

A FAERY TALE

Philip Feely

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Faery Tale () - IMDb

The Faery Tale Adventure was a computer game that I created for the Amiga in It was moderately popular for it's day, and was ported to a number of platforms, including MS-DOS and the Sega Genesis. And so I thought it might be interesting to tell the story of how the game.

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The Faery Tale Adventure is an RPG originally developed and published by MicroIllusions for the Commodore Amiga (as The Faery Tale Adventure: Book I) in.

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This game is recommended for everyone, due to gameplay that must be experienced to be believed. Retrieved 18 November This theory is certainly reflected in faery lore.

Instead of a cave, I set the game in the corridors of a crashed spaceship, and Iw And as for the faeries: Pike meets several artists who have attuned themselves to the faery frequency.

Like most MicroIllusions games, this game was first released on the Amiga and would ask them why they felt that way, and the funniest thing was, no one knew.