FIRE & FORGET
BY
TITUS ©1988

Getting Started :

On PC/XT/AT/PS, turn on your video monitor, then your computer. Insert your MS/DOS disk into the internal drive of your computer ; it will read the DOS, then it will display : A>.

Eject your MS/DOS disk and insert your FIRE & FORGET disk into the same drive, then type : A: FIRE

On AMIGA 1000, turn on your video monitor, then your computer. Insert your KICKSTART disk (no less than 1.2 version) into the internal drive. The AMIGA will read the system from this disk, then it will require the WORKBENCH disk. Now you are in the common sequence of all AMIGA models.

On all AMIGA 500, 2000, models insert the FIRE & FORGET disk into your disk drive (WORKBENCH not required).

On ATARI 520 ST, 1040 ST, MEGA ST2 and MEGA ST4 (with the ROM TOS and one or more 3.5 inch disk drives), verify that your computer is turned off, turn on your video monitor, then your computer. Insert your FIRE & FORGET disk into your disk drive.

ATTENTION :

You must never remove the FIRE & FORGET disk (PC, AMIGA or ST) from the drive while it is being used.

Commands :
PC/XT/AT/PS

The F1 key changes the colour (only if you have a colour monitor).
The F2 key connects or disconnects the joystick.
The F3 key turns the sound on or off.
The F4 key changes the monitor between color and black and white.
The F5 key allows you to stop the fight if desired.
The F10 key stops or starts the game (pause).
The ESC key breaks the game and restores the system.

If you have a HERCULES black and white card, the keys F1 and F4 do nothing.

For choice of level, number of players and fight location the arrow keys or the joystick and the space bar (or the Fire Button of the joystick) must be used to activate your choice.

In one-player mode, the vehicle is controlled by either the joystick or the arrow keys on the keyboard.

Commands will be interpreted as follows :

UP------------ accelerate
DOWN------- brake
LEFT-------- turn left
RIGHT------ turn right
ENTER------ FIRE !

In two-player mode, the magnetic sustentation unit is controlled by the S, X, C, V keys and the space bar on the keyboard.

The Commands will be interpreted as follows :

S----------------- go down
X WN-------- go up
C FT---------- turn left
V GHT------- turn right
Space bar--- FIRE !

At the end of the game, you can put your name beside your score. You do this by choosing the letters of your name one by one with the cursor. You move the cursor with the arrow keys on the keyboard. Press the space bar to store each individual letter. When you have finished entering your name, move the cursor to the END display and press the space bar again. Your new score is now stored on the disk.

AMIGA

The F10 key stops or starts the game (pause).

Use the joystick to select level, number of players and fight location, press the fire button to validate your choice.

In one-player mode, the vehicle is controlled by the joystick.

Commands will be interpreted as follows :

UP------------ accelerate
DOWN------- brake
LEFT-------- turn left
RIGHT------ turn right
FIRE Button FIRE !

In two-player mode, the magnetic sustentation unit is controlled by joystick 1.

The Commands will be interpreted as follows :

UP------------ accelerate
DOWN------- brake
LEFT-------- turn left
RIGHT------ turn right
FIRE KEY- FIRE !

At the end of the game, you can put your name beside your score. You do this by choosing the letters of your name one by one, with the joystick. You move the cursor with the joystick. Press the Fire Button to store each individual letter. When you have finished entering your name, move the cursor to the END display and press the Fire Button again. Your new score is now stored on the disk.

If you wish to play right away, without listening to the presentation music just keep the FIRE Button pressed as soon as the music starts.

ATARI ST :

The F1 key changes the frequency of your screen (50 or 60 Hz).
The F5 key allows you to stop the fight if desired.
The F10 key stops or starts the game (pause).

When choosing the level, the number of players and the fight location, the arrow keys of the keyboard, or the joystick are used. To validate, use either the space bar or Fire Button on the joystick.

In one-player mode, the vehicle is controlled either by the joystick or the arrow keys on the keyboard.

Commands will be interpreted as follows :

UP------------- accelerate
DOWN------- brake
LEFT-------- turn left
RIGHT------ turn right
Space Bar--- FIRE !

In two-player mode, the magnetic sustentation unit is controlled either by the arrow keys and the space bar on the keyboard or by joystick 1 (instead of the mouse).

Commands will be interpreted as follows :

UP------------- go down
DOWN------- go up
LEFT-------- turn left
RIGHT------ turn right
Space Bar or
Fire Button FIRE !

In this mode, the earth vehicle is controlled by joystick 2.

