



ALIEN FIRES

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Alien Fires — Part I, 2199 AD

Welcome to *Alien Fires*! This adventure, *Alien Fires — Part I, 2199 AD*, is the first in the *Alien Fires* series. We have tried to create a game that combines all of the essential elements of computer gaming; superb graphics, great sound, lasting playability, and above all, fun. At Jagware we are committed to bringing you the ultimate in entertainment for your Amiga not only by adding advanced new features to the future parts of the *Alien Fires* series, but also by creating exciting and unique new games that truly test the power of this great machine. We look forward to hearing your questions and comments on *Alien Fires — Part I, 2199 AD* — after all, it is your input that will help shape the rest of the series as it evolves. We hope that this game brings you many hours of entertainment.

Sit back, turn up the sound and enjoy!

GALAXY'S END — 2199 AD

You are sent into the distant future to a small planet at the edge of the known universe called Galaxy's End by the TimeLord Elders. You are in search of a great man known only to you as Samuel Kurtz, scientist and creator of an awesome device — the use of which your TimeLord Elders believe, threatens to twist the very fabric of time itself.

Your mission: to find the mysteriously vanished Samuel Kurtz and destroy all traces of the time-transportation device which he has begun work on, thereby proving yourself worthy of the recognition of the TimeLord Elders . . .

Alien Fires — Operating Instructions

STARTUP — REQUIRES Kickstart 1.2!

Alien Fires, 2199 AD is designed to run under version 1.2 of the Amiga operating system. Simply start your Amiga using version 1.2 of Kickstart, and then insert your *Alien Fires, 2199 AD* master disk at the Workbench prompt.

SAVING ADVENTURES

While playing *Alien Fires, 2199 AD*, you may want to save your current adventure. In order to do so, it is important that you format a blank disk and name that disk "AFCHARS". Be sure to do this BEFORE you begin to play *Alien Fires, 2199 AD*. Keep in mind that as new parts of *Alien Fires* become available you will be able to use your existing stored characters in these new adventures.

RESUMING AN ADVENTURE

You may resume an adventure that you have previously stored by selecting this option at the Main Menu. You will then be given a list of the adventures currently on your *Alien Fires* adventure disk from which you may select the adventure that you wish to continue.

EXTENDED MEMORY SYSTEMS

Users of extended memory systems, or RAM expansion systems, may make use of additional memory to improve disk access during play, by copying image and sound files from Disk 2 to a RAM disk before running *Alien Fires, 2199 AD*. *Alien Fires* will AUTOMATICALLY check for a par-

ticular file in RAM if you are using extended memory. The only hitch is that layout of the RAM disk must be the same as that of *Alien Fires, 2199 AD*, Disk 2. In other words, the subdirectories "GFX" and "SFX" must appear in the RAM disk. The most commonly accessed files during play are "GFX/Death" and "SFX/HB".

SHORTENING LOAD TIME

You may shorten the loading time of *Alien Fires, 2199 AD* by simply renaming the file called "Intro" on your *Alien Fires* Boot Disk to "Intro.Bak". Doing this causes the program to forego the usual Opening Sequence and start directly with the game itself. You can reset the Opening Sequence at any time by renaming "Intro.Bak" back to "Intro" again.

TimeLords

An immortal race of beings responsible for protecting the temporal balance of the universe from chaos and destruction.

As a new TimeLord on your first mission, your powers are temporary and dependent solely upon your performance. The Elder's Council will be constantly weighing your character's performance to determine whether you should be allowed to continue on your mission to stop Kurtz.

TIMELORD SKILLS:

All TimeLords have abilities, called skills, which are selected by you when you create a new TimeLord. These

skills determine the overall ability of your character during game play. There are seven skill values, each ranging from 0 to 99 points. These skills are:

Fighting — The ability of your character in Hand-to-Hand and melee combat.

Marksmanship — The ability of your character in using ranged weapons. This affects your character's overall performance during ranged combat.

Diplomacy — Determines your character's skill in interacting with other characters in the game. This value will affect your character's chance of successfully gaining information from the other character's in *Alien Fires, 2199 AD* along with the purchasing and trading of items.

Dexterity — This is your character's skill in performing delicate operations such as picking locks and disarming nuclear devices.

Understanding — This skill determines your character's ability in using unknown or new items. Generally, this will help your character point dangerous items like Plasma Rifles in the correct direction before firing them.

