

Fairyland Guide

1. Newbie Instruction.....2

1.1	System Requirements	2
1.2	Account Registration	3
1.3	Playable Races	5
1.3.1	Human	5
1.3.2	Elves	5
1.3.3	Dwarves	6
1.3.4	Character Status	6
1.4	User Interface	10
1.4.1	Basic instruction	10
1.4.2	Advanced operation	12

1. Newbie Instruction

1.1 System Requirements

Game Client Download Sites:

- a. http://www.gamershell.com/download_45586.shtml
- b. <http://download.mmosite.com/download.php?id=2311>
- c. <http://computergames.ro/en/downloads/viewitem/id/14012>

Instructions:

1. HDD space requirement for game client: at least 4GB
2. Download fairyland-free-en-3.6.3-win32.exe to hard drive
3. Click fairyland-free-en-3.6.3-win32.exe, it will unzip and start to install game automatically

1.2 Account Registration

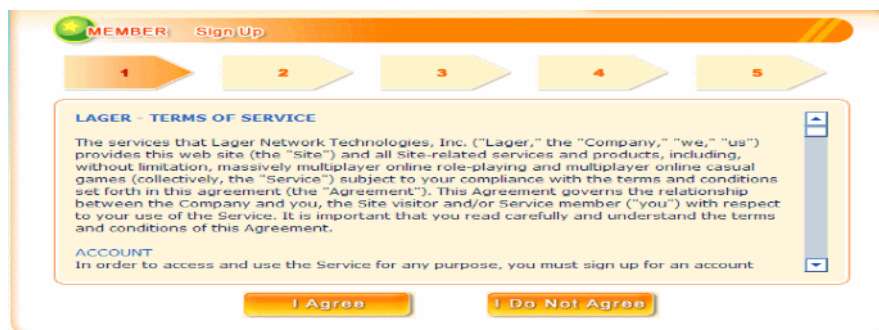
If you haven't registered a Lager/game account, please follow instructions below:

Step 1:

Please link to https://member.lagernet.com/mem/rule_member to the FL member main page

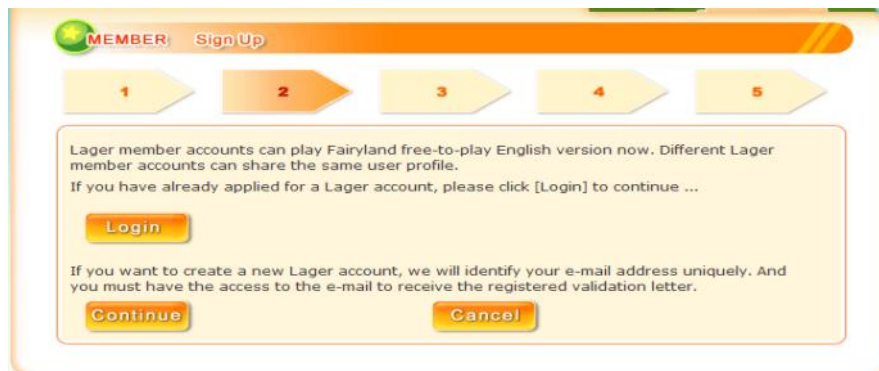
Step 2:

Before going to the next step, please read on the Lager's Terms of Service carefully. If you agree to abide by the Lager's Terms of Service, click on the "I Agree" button to enter the third step.



Step 3:

To create a new Lager account, please click on the "Continue" button to continue. If you have already created a Lager account, then you can simply to create a new game account by clicking "Login" button.



Step4:

Please, fill up all the blank spaces as following. In case you forget/lose your game account or password in the future, be sure to enter the real information for identification.

MEMBER: Sign Up

1 2 3 4 5

Account Information

Account : >> [Check Availability](#)
(3-16 characters. Only letters and numbers, and the first letter must be letters. Case insensitive)

Password : Confirm Password :
(8-16 characters. Only/Both letters and numbers. Case sensitive)

Personal Information

Nickname : >> [Check Availability](#)
(8-32 characters. Only letters, numbers and underline. Case sensitive)

Real Name :

Gender : Male Female

Birthday : Month Day Year

E-mail :

Confirm E-mail :

Question : (4-64 characters.)
The user-defined security question/answer will be needed when you want to change your e-mail.

Answer : (4-64 characters.)

