

FIRE KING

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1. THE STORY OF THE FIRE KING

Nestled in a valley between great forests of the west and the rocky spires of the east, there exists a sleepy community. For as long as anyone can remember the land has been at peace. However, the people have short memories; the great slime-plagues of the past, and the many wars with barbarous neighbours, have been quickly forgotten.

In this land magic has become a common tool; almost all needs can be catered for through its subtle application. The people trust their wizard rulers to see that everyone is provided for, and many turn a blind eye to the plight of their less fortunate fellows.

A prosperous trade exists with other lands across the vast southern ocean. The townsfolk enjoy the riches that the trading fleets return, and nobody questions the loss of ships and seamen to foul weather and pirate attacks. Few are aware of the knives' edge upon which their existence precariously balances...

The harmony of the land is maintained by the four great elemental forces: Earth, Air, Fire and Water. Each force is ruled by a powerful mage. Of the four great mages the Fire Mage is King, and holds the Royal Court in his Palace of Fire, high on the slopes of the giant volcano in the north.

No-one disputes his authority, or so we are led to believe.

The great mages get together occasionally to hold conclave and discuss affairs of state. These meetings are always preceded by weeks of political manoeuvres in which the mages vie for any small leverage on each other in order to promote their private causes. The latest meeting is no exception, rumours abound about the underhanded dealings of the mages. A sudden eruption of violence shakes the fragile peace.

The townsfolk are shocked by the tragic news of the Fire King's gruesome death. The Wind Mage has dragged himself back to the town with the story. A magical beast of super-human size and strength attacked the conclave. A terrible battle ensued that lasted for hours, magic electrified the air as the beast traded blasts of destructive force with the mages. When the dust settled the evil beast was dead, but so was the Fire King. Of the other mages; the Wind Mage was grievously wounded, the Water Mage had disappeared, and the Earth Mage was driven insane and fled to her forest caverns.

After the Wind Mage's wounds were ministered to, he returned to the palace and brought back a gilded casket containing the Fire King's broken body. A service was quickly held and the King was entombed in the Royal Vault deep within the catacombs beneath the town. No sooner had the seal been placed on the King's tomb than another beast descended on the hapless mourners. Nobody stopped to fight this one. As it was, few enough managed to escape the decaying halls of the catacombs with their lives.

Since then things have gone from bad to worse. The beast still inhabits the catacombs, rising occasionally to feast on terrified townsfolk. The country-side is suddenly filled with all manner of deadly creatures, including many old enemies and a new infestation of slimes. The Wind Mage is said to be besieged in his tower, and still nobody has heard from the other mages. To add to the growing panic, food supplies are running low and the crops are only feeding the invaders because nobody can go out and harvest them. A few lucky townsfolk managed to escape in the last of the ships that were in the harbour. Strangely, no ships have arrived since the disaster, particularly since the pirates have not been seen recently.

The Mayor managed to persuade one brave adventurer to descend into the catacombs and confront the beast. He was never heard of again. Now in desperation the Mayor has turned to you, as his best, and last, hope of rescuing the land from its impending doom. As the most powerful warriors and wizards remaining in the land, he wishes you every success...

2. GETTING STARTED

2.1 Backing up Your Program Masters

We recommend that you make back up copies of both Fire King disks. This provides insurance against accidental damage of the original disks. Fire King is not copy protected. A sector copy utility will be needed to copy the scenario disks.

2.2 Loading the Game

- (i). Turn on your computer. C128 users enter C64 mode.
- (ii). The joystick for player one plugs into port 2. In two player mode, the second joystick plugs into port 1.
- (iii). Insert the Fire King Program Disk.
- (iv). Type LOAD "*",8,1 and press RETURN.
- (v). When the menu on the title page appears, press f1 to start a one-player game, or f3 to start a two-player game.
- (vi). You must then make the important decision of which character you will play in the adventure... (see below)
- (vii). Immediately after selecting your characters you will be asked to insert the First Scenario Disk. You must insert side A of the scenario disk (label side up).

2.3 Restarting a Saved Game

If you wish to continue from where you last saved a game, insert the scenario disk with the side the game was saved on, facing up. Should you have started the game on the wrong side of the scenario disk, turn the disk over and press the Pause key (S), followed by the Restore Game key (R).

