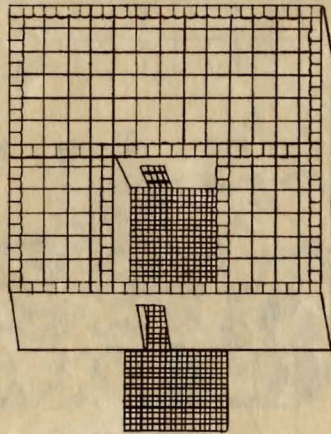
D—Lonely Keep.



Old Castle



Log Cabin



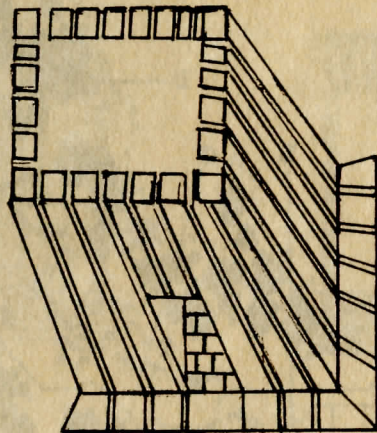
Keep



Section 16

A—Dark Stone Tower.

B—Swan Isle. Here lives the Golden Swan!



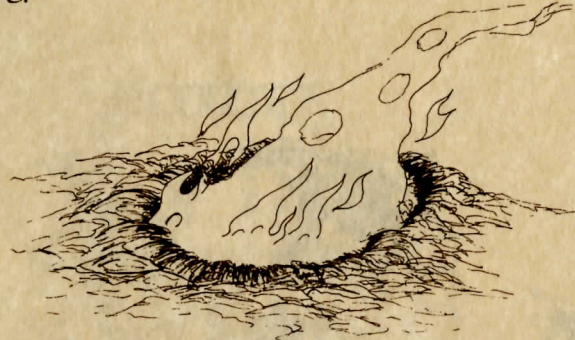
Dark Stone Tower



Section 17

A—Lava Pits.

B—The Citadel of Doom. The Evil Necromancer lives here!



Lava Pit



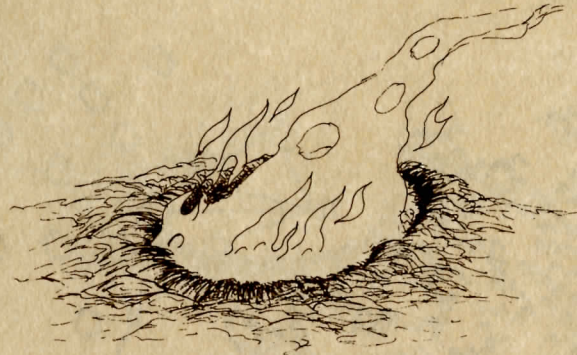
The Citadel of Doom



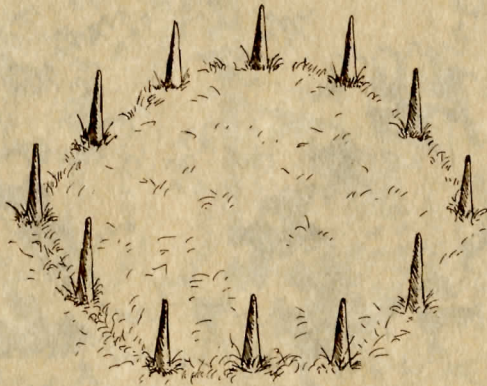
Section 18

A—Lava Pits.

B—Circle of Stones #111.



Lava Pit



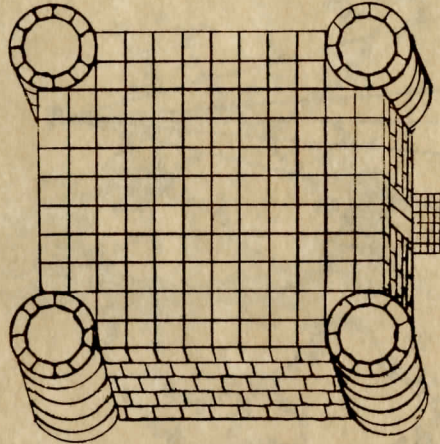
Circle of Stones



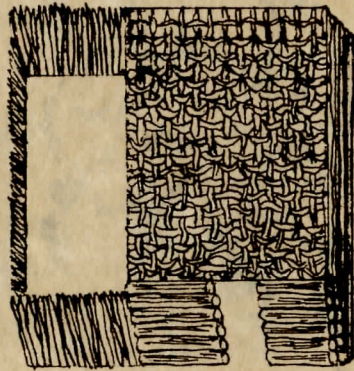
Section 19

A—An old castle called Wilderness Fort.

