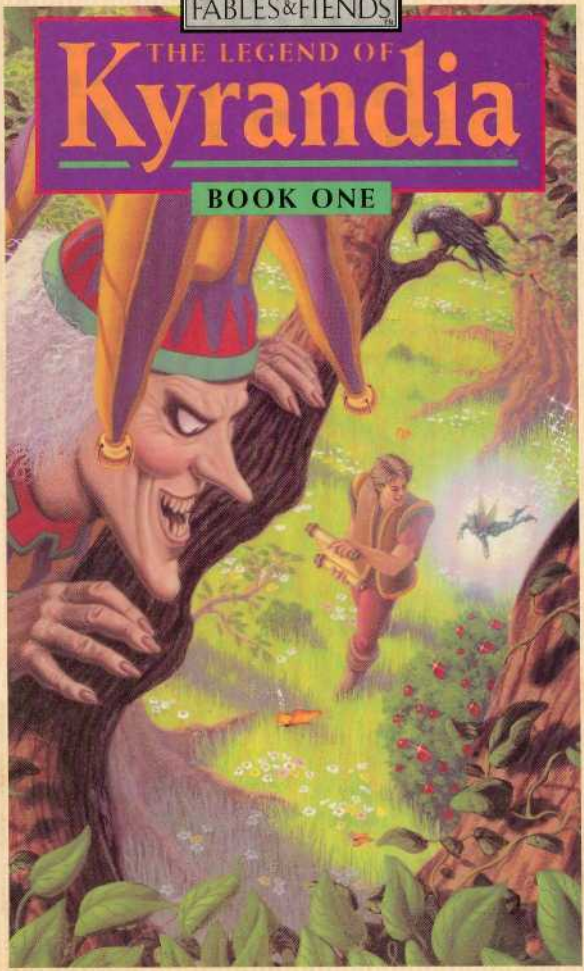
FABLES & FIENDS™

THE LEGEND OF Kyrandia

BOOK ONE



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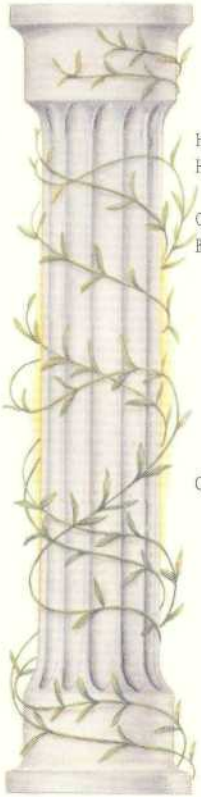

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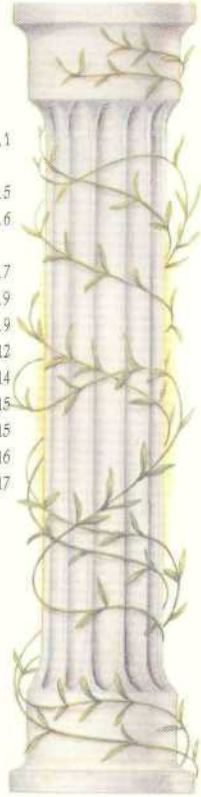

The History of Kyrandia

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Deep within the ancient forests, the enchanting world of Kyrandia has long been known as the most magical of the ancient Kingdoms.

Many centuries before our story, King William the First created a covenant with the Natural kingdom. The residents of Kyrandia and the Natural world were made partners in a plan of mutual care and protection.

An enormous gem, now known as the Kyragem, emerged from the ground on the spot where King William stood.

The gem was given to the people of Kyrandia by the Land as a symbol of this sacred

alliance. It was the responsibility of the Royal family to ensure the safety of the Kyragem.

Before the Kyragem, magic only existed as unconnected fragments of a temporary nature. The Kyragem has concentrated the magic powers and produced stronger magic in Kyrandia than anywhere else in the kingdoms of man.

The simple stone masons faced with the difficult task of building a vault to house the magical artifact developed the first uses of the Kyragem's powers.

Originally used as the source of magic for the protective covering about the gem itself, the powers were later also used during the construction of the wondrous Castle Kyrandia.

The descendants of these early craftsmen passed on knowledge of the magic to the following generations. Each generation added to the knowledge, and expanded the applications to various sites throughout Kyrandia.

Many years later, abuse of the magical powers became common and the magic was used daily for even simple tasks. As a result, Queen Thelia the Strict created the Order of Royal Mystics to organize and control all magic from the Kyragem. Choosing from among those stone masons possessing knowledge of the various forms of magic, Queen Thelia established the four mystical disciplines of Alchemy, Spirituality, Scrolls, and Gem Lore.

The Royal Mystics celebrate their humble origins each year with the Festival of Mortar, which is believed to be the luckiest week of the year.

During the reign of King Bernard the Fourth, nearby nations became jealous of Kyrandia's prosperity and declared war. Several long years of brutal attacks almost ruined Kyrandia. Reluctant to use magic as an offensive weapon, King Bernard eventually employed the magic of the Kyragem to turn the invading armies against the evil of their own commanders. Thus began the friendly alliances that endure today with Kyrandia's neighboring lands.