2.4 Game Components

The complete package consists of an album, a code-wheel, two disks and this player's manual.

If this isn't the case, let us know about missing components, or return defective ones, and we'll replace them immediately. If you live in North America, send defective components to our US Office; if you live elsewhere, send them to our Australian Office.

Furthermore, if you have any questions relating to the play of the game, please address them to our Australian Office, regardless of where you live.

3. GAME CONTROLS

3.1 Selecting Characters

There are six characters with whom to take the challenge of the Fire King adventure. Each character has armour, strength and magical abilities; good health, gold and a loaded cross-bow. (Section 4 has more details.)

Each player must select one of the 6 characters at the beginning of the game. This is done as follows:

- (i). In the character selection screen, type keys 1-6 to preview each characters statistics. When you have chosen the character you wish to play, press RETURN to make your selection. This process is repeated for a two-player game.
- (ii). Pressing f7 during any stage of the character selection will return you to the title page and allow you to change your game and character selections.

3.2 Main Menu Options

Access to the main menu is by pressing the S key at any stage during game play. The following options are then available.

(S) - Resume Play.

(f1) - Open Doors. Opens all the doors on the current level. Using this will permanently decrease each of your attributes slightly, so only use it if you are really stuck!

(f3) - Sound On/Off. Toggles the sound on/off each time the key is pressed.

(f5) - Restart Level. Restarts play at the start of the current level. Useful if you wish to try difficult levels again.

(f7) - Return to Town. Returns you to your lodgings in the town if the going gets too tough. (For emergency use only).

(P) - Preserve Game. Saves the game at the start of the present level. Be careful... only one game can be saved on each side of the scenario disk, so each Preserve Game replaces the game previously saved.

(R) - Restore Game. Restores the game saved on either Side A or Side B of the scenario disk. Make sure you have the right side of the Scenario disk in the drive when you make this selection. Play begins at the start of the saved level.

Note. When you die during the game you will automatically be restored to the last place where you saved the game.

3.3 Player Movement

The joystick controls player movement. Characters can move in eight directions. Move the joystick in the direction that you want to go. To move from one level to another keep pushing against the edge of the level for a few seconds and you'll get there!

The joystick button fires your crossbow.

3.4 Pockets (Use And Control)

Each player has seven general purpose pockets. If a pocket is empty any object can be placed in it and more objects of that type can be added, up to a limit of nine objects per pocket. Placing an object in a pocket is automatic when the player with an empty pocket collides with the object. If no pocket is available for that object type then the player will rebound. Items that are collected can be used, dropped or sold. When an item is used it is removed from the pocket and cannot be used again. Players can drop objects to exchange them with each other, or to empty a pocket so that a different item can be collected. Items can be sold at shops, in exchange for gold.

It is important to master the use of the pockets if you wish to be a successful adventurer. The following keys are important for the use of pockets:

Commodore Key - Pocket Select key for Player 1

CRSR up/down - Pocket Select key for player 2

To use your pockets:



(i). Press the Pocket Select key. A menu will appear beside your pocket displaying these options

(ii). Select a pocket by moving the joystick left or right until the chosen pocket is highlighted.

(iii). Moving the joystick up or down will highlight USE, PLAY, or DROP. Pressing the fire button when "USE" is highlighted will activate the desired function. Selecting PLAY will return the player to the action! Selecting DROP will drop the object directly in front of your character.

Note. In some cases you will not be able to drop an object. If this happens, move on and try another area.

(iv). In many situations you will wish to use items within the pockets quickly. A useful short-cut to remember is that pressing the Pocket Select key twice will USE one of the items from the pocket that is currently highlighted. Make sure that the

highlighted pocket contains the object you wish to use and press the Pocket Select key twice for quick use. Be careful not to move the joystick or you may change pockets.



(v). Players may buy items in one of the several shops found in the Fire King adventure. While in a shop, bumping into an object will display the menu

That object can now be bought if the player has enough gold and has room in a pocket. Moving the joystick up or down will highlight BUY or PLAY. Pressing the fire button will activate the desired function.



