

NEWS

NEWS & notes

N E W S & N O T E S

SUMMER 1993

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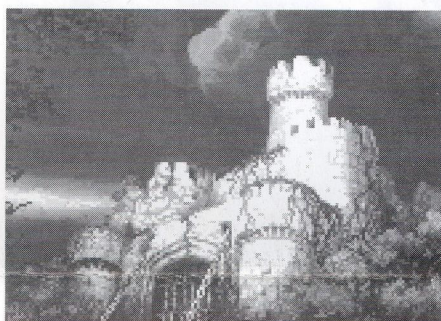
LANDS OF LORE: THE THRONE OF CHAOS

NO, IT'S NOT A MOVIE. YET.

People who have seen early versions of *Lands of Lore* ask: "Is it a movie?" No, it's not, but with the gorgeous art and the abundance of sound and music, it's easy to understand their mistake.

With *Lands of Lore*, Westwood introduces a new epic in fantasy role-playing. An entirely original world created by our story-crafters, the *Lands of Lore* series features the legendary struggle between the good peoples of the Lands and the Dark Army.

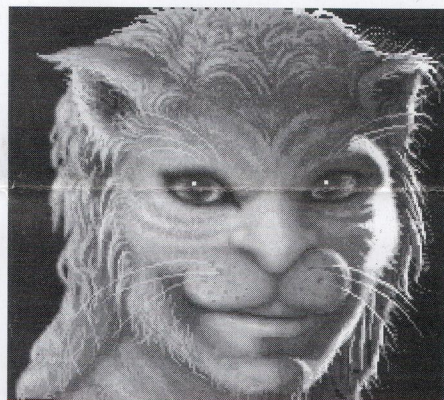
Ancient prejudices, mystic



The White Tower

legends, hideous hags, and magical wonders combine to create a new world that is ripe for adventure and discovery. This is our specialty, and we've spent

over two years carefully honing this game into a polished



Keiran the Huline. One of the races in the Lands.

continued on page 2

COMING SOON

THE NEXT FABLES & FIENDS

At last! The long awaited second title in the *Fables & Fiends* series is coming this fall, and promises to send the needle off the fun meter. Zanthia, First Lady of Alchemy, has demanded she be featured most prominently in this sequel.



The next *Fables & Fiends* main gate screen

Fair enough. Now, her only complaint is that she didn't think it would be this hard. Instead of the relatively easy quests that Brandon encountered, Zanthia is knee deep in a ridiculous quagmire of events that aren't

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LANDS OF LORE

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masterpiece. If you think *The Legend of Kyrandia* and *Dune II* were something (and by the number of sales, you did), then wait until you see *Lands of Lore*.

Thousands of man-hours in development has resulted in a rich storyline featuring eight

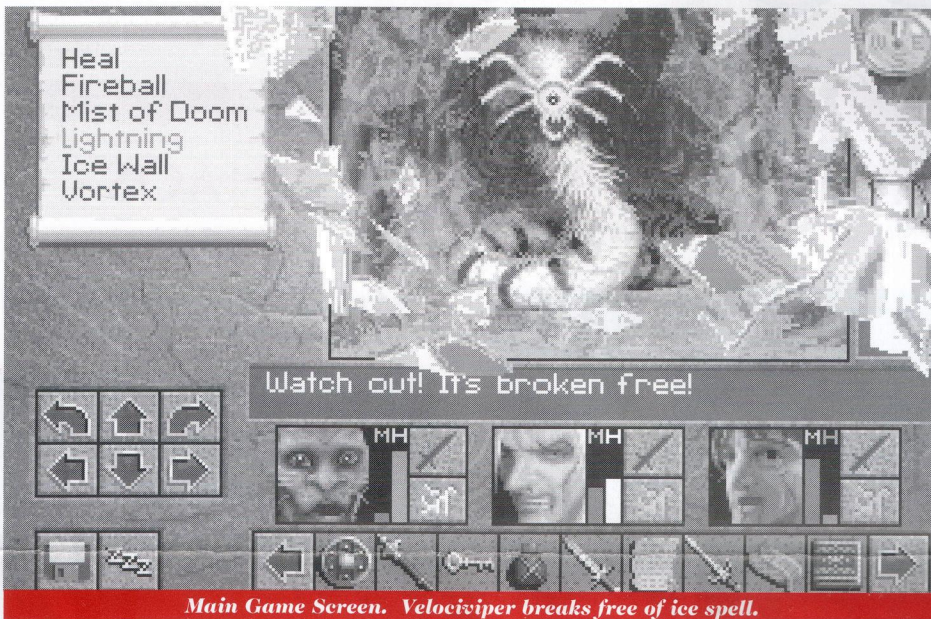
chapters, thirty-five levels and fifty-one vindictive monsters, enlivened by over twenty megabytes of compressed art and special effects.