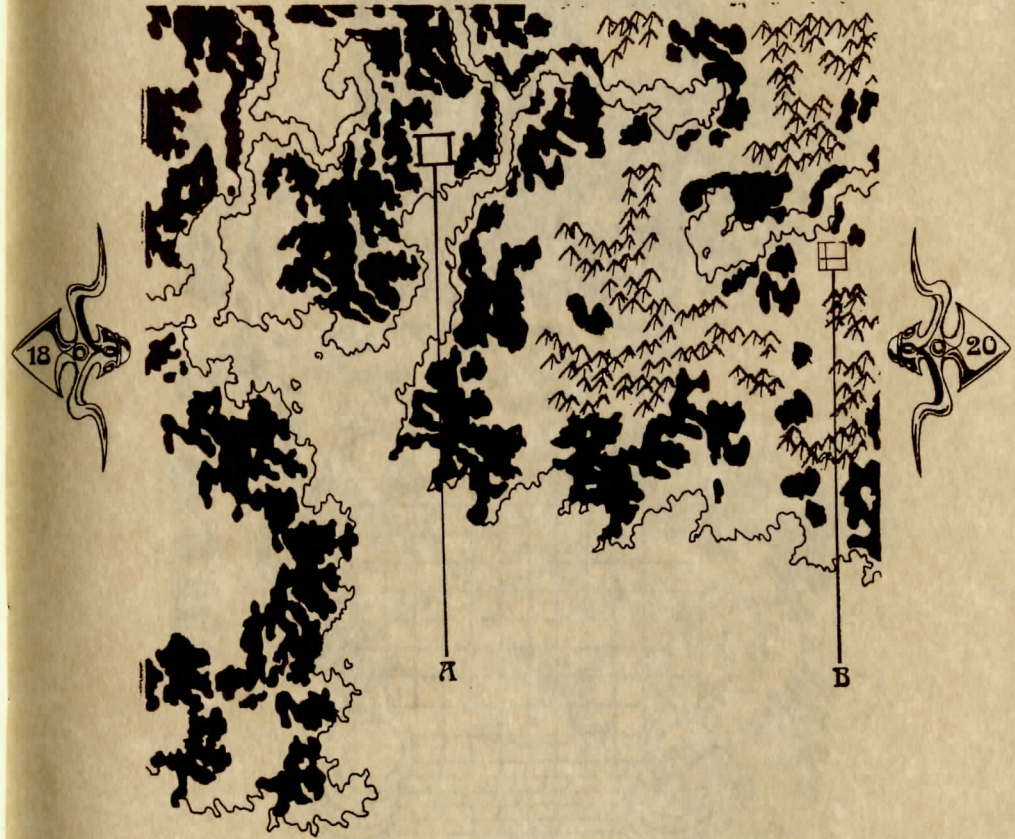
B—An old log cabin.



Old Castle



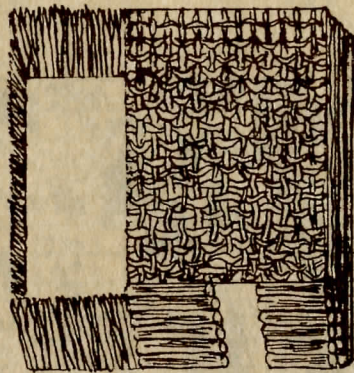
Log Cabin



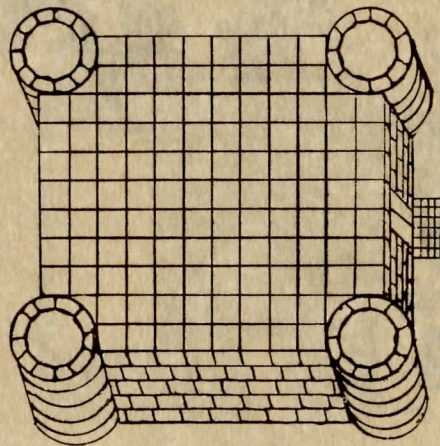
Section 20

A—An old log cabin.

