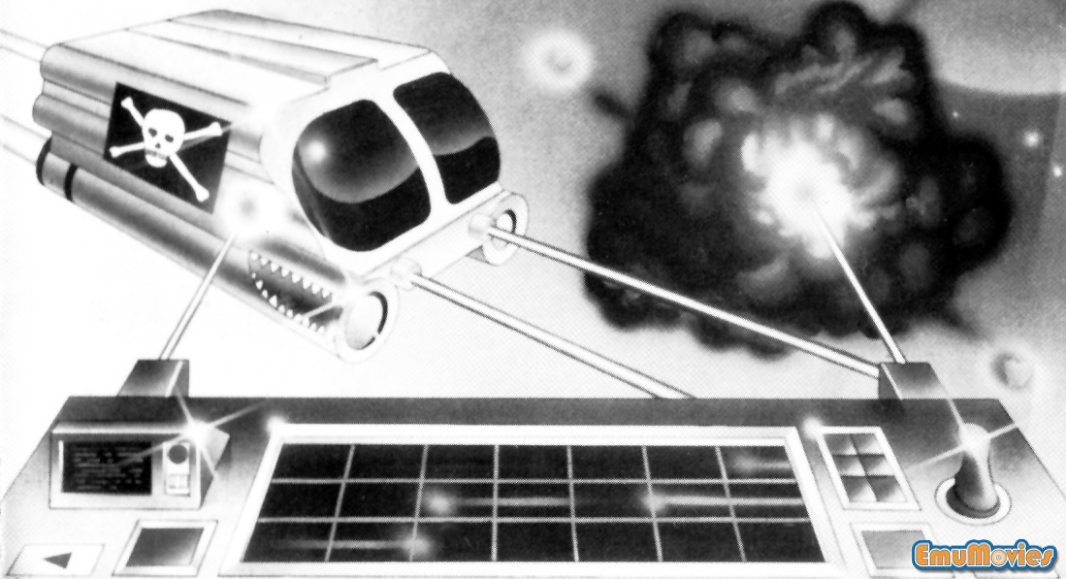


# FIRESTAR



# FIRESTAR

## Loading

Ensure your machine has been switched off for ten seconds, insert the write protected game disc and switch on.

Ensure your Phazer is plugged into the correct port on your computer before loading the game, at the start of the game if using the Phazer, calibrate it carefully.

## Controls

This game can be played with either the standard mouse or with the Trojan Phazer.

When the mouse is used the left button is equivalent to the trigger on the Phazer

## Rookie

It's your first day on space patrol, and you've been given control of the latest "Firestar" space sector patrol craft. Your task is to rid the spaceways of all illegal/dangerous craft that invade Earth space.

## Flying High

To control your "Firestar" craft you can select (i.e. fire at) the left and right sides of the control console. To turn the ship over, fire at the console scanner, to shoot at spacecraft on the screen simply fire straight at them. The scanner on the control console indicates your ship position and direction, and shows other craft as white, red, and green dots. The scanner represents an overhead view of your ship and the other crafts horizontal distance from you. The message screen above the scanner gives periodic game information to help you.

## Who's Who

Travelling on the space highway are numerous craft ranging from harmless to extremely deadly, here is a rundown of the types.

## Innocents

Shown as white dots on the scanner these should be left alone as shooting them will lose you points. If these ships travel safely through your sector you will gain 250 points.

## Dangerous

Shown as red dots, these should be shot as early as possible or they will shoot you and deplete your shield. Occasionally when shot one of these will drop its' jewelled cargo - shoot this to pick up and gain five credits of cargo. Many ships are rugged and require multiple hits to kill (with the standard lazer).

If any dangerous ships sneak through the sector you will lose 150 points and your shield will be depleted.

### **Very Dangerous**

Shown as green dots, if shot will always leave a cargo jewel (shown as a blue dot).

There are five types of very dangerous craft which are:-

- CRAWLER - Very slow and hold up traffic. So blow them up.
- SPEEDER - Very fast and difficult to catch.
- PIRATE - Shoot early or it will destroy other craft and lose you points and deplete your shield.
- CONFUSER - Its' special equipment will flip the red and white dots on the scanner.
- JAMMER - Will totally blank the scanner, until it is destroyed.

### **Upgrade**

At the end of each level you can trade the credits you have collected for ship upgrades or repairs to your shield. In the workshop, shoot the area which contains what you want. If you do not have enough credits then it will not be selected.

Extra lasers mean that alien craft will need less hits to destroy.

Extra thrusters will give you the speed to catch faster craft.

Repairs to your shield are essential to survive many later levels.

### **Stages**

As you are a rookie, you will be introduced to each alien type in turn, but after this on regular highway service you will be exposed to all the aliens simultaneously.

### **Failure**

If your shield reaches zero then your patrol is over and you will return to base, but if you have accumulated enough points you will be asked to record your initials for posterity.

### **Notes**

During the game press F1 to pause it and F2 to carry on. F10 will exit from the game.

Calibrate the Phazer carefully and follow the tips for best results. Amiga workbench 1.2 owners with a second disk drive but no memory expansion will have to disable the second drive before loading the game.

## GETTING THE BEST FROM YOUR TROJAN PHAZER

- \* Always ensure that the gun is calibrated correctly **before** playing the game
- \* If calibration takes a long time or the gun does not respond to the screen edges, adjust the brightness and contrast controls until it performs correctly. This may need to be done on older TV sets.
- \* The Phazer does not operate correctly when either too close or too far away from the screen.
- \* Avoid on screen reflection when using the Phazer.
- \* Ensure Phazer lens and television screen are clean, never use liquid cleaners to clean the Phazer lens only use a soft cloth.

### DISCLAIMER

TROJAN PRODUCTS accept no responsibility for any damage caused through misuse of this product.

### RETURNS

If you find a fault with the disc within 28 days of purchase, please return it for a free replacement. Proof of purchase should be sent with any returns.

ALL RETURNS TO:-

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