Can the Human Race Survive?

FIREWALL

MAN VS. MACHINE

SHOOT'EM UP 3D ACTION

WIZARD *Works*

CONTENTS:

THE SCENARIO:

The year is 2024. Operation Blue Arrow has been launched in a last ditch effort to engage and destroy the Mira 12 Artificial Intelligence Core. The insidious Mira 12 has taken over Eastern Asia, and now holds the world hostage in its quest for world domination.

A SINGLE INTRUDER

armed with the proper weapons and codes is humanity's ONLY hope of stopping the monster without triggering its blackmail threat: Cities around the planet will be incinerated by Miracom's Stellar One Microwave Satellite unless the world submits to Mira 12's rule.

You are Blue Arrow. Your skills as fighter-pilot and computer scientist are vital if the World Corporate Council is to defeat Mira 12. As part of the assault force, you will

receive regular radio communiqu,s from the rebel Red Dragon Command Center and ComLink Headquarters. These transmissions, as well as other intercepted messages will provide mission control support along the way.

But remember: Time is of the essence. Ultimately, the fate of the world depends on your skill and intelligence alone. Read these instructions carefully before you begin and follow our instructions to the letter, your life and the world's future depend on it. Keep this briefing in a save place along with your CD for future reference.

GETTING STARTED ON DOS SYSTEMS:

Open your CD tray and insert your FIREWALL CD. Change to your CD drive (i.e.. D:) and type **INST_DOS** and press ENTER. The setup program will then copy files to your C: drive and start the configuration program for you. Go through each step of the configuration and press DONE when complete.

To start the game, make sure you are in your **C: \FIREWALL directory and type in FIREWALL and press ENTER.**

Wait for your video briefing. At the end of the briefing you will be returned to the main menu. to start a new game select NEW GAME and press the ENTER KEY. If you have a game that you would like to load and restore, select restore from the menu. Using your arrow keys to select the game and press ENTER.

INSTALLATION UNDER WIN 95:

If you are running under Windows 95, your machine should detect the AUTORUN information on the CD-ROM. If the game does not start installation shortly after inserting the CD-ROM, open the MY COMPUTER folder on your desktop and double click on your CD-ROM drive. The Firewall Installation Window will be displayed. Click the Install Button first. A small dialog box will be displayed. When this short process is complete, a larger dialog box will be displayed for a destination location. You may change the drive letter, but not the directory name (Firewall needs to run from FIREWALLL!) Click the NEXT button to complete the installation. When the installation is complete select the CONFIGURE button on the Firewall Installation Window. Go through each step of the configuration and press DONE when complete. When you return to the Windows 95 desktop you may click 'DONE' to close the installation window. To start the game— you may either double click the Firewall.exe program icon in the FIREWALL Folder in your My Computerfolder, or choose START , RUN and type in \FIREWALL\FIREWALL.

CTRL and ALT Keys:

The CTRL KEY allows you to change your selected weapon throughout the game. With it you can toggle through your current selection of available weapons and select the one you want to use. The weapons can be aimed using the targeting cursor and activated with the weapon trigger, the left mouse button or 'BUTTON 1' on your joystick.

The ALT KEY functions only once you've entered Cyberspace in the fourth scene, Portal Defenses. Once in Cyberspace, the name of the currently selected tool appears on the left side of your control panel. With it you can toggle through your current selection of available tools and select the one you want to activate. Like the weapons, a tool can be aimed using the targeting cursor and activated with the tool trigger, your right mouse button or 'BUTTON 2' on your joystick.

TARGETING:

Use your mouse or joystick to move your targeting cursor over enemies or to target items you want to affect with your on-board Cybertools. An on-board friend or foe targeting computer assists you in locating your objectives. Remember that in Cyberspace your foes can take on many different form, so stay alert.

Use your arrow keys to move through the selections in the menu. You select items in the menus by pressing the ENTER KEY. Please note that you enter a menu by pressing the SPACE BAR or the ESC KEY. Using the SPACE BAR or ESC KEY while in the menus will brings you to the previous menu.

The LEFT MOUSE BUTTON or BUTTON 1 on your joystick will fire the current WEAPON.

The RIGHT MOUSE BUTTON or BUTTON 2 on your joystick to activate the current TOOL.

The SPACEBAR will allow you to access the main menu.

The CNTRL KEY will change your current WEAPON by scrolling through the WEAPONS that you have available at the current time.

The ALT KEY will change your current TOOL by scrolling through the TOOLS that you have available at the current time.

The F1 KEY will replay your last AUDIO CLUE.

The UP and DOWN ARROWS allows you to move between items on the various menus.

Using the BACK ARROW allows you to SELECT an item from the current menu.

The ESC or SPACEBAR will return to the PREVIOUS MENU.

