
ALIEN FIRES 2199 AD

IBM and compatibles

SYSTEM REQUIREMENTS

Required IBM compatible computer running MS-DOS 2.1 or greater with 512K memory, color monitor and color graphics adapter.

OPTIONAL: Blank formatted 5 1/2" or 3 1/2" disk for storage.

Enhanced Graphics Adapter optional.

RUNNING GAME

- 1) Boot computer
- 2) Put game disk in drive A.
- 3) Type AF2199 and press ENTER

SAVING AND RESTARTING

You can save Alien Fires games on a floppy disk or a hard disk. To save on a hard disk you must first load Alien Fires onto a subdirectory of your hard disk.

To save your position, strike the F8 key. Alien Fires will prompt you to place your save disk into the drive and to press the ENTER key. If you are playing Alien Fires on a hard disk, just press the ENTER key; your game will be saved onto the hard disk. Alien Fires will save your game under the name of your current character.

You can only restore a game when you initially boot up Alien Fires. When you select "Restore Game" at the main menu you will be prompted to enter the name of the character you wish to restore. After you type in the name, you will be prompted to put the disk you saved the game on into the drive. When you have done this, press the ENTER key. As before, if you are running Alien Fires from a hard disk, you simply press the ENTER key. Alien Fires will then restart your saved game.

Commands

Alien Fires is run entirely from the keyboard. Some of the commands your Time Lord will recognize include: **Examine-** allows you to select a particular object whose details may be of interest to you. The default is the current object or character on the screen. **SAY-** allows you to communicate with the other characters in the game. **GIVE-** allows you to give an object to an on-screen character. **HAND-** allows you to manipulate objects. Its specific function varies depending on the object you decide to handle. Hand includes dropping items, push/pull buttons, levers etc. To use an object from your inventory press the F6 key to get a menu of the items you are carrying. Using the arrow keys, move the on-screen pointer to the desired item. Press the ENTER key to use an item. If you are already using the item, pressing ENTER will cause you to stop using it. Alien Fires has three classes of items: weapons, armor and miscellaneous.

Selecting an item in one of these three classes while your character is using another item in the same class, automatically deselects the previous item your character was using. For example if your Time Lord is using a Plasma Rifle, selecting another weapon deselects the plasma rifle. This rule doesn't always apply for armor, since a Time Lord can wear more than one piece of armor. For more information on armor consult the combat section of the manual. Here is a list of functions and their corresponding keys: Help screen (F1), Examine (F2), Say (F3), Give (F4), Hand (F5), Inventory (F6), Vital Stats (F7), Save Game (F8).

MOVING AROUND

To control your Time Lords movement: Forward:



Backward:



Right:



Left:



Climb up or down: Pg Up

CREATING A TIME LORD AND COMBAT

You create a Time Lord when you begin to play Alien Fires by selecting the "create a new Time Lord" option from the main menu. To create a new Time Lord select the values (0-99) for each of the seven listed skills by using the arrow keys to move the cursor to the desired skill and using the "plus" and "minus" keys to increase and decrease point totals.

Combat occurs on a special "combat screen" described in the manual. To initiate a fight with a character, press the "space bar" whenever the image of your would-be opponent is on the screen. The fight screen allows the player three options listed here with their corresponding keys: fight (space bar), Dodge (F10) and Panic (F9).

PARAGON SOFTWARE

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