Benjamin the Gardener, nephew of King Bernard, and first king of the modern lineage, spent his lengthy tenure occupied with the complete re-creation of the forests and natural wonders that had been so horribly destroyed by the invading armies during his childhood.

The Royal Mystics assisted Benjamin in his work, and installed many of the magical natural wonders that exist to this day. Many historians also credit Pantos, a tailor to the court of Kyrandia, with the invention of trousers during this period.

Recent history has not been kind to Kyrandia. The enlightened reign of King William the Generous ended tragically not long ago when Malcolm, a friend of the family and jester to the court, murdered both King and Queen, and seized the Kyragem.

For a brief and terrifying moment, Kyrandia was at the mercy of Malcolm. Fortunately, Kallak, chief of the Mystics, and father of the slain queen, was able to create a magical seal that prevented Malcolm from leaving the castle.

Fearing for the safety of his grandson, Kallak chose to leave the palace and raise young Brandon in a rural area beyond the Timbermist woods and far away from the castle now inhabited by the captive usurper Malcolm.

Orphaned as an infant, and sole heir to the throne of Kyrandia, Brandon has been kept ignorant of his royal status by his protective grandfather.

Despite its long and glorious history, all is not well in Kyrandia today. Denied further access to the Kyragem, the Royal Mystics are unable to replenish their magical stores.

Reserves are scarce, and the Mystics have been forced to disassemble more protective enchantments every year in an effort to maintain enough power for the spell which restrains Malcolm.

Now grown to adulthood, Brandon will soon be drawn into the madness of Malcolm. Alone in his confinement, and unable to escape, Malcolm has carefully planned his revenge. He has worked against the bonds that hold him and plotted against all Kyrandia, as none would crown him king.

At this very moment the shackles which held Malcolm have failed! Malcolm has broken free, and his vengeful spite has already begun to destroy the land. Brandon is Kyrandia's only hope. You must guide him before it is too late! Focus your magic. Restore the Kyragem, and claim your rightful place in the Legend of Kyrandia!

HOW TO PLAY

MS-DOS
Installing Kyrandia on your Hard Drive:

Insert Disk 1 into Drive A or B. Next, Type the letter of the floppy drive, A or B. Type INSTALL, press [enter], then follow the prompts that appear. This will copy all of the necessary files to the hard drive. Be sure to select the correct graphics mode and sound card during this procedure.

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

Getting Started:

The introduction to Kyrandia will begin once the game has been loaded. If you are in a hurry, or have already watched the introductory scenes, you may bypass the introduction scenes by pressing any key. If you do, the 'Load A Game' menu will appear, and you may either load a previously saved game or begin a new game.

You will find Kyrandia easy to learn and fun to play. All characters and game items are activated simply by pointing and clicking with your mouse. The first few scenes are not immediately dangerous to Brandon, so feel free to roam about for a few scenes as you get comfortable.

Using a Mouse to Play or: Clicking around Kyrandia:

All of the game playing activities in Kyrandia can be easily controlled by using your mouse. Only the left button is needed. The middle and right buttons that you may have are not used in this game.

The mouse is connected to the pointer arrow (cursor) on the monitor screen, and any movement of your mouse will result in a corresponding movement by the pointer on the screen.

You play the game by moving the pointer to an area or on an object and then pressing on the mouse button. This activity is called "clicking". Clicking Brandon Around Kyrandia:

The main character in this game is named Brandon. You as the player will control the activities and even the fate of Brandon by clicking him around the scenes of Kyrandia. Click on the left side of the screen, and Brandon will walk in that direction. Click to the right, and Brandon will obediently walk to the right.

In many cases, Brandon will walk to the exact spot where you clicked. In other cases, Brandon may not be able to walk as far as you wish. In those cases, Brandon will walk as far as he possibly can. You can often re-direct Brandon even as he is walking if you change your mind.

You can walk Brandon out of the scene in which he currently appears by clicking on the edge of the scene in the direction you would like him to go. He will walk to the edge, and then appear in the adjoining area as it is displayed.

Notice that the shape of the pointer will change when it is positioned on a scene edge or doorway through which Brandon may pass. This is an indication to the player that clicking there will exit Brandon from the current scene, and send him into the adjoining area.

Although Brandon can usually walk up, down, left or right, he will often find himself in areas where his movements are restricted. The pointer will change to a NO GO sign when there is an area through which Brandon cannot pass.

Using a Keyboard to Play:

The keyboard controls for Kyrandia are similar in function to those for using a mouse. The on-screen pointer can be maneuvered by using the numeric keypad. Once you have positioned the pointer where desired, pressing the ENTER key or INSERT key or the SPACEBAR will serve the same function as clicking the left button on the mouse, and will initiate all walking and other activities.

Object manipulation, or: Carrying on in Kyrandia:

You can make Brandon pick up, carry, and use many of the objects that appear in Kyrandia simply by clicking on them. For example: you may make Brandon pick up the apple that is hidden in the pot in his home by positioning the pointer on the pot and clicking.