INTEGRITY AND LIVES:

Hits by an enemy weapons or collisions with the environment will lower your ship's integrity and eventually can destroy you.

To monitor your ship's integrity, check the red-yellow-green HEALTH STATUS BAR. This allows you to monitor the level of damage that you've sustained. The LIVES INDICATOR appears as five ship Icons on your viewing control panel. You have FIVE LIVES to make it through, (so you've got to play like a hero).

NAVIGATION:

Your ship is aided by an on board navigational computer. However, at times you will need to assist it by making overall path selections. On the panel just below the view window left and right arrows will flash when you are approaching a navigational choice point. Alert your navigational computer of your selection by moving your TARGETING CURSOR to the left or right. In some cases, you can select the center of the screen to go straight at a three way choice point.

When you're in areas of the game in which the navigation system has projected a version of your plane or cybership on screen, take care not to let it collide with the many obstacles on your way. Although your ship is generally assisted by it's on board navigation, the finer control required in these areas has been left to you.

Collisions with objects both in the real and virtual worlds can take a heavy toll on your ship's integrity.

STRATEGY: GAME LEVEL

There are 11 levels culminating with the Final Confrontation with the Mira 12 AI Core. Follow the clues from your allies to reach your goal. Penetrate through the FIREWALL, then seek and destroy the A.I. lurking within.

COASTAL DEFENSE

Make your attack run on the coastal city of Yangjiang. Use the right weapon for the right target or you'll soon be falling in flames! Seek out the location of Professor Hideo Nagai's laboratory and receive a clue to the location of the Red Dragon Headquarters.
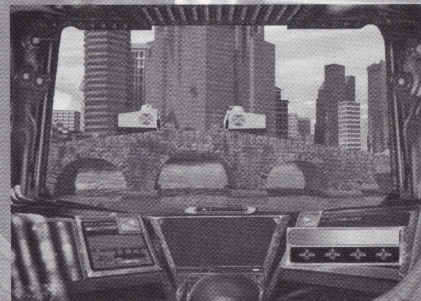
THE CANYONS OF GUANGXI

Decipher the clue, take heed of the warnings and make your way the Red Dragon Rebel Base, where Professor Nagai awaits you. The Professor once helped design the Miracom security system without his knowledge and the vigilance of the rebel Command Center, there's no chance you'll accomplish your mission.
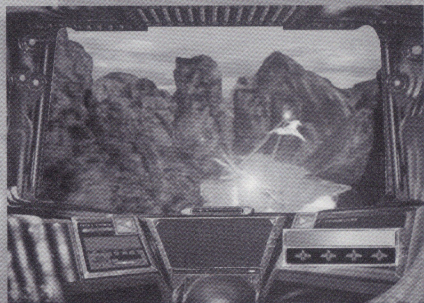
THE GREAT WALL

Seek out the fortress at the Great Wall and render it powerless before it renders you gone. It's guns are extremely powerful, but there may be a way you can weaken them. If so, you better find it!

Then move into Miracom Cyberspace by flying through the Cybergate.
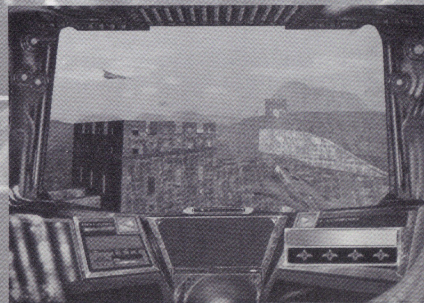
PORTAL DEFENSE

Once inside Miracom Cyberspace you must make it through Miracom's entry portal and confront its first line of defense: the Passcode Sentries. First contact with a Hacker operating inside the Miracom empire is crucial, as there have been some changes to the security net that Professor Nagai is unaware of. Use Hexripper 1.0 against the Sentries and the flying Recon Patrollers. Use the Access Tool to retrieve the Hacker's clue-packet.
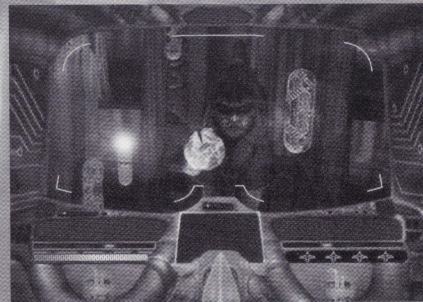
MIRACOM INFORMATION NETWORK

Through the cyber-tunnels of this Network you can reach the different locations within Miracom Cyberspace. This is the main trunk line through which Miracom moves vast quantities of data (organized into packets), and the conduit into which the hacker is
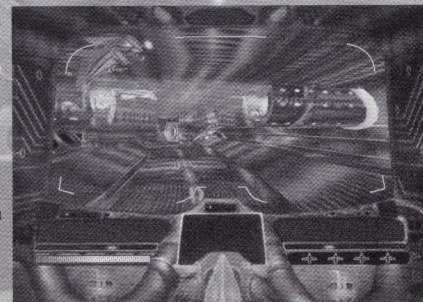
able to send her files. Valuable information, weapons and tools can be retrieved here at times. Some you must find immediately if you are to survive.

