
AN INTRODUCTION

Welcome to the Land of Fairlight. You are about to enter a world of wonder and magic. Fairlight represents the 'state of the art' in 3-dimensional graphic adventures. What makes Fairlight rather special is a programming environment called 'The 3-D Worldmaker Technique'.

Objects and characters in general have 'real world' features, such as weight, momentum and sometimes a degree of intelligence, too. Although, for instance you (as the hero 'Isvar') have 5 'pockets' to carry things in, you may not be able to carry as many as 5 - what you can carry also depends on the weight of the objects. Many objects have, well, 'magical' uses. All is not as may first meet the eye.

FAIRLIGHT 1. A Prelude: The Light Revealed

A dying land

It did not happen overnight. The Land of Fairlight had once been a beauteous place, peopled by a fair race, led by mighty and worthy Kings and Queens. But the beauty had faded. The leaders had grown weaker and weaker. The Light had all but gone.

The history books written by the Elders of days long gone by, talked almost solely of a land of peace, a land of music and jollity. A land where it seemed the sun shone brightly everyday, in clear blue skys. A land in which magic was everywhere, in everything and in everyone...

No one could explain exactly what had gone wrong, although there was no shortage of village storytellers more than willing to try. Only the Castle Avars stood alone and silent on the plains of Avarslund - the last dwelling place of a King of Fairlight, the King Avars, who some say was king when the Land was still full of magic, before the fall...

As long as anyone could remember no one had succeeded in gaining entrance to this last vestage of the land as it once was.

As Isvar, you have accidentally gained entrance to the castle - or was it an accident? A voice has spoken within you. It claimed to be the projection of Segar the Immortal, Wizard of Light, held captive in a tower within. "Go", the voice had said, "Seek the Book of Light within these walls, and bring it to me, that I may be free to bring Light back to the land again...."

FAIRLIGHT 2. Trail of Darkness

The Undoing

In this, the sequel to 'The Light Revealed' your quest is to locate the lost Book of Light, stolen by the Dark Lord.

Soon, if you cannot act to stop him, the Dark Lord will be able to harness the power of the book and turn it to his own evil ends. Gone will be the last fragments of Light in the Land. Gone will be the fading power of magic for ever ...

LOADING

Consult the labels on the cassette itself to see which side contains the program you want to load.

SPECTRUM
LOAD"" ENTER

COMMODORE
SHIFT/RUN STOP

AMSTRAD
CTRL/small ENTER

The Spectrum version of Fairlight 2 loads in two parts. Load the first part and stop the tape. then, if you get far enough into the game, you will be prompted to load the second part. If you then fail in your quest, you will, in order to restart, have to load in the data for Part 1 again. This is found on the second half of side 1 of the tape. To find it quickly, keep a record of the tape counter setting at the point on the tape where Fairlight 1 ends.

CONTROLS

All versions can be used with a Joystick (Spectrum version requires Kempston interface; Commodore version requires joystick in Port 1). The joystick controls movement, with the FIRE button used to FIGHT. There are keyboard controls for these and all the other facilities....

	COMMODORE	SPECTRUM	AMSTRAD
UP/RIGHT	Y to @	Y to P	P
DOWN/LEFT	G to L	H to L	L
UP/LEFT	Q to T	Q to T	Q
DOWN/RIGHT	A to F	A to G	S
JUMP	/ or right SHIFT	SYM or SPACE	SHIFT
FIGHT	N to .	B to M	SPACE
PICK UP	X to B	X to V	6
DROP	left SHIFT or Z	CAPS or Z	7
OBJECTS/POCKETS	1 to 5	1 to 5	1 to 5
USE	7 to 0	6 or 7	8
PAUSE	RUN/STOP	SYM/SPACE	CTRL
RESTART	RESTORE	any key	TAB/ESC

The Spectrum version of Fairlight 2 contains a further facility whereby you can save your current game onto a blank tape and load it back in later. First PAUSE the game, then press S to Save. To Load a saved game, PAUSE the game, then press L to Load. When loaded RESTART the game.