Prepare yourself for the Lands—because once you've entered, there's no going back.

Coming in August for your IBM



Scene from *Lands of Lore* Introduction.



Main Game Screen. *Velociviper* breaks free of ice spell.



Woman of the Tower

BITS & PIECES

WESTWOOD DIRECT

Now you have direct access to Westwood. Our BBS number is (702) 368-2319. Available 24 hours a day. We support baud rates from 300 up to 14,400 bps. Ask questions, file complaints, offer suggestions, and whisper your darkest secrets to our BBS-meister, ViRtUaL TeD. He'll answer as soon as possible—usually the very next day!

SOUND ADVICE

For those of you with Sound Blaster compatible cards such as the Pro Audio spectrum, use the PAS factory defaults in SB emulation mode. You can find these in your PAS user's guide.

FREE DEMOS

If you own a modem, check the BBSes for Westwood Studios' multimedia ad and the cinematic

introduction for *Lands of Lore*. Be the first on your block to get a glimpse of our latest games.

REVIEWS

"(*The Legend of Kyrandia*)...hits the silvery disk with 85 MB of digitized speech and sounds. All conversations are now spoken by an ensemble of professional actors and actresses, and the casting director has done a great job."

—Computer Gaming World

WESTWOOD ONLINE

SERVICE

America Online

CompuServe

GEnie

PRODIGY

Westwood Studios

DIRECTORY

WESTWOOD

GO GAMPUB

GAMES

SOFTWARE CONNEXION

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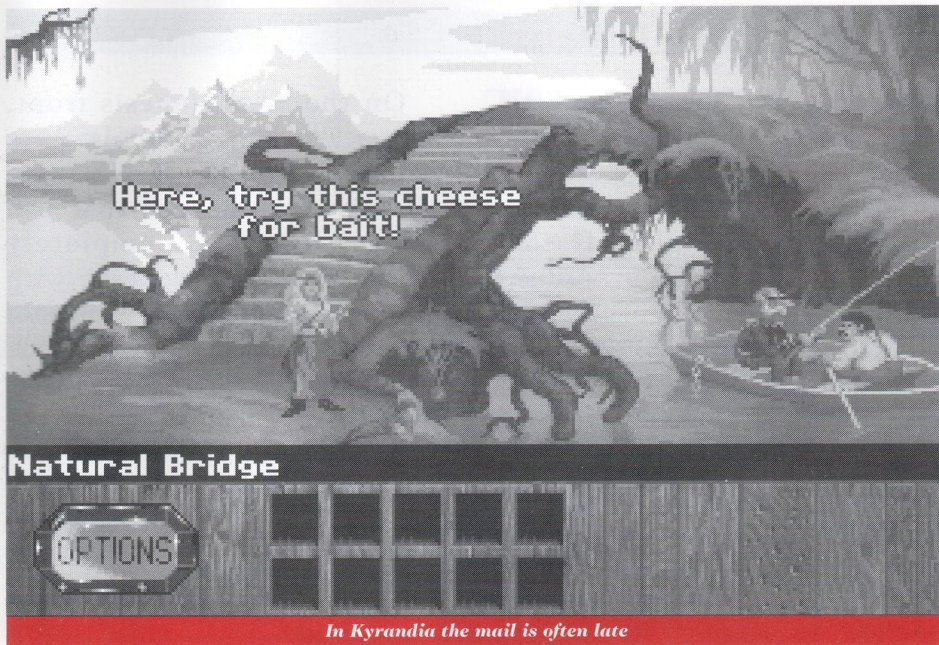
1-800-827-6364

1-800-524-3388 rep. 441

1-800-638-9636

1-800-776-0836 ext. 194

1-702-368-2319



In Kyrandia the mail is often late



Zanthia is often too stylish for her own good



Lands of Lore Design Team

FABLES & FIENDS
Continued from Page 1

her fault in the first place!

As our story begins we find that Kyrandia is disappearing. Someone has put a curse on the land, and loudmouth Zanthia has been called upon to find a solution. To make matters worse *F & F* offers a love angle. In addition to the wild puzzles and fantastic characters, Zanthia also has to contend with the inept affections of her suitor Marko!

