FIRELORD
by
Stephen Crow

ZX Spectrum, 48K ZX Spectrum Plus, ZX Spectrum 128 and 128 Plus (in 48K mode)

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 in a joystick if you have one and connect your Spectrum to a cassette player. Place the cassette in the player and rewind it if necessary. If you have a Spectrum 128 or 128 Plus 2 select 48K mode. Type LOAD "" on the Spectrum and press the Enter key then press the Play button on the player. Wait a few minutes for the game to load.
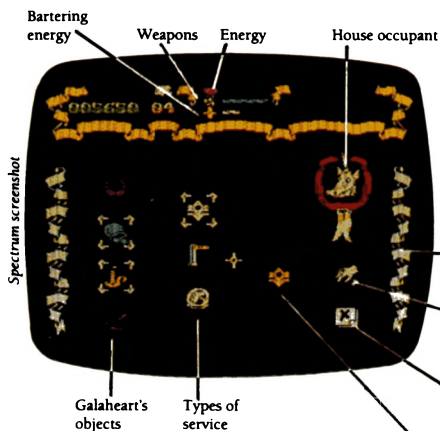
Controlling Sir Galaheart

Follow the instructions on the screen to select your preferred method of control. The default keyboard setting is 'O' – Left, 'P' – Right, 'Q' – Up, 'A' – Down, 'M' – Fire. Firelord is compatible with all recognised joystick systems including Kempston (ie IN 31 type), Sinclair Interface 2 and Cursor types.

To pause the game press the break/space key. To restart press any key or use any joystick action. To abort the game press keys 'ASDFG' simultaneously.

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.

Bartering energy Weapons Energy House occupant

Spectrum screenshot

Galaheart's objects Types of service

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

SIGNPOST
Find out where you are

TIMESCAPE
Cast a spell to a magic place

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.

PORTCULIS
Pay a toll to pass through the house

SUPPLIES
Buy food, weapons or trading tokens

INFORMATION
Find out how to accomplish your quest

URIDIUM

for the ZX Spectrum, 48K ZX Spectrum Plus, ZX Spectrum 128 and 128 Plus (in 48K mode)

The solar system is under attack! Enemy Super-Dreadnoughts have been placed in orbit around each of the planets in this galactic sector. They are draining mineral resources from the planetary cores for use in their interstellar power units. Each Super-Dreadnought seeks out a different metal for its metal convertor.

Your Manta class Space Fighter will be transported to each planet in turn and it is your task to destroy each Dreadnought. First you must attack the defensive screen of enemy fighters, then you must neutralise the majority of surface defences before you land on the Super-Dreadnought's master runway. It is then possible to destroy the vast bulk of the Dreadnought and vapourise it into the vacuum of space.

Loading the Tape
If you have a joystick plug it into the rear of your Spectrum. Connect your cassette player to the computer and insert the rewound cassette. Type LOAD"" on the keyboard and press the Enter key. Now press the play button on the recorder.

Wait while the game loads and then choose your preferred key or joystick options. Press FIRE to begin.

Uridium Controls
The game is played by joystick or using only five keys on the keyboard.

FUNCTION	CONTROL
LEFT	Z or joystick left
RIGHT	X or joystick right
UP	L or joystick up
DOWN	SYMBOL SHIFT or joystick down
FIRE	ENTER or joystick fire

Play Sequence
Your Manta fighter is deployed on a low-level strafing run as you start your assault on the alien's defences. You must avoid the meteor shields and communications aerials which tower above the Dreadnought's surface.

The fighter defences deploy in waves. A bonus is awarded after landing if all ships in a wave are destroyed. Attack surface features to score bonus points but beware of the homing mines which materialise over flashing generator ports.

Landing on the Master Runway
When the "Land Now" message appears move as soon as possible to the right hand end of the Super-Dreadnought and fly flat over the end of the master runway from left to right.

Your Manta Class Fighter
Up/Down sets the position above the Super-Dreadnought, Left/Right controls acceleration and deceleration. If your velocity falls too low your fighter performs a half-loop followed by a half-roll so as to face in the opposite direction. This manoeuvre also temporarily increases your height above the surface and may be used to avoid incoming missiles and mines.

Your Manta performs a 90 degree roll if you press and hold fire whilst moving up or down. This will enable you to manoeuvre through restricted spaces.

Score Table
Small explodable surface feature	10
Large explodable surface feature	25
Enemy ship on runway	100
Enemy fighter	100-1000
Wave annihilation bonus	100 per wave

A bonus Manta is awarded every 10,000 points.

Game Options
During the titles sequence you may select:

1 – keyboard 1 player
2 – keyboard 2 players
3 – joystick 1 player
4 – joystick 2 players

During play:

P – Pause game, FIRE to restart, Q to abandon game.

Credits
Original game and concept created by Andrew Braybrook

Spectrum version designed and programmed by Dominic Robinson

Music written and programmed by Steve Turner

Published by Hewson Consultants Ltd

Name created by Robert 'I thought it really existed' Orchard

Technical Data
Seventeen frames per second

Large active screen

Fast, high resolution scroll

High density background graphics

Myriad of sprites