(vi). If a player presses a Pocket Select key while in a shop another menu is displayed:

Selecting SELL will give the player gold in exchange for one of the items in the currently highlighted pocket.

Note. The amount received for a sold item is never as much as it cost to originally to BUY. Remember, Fastbucks has children to support!

3.5 The Oracle's Mystical Cypher

At the end of each mini-adventure you will be asked to provide a password before you continue. These passwords can be found on the Oracles Mystical Cypher provided with this manual. You will be given 3 words which are clues to the password you must supply. To use the cypher, line up the first word on the outer wheel with the second word on the inner wheel. The password you are looking for appears in the cut-out window identified by the third word. Type in the password followed by RETURN and the adventure continues...

Hint. Look out for combinations of the words from the code wheel in the game; you may find the answer to a much needed problem!

4. THE CHARACTERS

There are six brave characters waiting to go on the Fire King adventure. Each is described by three attributes that reflect their basic abilities. They are:

Strength. Determines the damage the character can do with his/her weapons.

Armour. Reflects how hard it is for the monsters to hit the character.

Magic. Determines the duration and/or area of effect of the magic cast by the character.

The six characters are described below.

BRODRIC BROADAXE

Strength - Exceptional **Armour** - Normal **Magic** - Normal

Biography. Just a farm boy from the bay area. His father was a hero in the great slime plague of '42, famous for the double-bladed broad-axe he wielded. Brodric has the strength of ten hunchbacks, and has been known to juggle Boulders. His preferred weapon is an iron studded, twin stringed crossbow. He spurns the use of armour, saying *armour's for wimps and bed-wetters...* which he isn't. Magic and Brodric have never really got on. Rumour has it that the last time he used a death spell he accidentally killed his mother.

HUBERT THE JUST

Strength - Normal **Armour** - Exceptional **Magic** - Normal

Biography. Hubert's lack of weapon skills has driven him to rely heavily upon armour. He and Brodric don't quite see eye-to-eye, but that's largely due to Brodric being taller. His favourite tactic is to drop bombs, then run away and wait to see who they blow up. He also enjoys shooting things from a distance with supershots. The only area in which he and Brodric are matched, is that they're equally incompetent with magic. Hubert is constantly seeking magic wands so that he can make his rings of heroism last long enough for him to hit something.

SALLY THE SLAUGHTERMAID

Strength - Very Good **Armour** - Very Good **Magic** - Normal

Biography. Brought up in an orphanage, Sally has a reputation for being a wild street kid. A reputation that she is desperately trying to live down by wearing evening dresses in battle. Her strategy usually consists of bashing anyone who comes too close, and Hubert has the bruises to prove it. Her hobbies include mud wrestling and hunchback-throwing, and she is rumoured to have had a romantic liaison with Sirius the master thief.

MUNGO THE MAGICIAN

Strength - Normal **Armour** - Very Good **Magic** - Very Good

Biography. Mungo lost his hair in an unfortunate alchemy experiment. It can still be seen plastered to the ceiling of his laboratory. Since then he has always been a little wary of magic, preferring to wear armour should any more of his spells fail. To mask his baldness he often travels disguised under a change self spell. As such, he enjoys dressing up as the Mayor and doing embarrassing things. At Christmas, Mungo delights in wearing his Boots of Fire Walking and masquerading as Santa Claus.

ENCHANTRESS EMILY

Strength - Normal **Armour** - Normal **Magic** - Exceptional

Biography. What a honey! Her enchantress abilities go beyond those of purely magic, and Emily is the ultimate practitioner of the magic arts. Her spells last longer, and go farther than anybody else's.

Her death-spells have taught wraiths the true meaning of the word Death. This is probably just as well, because she couldn't use a crossbow to save her life, and the armourer has given up trying to fashion a breast-plate for her.

THE SHADOW

Strength - Very Good **Armour** - Normal **Magic** - Very Good

Biography. Shadow is a loner, spending most of his time breaking into other peoples houses while they're away. At any social event he will usually be the one wearing the invisibility ring. Though he is cunning and devious, the rumour that he sold the Fire King's palace to three different hunchbacks in the same week remains unconfirmed.

