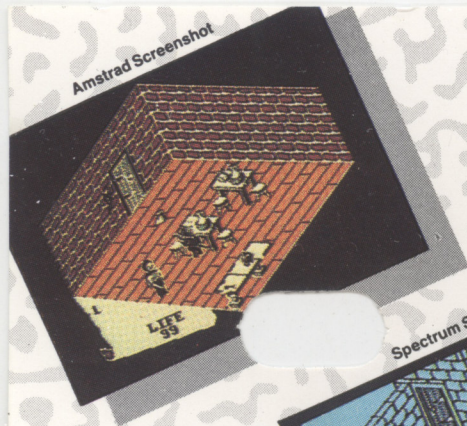
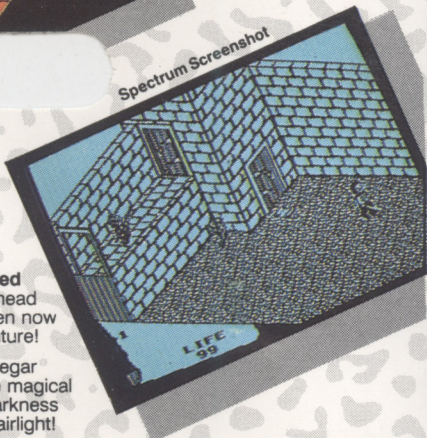


Amstrad Screenshot



Spectrum Screenshot

**Fairlight: The Light Revealed**

- a software legend so far ahead of its time that it remains even now the classic 3D arcade adventure!

You are Isvar - chosen by Segar the Immortal to seek out the magical Book of Light and banish darkness from the decaying land of Fairlight!

When first released **Fairlight** won just about every magazine accolade going...

- * ZZAP SIZZLER
- * CRASH SMASH
- * AA RAVE
- * SU CLASSIC
- * AMTIX ACCOLADE
- * YS MEGAGAME



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COMMODORE
64/128

COMMODORE 64/128

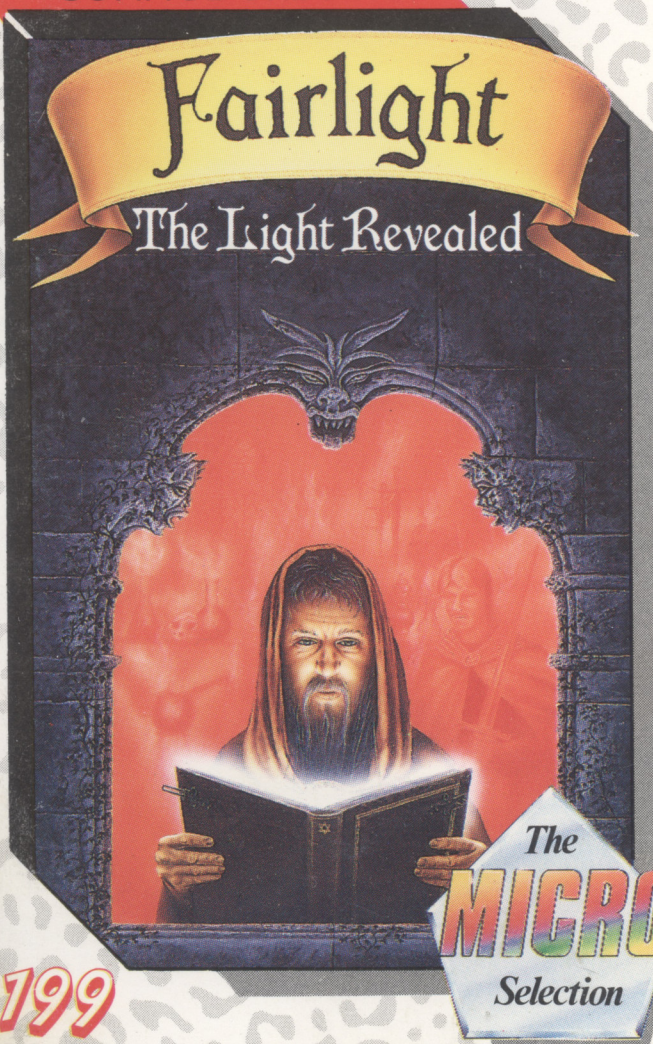
Fairlight

Fairlight uses the "3D Worldmaker Technique" to create a magical world of such detail that individual objects possess "real world" attributes such as weight and momentum, and can be moved, carried and used.

You, as Isvar, can truly interact with this environment in exploring the superbly depicted scenes. You have five "pockets" in which to carry objects; you can jump and fight. But you'll need to use all these abilities, and, above all, your wits to overcome the many obstacles and puzzles that beset you in your quest for The Book of Light!



MSL2ICA

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Selection**FAIRLIGHT 1****A Prelude: The Light Revealed****A dying land**

It did not happen overnight. The Land of Fairlight had once been a beautiful 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 skies. 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 vestige 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...."

LOADING

If using a Commodore 128, select 64 mode before loading. To load, press **SHIFT** and **RUN/STOP** simultaneously.

CONTROLS

A Joystick can be used in Port 1 to control movement, with the FIRE button used to FIGHT. There are keyboard controls for these and all the other facilities...

UP/RIGHT	Y to @	PICK UP	X to B
DOWN/LEFT	G to L	DROP	left SHIFT or Z
UP/LEFT	Q to T	OBJECTS/POCKETS	1 to 5
DOWN/RIGHT	A to F	USE	7 to 0
JUMP	/ or right SHIFT	PAUSE	RUN/STOP
FIGHT	N to .	RESTART	RESTORE

The MICRO Selection, 36/38 Southampton St.,
Covent Garden, London, WC2 E 7HE.