Look for F & F IBM PC this October.

LANDS OF LORE DESIGN TEAM

These days this industry changes so fast that obsolescence lurks under every calendar. So Westwood has jumped ahead and created what we feel is the RPG engine of the future.

It was not easy. Bill Crum has performed spectacularly as a rookie, Brett Sperry has lent his usual uncanny instincts, and Phil Gorrow and his fellow prodigies

have been programming up a storm.

There are too many names to list them all, but suffice to say that our latest estimates indicate the Westwood staff has logged well over thirty two thousand hours building the Lands.

We hope you will like our new and streamlined evolution of the point-of-view interface.

"Westwood's Lands of Lore: The Throne of Chaos would take the award for the most surprising new game... (Inventory) management and object manipulation are all fully mouse driven; and the graphics are absolute delight..." —Computer Gaming World

FUTURE PRODUCTS

And you thought we just made PC games!

Even back in our infancy as Westwood Associates, we've never been able to keep away from the Nintendo, Sega Genesis and other video game systems. Now development of Westwood Studios' first cartridge games is near completion.

Young Merlin for the Super Nintendo takes place in legendary Camelot. Merlin's adven-

tures take place long before King Arthur's time, when our sage old mage was just a young lad. In this action/adventure game, Merlin has to fight off the Shadow King threatening fair Camelot. Merlin must brave challenges, defeat the Shadow King's cast of baddies, and pick up a little magic of his own. Our hero gets a little help from the Elven Queen, but it's mostly up to him.

On the Sega Genesis front, *Dune: The Battle for Arrakis* (known as *Dune II: The Building of a Dynasty* on the IBM and Amiga) has been completely rewritten for the Genesis, with new graphics and streamlined game controls. You play the warlord of one of three Houses battling for control of the planet Dune.

KYRANDIA HINTS & TIPS

BIRTHSTONES

The first Birthstone is the Sunstone, which is in the lower part of the Bubbling Spring. You won't be able to find it until Darm tells Brandon about the birthstone quest.

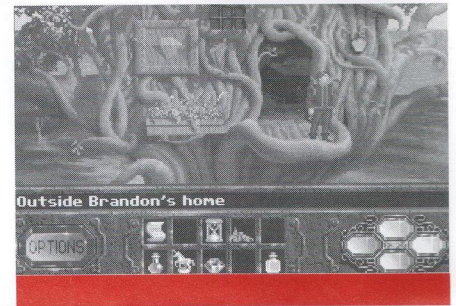
The second and third birthstones change with each game, and they can be found by experimenting with the gems scattered throughout Kyrandia. To speed up the search process, you might want to gather all the different gems you can find, save the game, and then lay each gem on the altar. When you find the second birthstone, reload the game, place the second birthstone on the altar, and then

try the remaining gems to find the third birthstone.

The final birthstone is a Ruby, which can be found at the Ruby Tree. But don't try this until the heal (yellow) gem on your amulet is active!

SHADOWREALM CAVES

Carry fireberries to light the way. They only last for three caves, so you'll need to restock constantly. Fireberries dim as you carry them from cave to cave, but if you drop them on the ground, they'll stay lit. To re-open the gate at the entrance of the labyrinth, find five rocks and throw them all on the key counterbalance.



KYRANDIA MAC CD

How can Westwood Studios top *The Legend of Kyrandia* for the Macintosh? By developing this smash hit on Macintosh CD-ROM. Actually, co-producer Jenny Sward, responsible for the IBM CD-ROM and Macintosh versions, got a little confused. "Uh, I wasn't sure if you wanted the Macintosh, Macintosh CD-ROM, or IBM CD-ROM...so I made all three." That Jenny. See what happens when you give a producer too much information?

Look for *The Legend of Kyrandia* for the Mac CD-ROM this fall.

The Legend of Kyrandia Hint Book is sold at most software retailers. You can order it direct by calling

1-800-874-4607

USA only



THE WAR ROOM

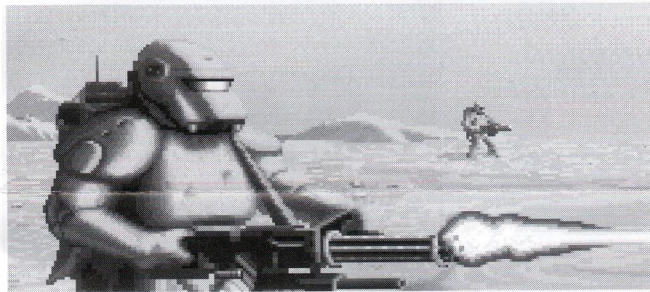
DUNE II: STRATEGY

■ Spread your buildings out. Put them about three or four concrete slabs away from each other. In later scenarios, this will make the Death Hand missile less effective, because it will hit fewer buildings in one shot.