Despite his deviousness, Shadow is a good character to have protecting your back, although you would probably feel a lot safer when he's protecting your front.

5. PLAYING FIRE KING

5.1 Health

Health is the most important value in the game. Your health points appear at the bottom of the playing screen. Health indicates how much damage you can sustain before dying. The game ends when your health reaches zero. In a two-player game, the player who is left can continue playing. In a one-player game you will automatically be returned to the last place you saved the game. Replenish your health by picking up or buying food. Some food increases your health more than others. Some food is poisonous, so eat cautiously! Monsters or hits from the other player decrease your health.

5.2 Attributes

ICON	ATTRIBUTE	DESCRIPTION
HELM	Armour	Indicates how much protection your armour provides
BELT	Strength	Determines how much damage you inflict with each attack
WAND	Magic	Determines the duration and effectiveness of magic items

Each character has different strength, armour, and magic attributes. The status of each of these appears under its icon on the playing screen, and is represented by a vertical bar graph. These attributes increase with the discovery of various relics (see section 5.4).

5.3 Gold

Players start with a cache of gold, the amount indicated on the playing screen. Gold is extremely useful to buy necessary and interesting items and information.

5.4 Items

Items within the game fall into several major categories; general supply, relics, weapons, scrolls, bells, boots, and rings. Read on to find out more...

(i). General Supply

Keys. Open doors and locked chests. Constantly replenish your supply of keys.

Food. Increases (or decreases, in the case of poisoned food) health points. Eating food will also help restore your attributes to normal if you have had any nasty encounters with attribute draining monsters.

Chests. Can contain any items or monsters and can be locked or unlocked.

Books. Contain important clues that will enable you to achieve your goal. Use the Arrow-Up key (next to RESTORE Key) to re-display the last message. Some books ask you to answer a question. Correctly answering the question will enable you to gain an advantage.

(ii). Relics

Relics permanently increase your attributes. Use them to build up your character

to become more powerful. They are so rare that even Fastbucks doesn't sell them.

Helm. Increases armour attribute

Belt. Increases strength attribute

Wand. Increases your magic attribute

(iii). Weapons

Jewels. Ancient items that hold the key to destroying the death beasts. How to use them is up to you to discover.

Mirrors. Used in the reflection of magical forces. Not for every day use!

Supershots. Special arrows for your crossbow that can pierce the armour of almost any monster. Each supershot gives you five arrows.

Bombs. A field effect weapon that kills most monsters in its vicinity. Bombs must be "used" to become armed, which is indicated when the fuse sparkles. You cannot pick up a bomb that is armed! When a monster collides with a bomb, it kills himself and any other monster close by. Should you disturb an armed bomb, you will take damage and the monsters will survive.

(iv). Scrolls

Change Self. You take on the appearance of a monster. Remains effective while you take no other action.

Find Traps. Highlights magic eddies and traps. Not all traps are bad. Press space bar to end the spell.

Death Spell. Destroys monsters and vortexes. Its potency depends on the player's magic attribute.

Open All Doors. Opens all two-way doors on the level (one-way doors not included).

Slow Death. Constantly drains your health until you leave the level.

Health. Takes your health to 10,000 no matter what health level your character is at the time of use. In a two player game use it to bring the other player back to life.

(v). Bells

Bells are activated by bumping into them and the effect lasts as long as you can hear the ringing.

Attack. Causes monsters to attack each other.

Timestop. Causes all monsters to freeze (well... nearly all).

Fear. Monsters become afraid of you and run away.

Confusion. Deafens the monsters and they run about confused.

Summoning. Summons all monsters to the bell.

Enrage. Nasty!... Makes the monsters angry with you.

(vi). Boots

Magical boots are only as good as the foot that's in them. The more magical ability you have, the longer the boots will last.

Wall Walking. Allows you to pass over walls as long as nothing is on the other side.

Water Walking. Enables you to walk on water and avoid getting dragged by the currents.

Fire Walking. Prevents you from taking damage when walking through fire.

Paralysis. Stops you from moving. Pick up these in a room full of monsters and you're in big trouble!

(vii). Rings

Rings have a limited life and the more magical ability you have the longer they last.

Examination. Allows you to determine what an item is before you pick it up. Useful for finding out what's in chests.

