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When the celebration was over, Tel Hiljar returned to his hut for the night. It had been terrific. Tel was a hero for returning the Spirit Sword to the Omene village. Now, his father the King sought his aid in recovering the Firespire.

There were three weapons in all, stolen by the evil wizard, Jerame. The wizard’s plan for dominance was being realized until Tel recovered the first of the three omene weapons, the Spirit Sword. The Firespire and Wind Crystal were still in the hands of Jerame though.

At the just concluded celebration, the Omene wizard Kahl, cast a special spell on Tel. On Tel’s first mission he had been defenses against his enemies. Now that the Spirit Sword was again in Omene hands, Tel could fight back, he had been given it’s power.

The Firespire was believed hidden near the Sugiohmon monuments, formerly forts during the days of the Troll wars, but now abandoned. The five monuments were surrounded by a deep moat. Rare visitors to the area reported seeing Kranghe, huge eyed creatures resembling petfish. Death birds soared outside and acid bubbles rose unexpectedly from the moat. Not a pleasant or healthy place to be sure. Tel was avoid or destroy these creatures while solving the mystery of the monuments to recover the Firespire.

ABOUT THE GAME DISK

FIRESPIRE is delivered to you on a single 5 1/4” floppy diskette. This disk is not copy protected. You may take a backup copy to use in your play disk. If you do not know how to make a backup, please consult your disk drive owner’s manual for instructions.

SYSTEM REQUIREMENTS

FIRESPIRE requires a Tandy Color Computer 3 with one disk drive and a TV or monitor. For best visual results we recommend a MCB or composite monitor over a TV. One joystick is also required and should be plugged into the right joystick port. A one button joystick is a that is required, preferably the self centering type.

GETTING STARTED

To play the game, insert the backup disk into drive zero and type "LOAD "LOD " and press ENTER. The screen will be black for several seconds as the game is set up in memory. Leave the disk in the default drive. Data is loaded from the disk from time to time during play. The little screen shows your current score and the most recent high score for the current play session. You have 2 continues when you first start playing. This means that even though you may lose a of your lives, you can continue playing at your current point in the game from the last point you were at.

Press the fire button to begin play.
This page is only available in text form and does not contain any images.

If your COCO is equipped with 512K of memory, you can backup the game disk to a ram disk and play from there. This will greatly speed up the game as getting the data from the ram disk is much faster than from a physical disk. Be sure to set the default drive to the drive the game files are on.

Playing the game:

The Mad area is made up of many screens depicting locations in and around the moonwalk. The four distinct areas are the outside of the moonwalk, the hall inside the moonwalk, the rocks and poles of the moon area and the underwater lab.

You can move from place to place either by walking or jumping from platform to platform. There are also square "windows" that lead from one location to another, such as from the outside to the inside of the moonwalk. Although there may be many windows, not all of them are entrances to other areas. You must discover these yourself. To pass through one of these windows, you must jump into or on it. To ease your burden a little, there are 18 different areas of the four varieties.

Objects:

You can and must collect certain items during your journey. There are many valuable jewels, aigkeit jump spell and several keys.

Jewels:

Jewels are acquired by passing over them either by walking in front of one or jumping on them past in front of it. They may be used to acquire additional lives. (See STATUS/SELECT screen.)

Jump Icon:

A special icon that looks like a "J" may be found and acquired. This icon can be used to increase Tel's ability to jump higher and farther, a skill needed to complete the quest.

Keys:

You will discover several keys. These can be used to unlock the two locked windows or to acquire additional lives.

The Status/Select screen:

To access the STATUS/SELECT screen, press the SPACE BAR during play. Play is suspended while this screen is displayed. On the right, you will see your score, number of lives, jump status, world you are in, and power level. Each is explained below.

Score: The number of points you currently have.

Jump: Represents how many times you have jumped.

Jump: Is your current ability level. 5 is normal. Anything higher
means Tai can take a super jump, after which his level will return to a 3, normal. This can be raised again if you find another jump icon.
WORLD indicates which of the 5 worlds you are currently in. This will help you keep track of where you are and where objects are located.
POWER is Tai's current strength level. Each time you destroy an enemy, your power level it raised. The maximum is 1000.

USING OBJECTS

JEWELS
Jewels can be used to acquire additional lives or continues. It takes 3 jewels to gain 1 additional life or 6 to get an entire continue.

JUMP ICONS
Jump icons give Tai the power to make a super jump, which you will discover you need to access certain places. If you use a super jump, your jump ability returns to normal and you need to find another to make another super jump.

KEYS
Keys may be used to enter locked windows or the first key you find may be used to gain an extra continue.

To use any object, select it with the highlight box and press the fire button. To return to the action screen, press the SPACE BAR.

CONTROLS

Tai can jump higher and farther than the average Sleeper. To jump, point the joystick up and in the desired direction and press the fire button. To walk in any direction, just point the stick in that direction. To remain still, center the joystick.

To use your weapon, point the stick down and in the desired direction and press the fire button. You can use the weapon even while jumping,

LIVES
You will begin the game with 3 lives. You can gain an extra life by using the jewels you have found. When all lives are lost, the game is over.

HAZARDS

Be careful. If you fall to land on a platform when jumping or walk off the end of a platform you will fall. Tai has the unique ability to control his direction while falling so you may be able to "steer" him to a platform and land safely. If he reaches the bottom of the screen, one life is lost.

The evil Jekahn has conjured up spirits to thwart your attempt to regain the Firepierce. Contact with any of these spirits is fatal; but you can destroy them with the weapon or avoid them.

Warning: requires quick reflexes, patience, strategy and courage. The Firepierce and victory await!