At the end of the game, you can put your name beside your score. Do this by choosing the letters of your name one by one, positioning yourself with the arrow keys on the keyboard or the joystick and storing each letter with the space bar or the Fire button on the joystick. When you have finished entering your name, move the cursor to the END display and press the space bar or the Fire button again. Your new score is now stored on the disk.

The STORY :

The Government has selected you to be the pilot of THUNDER MASTER, the ultimate weapon.

Conflicts and wars threaten to destroy the world. Unity must be restored in order to avoid a nuclear holocaust.

THUNDER MASTER, a four wheel drive vehicle equipped with a triple turbo V16 engine. will allow you to cross enemy territories and fight to destroy mines, bunkers, tanks and helicopters.

This could very well be your last mission. If you refuse there will be no hope left.

The only units we have left which are still able to fight, have prepared tanks of Omega-Kerosene for you along the way : there will be sufficient fuel for you to reach our bases, however, will you be able to fill up while in mission ?

The weapons at your disposal are the most sophisticated ever conceived by our Techni-Robots :
— tetranuclear propulsion missiles guided by undecodable oral frequency.
— magnetic sustentation MV module with a firepower of 117 GigaWatts per second.

The future is in your hands. Fire and forget ; never look back, you won't have time ; you are our last chance...

FIRE AND FORGET

YOUR MISSION :

After the presentation, you will choose the fight that you will be engaged in. Then you will define if you wish to fight with THUNDER MASTER only or with THUNDER MASTER and the MV module, THUNDER CLOUD.

A map of the world will then appear and you will have to select the location where you wish to fight among six different wars represented on the screen by explosions.

The fight can begin now.

THUNDER MASTER leaves its base, led by its calculator (Pico-computer with a T8006809080986 Transprocessor 128 bits INMOTOFEL at 4,77 GHz).

Along the way you will come across tanks which will try to destroy you, barbed-wire fences, mines, rocks to stop you, bunkers on the sides of the road, waiting for you to fire...

Along the way you will also see the road split in two ; you will then have to choose one of the two possibilities offered to you.

The MV module THUNDER CLOUD has its own reserve of Omega-Kerosene. It also has an automatic procedure to fill up its tank from THUNDER MASTER while flying, if necessary.

THUNDER MASTER can fill up with OmegaKerosene from the blue and green cisterns. However. ATTENTION! our TechniRobot research centre has been destroyed before the MV module was completed. Therefore, THUNDER CLOUD EXPLODES WHEN IN CONTACT WITH BLUE CISTERNS, but can fill up from green cisterns.

THUNDER MASTER is practically indestructible, but like all triple-turbo vehicles, its fuel consumption is very high but it is not related to speed. Therefore it is in your interest to go as fast as possible in order to be able to fill up before you run out of Omega-Kerosene and not fall in your enemies hands and become helpless. Each time THUNDER MASTER explodes, 10000 points will be deducted from your score and if your score reaches zero, the game will be lost.

SCORE :

— rock .... 5000 pts
— blue cone ... 5000 pts
— green cone ... 5000 pts
— barbed wire . 2000 pts
— bush .... 2000 pts
— mine .... 10000 pts
— helicopter... 20000 pts
— bunker ..... 30000 pts
— tank .... 50000 pts

If you safely reach your base, a bonus related to the number of cones you have collected will be awarded to you. On the world map a white dove will indicate the site of your victory.

CRAZY CARS by TITUS :

You are racing in the worlds craziest race ; the American Cross Country Prestige Cars Race. The race is in three stages throughout the United States : Arizona, Florida and Space Shuttle.

If you are able to complete three challenges before the times run out, you will get a faster car. You start with a Mercedes 560, then a PORSCHE 911. Better than average drivers will receive a LAMBORGHINI Countach, and only the world's best drivers may drive a FERRARI GTO.

(on the AMIGA version there are three more stages : Mountain, Malibu and New York).

While racing, be careful not to collide with the other cars, near you, each collision will slow your car down and cause you to lose time. Once you have passed a car, be careful to maintain your speed and not to allow the cars behind you to collide with you.

CRAZY CARS was created to be as realistic as possible, therefore you must be careful not to lose control of your car especially when you are jumping or cornering.

If you go off the track, your speed will decrease very quickly and your chances of beating the clock will be greatly reduced. Hitting bumps at high speeds will cause your car to fly through the air, but this can be used to pass a car.

To win a stage, you have to go through the finish line before the time reaches zero.

PREPARE TO START, READY ?

GO!!!