


BY DAVE GIBBONS



FABLES & FIENDS

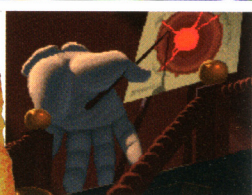
HAND OF FATE

 Now you see it. Now you don't.
The land of Kyrandia is disappearing piece by piece and all the evidence points toward one perilous conclusion:
A Curse!

Thus begins *The Hand of Fate*, second in the *Fables and Fiends* series, where you are the off beat, young mystic who must voyage to the centre of the world to break the spell. Out of sync and out on foot, your aberrant journey reveals nothing is what it seems. Everything is what it isn't. And you can count your friends on one hand. Literally".

P.C. Review. 8 out of 10.
"The prettiest game of the year".

P.C. Zone. "Recommended".
"Excellent graphics and an imaginative storyline".
"A great game".




Westwood
STUDIOS

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THE OLD MAN
WAS TRYING TO
TELL THE FUTURE,
LOOKING FOR
PICTURES IN THE
CAMPFIRE...

EVIL...
OH... I SEE
EVIL...

EVIL,
BORN DEEP
BENEATH THE
CITY... FAR
FROM THE
LIGHT OF
DAY...




I SEE IT
GROWING, SAFE
BELOW A SKY OF
STEEL... SCHEMING
IN THE DARK
...GATHERING
STRENGTH...

AND
NOW... OH...
NOW THE
EVIL
SPREADS!

IT SENDS
DEADLY FEELERS
OVER THE LAND
ABOVE...

ACROSS
THE GAP...
REACHING
TOWARDS THIS
VERY
PLACE!



I'D SEEN
HIM DO THIS
A HUNDRED
TIMES, BUT
I HUMOURED
HIM.

AFTER ALL,
HE'D BEEN
LIKE A FATHER
TO ME.



AND
WHAT DOES
THIS EVIL
WANT
HERE?

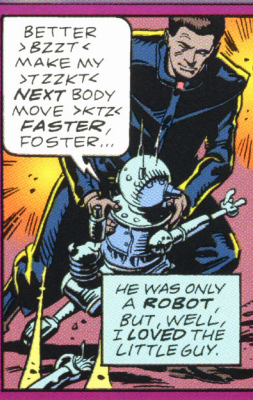


OH,
MY SON,
I FEAR...

I
FEAR THE
EVIL WANTS
YOU!

THAT WAS
WHEN JOEY
PIPED UP--

FOSTER!
SENSORS
DETECT
INCOMING
AUDIO
SOURCE!





THERE WAS A MOMENT'S SILENCE AS THE COPTER CUT ITS ROTORS, THEN--



WHOEVER IS IN CHARGE HERE, COME FORWARD--

NOW!

ONLY A FOOL WOULD'VE ARGUED WITH THAT FIREPOWER.



I-- I AM THE LEADER OF THESE PEOPLE... WE ARE PEACEFUL--

BRING HIM HERE.

AT ONCE COMMANDER REICH.



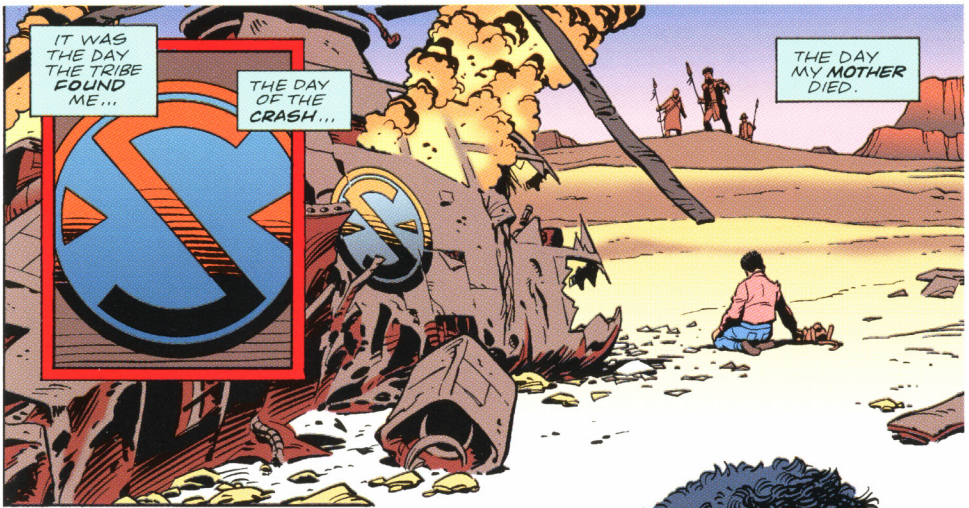
WE'RE LOOKING FOR SOMEONE.