B—Sea Hold (Castle).



Log Cabin



Old Castle



Magical Items

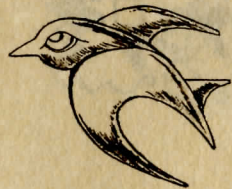
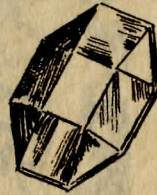
The Glass Vials



Glass Vials are useful for increasing low vitality points. Drink them after or during a battle. Drinking Vials will sometimes help to allay fatigue or hunger for a short while. Do not use the Vials if your vitality points are above $\frac{2}{3}$ of your bravery points. The Vials are useless at that time. Keep a good stock of them available. Vials can be purchased at your local Inn and are often found on the bodies of Skeletons and Ogres.

The Green Jewels

Green Jewels are useful for lighting the dark. A Green Jewel can be used along with a Bird Totem, (in that order), if you are lost and traveling at night. It is also useful when you are fighting at night. Green Jewels cannot be purchased. Jewels can be found only on the bodies of Skeletons or as treasures.



The Bird Totems

Bird Totems are useful as 'you are here' symbols. Bird Totems are a great help to you finding your goal. Keep in mind that the Bird Totem does not always center you on the

computer screen. It is often an indication that you are near something interesting if the Totem shows you near the edge of the screen. Bird Totems are very useful when traveling through the Grimwood Mazes and can be purchased at your local Inn at a high price. They are often found on the bodies of foes or in seemingly empty buildings. Bird Totems do not work underground.

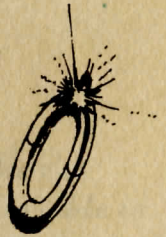
The Jade Skulls



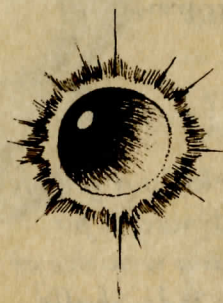
Jade Skulls are used for killing your foes. Jade Skulls are especially useful for killing groups of attacking wraiths or bowmen (nasty critters). Jade Skulls cannot be purchased. They can be found only in the remains of some wraiths or as treasure.

The Gold Rings

Gold Rings are used to momentarily 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 may 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 will definitely need 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 Gold Ring. You have to carefully play "dodge 'em" with the Dragon's fire bolts.

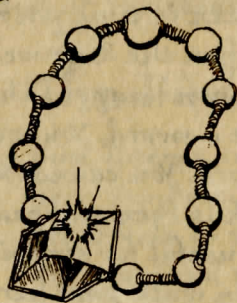


The Crystal Orbs

Crystal Orbs are used to find hidden doors in the Tombs of Hemsath. There, the Orbs are a definite help to you finding both a golden statue and a bone.

The Blue Stones

Blue Stones are used to transport you from one Ring of Stones to another, depending on what direction you are facing. The Stones are a help for getting across the country quickly. There is a 'Stone Ring Directory' later in the book.



Special Magical Items

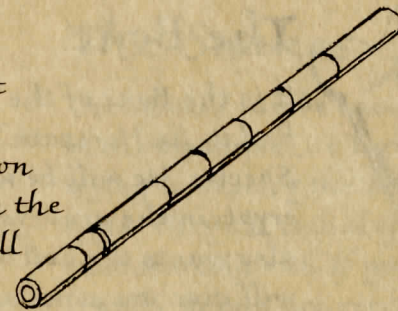
The Shell

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 Shell may be given to you by the Sea Turtle in return for saving her eggs at Turtle Point.