Heroism. Increases all attributes to give you superhuman fighting abilities.

Invisibility. Renders a character invisible. Monsters cannot see you, but if they happen to stumble into you the fight is on.

Weakness. Drains all your attributes. Only by eating food will you recover these lost attributes.

5.5 Exploring the World

Monsters. The world of Fire King is plagued with monsters, the most dreaded being the slimes that drain your attributes on contact. Other monsters feared by the country folk are the sirens, a term referring to monsters that cause you damage by their song. Not all monsters are nasty. Some will help in exchange for items, while others will help you and lead you through treacherous territory. The most annoying are the light fingered variety which steal items on contact and make a run for it. The best way to handle these is to shoot them to regain your possessions.

Attributes are being drained by a monster when the icon on the game screen flashes, likewise thieving monsters flash... so watch out!

Vortexes. The source of all the monster problems.

Water. Watch out for fast flowing currents.

Fire. Not to be stepped on without fire-walking boots and/or a real good reason.

Magic Eddy. Invisible magical forces that move you in a particular direction.

Levers. Pulling them causes all sorts of things to happen.

Walls. Some are solid, while some are destructible or merely an illusion!

Stairs. They go up or down to the next level.

Pits. Take you down to the next level.

Chasms. Its a long way down and cause severe bruising.

Whirlpool. Getting stuck here only causes you to go round in circles, and you could find yourself sucked down to a lower level.

5.6 Tips to Players

- (i). In the two player mode co-ordinate your actions. If you pick up two different books at the same time only one book can be displayed; so be careful not to miss out on any clues.
- (ii). The up arrow key will display the last text viewed on the screen during game play, so you may reread any clues.
- (iii). Your shots will do damage to the other player, especially supershots, so aim carefully...
- (iv). Make notes of any clues you may find. Especially useful are names of people and places; you may need them later! This is important, don't forget to write down any clues.
- (v). Save the game at regular intervals to progress through the adventure; try to do each section well (loosing minimal health, attributes and items). If you goof, restart at the last point saved and take preventative measures!
- (vi). Relics are in high demand and cannot be bought at the shops. They are the only thing that will permanently increase the abilities of your character. Don't leave levels without them...!
- (vii). Watch out for attribute draining monsters. If you find things suddenly hard to kill it may be that you've had the strength sapped out of you. Eating food will restore your attributes.
- (viii). Some monsters may be immune to your attacks. If you hear missiles ricocheting, try a different approach.

6. CLUES FOR THE FIRST ADVENTURE

Below is a brief extract from the Fire King cluebook. It is intended to guide your first steps towards unraveling the Fire King mystery. The complete cluebook is available if you find yourself in difficulty or if you wish to fully exploit the game. You can get the cluebook from any of our distributors or direct from SSG.

IF YOU DO WANT NOT ANY HELP WITH THE ADVENTURE, DO NOT READ THIS SECTION

OK then, prepare yourself... your greatest adventure is about to begin. Good luck and God's speed.

When the story opens you will find yourself in a room above the town square, that the Mayor has kindly provided for your use (his brother owns it). Your first step should be to orientate yourself with both the city and wilderness maps. These are found on the inside surfaces of the game album. Check out the views from the

balconies and collect the food and keys you find there. Don't miss the small windows in the south west corner of the room.

When you are ready, descend the stairs to the town square. In front of the arms store is a book which warns to "enter at your own risk". Well, its a risk worth taking, so go to it. Plunder both arms stores, but be prepared for a fight. The town guards aren't there to be helpful; you're supposed to be fighting the beast not raiding the town, remember!

Now that you have a few valuables you may find it worth-while visiting the shop. At this stage in your career it is probably a good idea to stock up on useful, destructive things like bombs, death-spells and supershots. A few keys will also be helpful, but don't fill all your pockets. You may notice that the shop has a back room that you cannot get in to. This is where Fastbucks keeps his best stock for his most favoured customers, of which you're not one, yet!

If you are feeling particularly under-paid and hard-done-by by the Mayor, you may invest some time in looting the town treasury. All the chests are locked, so you will need a good supply of keys. Be careful entering the treasury. When you enter, guards spring out from behind the doors across the street. Leave a few well placed bombs in the street and they won't be a problem. Take the treasure to the shop and go on a buying spree.