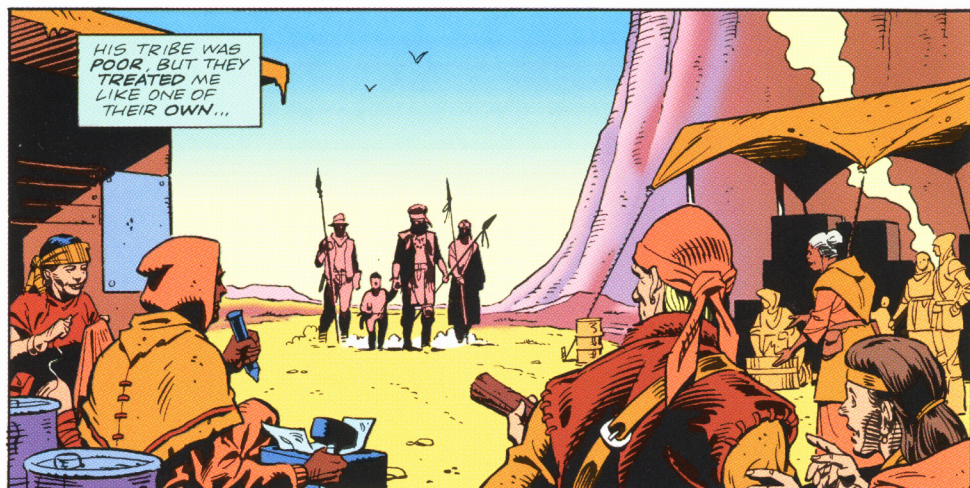
SOMEONE WHO DOESN'T BELONG HERE... WHO WASN'T BORN IN THIS GARBAGE DUMP... WHO CAME FROM THE CITY AS A CHILD...



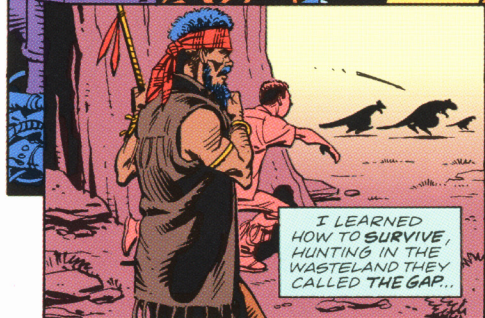
WE WANT TO TAKE HIM HOME AGAIN.

MY MIND RACING, I REMEMBERED WHERE I'D SEEN THAT SYMBOL BEFORE...

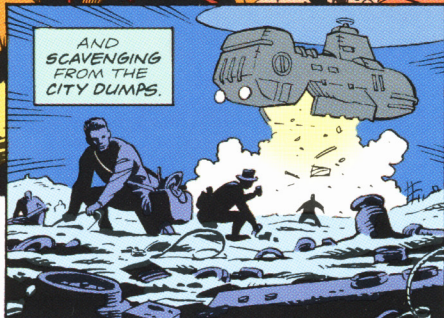




HIS TRIBE WAS POOR, BUT THEY TREATED ME LIKE ONE OF THEIR OWN...



I LEARNED HOW TO SURVIVE, HUNTING IN THE WASTELAND THEY CALLED THE GAP...



AND SCAVENGING FROM THE CITY DUMPS.



AS THE YEARS PASSED, I FORGOT MY LIFE IN THE CITY

DISCOVERED NEW TALENTS...

I'M YOUR >KZZT< FRIEND
>> CALL ME
>>> TZZT< JOEY.

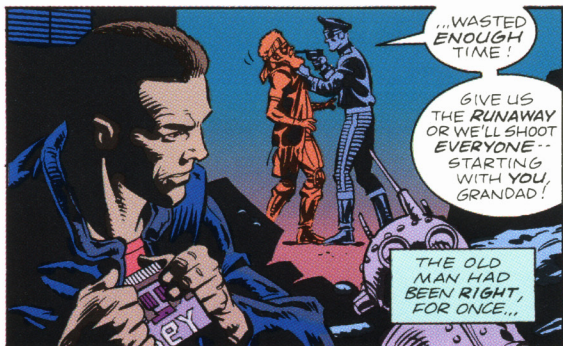
HAH!