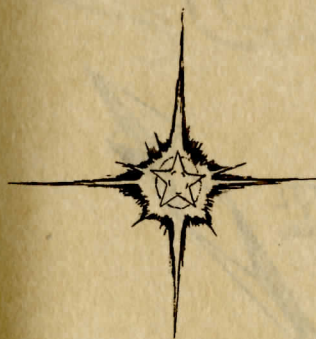
The Wand

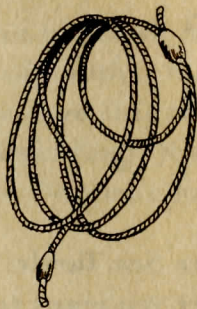
The Wand is the most powerful weapon and projects bolts of dragon fire. It can be found in the Dragon's Cave; you will need it!



The Sunstone

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





The Magic Lasso

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

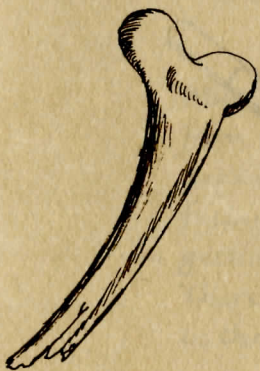
The Rose

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



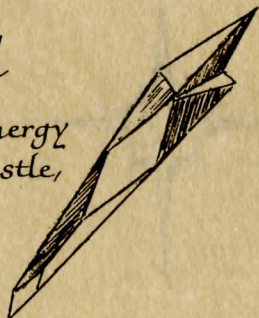
The Bone

It 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 there.



The Crystal Shard

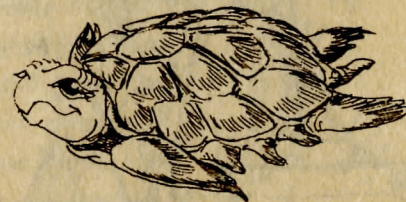
The Shard helps you to cross the energy barrier in the Evil Necromancers castle, the Citadel of Doom.



Compliment of Characters

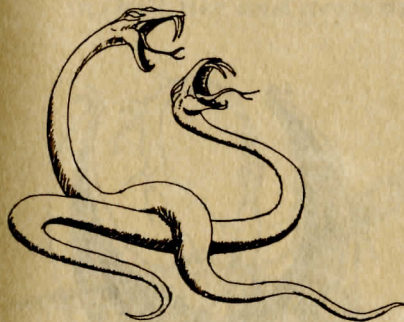
The Sea Turtle

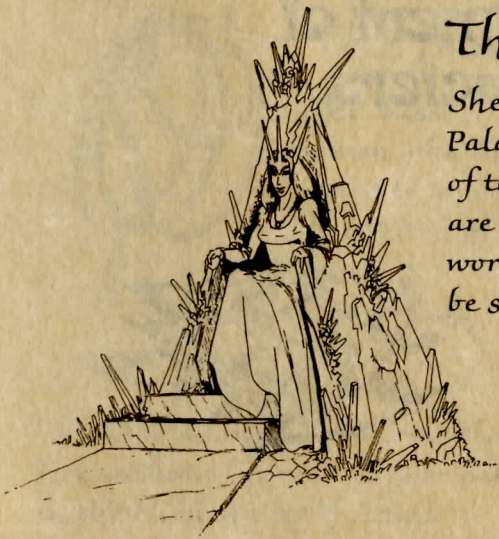
She can be found near her eggs at Turtle Point or, she can be called by the Shell, found in the Watchtower. The Sea Turtle will take you anywhere you want to go in a direct ocean route. Remember, she reacts well to kindness.



The Snakes

The snakes can be encountered in the swamp or at Turtle Point trying to destroy the Sea Turtle eggs. They are lethal if you are just starting out. If your bravery points are very high, along with 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.



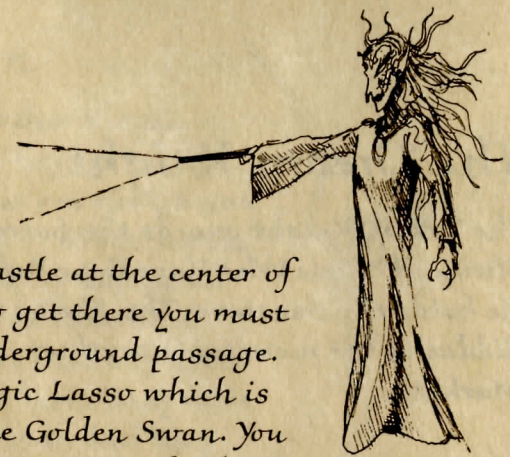
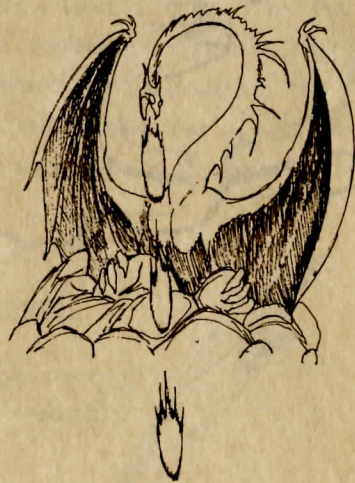


