EARTHLIGHT

FIREBIRD

A LEGEND IN GAMES SOFTWARE

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Loading the program

To load on a 48k spectrum (or 128k spectrum in 48k mode),
type LOAD "" and then press ENTER.

To load on a 128k spectrum, select the TAPE LOADER option from
the start-up menu.

Approximate loading times are 48k - 5 mins, and 128k - 6 mins.

Controls

Once the program has loaded you will see the message 'Press Space,
N or FIRE'.
To select a Sinclair or Kempston joystick, simply press the fire button.
Otherwise, press Space or N depending on which you prefer.

The Keys used in the game are:
LEFT	O or Joystick
RIGHT	P or Joystick
UP (Inwards)	S or Joystick
DOWN (Outwards)	X or Joystick
FIRE	Space or N or Joystick
Increase Height	Q
Decrease Height	W

(Any or all of these keys may be re-defined)

Press FIRE again to move to the main menu.
You will see a list of four options;

Play Game, High Scores, View/Alter Keys, Configure Game.

To select an option, move the pointer to your choice and press FIRE.

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The Display

The top third of the screen shows your ship's panel.
The panel shows, from Left to Right...

> Fuel and Shield levels (These flash if dangerously
> Current Zone   low).
> Score
> Lives Left
> Current Level
> Missiles Remaining

Playing Earthlight

Your mission is to collect the matter transmitters (small boxes) while
avoiding all the sentry and industrial robots. Once all the transmitters
have been collected, you must return to base (the hemisphere you
started from) to complete the zone. If you return to base before
collecting all the transmitters you will be given a breakdown of your
performance so far.

The game is played over four levels each with eight zones. In each
level you can choose the order in which you tackle the zones. When
all the zones are cleared you will automatically be transported to the
next level.

On entering each zone you are given the opportunity of altering the
balance of fuel, missiles and shield energy for your ship. While in the
zone, pressing BREAK will pause the game and allow you to
abandon the zone (losing your score in that zone) or abandon the
whole game.