Use your Access Tool before an upgrade is required... and beware of the deadly Force Patrollers

THE CITY OF LIGHT

This is the so-called "jewel box" of Miracom's computer system, a restricted area with tight security. Here reside the Database, Network Hub and a research and development Lab. Special Keys must be found to access these areas. Collision damage throughout the City is an added danger, but the risks are well worth it. A little hacking of your own will unravel the puzzle of a deadly security net. Return trips to the City and other parts of the Miracom system will be necessary to gather the information and the programs you need to assault the Firewall and Mira 12 beyond.
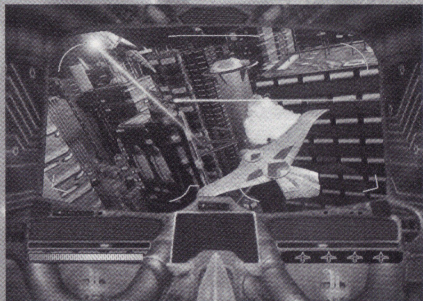
An area honey-combed with corridors, catacombs and chambers sacred to the Miracom computer system. Here data is stored, reassembled or...DELETED. Take care that your cybership does not meet a similar fate. There's good reason for the intensive security precautions...Mira 12 has entombed very special programs here. Passkeys are required throughout.

PERIMETER DEFENSE

This heavily-armed trench system is the final line of defense before the vast Firewall itself. Designed to protect the Artificial Intelligence Core_it's a rather hideous obstacle course seemingly laid out for Mira 12's amusement. Make sure your arsenal is complete as possible before you enter, and make very sure you know what your looking for.

DATA CLEANSING

11

12
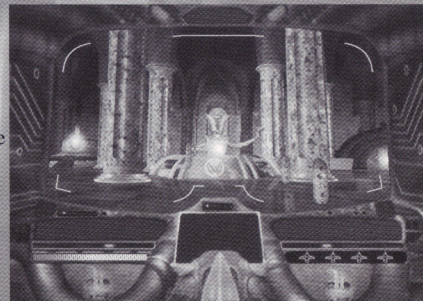
THE FIREWALL

The ultimate barrier between you and Mira 12_a world of it own, with very severe perils of it's own. Everything to this point has been but preparation for this assault. Somewhere on the Wall is the pathway through to the Core Chamber itself, but you'll have to take out all the Portal Control Bunkers to find where.

WITHIN THE WALL

Deep within the inner sancutary of the Mira 12 in it's apparent silence lurks ennumeral foes ready to strike. You must remain on guard against them as even a single "Byte" is fatal.
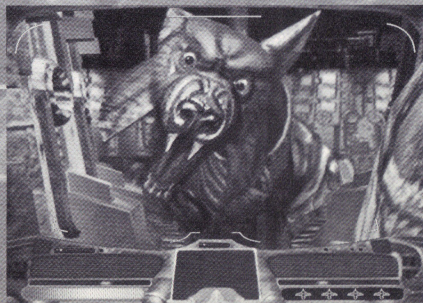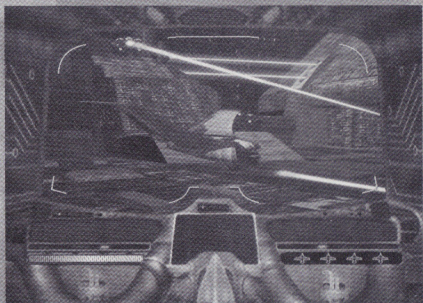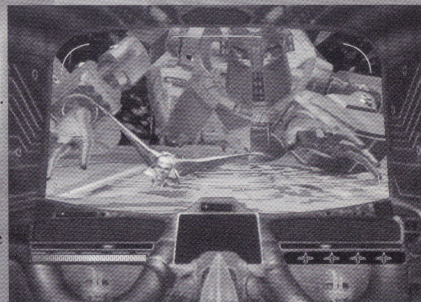

THE FINAL CONFRONTATION

You've come so very far, unraveling a twisted puzzle along the way. And now you enter the very abode of Mira 12, and are face to face with Evil.

The fight to the death begins while the clock counts down toward the incineration of Paris — and Mira 12's achievement of its goal of world domination.

From the start you know this:

The only way you can ever emerge from Miracom's strange cyberworld again is with the final victory in hand... and Mira 12 shattered behind you.

MILES
M
SOUND SYSTEM

Smacker

WIZARD*Works*

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