■ Don't hunt down your enemy right away. Once the enemy knows where you are, his forces will mobilize against you.



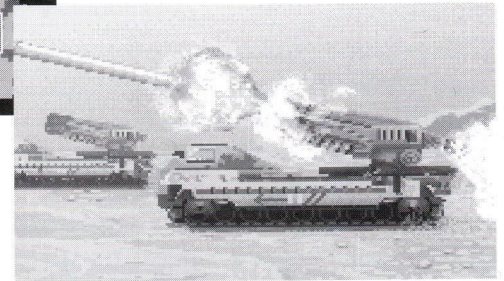
■ Deny the enemy access to the spice fields by protecting the fields with tanks and turrets. Once the enemy runs out of spice, he can't build units and structures as quickly.



■ Build a starport or a heavy factory so you can get a mobile construction vehicle. It allows you to build a construction yard close to enemy bases.

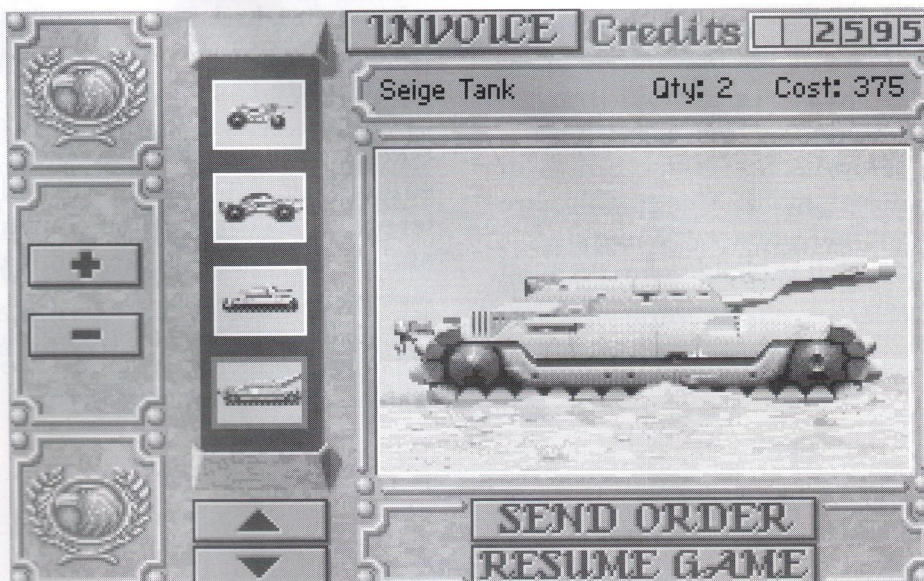
■ Place rocket turrets between your base and the direction enemy units are coming from. Rocket turrets are a great defense.

■ The prices offered in the Starport change every five minutes, so keep checking until a good price is available before purchasing.



■ Build a repair facility and at least two carryalls. This will allow you to get the most cost effective use from your combat vehicles.

■ Rocket turrets consume a lot of energy, and therefore require lots of wind traps. It might be wiser in an energy crunch to forego your radar entirely. Playing "blind" is difficult but not impossible.



■ Use sonic tanks and rocket tanks. The sonic tank destroys buildings faster than anything short of the Death Hand missile. Rocket tanks can attack rocket turrets while being out of the rocket turret's range.

FROM THE
MAIL BAG

Dear Westwood,

About two weeks ago I purchased *Dune II* and I can say that I am stunned by its playability, terrific graphics and masterly sound and digitized speech.

I am more or less a fan of Frank Herbert's epic *Dune* series so I bought it not just for the game play, but I am not disappointed that I did.

It's truly a game that makes one's blood pressure go through the roof! Of all the things that are happening at once, you never know what will happen next or where the next attack will be coming from. It's easy to play yet very complex in its setup, and the possibilities while playing are enormous.

The sounds by the way are superbly adding to the tension in the game: if being under attack is not enough to raise your adrenaline level, the music does. You really did a terrific job with the creation of *Dune II*. It was also a great idea to have the possibility to start it up under Windows.