Tracking — This skill reflects your character's chance of seeing hidden objects such as traps — before it's too late — and secret doors.

Quickness — This is your character's speed of reaction to situations such as an attack by one of the less friendly characters in *Alien Fires, 2199 AD*. If your skill in this area is high, you just might be able to avoid the other character's first strike.

Note that all of these skills will go up — or down — during the game depending upon how well your character has been performing. The decision to raise or lower your character's skill points is the responsibility of the Elder's Council, and is done automatically as they review your TimeLord's success to date.

CREATING A TIMELORD

You create a new TimeLord when you begin to play *Alien Fires, 2199 AD* simply by selecting the "Create a new TimeLord" option from the main menu. Creating your TimeLord is done by selecting the values (0-99) for each of the seven aforementioned skills until you no longer have any points remaining to allocate. When you select 'OK' the adventure will begin using your newly created TimeLord.

VIEWING YOUR TIMELORD'S STATS DURING THE GAME

You will want to keep constant tabs on your character's stats as you progress through the world of *Alien Fires, 2199 AD*. You can view your character's stat sheet at any time during the game simply by selecting the "AF" logo on the control panel on-screen. What you will see is as follows:

Skills — A list of your current skill values by name.

Name — The name that you selected for your character.

Level — Your character's current Level. This gives you a rough indication of how powerful your TimeLord is.

EP's — The amount of Experience Points (EP's) your character has. This value is used to increase your character's overall Level above.

Combat Readiness — An outline figure of your character, the shaded locations of which indicate where your character is currently protected by armor that he is wearing. Below this figure appears a number which represents your character's Hit Points (HP's). This value determines how much damage your character can take before dying. See the Combat section of this manual for more information on Hit Points and armor locations. The speed of the cycling band of colors below your character's outline varies depending on his performance. The better your character's performance, the faster the cycling occurs.

Item List — The names of items — up to a maximum of three — which indicate the objects in your inventory which you are currently using.

ON DEATH AND DYING

Since your character is bound to run into some obstacles that he may not be able to overcome, you may find yourself in the rather uncomfortable situation of being faced with death. Remember, the Elders' Council is reviewing your every move on this mission and dying is considered something of a failure in their eyes. When you die, your character will be brought before the Elders' Council for review. This review progresses visually before you on your Amiga's display. If the TimeLord Elders are satisfied with your character's performance to this point, you will be resurrected and allowed to continue on your mission. If, however,

your character has disappointed them once too often, your character will be stripped of his TimeLord powers and will not be allowed to continue on his mission. The TimeLord Elders will inform you of their decision by communicating directly with you. If your character is resurrected, he still faces some form of penalty to his skill levels and Experience Points since death is usually a negative experience.

Playing Alien Fires, 2199 AD

The commands used in *Alien Fires* are available by selecting either the appropriate icon on the Control Panel that appears on-screen or by typing a command shortcut from the keyboard. These commands are:

MOVEMENT



Forward — Move your character 1 step forward if possible. Keyboard: **UP ARROW**.



Reverse — Back your character up 1 step if possible. Keyboard: **DOWN ARROW**.



Left — Rotate your character's point of view 45 degrees to the left. Keyboard: **LEFT ARROW**.



Right — Rotate your character's point of view 45 degrees of the right. Keyboard: **RIGHT ARROW**.

A Special Option for Movement

Alien Fires, 2199 AD has a graphic option that may be invoked by holding down the SHIFT key and pressing any of the cursor arrows. This option allows you to forego the usual smooth 3D motion where you see intermediate frames and replace it with a single step jump-frame animation.



Climb — Move your character in an up or down direction depending upon context. Keyboard: **C**.

INTERACTION

The following Control Panel options all require additional information which you will be prompted to enter after you select one of these options.



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 screen. Keyboard: **E**.



Say — Usually, this option lets you vocalize your thoughts to another character in the game. Conversing with other characters in the game is an integral part of *Alien Fires*. Keyboard: **S**.



Give — When another character is on-screen, you can give specific items to the character by using this option. Keyboard: **G**.



Hand — This option has varied meanings which depend on the object you decide to handle. It will allow you to take or drop items, push/pull buttons, levers etc. Keyboard: **H**.

For more information on interacting with characters in *Alien Fires, 2199 AD*, see the Interacting With Characters section of the manual below.

