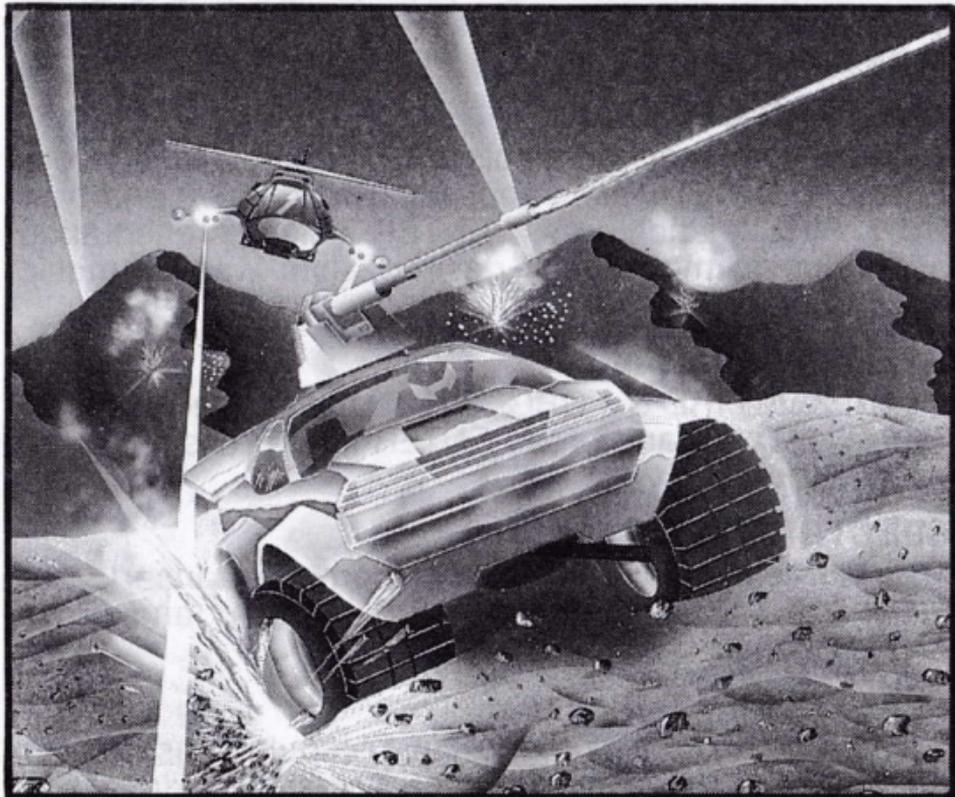# F.IRE AND E.

FORGET

FIRE & FORGET
BY
TITUS

1 - COMPUTER LOADING INSTRUCTIONS :

AMSTRAD CPC Cassette :

Turn on your monitor then your computer and press CTRL and small ENTER keys. Press PLAY on the cassette recorder.

AMSTRAD CPC Disk :

Turn on your monitor then your computer, insert your FIRE & FORGET disk in your floppy disk drive and type RUN"FIRE" and press ENTER. Skip presentation according to message if desired, then wait till music ends to start the game.

SPECTRUM Cassette :

Insert your FIRE & FORGET cassette in the recorder. Type LOAD"*" and press ENTER key. Press PLAY on your recorder.

SPECTRUM + 2 Cassette :

Turn on your monitor then your computer. Insert your FIRE & FORGET cassette in the recorder and press ENTER.

SPECTRUM + 3 Disk :

Turn on your monitor then your computer. Insert your FIRE & FORGET disk into your floppy disk drive and press ENTER.

CBM 64/128 Cassette :

On COMMODORE 128, type : GO64, then press SHIFT and RUN/STOP keys together.
On COMMODORE 64 and SX64, turn on your screen, verify that there's no cartridge plugged into your computer. Turn on your computer, insert your FIRE & FORGET cassette in your recorder and press SHIFT and RUN/STOP keys together. The joystick can be plugged into either port 1 or port 2 on the computer.

CBM 64/128 Disk :

On COMMODORE 128, type : GO64, then LOAD"*", 8, 1.
On COMMODORE 64 and SX64, turn on your floppy disk drive, then your monitor, verify that there's no cartridge plugged into your computer. Turn on your computer and insert the FIRE & FORGET disk into your floppy disk drive and type LOAD "*", 8, 1. The joystick can be plugged into either port 1 or port 2 on the computer.

WARNING :

Do not remove the FIRE & FORGET disk (COMMODORE 64 and 128) while in use.

2 - CONTROLS :
AMSTRAD CPC :

ESC key hold/pauses the game.
During the game, you are controlling your vehicle with a joystick or one of the arrow keys.

UP . . . . accelerate
DOWN . . . . . brake
LEFT . . . . left
RIGHT . . . . . . right
SPACE BAR . FIRE

SPECTRUM :

P key hold/pauses the game.
During the game, you are controlling your vehicle with a joystick or one of the following keys : Q, A, Z, and X.

Key		Function
Q	UP	accelerate
A	DOWN	brake
Z	LEFT	left
X	RIGHT	right
CAPS	SHIFT	FIRE

COMMODORE 64, SX64 and 128 :

F3 key switches the sound on/off.
F7 key hold/pauses the game.
During the game, you are controlling your vehicle with a joystick or one of the following keys : A, Z, <, and >.

Key		Function
A	UP	accelerate
Z	DOWN	brake
<	LEFT	left
>	RIGHT	right
SPACE BAR	FIRE	

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 yoursel with the arrow keys on the keyboard or the joystick and storing each letter with the space bar or the fire button of the joystick.

3 - THE STORY :

Conflicts and wars threaten to destroy the world. Unity must be restored in order to avoid a nuclear holocaust. The Government has selected YOU to be the pilot of THUNDER MASTER, the ultimate weapon.

THUNDER MASTER, a four wheel drive vehicle equipped with a triple turbo engine, will allow you to cross enemy territories and fight to destroy mines, bunkers 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 tanls of Omega-Kerosene for you along the way; there will be sufficient fuel for you to reach your 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 and magnetic sustentation MV module with a firepower of 117 Giga Watts per second.

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

4 - YOUR MISSION :

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...

THUNDER MASTER is practically indestructible, but like all triple-turbo vehicles, its fuel consumption is very high

and 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 points
blue cone	5000 points
green cone	5000 points
barbed wire	2000 points
bush	2000 points
mine	10000 points
helicopter	20000 points
bunker	30000 points
tank	50000 points

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 (disk versions only).

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