The Sorceress

She lives within 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 will be surprised at what happens.

The Dragon

You will need to use a Gold Ring to get past her into her cave. In her cave lies the Magic Wand. 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 Dragons blasts and try to move past and between them without using a Gold Ring. It can be done.

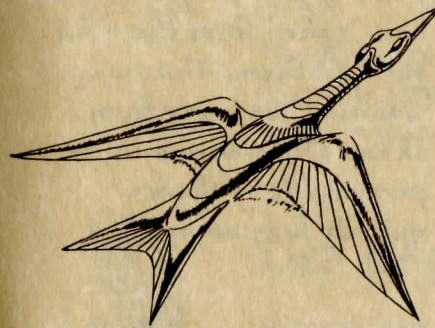


The Witch

She 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 then, dart in, kill her and grab the Lasso.

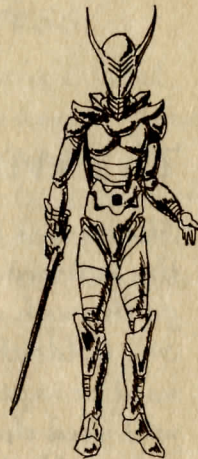
The Golden Swan

The Golden Swan can be found on (what else?), Swan Isle. It lies southwest on the map. The Swan can take you almost anywhere in Holm via air. You will need the magic Lasso to catch her. The Swan moves very fast and it takes practice to control her.



The Dream Knight

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

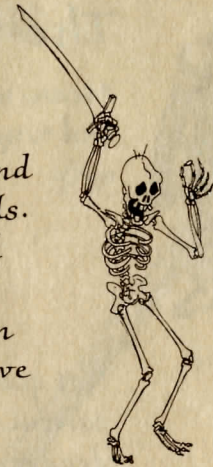


The Wraith

Undead Badgirls. They are difficult to kill and even harder to run away from. If you are quick, you can "take" from them as you kill them. That way you may get booty from them. Otherwise a large percentage of them quickly fade away.

The Skeleton

The skeletons are rather simple (stupid) creatures. They are easily killed. The Skeletons are often found carrying Glass Vials or Green Jewels. You may not want to try killing all but one and you'll find that he'll chase you everywhere...slowly. Even 'round and 'round a bush. They have a limited attention span and they often bump into walls.



The Wiseman

The wisemen have cryptic words of wisdom to pass on to you.



The Beggar

Beggars can be confused with wisemen...except for their attire and constant yelling for alms.

The Ranger

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



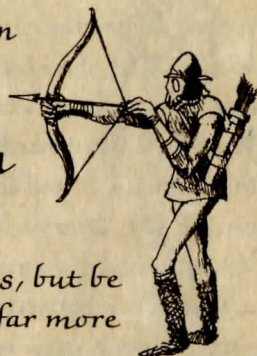


The Ogre

Mean, ugly, greedy, ugly, and tough, not to mention ugly.

The Goblin Bowmen

Not quite as ugly as ogres, but be careful, their arrows are far more deadly.



The Spider

Your best bet at killing these critters is to allow them to practically crawl right on to you. You can't really kill them until they are that close to you.