AND GOT A SECOND NAME.

THIS IS WHAT WE'LL CALL YOU, NOW YOU'VE COME OF AGE, SON! WE FOUND YOU, FOSTERED YOU...

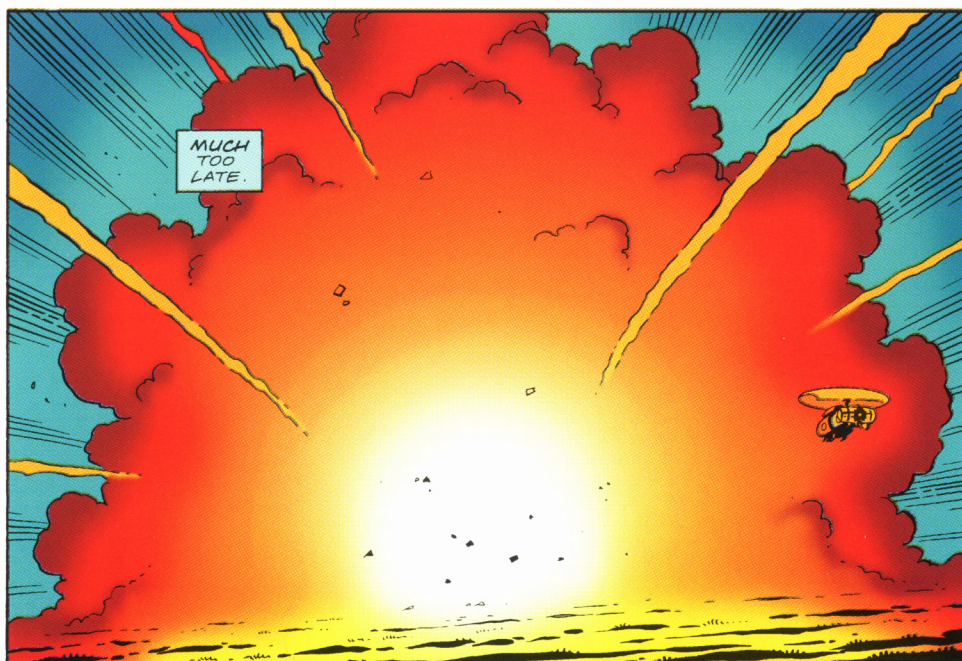
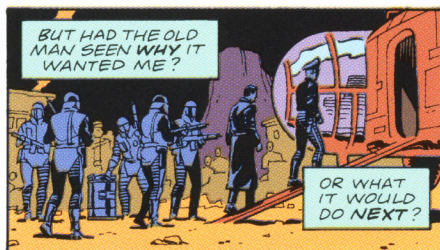
SO THAT MAKES YOU ROBERT FOSTER!

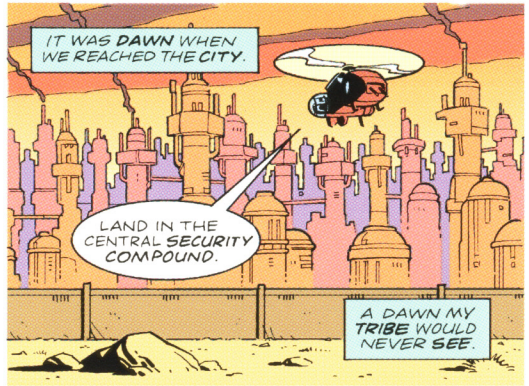


...WASTED ENOUGH TIME!

GIVE US THE RUNAWAY OR WE'LL SHOOT EVERYONE-- STARTING WITH YOU, GRANDAD!

THE OLD MAN HAD BEEN RIGHT, FOR ONCE...





LURE OF THE Temptress

LEAD US
NOT INTO
TEMPTATION,
BUT DELIVER
US FROM
EVIL...

Sick and tired of playing
the same old, sterile,
graphic adventure?

Then envisage a new
playing experience where
each character can go
about his or her own
affairs independently of
your actions, where each
scenario is different
every time you return to
it, where you can
experience "real world"
environments.

It's happened.

LURE OF THE TEMPTRESS
has been developed using
the 'Revolutionary'
Virtual Theatre™
system.

vt
virtual
theatre



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