It is a good idea to explore the town before attempting to confront the beast. Each of the four towers have some extra goodies that may be useful if you can overcome the guards. You must pull the levers to get into the northern towers, the southern towers are push-overs. Beware the slimes that have infested the northern parapets; if they get hold of you they will drain away your strength. Only quick wit and quicker feet will get you past them (although supershots are supposed to work wonders).

The Temple of Dragara is an interesting place to visit. You never know what rumours you may hear, and beside, you could use a prayer. In the temple tower lives the high priest who rarely sees anyone, so don't get your hopes up for a blessing.

The Thieves Guild is another attraction, they sell the best food, amongst other things, all smuggled in from abroad. This is also a good place to go to after your adventures; the thieves guild usually has a few pieces of choice information to tell you, if the price is right. Behind the thieves guild are some training rooms which contain a few of the more harmless creatures you may encounter on your expedition. Why not get a little monster bashing practice in while you have a chance?

By now you may have noticed that you cannot get out of the town. The big beastie has sealed off the exits. Only one way to deal with an upperty beast, show it who's boss. Well... it's about time anyway, no putting it off any longer.

Find the entrance to the sewers, its just across the street from the entrance to the thieves guild (accidental !'m sure). The first chamber you will enter contains a bell and many slimes. Don't worry, the slimes are afraid of the bell, just ring it and mop

up the slimes at your leisure. Across the sewer, in the southern wall of this chamber, is the entrance to the Sewer Master's hovel. His name is Muckmire, and he's not pleasant to be with. You'll have to swim through the muck to get there unless you're prepared to use some boots of water walking. If you're swimming, be sure to start on the far left of the chamber otherwise the current will wash you away.

Muckmire is one tough character; you'll have to use a death-spell to kill him. Collect his goodies and answer MUCKMIRE to the book (you should have discovered his name from the sign saying that the catacombs are out of bounds, shouldn't you?). This will open the secret passage in the south wall which leads to some treasure. In this treasure room is a note from the Beast to Muckmire, thanking him for his help. That makes you feel better about killing him, doesn't it?

When you have finished with Muckmire go through the door that has the message by it forbidding you to enter. Immediately to your right is a stairway descending to the catacombs, this is the way to go. There is another way into the catacombs if you wish to try something different and don't mind getting a little wet, but I'm not going to tell you where it is.

You are now in the upper level of the catacombs, a twisting network of decaying corridors and passages. Don't open any of the chests except the first and third on your right, the others are coffins containing wraiths. The next room contains three vortexes that can only be shot diagonally through the cracks in the wall. Behind the walls are objects that you can get later if you manage to get all the wraiths. If you are no good at shooting diagonally, get out through the passage in the south east, not the door in the south.

As you travel down the passage a stone block will vanish on your left. Be careful going in here, there are lots of strength draining slimes inside. There are also a few relics to be had if you make the effort. If you continue on down the passage you will come across an intersection. Continue south and you will find a lever that will bestow Wall Walking upon you. Use this to get into the wraith room to the east and behind the walls of the room to the north. If you are a bit of a wimp in the magical arts then you may not get to the northern room but you should still be able to get into the room in the east. Inside that room you will find a message which gives the name of the adventurer that came before you. Write it down.

Return to the intersection and take the western passage, kill the slimes and avoid the first two chests. If you've been good so far there will be a few goodies there for you. Beside the stairway to the next level is a book. Write down what it says; it is very important. Go down the stairs to the next level.

This is where things start to get a little more complicated. Explore the passages and see what jumps out to meet you. Test your crossbow out on the slimes and wraiths, and beware the cursed ring and boots in the bottom tomb. In the northwest corner of the level is the last resting place of Breoghan, the adventurer that attempted this mission before you. He almost succeeded, but overlooked one vital piece of information. He managed to crawl his way up here before expiring and has left some

valuable advice and an indispensable object for you. To collect them you will have to remember his name (Good thing you wrote it down earlier!).

