

FIRELORD

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COMMODORE

HEWSON

FIRELORD

by

Stephen Crow

converted by John Cumming

Commodore 64 and 128 (in 64 mode)
(joystick control only)

The path wove deeper through the forest beckoning Sir Galaheart further into the flickering shadows. A voice spoke out in the dimming gloom.

"My son, you have returned to this land of Torot, to discover its hidden secrets. You must seek out the sacred Firestone and return it to the Dragon's safekeeping."

Galaheart trembled with fear as he recalled how the Evil Queen had seized the Firestone and used its power to curse the land with fire and ghostly apparitions who drifted the streets in ghastly imitation of the once happy inhabitants. At one time the people had roamed freely but now they cowered in their homes. Her price for the release of the Stone was for some brave warrior to win for her the four charms of eternal youth. The brave knight sank to his knees overpowered by fear and foreboding.

"Fear not," said the voice, "for the answer lies within the kingdom. Use the enchanted crystals and fail not."

Sir Galaheart was alone. A feeling of mystery filled the forest. The very air breathed the secrets of this haunted land.

Characters in Torot

As well as the ghosts which Sir Galaheart must dispel there are a host of characters for him to meet and trade with. The Peasants know the villages and forests well although they are often slow-witted. Travel may be arranged by paying the Gatekeeper at a Toll House or by buying a Timescape spell from a Herbalist or some other magic character. The Tithe Ward Keepers will keep objects safe and sound.

The Witches and Wizards have spells available and the Dragon's teeth may be of use. Weapons can be obtained from the Knights and the Wise Old Man is a useful source of information as is the Hermit who is rumoured to live in the forests.

The Bishops tend to be quick and greedy so it pays not to try and cheat them. Justice is administered by the Reeves who may be helpful if treated with respect. Princess Eleanor is held captive by the Evil Queen and she may look kindly on those who are trying to free her.

Loading the Game

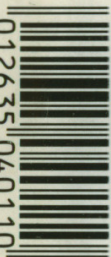
Plug your joystick into port two, place the cassette in the player and rewind it if necessary. Press the SHIFT and RUN STOP keys simultaneously and press the Play button on the player. Wait a few minutes for the game to load and press fire to begin.

Controlling Sir Galaheart

Direct Sir Galaheart using the joystick and press the fire button to fire weapons or to select icons etc. To pause the game press the F7 key. To restart press F7 again or use any joystick action. To abort the game press the F1 key.

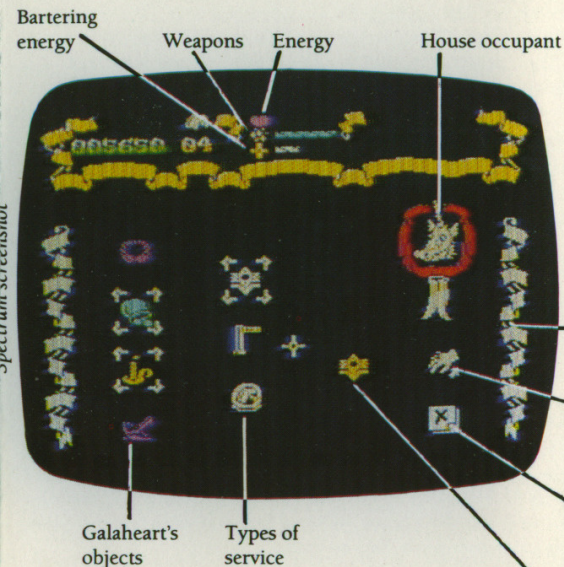
Firelord by Stephen Crow
Programmer of the Year 1985 and author of Starquake
and Wizards Lair

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Bartering in Torot

When you enter a house you may trade with the occupant. Place the cursor over an icon and press fire to select it. To cancel a selection press fire a second time.



Each occupant provides one or more types of service. Select the type you require and between one and four of your objects which you are prepared to trade in exchange. If your payment is sufficient the occupant will make an offer by displaying a suitable icon. If you wish to complete the deal select the icon displayed.

Types of Services



SCALES
Trade an object



PORTCULIS
Pay a toll to pass through the house



SIGNPOST
Find out where you are



SUPPLIES
Buy food, weapons or trading tokens



TIMESCAPE
Cast a spell to a magic place



INFORMATION
Find out how to accomplish your quest



RIBBONS
Colour distinguishes similar characters – Green Witch, Red Witch etc.



CHEAT
Select this and you may not have to surrender the objects that you are paying with. Get caught and justice will be swift.



EXIT
Select this icon to leave the house.



OFFER
When a deal is set up the occupant displays his offer here. In this case the Dragon is offering the Timescape spell in exchange for a bag of gold and a candlestick.

Credits

Designed and programmed by Stephen Crow, winner of the 1985 Computer and Video Games Programmer of the Year award and author of Starquake and Wizards Lair. Converted from the Spectrum to the Commodore 64 and 128 by John Cumming. Published by Hewson Consultants Ltd.

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