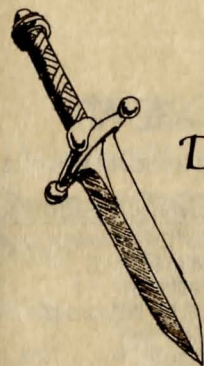


The Evil Necromancer

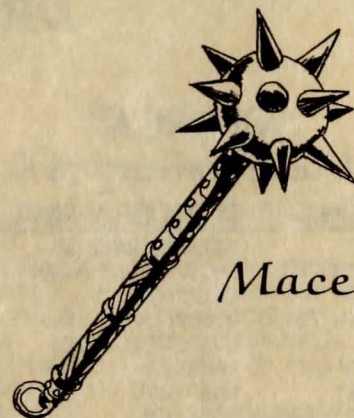
So, who do you think fixes up all those wounded Ogres and raises all those undead Skeletons and Wraiths? Where do you think the Evil Horde gets their endless supply of swords, maces, dirks and bows? Why, from the Evil Necromancer of course. It's a dirty job, but he loves it. He's the one who took your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



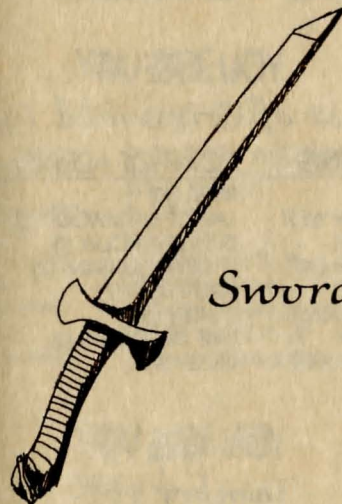
Weapons



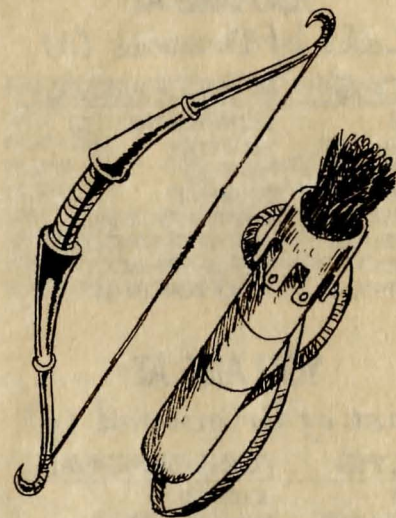
Dirk



Mace



Sword



Bow and Quiver of Arrows

Stone Ring Directory

YOU ARE AT

Isle of Sorcery (1)

FACING	POINT OF ARRIVAL
WEST	BURNING WASTE (8)
NORTH WEST	SNOW MOUNTAINS (2)
NORTH	GREAT BOG (7)
NORTH EAST	TAMBRY (6)
EAST	LAKE OF DREAMS (3)
SOUTH EAST	VALLEY (9)
SOUTH	RIVER (10)
SOUTH WEST	SOUTH (11)

YOU ARE AT

Lake of Dreams (3)

FACING	POINT OF ARRIVAL
WEST	SNOW MOUNTAINS (2)
NORTH WEST	VALLEY (9)
NORTH	RIVER (10)
NORTH EAST	SOUTH (11)
EAST	BURNING WASTE (8)
SOUTH EAST	WEST OF GRIMWOOD (4)
SOUTH	EAST OF GRIMWOOD (5)
SOUTH WEST	ISLE OF SORCERY (1)

YOU ARE AT

East of Grimwood (5)

FACING	POINT OF ARRIVAL
WEST	SOUTH (11)
NORTH WEST	ISLE OF SORCERY (1)
NORTH	SNOW MOUNTAINS (2)
NORTH EAST	GREAT BOG (7)
EAST	TAMBRY (6)
SOUTH EAST	LAKE OF DREAMS (3)
SOUTH	VALLEY (9)
SOUTH WEST	RIVER (10)

YOU ARE AT

Snow Mountains (2)

FACING	POINT OF ARRIVAL
WEST	WEST OF GRIMWOOD (4)
NORTH WEST	GREAT BOG (7)
NORTH	TAMBRY (6)
NORTH EAST	LAKE OF DREAMS (3)
EAST	VALLEY (9)
SOUTH EAST	RIVER (10)
SOUTH	SOUTH (11)
SOUTH WEST	BURNING WASTE (8)

YOU ARE AT

West of Grimwood (4)