A Temming,
The Netherlands

Dear Westwood,

I got hooked on *Dune II* and love it. I was hooked on it the first day I played it. You should make *Dune II* for the SNES; I bet it would make a hit. What would a *Dune III* be like if you made

one? I'd also like to be on your News & Notes mailing list.

Jacob Schmugge,
Tucson, AZ

No plans for Dune II on the Super Nintendo yet, but cart gamers should be happy to hear that Dune Genesis is currently in development!

Dear Westwood,

This may be the first letter I've written to tell someone how much I enjoyed their product--and I'm 44 years old!

We purchased *Dune II* for our son last Christmas. He's ten and immediately loved the game. My experience with computer games was limited to a few sessions with some of the Sierra games, which I thought were fun, but didn't really "grab" me.

He got me to play one evening and the rest is history. You were certainly right about it being addictive. We've both come all the way with the Atreides and Harkonnen, and are working our way up the Ordos. (He's a couple levels ahead of me.)

Please put me on a mailing list so I can be the first in line to get the next in your line of *Command & Conquer* series.

Thanks for many hours of entertainment. The graphics are great and when we get a sound card we'll probably play them all again.

Art Swanson, Aurora, CA

By the way--I'm a big science fiction fan and read all the *Dune* books--I think part of what made the game so enjoyable was that you really captured the feeling of the Houses' personalities and the environment.



*Drawing of Malcolm courtesy of:
Megan Halliburton,
Corpus Christi, Texas*

Dear Westwood,

I just finished *The Legend of Kyrandia* and I had to write and congratulate you all on an extraordinary success! *Kyrandia* takes Amiga graphic adventure gaming to a seldom reached level. Westwood blows Sierra out of the water on the Amiga platform.

The puzzles were challenging, but not impossibly obscure. The graphics were great, and in some

MAIL BAG

places delicious! The animation was fantastic and hilarious! It's a great story that was well implemented. Do you have any plans to develop on CDTV? Will you support the new AA chip set in future games (24 bit graphics, Amiga 1200 and 4000). Are there any science fiction genre games in Westwood's future?

Howard Abraham,
Brooklyn Center, MN

It's a little early for us to commit to the AA chip set, but the odds are we will use some aspects of the new graphics chip for future products. As for science fiction games, check out Dune II Amiga!

Dear Westwood,

I have been playing *Dune* and *Dune II*. *Dune* was more an adaptation of the movie that was still fun, in fact even better than the movie.

I enjoyed in *Dune II* its emphasis in tactical combat while playing in real time mode! The feeling is very different from playing turn-based war games. Imagine a Harkonnen Death Hand missile hitting your construction yard and refinery while a Deviator comes in to mop up with you regrouping your forces to defend what's left of the base.

Dune II was where you (the Westwood design team) really showed what one can do given a subject matter like *Dune*.

Dune II is a very well designed game. I have and still am trying the other houses. I'm still having fun with the game. I like the speech—it enhances game play like "Warning: Enemy troops approaching from the east." Feels like you have a co-pilot. Please keep it up with your other games.

Dune II as a wargame is very good. One wonders if you can adapt this to historical scenarios or more fictional ones. How about other science fiction adaptations like Heinlein's *Starship Troopers*? Some WW2 or contemporary combat scenarios? Or an original Westwood story? I would also like to know the games you are planning and whether you're going to come out with *Dune III*.

Thank you for your wonderful games!

Joaquin Nepomuceno,
the Philippines

Thanks for the flattering compliments about the Dune games, although we can't take all the credit. The first Dune game which you enjoyed was masterfully crafted by Cryo Entertainment Systems in France.

Just finished this game yesterday, and I must say, for someone who doesn't normally play adventure games, I enjoyed it. I thought I'd go bald before I

got out of the cave labyrinth, but it *can* be done. (I was beginning to doubt it :D). I thought the graphics were excellent, as well as the pleasant background music, and sound effects. The puzzles (at least for me) ranged from moderate to the seemingly impossible, but I got through them with persistence. As for the ending, I can't say I was disappointed, though I don't really go into a game always anticipating a splendid ending. This was a nice one, Westwood; I'll definitely look for the next. :D

PCA Roger, PC Games Forum

Ah, the unique lingo of the electronic presence. This last one was e-mail from PCA Roger, the Games Moderator on America Online. Just to explain that for all the weird :D symbols: it's not "colon-D", but turn the paper sideways and it becomes a big grin!

If you would like to be added to our News & Notes mailing list, send your name and address to:

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