Confirm Answer :

(above personal information can not be modified after you complete registration.)

Country :

Postal/Zip Code :

Newsletter : Subscribe

Please enter the code you see to in the picture below.
4 J O v

1.3 Playable Races

1.3.1 Human

[Humans](#) are the most versatile race, with no apparent strengths or weaknesses. Nevertheless, humans' characters are fit to be of any profession. As a FL newbie, it would be the best race choice from you to choose from.

Starting Town: [Gion](#)

Starting stats:

	Male	Female
Strength	7	7
Dexterity	7	8
Intelligence	7	7
Charm	7	8
Constitution	7	6
Luck	5	4

1.3.2 Elves

[Elves](#) are an ancient and magical race. They take advantage of intelligence from the beginning stats and distributing stats while leveling up. Thus, becoming a diviner is the best choice for elves race. On the other hand, it's not good gear to embark a warrior class for elves.

Starting Town: [Greenville](#)

Starting stats:

	Male	Female
Strength	5	4
Dexterity	7	6
Intelligence	9	10
Charm	8	9
Constitution	6	5
Luck	5	6

1.3.3 Dwarves

[Dwarves](#) are an earthy and secluded race with the higher strength and luck stats than other races. They can be considered representatives of warriors with these exclusive features. Nevertheless, they are weak for intelligence and dexterity distributing stats when leveling up. So, it would be difficult for the dwarves to fit a diviner class at a later stage.

Starting Town: [Ilium](#)

Starting stats:

	Male	Female
Strength	10	9
Dexterity	4	5
Intelligence	3	4
Charm	4	5
Constitution	9	8
Luck	10	9

1.3.4 Character Status

Level

Level refers to your character's intensity in game. In gaining levels of experience, it's necessary to pass the trial missions by combat or quests. When progressing to a new level, you will be able to increase your distributing stats that allow you to become more powerful.

Exp level up

Each time you win a combat or complete a quest, and you will gain some experiences in game. To level up, you need to get these experiences as many as you can.

Hit Points

Hit Points refers to your character's life points. The higher hit points your character have and the higher chance to survive in a combat. If your character loses a decreasing amount of hit points, just stay where you are and stop moving. Then, your life points will be recovered gradually. Otherwise, there're faster alternatives to increase your hit points after eating some food, taking some potions, using magic skill or receiving hospital treatment.

Magic Points

Magic points are units of magical power that is needed to pay for magic spells as an expendable resource. In addition, magic points also can be used to feed your pets. Then you will be able to control your pets.

STR

Strength refers to the most significant factor in game. Your STR is used to determine how much attack power and your character's carry weight do you have. The higher STR will make your character hit on your opponent much more effectively.

DEX

A character's dexterity influences attack rate and attack speed in a combat. In other words, the higher the dexterity, the more efficient that damage may cause. Thus, if it's not easy for you to beat up your foe, don't forget to gear up your dexterity stats while you level up.

INT

For diviner class, INT is a very important element for your character. It does not only affect your upper limit to you magic value, but also have great influence on the efficiency of magic recovery when using prayer skill.

CHA

As a beastlord, CHA is the major factor determining whether you have a better chance of capturing a pet. The more charming stats, the more success you get to capture. Nevertheless, if you don't want to capture a pet by yourself, then we suggest you do not put your distributing stats on this element.

CON

CON refers to your character's upper limit to your life points while leveling up. You are able to gain higher HP if your constitution element has a higher amount of distributing stats. For this reason, if you are a beginner then add more stats into CON which helps your character live longer!

LUK

Your dodge depends on your current LUK stats which increases the chance of dodging a critical strike on a combat. Besides, if you have the higher LUK stats, you may get a better treasure while opening a treasure box or receiving a random drop item from monsters.

Fame

Fame refers to your activity level. You can gain reputations by completing the village head's quest or a request from the warehouse. Also, your work skills will be extended when you reach the level cap. However, please note that you may need to have some additional skills to take some particular quests every now and then.

Food level

In game, your character's food level will influence your HP and Magic points' recovery speed. Although it won't have any negative effect on you while your food level is down to zero... Don't forget to fill up your stomach, and it helps to recovery your HP and Magic points faster.

