

Chronicles of the Land of Fairlight  
2: Fruit of Darkness

# Fairlight



BY BO LANGRORG

# CHRONICLES OF THE LAND OF FAIRLIGHT

## 2. Trail of Darkness

### *The Undoing*

The land had been dying by degrees over the millenia. The Light and Magic that had once made the beautiful land of Fairlight a joy to behold had gradually faded. It is known in the Lore of the Land that one day a wizard will be born who will be called by the Elders to free the Land again of the dark grip that holds it. But has that time yet come?

Isvar, you have seemed to be called. You have been drawn by magic powers into the castle of Avars, to the very place where the King of Avars was slain. You had thought you had been called by the kindly wizard Segar, who legend tells was entrapped in a tower within the castle. Knowing no better, you heard the call of Segar and followed his plea to find the fabled Book of Light within the castle's depths, and have returned the book to your bidder.

But Isvar, you were deceived: for it was not Segar the Immortal in that tower but the Dark Lord himself. And in taking the Book of Light to him you have potentially sealed the fate of the Land of Fairlight.

Soon, if you cannot act to stop him, the Dark Lord will be able to harness the power of the book and turn its power 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 ...

### *A meeting*

'I am free, but free from what? Surely it is true that I have escaped from within the castle's forbidding confines, but at what price have I earned this freedom? Readily did I give the Book, the so precious Book, to the Lord of Darkness thinking him to be Segar. Oh how foolish you are Isvar! Was there ever such a fool as you?!

'But wait, what mists surround me by this gateway? Does his magic call me within again? Has it been but an illusion that I have escaped? Does he plan that I take his place, to be trapped in that tower for all my days?'

'No ... these mists ... they are forming ... forming into the figure of a man. It is him! Again I see the image of Segar! But not this time evil Lord, you will not fool me twice!'

"Isvar", came a deep resounding voice as if from the heavens, "are you yet more foolish than even you look? Do not feel that you had any choice but

to give the sacred Book to our evil brother. It was written Isvar that you would come; that you would find the Book again and that upon your actions would lie the future of Fairlight.

Despair not, for in your despair is the Dark Lord's hope. You could not stop him from gaining the Book, but now he must rely upon your inaction if he is to achieve his ultimate goal of darkness in the Land. He is hidden, oh Isvar, where you cannot yet know. But mark you this, that you must seek him within the Land and without it. Seek him where he lies for there he must be - at his weakest so that his power can turn that of the Book to his own ends.

Go now Isvar. Turn not to look behind but rather go with all speed to the length and breadth of this Land. Search well Isvar or all is lost ..."

'The mists fade, and I have this feeling of having been here before. Was that indeed Segar? Am I being duped again? Can I even trust my own senses anymore!'

'But somewhere in the still silence of my inner heart I can hear a softly spoken voice that I cannot shut out, saying: 'What you seek cannot be found, but what you find cannot be lost ...'

'What can it mean?'

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## *AN INTRODUCTION*

If you have played Fairlight 1 (The Light Revealed) then you need little or no introduction to the magical 3-dimensional world of Fairlight. In this, the second part of the Chronicles, Bo Jangeborg has developed an even more impressive version of the 3D Worldmaker Technique allowing even more surprises in your exploration of the Land.

Playing Part 1 of these Chronicles is not essential before playing Trail of Darkness, but you will certainly have a greater chance of understanding how Isvar is to complete his tasks ... This game begins exactly where the first part ended, so if you played Fairlight 1 be prepared for an even larger, even more complex game ahead of you!

If you have not played Fairlight 1 then note that objects and characters that you meet in this game will tend to have 'real world' features such as weight, momentum, inertia, and sometimes a degree of independent intelligence too. Although, for instance, you (as Isvar) can carry up to 5 things, what you can actually carry will depend to some extent upon the

weight of objects. Pushing a lightweight object will cause it to move more freely than pushing a large heavy one for example.

This revolutionary technique (which remains unrivalled more than a year after its initial appearance on home micros!) allows you a fantastic degree of detail in the 3D rooms and locations, and there are even outdoor locations in this game - something that other games have steered clear of before. Feel free to move objects as you might in the real world, or to interact with them, stack them or use them as you might see fit. You'll be surprised at the flexibility you are allowed.

This game may take many months to solve, so don't expect to sit down and complete it in the first evening!

Good luck!

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### *Amstrad PCW Version*

#### *Loading Instructions*

Boot the computer with the CPM Plus disc as normal, then take out the CPM disc, insert the Fairlight disc, and type **F** and press ENTER. Fairlight II will load and run.

#### *Controls*

Use the Cursor keys to control direction or...

UP/RIGHT	P
DOWN/LEFT	L
UP/LEFT	Q
DOWN/RIGHT	S

Plus the following special keys...

JUMP	SHIFT
SPACE	FIGHT
PICK UP	6
DROP	7
SELECT OBJECT/POCKET	1-5
USE SELECTED OBJECT	8
PAUSE GAME	ALT
SAVE GAME	S (while game paused)
LOAD GAME	L (while game paused)
RESTART GAME	0