You should now have a jewel, whatever you do, don't leave it behind. Travel now to the north east corner of the level where you'll find a room in which there is a book and a passage south, blocked by a large stone slab. As the book implies, this is the only way down to the Beast and the slab will only be removed when you have both the jewel and the mirror. Mirror, what mirror? Ok, time to descend that stair you passed not far back.

In the top tomb in this section only the middle chests on either side contain anything of value. In the bottom chamber is that magic mirror you are looking for. Be very careful. Do not open the doors... yet. As soon as you open one door they will all open and you will be in a sea of wraiths, very unpleasant. Your only recourse is to go for a snatch and run, and when I say run, I mean fast. OK, ready, set, go... (Top-notch magicians may consider slaughtering the wraiths, or trying to!).

On your way out you will see a book that you did not notice before. Read it and write it down. Clues are important and you don't want to forget them. Head back up the stairs to the level above and this time you should find that the stone slab is missing and that you can continue on. Avoid the first room and continue to the next. The four bottom chests contain useful things including some much needed food. When that is fully digested take the stairs to the next level.

If you are running short of keys, there is one in the chest in the south-east part of the first room. Avoid the slimes and collect the gold in the next room. There is only one way to go from here and that is north. This leads to a corridor full of slimes, a good place to use a death-spell or a bomb. At the other end of the corridor is a book and some stairs. Read the book and write it down. These clues (all clues) are important... don't forget! Time to go down-stairs again.

Pass through the first two rooms and into a large chamber bursting with slimes. Control your impulses and don't use death-spells here; try supershots instead to clear the room of slimes. Further on you will find that your path is blocked by another stone slab. Use the nearby lever to remove the slab (isn't magic wonderful!).

You are now faced with a room full of bombs. You do not want to bump into them, especially when you can get a few wraiths to do it for you. Return to the large chamber and visit the west wall. You will be able to see a few wraith vortexes. Wait until a wraith appears and lure it up the wall and onto a bomb. Repeat this until you have cleared a path through the bombs. Who said wraiths didn't have their good points?

In the bomb room you will find another book, write the contents down. Below is the little network of passages that contain the wraith vortexes. Use death-spells to destroy the vortexes and then take the right-most route through the passages. Judging from the stench rising from the level below, this seems to be it.... Beastie time!

You will find yourself in a network of twisting passages. From each of the passages comes the unmistakable hissings of a Death Beast with a bad attitude. Stay right where you are. Before you go anywhere you had better remember all those clues you found earlier. Good thing you wrote them all down. First thing. USE the mirror. You will need it to reflect the death beast's searing blasts. If there are two of you, the one without the mirror should be particularly careful not to get too close to the beast, it always blasts the closest opponent. Dig in your pockets for the jewel; you will need to use it in a hurry.

Take either of the two central passages, they will take you straight to the beast. Nearby you will find a three legged bracket. This is where you use the jewel. Whip out the jewel and place it on the bracket. Always be in a position to reflect the beast's blasts and be careful not to turn your back. You must now face the jewel and see if you can reflect one of the beasts blasts onto it. A successful hit will destroy the jewel and the spell of protection that shields the beast will be broken. You can then reflect its own blasts back upon itself until it finally withers and dies... phew!

Go to the northern end of the chamber and you will find the entrance to the Fire King's tomb. Take particular note of his name; write it down. Loot the tomb while you're there for you'll only get one chance. In the centre of the tomb is the Fire Kings impressive casket. Carefully slide the lid off and peer inside. You jump back with surprise. This is not what you expected to see...

7. MICRO FORTE NEWS

7.1 Bulletin Board

Micro Forte provides a bulletin board service (BBS) which contains the latest news on our games, plus other interesting things, and is a great way to communicate with us.

The Micro Forte BBS operates at 300/1200/2400 baud, 24 hours a day.

Outside Australia phone (612) 858-3366

Within Australia phone (02) 858-3366

7.2 Programmers and Artists Wanted

Micro Forte is an Australian software developer and publisher whose games are distributed world-wide. We are looking for people interested in developing computer games for the Commodore 64/128, IBM/Tandy, Amiga, Atari St, Apple IIGS and Macintosh. If you want to know more please use the BBS or write to

Micro Forte Pty. Ltd.

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AUSTRALIA