Weight

In Fairyland, each game item has its own weight. And your carrying capacity will determine how many game items you could carry. Basically, a character's carry weight is power multiply 50 and plus 1000; a merchant's carry weight is power multiply 75 and plus 1000.

Damage

Damage refers to the physical damage bonus at combat. Your damage power depends on your character's power, weapon damage stats, and weapon skill. Especially, you should be more concerned about what occupation would you choose. For instance, if you are a journeyman, your fist skill may be more powerful than the mace equipment.

Hit

Hit refers to your Hit rating when killing a monster with physical attack. Your Hit rating is determined based upon your DEX and weapon's hit rating. For example, axe weapon has high damage, but it can be hard to get Hit rating. Therefore, it will not give you good possibilities to hit your opponent.

AC

AC is a skill you have that helps you avoid damage from your opponents. And it is determined by the armor you wear. Moreover, your AC can be increased when you transform your pet into armor as your protective equipment. If you don't wear any armor on your character, then armorize may be useless to your character.

Defense

Defense refers to the possibility of your opponent get frustrated to attack you at combat. The defense capability is determined by your character's DEX, LUK, and Dodge. In other words, if you are a journeyman, your dodge stats will indirectly affect your defense stats.

1.4 User Interface

FL Manual for Beginners

1.4.1 Basic instruction

Move character

Click the destination by left mouse button then your character shall move to there automatically.

Continually move

Press left mouse button for 1 second and then your character shall move to the position your mouse cursor points to continually. Press left mouse button again to cancel.

Talk to NPC

Press right mouse button and click the NPC (the name shall be highlighted in blue color) you would like to talk with then a message window shall turn up in the left-below side of game screen. For the NPC who relatives to your quest or deals with trade, there will be a pop-up window turns up for you.

Item operation

As you open the inventory, click the target item by left mouse button to take it in hand. Click again to release it. The function of the right mouse button is to “use” the item you clicked. You can drag the item to the ground of game screen to throw it away. If you would like to pick the item up in the ground of game screen, you have to stand beside the item and click it by right mouse button. We will introduce more details about the inventory for you afterwards.

Picture display



Character display



Your character will be displayed in the middle of the game screen no matter where your character move forward to. The default name of your character shall be the character name. You can press “F3” to switch the character name, IGN, Title, occupation, character level or not to display.

Switch control area

You will see switch buttons for different functions on the right-top side on game screen.



You can click the switch button by right mouse button to allow or not allow transact, team up, and PK with the other players. If the icon of the switch button is “X”, that means you have closed the function.

Date display

Weather, time and date in FAIRYLAND shall be displayed on the top of game

377/Wood/12/18hr

screen. As seasons change, you will see different sceneries in the game screen.

Target blank



Basic information of the target you clicked by right mouse button may show in this area. For the NPC clicked, the NPC name shall be listed in this area. For the other players you clicked; the target blank will show you the character name.

Channels for communication

There are 4 parts of communicate area, they are “message window”, “message input blank”, “channel setting button” and “whisper target”.

Generally speaking, your mouse cursor may keep staying in the message input blank if you did not open the other menu to input message. Press “Enter” button to send the message you inputted. The channels are “Talk”, “Whisper”, “Family” and “Party”. Players in your game screen currently may receive messages as you sent by “Talk” channel.



The fastest way to select the channel is to use the hot key. Keep press “ctrl” button and then press number 1 to 5 to switch all the different channels. You will see the icon of channel changes as you press the hot key “ctrl+1~5.” You can also open the channel setting menu and then click the channel you would like to open or close directly. Besides, you can set the size of text and length of message window in the channel setting menu.

If you would like to select the whisper target, you can input the name in the target blank. Or you can click the target by right mouse button then his (her) name shall be listed in the target blank automatically.

1.4.2 Advanced operation

- Click the little green human-like icon in front of target blank then you can add the player into your friend list.
- You can add your friend into target blank by click the right mouse button on the friend list.
- If you would like to resend messages you have inputted, you can press “↑” button to recall messages you have sent at most 10 times before.
- You can press “PageUP” and “PageDown” button to skim messages through the scroll bar of message window.



Send quick message



There is a “Send Quick Message ” button on the right side of date display bar. You can write a letter to the other players no matter he or she is offline or online. As you received a new message, the button will be glittery to remind you to check the message box.

