

# GNOME QUEST II

FIRESPIRE

An ARCADE ACTION QUEST  
By Mike Snyder

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**OUR NEW ADDRESS**  
SPORTSware  
3524 River Road  
Toledo, Ohio 43614  
(419) 389-1515

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GNOME QUEST II Program Manual

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## FIRESPIRE

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

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

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

The Firespire was believed hidden near the Rogtheon 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 Krogins, huge eyed creatures resembling jelly fish. Death birds swarmed outside and acid bubbles rose unexpectedly from the moat. Not a pleasant or healthy place to be sure. Tel must 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 make a backup copy to use as 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 RGB 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 all that is required, preferably the self centering type.

## GETTING STARTED

To play the game, insert the backup disk into drive zero and type "LOADM GO : EXEC" and press ENTER. The screen will be blank 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 title 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 few of your lives, you can continue playing at your current point in the game twice with no loss of points or position. If you lose all five and have no continues left, you must restart at the beginning.

Press the fire button to begin play.

## 512K USERS ONLY

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 map area is made up of many screens depicting locations in and around the monuments. The four distinct areas are the outside of the monuments, the halls inside the monuments, the rocks and poles of the moat area and the underwater lair.

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 terrain type to another, such as from the outside to the inside of the monuments. Although there may be many windows, not all of them are entrances to another area. 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 16 different areas of the four varieties.

## OBJECTS

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

## JEWELS

Jewels are acquired by passing over them either by walking in front of one or jumping so as to pass 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 Tal'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 is the number of points you currently have.

GNOMES represents how many lives you have.

JUMP is your current ability level. 5 is normal. Anything higher

means Tal can make 1 super jump, after which his level will return to a 5, normal. This can be raised again if you find another jump icon. WORLD indicates which of the 16 worlds you are currently in. This will help you keep track of where you are and where object are located. POWER is Tal's current strength level. Each time you destroy an enemy, your power level is 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 extra continue.

##### JUMP ICONS

Jump icons give Tal the power to make 1 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

Tal can jump higher and farther than the average Gnome. 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 fail to land on a platform when jumping or walk off the end of a platform you will fall. Tal 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 Jerane has conjured up spirits to thwart your attempt to regain the Firespire. Contact with any of these spirits is fatal but you can destroy them with the weapon or avoid them.

Winning requires quick reflexes, patience, strategy and courage. The Firespire and victory await!