VIEWING YOUR CHARACTER'S STATS

AF Logo — View your character's vital statistics or character sheet. Keyboard: **A**.

Note that the top line of the screen during play will continually display your character's level and the Experience Points required (EPr) to reach the next level. For more information on characters see the TimeLord section of the manual above.

DISPLAYING YOUR CHARACTER'S INVENTORY OR USING AN ITEM

Right Mouse Button — Clicking the right mouse button will display a requester on screen of your character's possessions. Clicking on any one of the items listed in your character's inventory selects that item for use. To stop using a particular item you simply select that item from your character's inventory once again. There are three classes of items in *Alien Fires, 2199 AD*: 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 last item that your character was using in this class. For example, if your character is using a Plasma Rifle, selecting another weapon deselects the Plasma Rifle. Sometimes, this rule doesn't apply with armor, since some armor will work in conjunction with other types of armor. For more information on armor and its usage, see the Combat section of this manual. Note that the items that your character is currently using are listed on his character sheet. Keyboard: **I**.

SAVING AN ADVENTURE IN PROGRESS

Sleep — Sometimes you may want to take a break from your adventuring. In order to do so, you hit the sleep icon on the control panel after which you will be asked for your *Alien Fires* Character disk and then the name which you wish to save the current adventure as. Note that you cannot “save and play” in *Alien Fires*, you must reboot your Amiga in order to resume a saved adventure. For important details regarding *Alien Fires* Character disks, please see the *Alien Fires* Instruction section of this manual.

QUITTING WITHOUT SAVING

You can quit *Alien Fires — Part I, 2199 AD* at any time without saving your current adventure by rebooting your Amiga.

Interacting With Characters

Characters are an integral part of *Alien Fires, 2199 AD* and you will find that your character's success in interacting with other characters in the game will determine the overall outcome of your character's mission.

Characters in *Alien Fires, 2199 AD* are exactly like real people; each and every one of them reacts differently to particular circumstances and all of them have friends and long term “memories”. Many of the characters in *Alien Fires, 2199 AD* have vital pieces of information that they may tell you if you ask the right question(s) or offer something in return. It's up to you to find out exactly what those questions or that something might be. However, since you can communicate and trade with characters just as you

would in real life, you should find this process quite natural. But be forewarned, characters in *Alien Fires* do not take kindly to insulting behaviour!

COMBAT — OR FIGHTING WITH CHARACTERS

Fighting with other characters in the game is a special form of interaction with its own set of commands and options. All combat takes place on the special Combat Screen of *Alien Fires, 2199 AD*. The combat screen is comprised of four major parts:

Weapon — The top line of the screen indicates the name of the weapon that your character is fighting with. If this weapon is a firing weapon, an ammunition gauge appears next to the weapon's name indicating the number of rounds left in the weapon versus the maximum number of rounds possible for this weapon. The current color of the gauge changes from shades of green, if the weapon is nearly full, to shades of red as the weapon runs out.

Opponent — A picture of your character's opponent appears in the centre of the screen.

Combatants — The generic outlines of your character and your opponent's character with all currently armored locations shaded. Below your character's outline which appears on the left side of the screen is a running total of your character's Hit Points.

Options — Combat options appear centred at the bottom of the screen.

The combat session which your character is in continues until either your character or your opponent runs away or dies.

Picking A Fight

There are two ways to get into a fight or combat in *Alien Fires, 2199 AD*. One is to let your character start it by clicking on the figure of the other character that is on screen. The other occurs when your character's actions or presence has aggravated the character on-screen to the point of violence. Either way, you will find yourself in the special combat mode of *Alien Fires, 2199 AD*. It is only fair to warn you that if your character picks a fight with another character, your character runs the risk not only of dying, but of facing the vengeance of your opponent's friends.

Options And Interaction During Combat

Options during combat are restricted to those that are directly relevant to the fight at hand. There are four options, three of which appear on-screen, the fourth being your character's inventory which is associated with the right mouse button. The four combat options are:

Fight — attack your character's opponent using the currently selected weapon.

Panic — attempt to run away from your opponent. This option will not always succeed.

Dodge — Select an evasive action for your character that makes him a more difficult target for his opponent.

You can change your character's current weapon or reload a firing weapon by clicking the right mouse button to bring up your character's inventory and either selecting a new weapon to change weapons or selecting the ammunition for the current weapon in order to reload.