FACING	POINT OF ARRIVAL
WEST	RIVER (10)
NORTH WEST	EAST OF GRIMWOOD (5)
NORTH	ISLE OF SORCERY (1)
NORTH EAST	SNOW MOUNTAINS (2)
EAST	GREAT BOG (7)
SOUTH EAST	TAMBRY (6)
SOUTH	LAKE OF DREAMS (3)
SOUTH WEST	VALLEY (9)

YOU ARE AT

Tambry (6)

FACING	POINT OF ARRIVAL
WEST	ISLE OF SORCERY (1)
NORTH WEST	LAKE OF DREAMS (3)
NORTH	VALLEY (9)
NORTH EAST	RIVER (10)
EAST	SOUTH (11)
SOUTH EAST	BURNING WASTE (8)
SOUTH	WEST OF GRIMWOOD (4)
SOUTH WEST	EAST OF GRIMWOOD (5)

YOU ARE AT

Great Bog (7)

FACING	POINT OF ARRIVAL
WEST	EAST OF GRIMWOOD (5)
NORTH WEST	TAMBRY (6)
NORTH	LAKE OF DREAMS (3)
NORTH EAST	VALLEY (9)
EAST	RIVER (10)
SOUTH EAST	SOUTH (11)
SOUTH	BURNING WASTE (8)
SOUTH WEST	WEST OF GRIMWOOD (4)

YOU ARE AT

Valley (9)

FACING	POINT OF ARRIVAL
WEST	GREAT BOG (7)
NORTH WEST	RIVER (10)
NORTH	SOUTH (11)
NORTH EAST	BURNING WASTE (8)
EAST	WEST OF GRIMWOOD (4)
SOUTH EAST	EAST OF GRIMWOOD (5)
SOUTH	ISLE OF SORCERY (1)
SOUTH WEST	SNOW MOUNTAINS (2)

YOU ARE AT

South (11)

FACING	POINT OF ARRIVAL
WEST	LAKE OF DREAMS (3)
NORTH WEST	SOUTH (11)
NORTH	BURNING WASTE (8)
NORTH EAST	WEST OF GRIMWOOD (4)
EAST	EAST OF GRIMWOOD (5)
SOUTH EAST	SNOW MOUNTAINS (2)
SOUTH	GREAT BOG (7)
SOUTH WEST	TAMBRY (6)

YOU ARE AT

Burning Waste (8)

FACING	POINT OF ARRIVAL
WEST	VALLEY (9)
NORTH WEST	WEST OF GRIMWOOD (4)
NORTH	EAST OF GRIMWOOD (5)
NORTH EAST	ISLE OF SORCERY (1)
EAST	SNOW MOUNTAINS (2)
SOUTH EAST	GREAT BOG (7)
SOUTH	TAMBRY (6)
SOUTH WEST	LAKE OF DREAMS (3)

YOU ARE AT

River (10)

FACING	POINT OF ARRIVAL
WEST	TAMBRY (6)
NORTH WEST	SOUTH (11)
NORTH	BURNING WASTE (8)
NORTH EAST	WEST OF GRIMWOOD (4)
EAST	EAST OF GRIMWOOD (5)
SOUTH EAST	ISLE OF SORCERY (1)
SOUTH	SNOW MOUNTAINS (2)
SOUTH WEST	GREAT BOG (7)

Keys and Doors

KEY COLOR DOORS

- Gold – Throne room, Gold doors in the Tombs of Hemsath
- Green – Keeps
- Blue – Crystal Palace doors
- Red – Hidden doors
- Grey – Grey doors
- White – Castle doors

More Interesting Points

At Vermillion Manor you need a minimum of 3 keys to get into and out of. You may be attacked from within. A raft may be found at the southwesterly edge of the Lake of Dreams.

If you are down on your luck, go and talk to the Sorceress in the Crystal Palace.

You should constantly check buildings for booty. Even if you have emptied a building it sometimes gets restocked with 'goodies.' Always check fireplaces.

In every keep there is a secret way in through the chimney.

The Priest can heal your vitality points up to maximum.

After you achieve a particular number of bravery points 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 hilarious.

Notes

Credits:

Illustration by Ed Kline

Map and Correlation by Kishma Morales

Book design by Artisans Advertising

Special Thanks to

Jim Steinert, David Joiner and Sandy Wardak



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