Fairy compendium

Here is a “Fairy compendium” below the “Title log” button. Fairy compendium records all the quests you completed or in processing in FAIRYLAND. The red sign means the quest you have not completed. If you forget the step of the quest, just click the quest name and then you will see the hints of each quest.



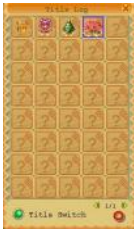
For the quests you have completed, they will be marked as green signs. You can also click the name of those quests to check the outline.

Except of Fairy compendium, there are “Pet compendium”, “Pet collecting booklet”, “Doll collecting booklet”, and “Daily quest compendium” below the “drop down list”.

Pet compendium is set for players to collect beast cards. You can check the beast information in Pet compendium. For “Pet collecting booklet”, it records the beasts you sealed and loaded into the booklet.

“Doll collecting booklet records the beast dolls you have got from battles and loaded into the booklet. For the last one “Daily quest compendium”, it will show the daily quests for you. You can check the quest information in the Daily quest compendium.

Title Log



Click the “drop down list” button on the right-top side on your game screen and then you will see the first one is “Title log.”

Title log includes all the title you have got by means of game activities, work, or battle and so on.

You can click the title icon in your “Title log” and then press “confirm” button to switch your title icon.

Main function menu







This is the most important and useful menu for players to check player status, work skills, pet relationship, social relationship, inventory, small map, emote command, show emotion, and system settings. Now let's see the function and introduction for each button separately as below.

Player Status



The attributions, coins, deposit and the other information of players will show in the character status menu. You can also change your nickname here.

Besides, you will see four buttons in the bottom of character status menu. The first one is “character status ”, the second one is “normal skill ” which will list the battle

skills you basic on your occupation, the third one is “magical skills ” which will show the magic skill you have learned, and the fourth one is “pos ” in which you can change the battle position of your character.

In “normal skill” menu, the blue button means the skill is a passive skill, i.e. you do not have to cast it. The read button means the skill is an active skill, i.e. you have to cast the skill by yourself. However, you can not cast those skills directly in this menu so you have to drag them into the hot key field first.



All the information of magic skills such as magic skill level and MP will be listed in “Magical skills” menu. For the black color of magical skill that means the magic skill can be casted in normal situation. You can click the skill name by left-mouse button to cast it directly. For the gray color of magical skill that means the skill can be only casted in battle. You can drag the magical skill to the hot key fields.

For the “pos” button, it is a function for players to change the character situation in battle. You can make your character stands in the front side or behind in the battle. As your team and enemies all stand in the front side, the physical damage will be raise to 125%. As your team and enemies all stand behind, the damage will be deducted to 75%.

Work Skill

The work skill menu will show you the work skill you have learned, the current level and experience required for level up. Besides, the work skill menu is also an important menu to produce materials or other items.



You can click the work skill name to open the correspondent product list. For the different color of product name, that represents the successful produce rate of the product. For the product's name with blue color is the easiest item to produce. The second is yellow item, and the most difficult item to produce is the red one.

Pet relationship

The first pop-up window as you clicked “Pet relationship” button is the pet list. It will show you the pet name, pet level, and current status of your pet. If you would like to inquire more details of your pet, you can click your “pet name” to open pet status menu. In the pet status menu you can change its name, fill its HP or to inquire pet skills.



Social Relationship



As you open the social relationship menu, you will see your friends in the list. The main function for the menu is to “add”, “delete” and “arrange” the information of your friend.

Click the “add” button and input his or her name on the blank then finally press the “confirm” button to add the new friend successfully.

If the player you would like to add to your friend list is just beside you, you can click his/her name by right-mouse button first. Now you will see his/her name listed in the target blank. Finally, click the “little green human-like icon” to add him/her into your friend list successfully.

However, you can input the real name or nickname of your friend in the “Trait” blank. If he or she treats you bad, you can use “Unfriendly” function to filter his/her announcement in game. Besides, you can also use “delete” function make he/she no longer showing in your friend list.

As you joined in a clan, you can press the “family” button to check the situation of your family members.

Inventory



There are 3 parts of “Inventory”, they are “equipment area”, “character information area”, and “item information area”.

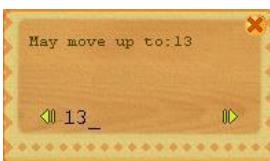
“Equipment area” is a simple interface to show the equipment you are currently wearing. You can also drag the equipment from “item area” to switch for the one you would like to replace in “equipment area.” Besides, you can also check how the equipment influences the character status in the middle “character information area”.

