

**COLLECTOR  
VISION  
Games**

Guide No. 099277

CARTRIDGE  
INSTRUCTIONS



# THE FAIRYLAND STORY

Use your projectile magic to temporarily transform the enemies into large cakes. While in a "caked" form, they can be destroyed either by further magic attacks or by being dropped off a platform, possibly squashing other enemies below.

# THE FAIRYLAND STORY

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## GAME DESCRIPTION

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On the northern border of the Fairyland, lies the beautiful and peaceful kingdom of Alfalfa. The inhabitants of this country are known to have mysterious magical powers. They all compete with each other to improve their magical skills.

However, one day the kingdom was hit by an epidemic and the people suffered from hunger and disease. Finally the king himself fell ill. His only daughter, the wise and brave Ptolemy, while taking care of the king and his people, secretly dreamed of rebuilding the kingdom at the first opportunity.

Finally she discovered that the cause of the kingdom's devastation was the giant lizard Dracolisk and his evil magical power. One day he unleashed his many monsters and attacked the defenseless kingdom of Alfalfa which was quickly defeated. The Holy Gem, symbol of peace was stolen. To save the kingdom she must beat Dracolisk and retake the Gem.

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## GETTING READY TO PLAY

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- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLERS

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Use Control Stick to move Ptolemy right or left..

Press Left Side Button to jump.

Press Right Side Button to cast magic.

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## HERE'S HOW TO PLAY

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Ptolemy turns enemies into cake with her magic blasts. Continued magic blasts will then destroy them or Ptolemy can push them off a platform to destroy them.



By jumping on the head of a monster, you can jump to heights that you would not normally be able to reach.

When you want to move to the lower floor, go at the edge of your floor and drop vertically.

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## THE CAST

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### ★PTOLEMY



The Princess of the Alfalfa kingdom who uses magic to eliminate monsters.

### ★WRAITH



Must hit with repeated spells to turn into cake (1,000 points)

### ★WIZARD



Capable of shooting magic spells back at Ptolemy. Hitting him once will shrink him in size.

### ★SHRINKED WIZARD



A second hit will kill a shrinked wizard (700 points)

### ★ORC



Most common enemy seen in game. (500 points)

### ★CLERIC



Capable of duplicating himself. Only 10 points are awarded for killing a duplicate. (500 points for original)

★GOLEM



Made of mud, it has excellent endurance and is surprisingly strong. (700 points)

★SALAMANDER



Little Dragon-like creature shoots fireballs. If Ptolemy is hit she will die. (700 points)

★IRON GOLEM



Largely immune to Ptolemy's magic. Turns briefly to a cake and then resumes form almost immediately.

★HORNED



Indestructible. Appears if Ptolemy takes too much time to clear a level.

★FLACK



Has the same powers as Ptolemy and can turn her into a cake to push her off a platform

★RODSEY



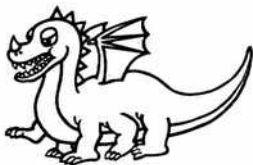
A dragon baby that lives in the Kingdom of Alfalfa. This Ptolemy's friend is a strong ally.

★SKELETON



Dracolisk's castle guard. If you kill it, it will come back to life.

★DRACOLISK



Giant six legged lizard. He stole the Holy Gem. Defeat him with a barrage of magic!

★WORM



Indestructible. Comes out of some doors and draws Ptolemy or enemies in with its tongue and eats them. If it kills an enemy it's 7,000 points.

## MAGICAL ITEMS



### SILVER SCEPTER

Temporarily doubles magic casting distance



### MYSTICAL ORB

Causes Ptolemy to gain 60 points for every step she takes.



### WHITE POTION

Ptolemy becomes invincible for a short time.



### GOLD SCEPTER

Temporarily increase magic power



### RED POTION

Turns Ptolemy into a mouse for a short time so that she can kill any enemy she touches.



### MOON TIARA

Makes the moon appear. Turns all enemies to cakes for a short time.



### JUG OF HOLY WATER

Mysterious effect?  
Gives 1,000 points.



### STAR TIARA

Causes a rain of stars killing all enemies on screen.



### CRYSTAL RING

Mysterious effect?  
Gives 1,000 points.



### MAGIC STAFF

Slows down all enemies for a short period of time.



### GRAY BOOK

Causes an earthquake that kills all enemies on screen.



### RED SCROLL

Cast deadly fireballs for a short time.



### YELLOW BOOK

Awards Ptolemy an extra life



### BLUE SCROLL

Freezes enemies for a short time. Frozen monsters can be broken.



### FEATHER

Skips Ptolemy forward three rounds.

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## SCORING

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(Scoring varies depending on enemies killed and how they are killed.)

Dropping 1 Cake (Orc)	500
Dropping Salamander as cake	700
Drop cake on 1 enemy	2000
Drop cake on 2 enemy	4000
Kill Orc with magic blasts	100
Kill Wraith with magic blasts	100
Kill Golem with magic blasts	150
Kill Salamander with magic blasts	150
Worm kills enemy	7000
Cleric turned into multiple clerics	
hit them with magic blast	10
Final cleric turned into cake and dropped	500
Pick up any power-up	1000
(Multiple power ups - 1000 x2 or x3, etc.)	

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## PASSWORDS (Enter at Title Screen)

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Round 10 - 46375006

Round 20 - 93437490

Round 30 - 57635554

Round 40 - 86596843

Round 50 - 30893837

Round 60 - 86355580

Round 70 - 79770075

Round 80 - 68535765

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# THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing The Fairyland Story™, but it is only the beginning! You will find that this cartridge is full of special features that make The Fairyland Story™ exciting every time you play. Experiment with different techniques and enjoy the game!

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## CREDITS

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The Fairyland Story ©1985 Taito Corporation,  
MSX version ©1987 GA 夢/HOTB,  
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MSX port ©2023 Mystery Man

Beta-tested by Joe Blenkle

Project produced by Luc Miron

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