Damage and Armor

There are seven locations for damage and armor in *Alien Fires, 2199 AD*. These are the head, chest, abdomen, and the right and left arms and legs. Armor used by your character can protect any number of these seven locations. Up to two pieces of armor can be used by your character at any one time.

During combat, damage is reported on a hit by hit color-coded basis by location. Every time a combatant takes a hit, the location of the hit is highlighted by a color corresponding to the degree of damage done to the character. The more damaging the hit, the closer the color is to red, the lighter the hit, the closer the color is to green. Each hit is also accompanied by a numeric damage value. This value indicates the actual damage done to the character himself. This value also takes into account any protection offered to the character by armor covering the damaged location. Note that it is possible therefore, for a character to have all or part of his armor destroyed during combat. This is what has happened when a previously armored location (a shaded area on the character) reverts to an unshaded area.

Credits

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Limited Warranty

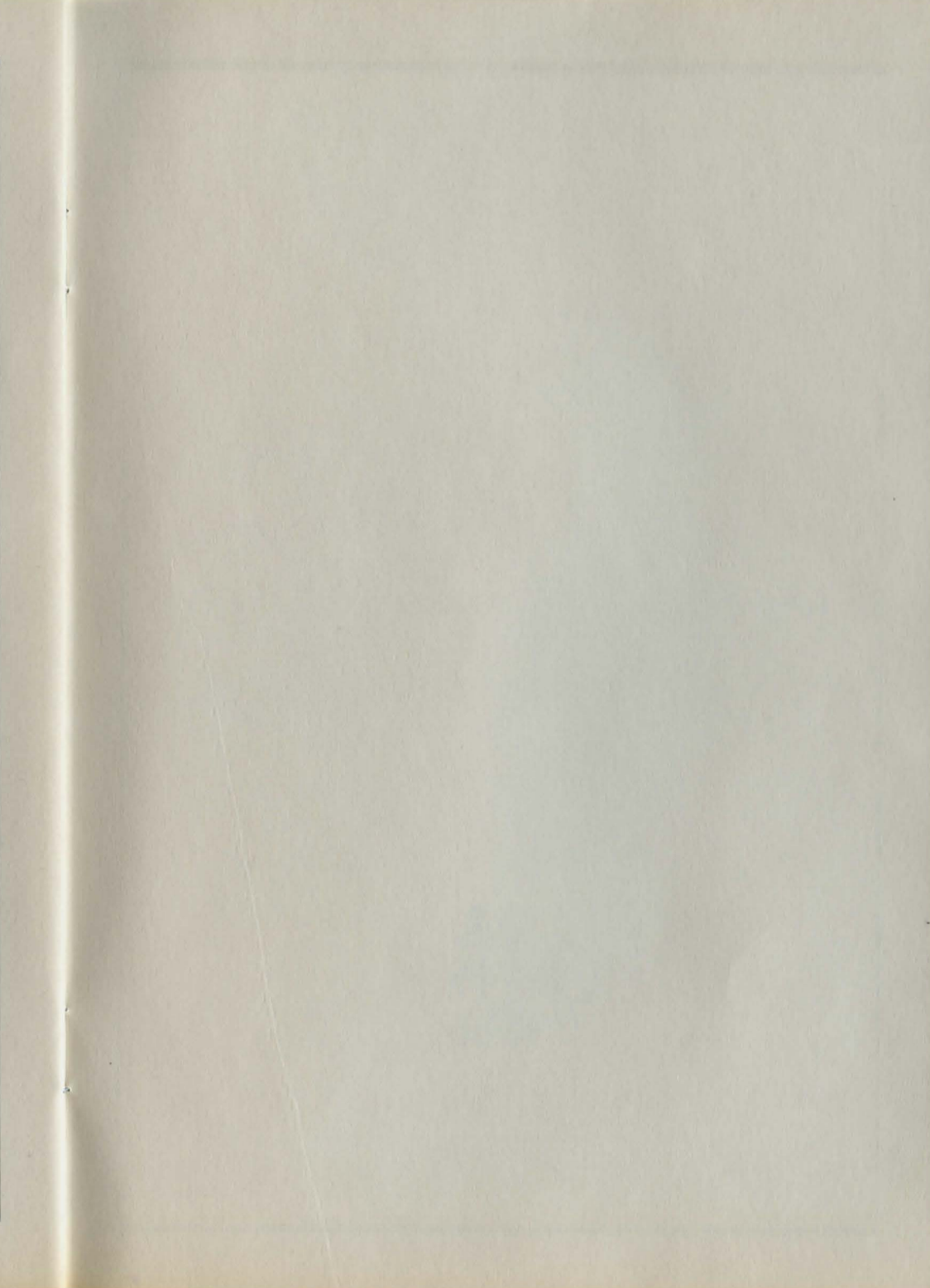
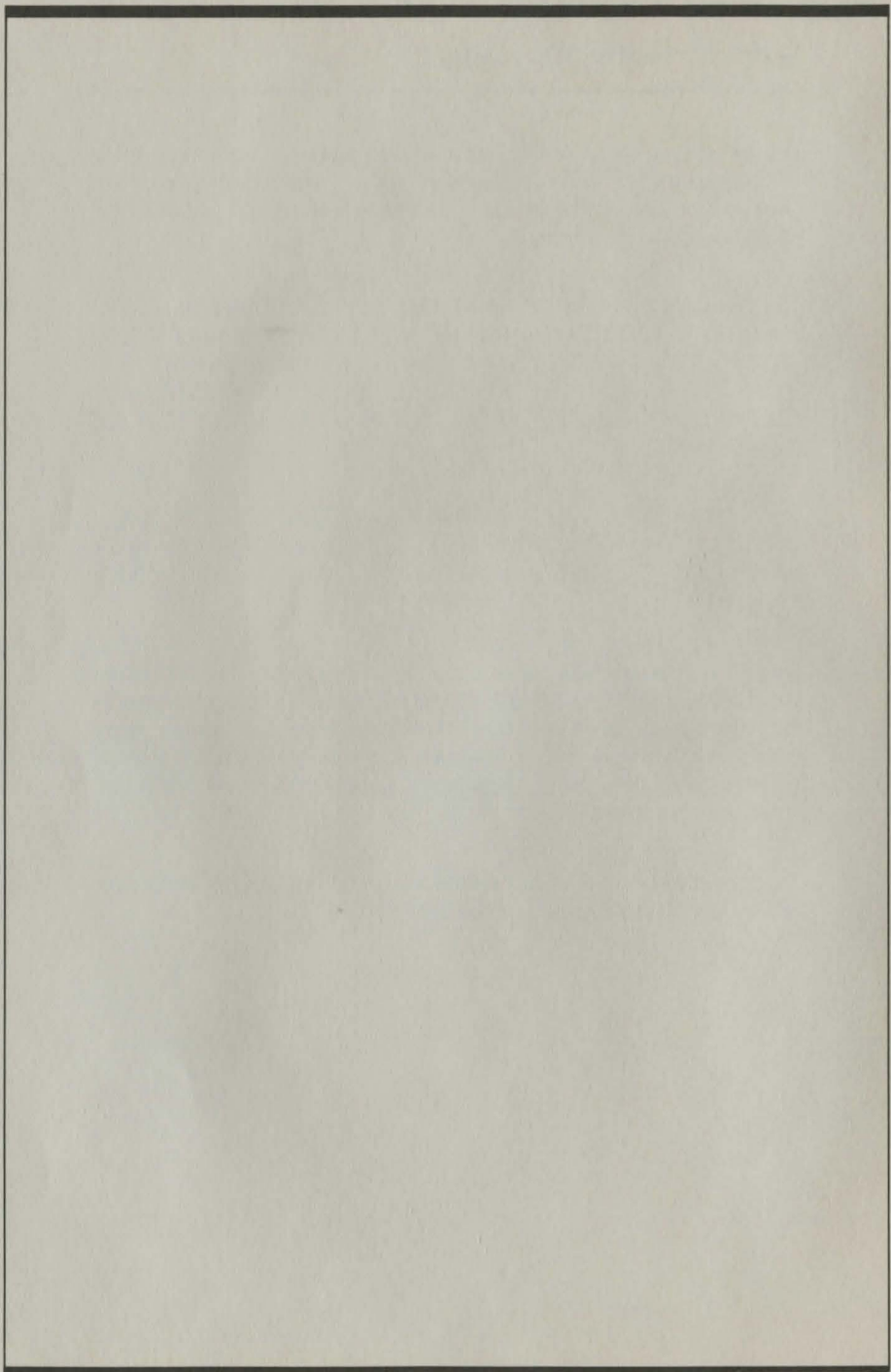
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