

FIREQUEST

by Chris Morris from The Edge

"The Further Adventures of Ugh"

LOADING FIREQUEST

Ensure that the tape is fully rewound and then load Firequest by entering the following command:

LOAD "FIREQUEST" and press **RETURN**

Firequest will start automatically when loading is complete.

Please Note: Versions of the game utilising our turbo loader will load 6 times faster than usual and give a visual indication of loading. For best results please ensure that the tape-heads are kept clean.

THE GAME

UGH is off in search of fire in this seven part adventure, which is really seven adventures in one!

ADVENTURE 1

UGH has travelled far and found himself in the entrance to a large cavern. Across the ravine he can see the distant flames of the volcano. If he can just dodge the giant spiders and get upto the cavern roof he feels sure those swinging creeper roots will allow him to get across.

ADVENTURE 2

It's obvious UGH's problems aren't over. For one thing he has to get at least three bundles of wood to the bottom of the volcano, for another he has to dodge those annoying fumeroles, and if that isn't enough he also has to dodge the fireballs when the volcano erupts! To cap it all if he's too slow that nasty

Neanderthal man will pop out and pinch his wood when he's away. See if you can get UGH's fire built to move on to ...

ADVENTURE 3

Almost there! Just have to get a light from the top of the volcano! Great pity about the earthquakes which tend to rearrange those convenient ledges, the fireballs and lava don't help matters either - especially since they burn those precious ladders up. Still, once at the top UGH gets his torch - he has to get down again of course without falling down a level and then light his well prepared fire to move back home.

ADVENTURE 4

Now where have those spiders gone! If UGH can just get a bright enough fire with three bundles of wood to spare he knows he can venture into combat! It's obvious the convenient tree trunk will topple him onto the far side of the river, but getting back with the wood is more difficult!

ADVENTURE 5

In the caves UGH finds the spiders equally quick to run away when his torch is lit as they are to get him should his torch go out. Snag is they have a friend in the VAMPIRE BAT who doesn't mind fire at all (can't see it you see). If he can just avoid the bat at all times and kill all the spiders before his wood stock goes - making sure his fire never goes out while he's away - then all is well except

ADVENTURE 6

Those darn earthquakes!! Where the is he! Seems a bit hot down here. There must be some way out of here!!

ADVENTURE 7

Told you! There's the cave entrance just along the tunnel. Pity about the SABRE TOOTH TIGER though ...

One things for sure if you get this far and reach the last stage of saving your name to tape then The Edge have a lot nicer surprise in store for YOU than most of those you've met and conquered travelling the ADVENTURES OF UGH!

GAME CONTROL

The game may be played by keyboard or joystick (port 2). In fact depending on the joystick you use, it may be preferable to use the keyboard on screens involving zig-zag paths.

JOYSTICK CONTROL

Use port 2 socket for the joystick

The fire button will . . .

Make UGH jump (if allowed on the screen being played)

Make UGH let go of any any rope he is swinging on. (Screens 1,2)

KEYBOARD CONTROL

Use the following keys to control UGH's movements on the screen.

1 LEFT and/or DOWN + LEFT and/or UP

2 RIGHT and/or DOWN - RIGHT and/or UP

ANY OTHER key will act as the fire button on the joystick.

SPECIAL KEYS

F1 selects keyboard control at any time UGH is on the screen.

Fire Button selects joystick control as above.

F3 switches from music to sound effects and vice-versa, whilst depressed it also freezes the game.

SPECIAL FEATURES

Cartoon like animated graphics; Unsurpassed visual effects; Volcanos erupting; "Impossible Full Screen Display"; Unique story-line linkage of seven games in one and The Competition (see below) to win a mystery prize.

THE COMPETITION

The Edge are offering a mystery prize to the person who in the judges opinion writes in with the best suggestion for a name to the sequel to Firequest based upon what happens in the final screen of this game. You will be told to enter your name and address and submit a tape with a specially scrambled message generated by Firequest to the offices of The Edge to prove that yours is a valid competition entry. Send in your entries to the address below.

The judges decision is final

All The Edge software products have a 5 year guarantee. If this tape ever fails to load it will be replaced totally free of charge, if returned with details and proof of purchase directly to The Edge at the address shown below. If the tape shows any form of damage, physical or due to use of dirty or faulty equipment, please include £3.00 to cover replacement costs. This guarantee does not affect and is in addition to your statutory consumer rights.



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