The apple appears and "becomes" the pointer. This is an indication that the apple is in Brandon's active possession. Moving the mouse will now allow you to move the apple around the screen.

Once the apple becomes the pointer, several options are available to Brandon. You may have Brandon add the apple to the items he is carrying in his knapsack by positioning the apple down below the screen in one of his inventory slots, and then clicking to release it. The apple/pointer will remain until it is either released into the knapsack inventory, released somewhere in the scene, or otherwise used or dropped. Once the apple is in his knapsack, Brandon will carry the apple with him as he moves about Kyrandia.

Another option you have with the apple is to make use of it. There are many things to find in Kyrandia, and the employment of various objects is necessary to solve some of the puzzles Brandon is likely to encounter. In the case of the apple, it may be used by having Brandon eat it. If you pick up the apple and click it on Brandon, he will eat the apple and an apple core will remain.

There are also a number of active areas and objects in Kyrandia that Brandon cannot pick up. Clicking on these areas, and clicking objects on these areas will often initiate actions. For example: Clicking on the purple pot in Brandon's home will expose the contents of the pot, which is, in this case, an apple. Brandon will be as surprised as you, and will likely make some comment about finding the apple. The pot also has further potential for action. Once the apple has been removed, other items may be dropped in. The apple core may be disposed of in a hygienic manner by dropping it into the pot.

Most of the other people in Kyrandia will speak to Brandon briefly upon meeting him, and can be prompted to speak at greater length by clicking on them. Some of the people may require that Brandon bring specific objects to them (and that you click these items on them) before they will continue their conversations.

The Game Screen:

The game screen in Kyrandia is divided into two distinct areas that are easily distinguished. The upper portion of the screen displays the graphics depicting the current location of the principal character Brandon. If you move Brandon far enough in one direction, the game screen will change to display his new surroundings. You, as the player, cannot view any other areas of Kyrandia unless you move Brandon into those areas. Access to certain areas may not be allowed to Brandon unless specific game puzzle conditions are satisfied. For example, Brandon may need to assist Herman in repairing the broken bridge before he can cross into the Timbermist Woods.

The bottom section of the game screen has four parts. On the left side there is a blue gem labeled 'OPTIONS'. Clicking on this icon will

pause game play and activate the appearance of a menu of the choices available to you.. Further instructions about your options concerning saving games, adjusting game controls, and quitting or resuming play are available by selecting and clicking on the desired option. For more information on saving games see the section 'SAVING GAMES'.

The middle of the lower screen section shows two rows of rectangular slots which may be used to carry items for Brandon. This area is analogous to Brandon's 'knapsack'. Anything placed into the inventory of the knapsack will be carried with Brandon from scene to scene until it is either used or discarded. If you wish to store more objects than you have slots, you may have to create stockpiles, or remember where you left a particular item.

The right side of the lower screen has an area reserved for the display of a magic amulet. If you are successful in guiding Brandon towards its discovery, the gold frame will appear. The frame supports four gems which may or may not become activated, depending on your direction of Brandon. Activated gems will be brightly colored, and clicking on them will initiate specific activities. Un-activated gems cause no actions, and are colored black.

In between the upper display screen and the three lower areas there is a narrow area that covers the full width of the screen. This is called the message box. Text displayed here may either to

identify the specific area of Kyrandia currently shown or may comment on the status of things in Kyrandia. When you click on the apple the message box will say 'Apple Taken'. Move the apple into Brandon's knapsack inventory and the text will read 'Apple Placed'. Release the apple somewhere in the scene and the text will show 'Apple Dropped'.

The Options Menu

By clicking on the options icon on the game screen, you will activate a menu which includes headings titled 'Game Controls', 'Load a Game', and 'Save a Game' 'Quit Playing' and 'Resume Game'. Clicking on a heading will activate a sub-menu within that area.

Loading a Game

Clicking on 'Load a Game' in the main options menu will activate the 'Load A Game' menu. You may then make a selection that allows you to either start a new game, or reload a game that you have previously saved. Although you may save a number of different games, only five will be displayed on the menu at any one time. By clicking on the scrolling arrows you may move up and down within the list.

Saving Games

Clicking on 'Save this Game' on the main options menu will activate display of the 'Save a Game' menu. When you save the game you are currently playing, you may place it into an empty slot or you may keep it in an already titled slot. Saving a game into an already occupied slot will replace the previous game with the version you are currently saving.

Clicking on the scrolling arrows will allow you to move the list of your saved game up and down. Selecting to save a game will activate a name box into which you can type a description of the game you are saving. You may name your saved games however you wish.

As a matter of practice, it is advisable to save the game frequently as you progress. It is particularly advisable to save your game before you explore situations that may be hazardous to Brandon.

Game Controls:

MUSIC will allow you to turn the music portion of the game on and off.

SOUNDS will allow you to turn the sound effects portion of the game on and off.

WALK SPEED will allow you to choose from several walking speeds for Brandon. Click on the bar to cycle through the different walking speeds offered.

TEXT SPEED will allow you to choose from several text display speeds. Click on the bar to cycle through the different text speeds offered.

MAIN MENU will send you back to the main options menu.

The Legend of Kyrandia

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