It's not too hard to operate the items in FAIRYLAND. You just have to remember that the right-mouse button is to use the item you clicked. For equipments you clicked, they will be armed to your character directly. For foods or potions you clicked by right-mouse button, they will be eaten to disappear right away.

As you click the item by left-mouse button, then you will take the item on hand. You can click the item again to release it on anywhere you would like it to be placed. However, you can also drop the item in the ground on your game screen to throw it away.

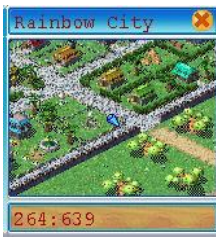
Moreover, some items can be dragged into hot key fields such as potions, foods, or capsules and so on...

Goods pile up



The maximum of a bunch is 20. If the amount of items you piled up is more than 20, the remaining items will be still keeping in your hand. If you would like to separate the same items into two bunches, you have to take the bunch of item in hand and keep press “shift” button as you put the item down on the inventory. You will see a pop-up window for you to separate the same items into two bunches.

Small Map



Players can use the function to switch the size of the map on the top-left side of game screen. Small map will show the location name and the current coordinates for you.

System

You can adjust the back ground music and sound effect here. You can also check the hot key settings here. Besides, system menu also provide you a way to “quit game.”



Emote command



There are about 40 emotion commands in the “Emote command” menu. In fact, as you clicked the emotion command icon, it will be shown as a format “ * ” in the message window. As you getting familiar with all the different commands and the meanings, you can input the command in the message window directly. By the way, don’t forget to input the target behind the command.

Hot Keys

The main purpose of hot key is to offer a fast and convenient way



for players to proceed in the game. You can press left mouse button on the item or skill you would like to use and drag it to the hot key setting field. Then, you can press hot key F5 – F10 to use those items or skills hereafter. If you would like to cancel one of hot key settings, just click the item or skill by left mouse button.

However, hot key is just a kind of “short-cut”. It is not an additional space for storage. For items which have amount limitations, the amount of items you have set in hot key field will be increased automatically. The maximum amount is 20 so the highest amount displayed in hot key field shall be 20.

For instance, if there are 3 bunches of Healing Potions in your inventory, and the amount of each bunch of Healing Potions are 20, 20 and 12; the amount of Healing Potion may still shows “20” no matter which bunch you have dragged into the hot key field.

Bank



As you are qualified to come into the capitals of three countries, you can deposit and withdraw your savings there. Even you can also save your items and equipments there. There are total three pages for each bank of one city. The capacity of each bank is 120 bunches. Besides, for players with the same game account but different characters, they can also use the same bank to save or lift goods. Moreover, you don't have to go to every different bank as you would like to check the bank because the three banks are

You can click the counter of bank to open the bank menu. If you would like to deal with large amount of your items, you just have to select the items by right -mouse button and then click “deposit items” or “withdraw items” in the middle of the bank menu.

However, you can not wear any equipment or use items as you are operating the bank menu.

Player transaction

Let's introduce how to start transact with the other players in FAIRYLAND for you. First, both players must open the “Trade” function on the right-top side in game screen. Secondly, you have to walk toward the trade target (or you can click his/her name by right-mouse button to make both of you face to face) and then press “Trade” button again to open the trade window.



The first step is to show the items you or the trade target placed on the trade menu. As you make sure the items and amount are correct, you can press “confirm” button to complete the transaction. If there is anyone pressed “cancel” button in the procedure of trade, the transaction will be canceled right away.

You will see the right side of trade window show the items you have carried. There are three options below the trade window; they are "item", "pet" and "cash". You can select what you would like to merchandise from the three options. Press right -mouse button on the item you would like to trade and then click "confirm merchandise" button on the right-bottom.

If you have selected the items for trade but the party did not show you his/her item or cash yet, you will see a message "waiting for party to show item" on the left side of trade window. As both parties selected the items or cash for trade and pressed "confirm merchandise" button, you can not go back to change your item or cash.

If you placed the wrong item or cash, you can still use "cancel trade" button to stop trading. As both players pressed the "confirm trade" button, the transaction will be successfully finished.