



A Game for the Commodore 64

64 K DISK

Commodore is a registered TM of Commodore Business Machines, Inc.

FIRE KING

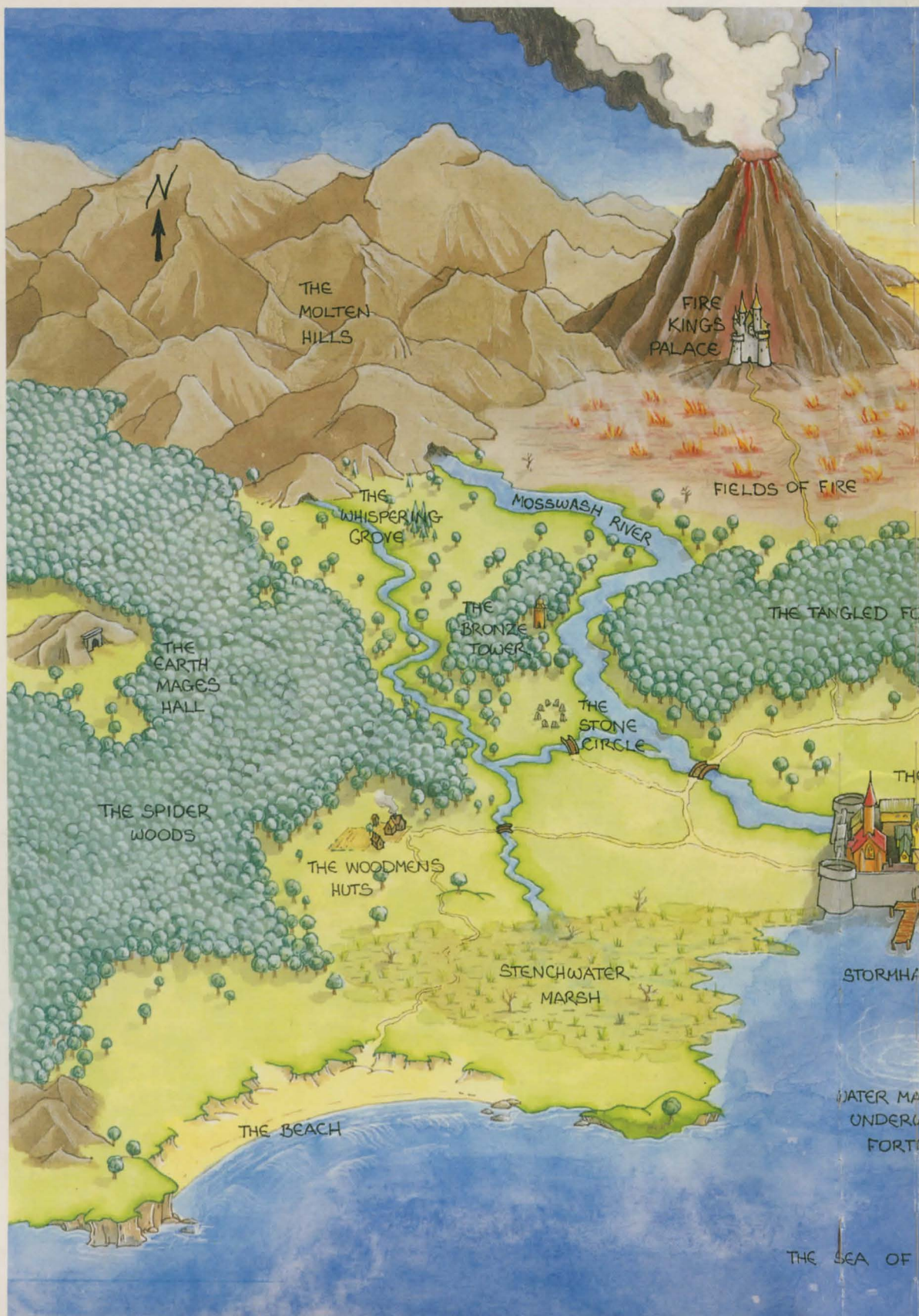
John De Margheriti

Stephen Wang

Stephen Lewis

Simon Hayes

Jeff Pritchard



THE MOLTEN HILLS

FIRE KINGS PALACE

FIELDS OF FIRE

THE WHISPERING GROVE

MOSSWASH RIVER

THE TANGLED FOREST

THE EARTH MAGES HALL

THE BRONZE TOWER

THE STONE CIRCLE

THE SPIDER WOODS

THE WOODMEN'S HUTS



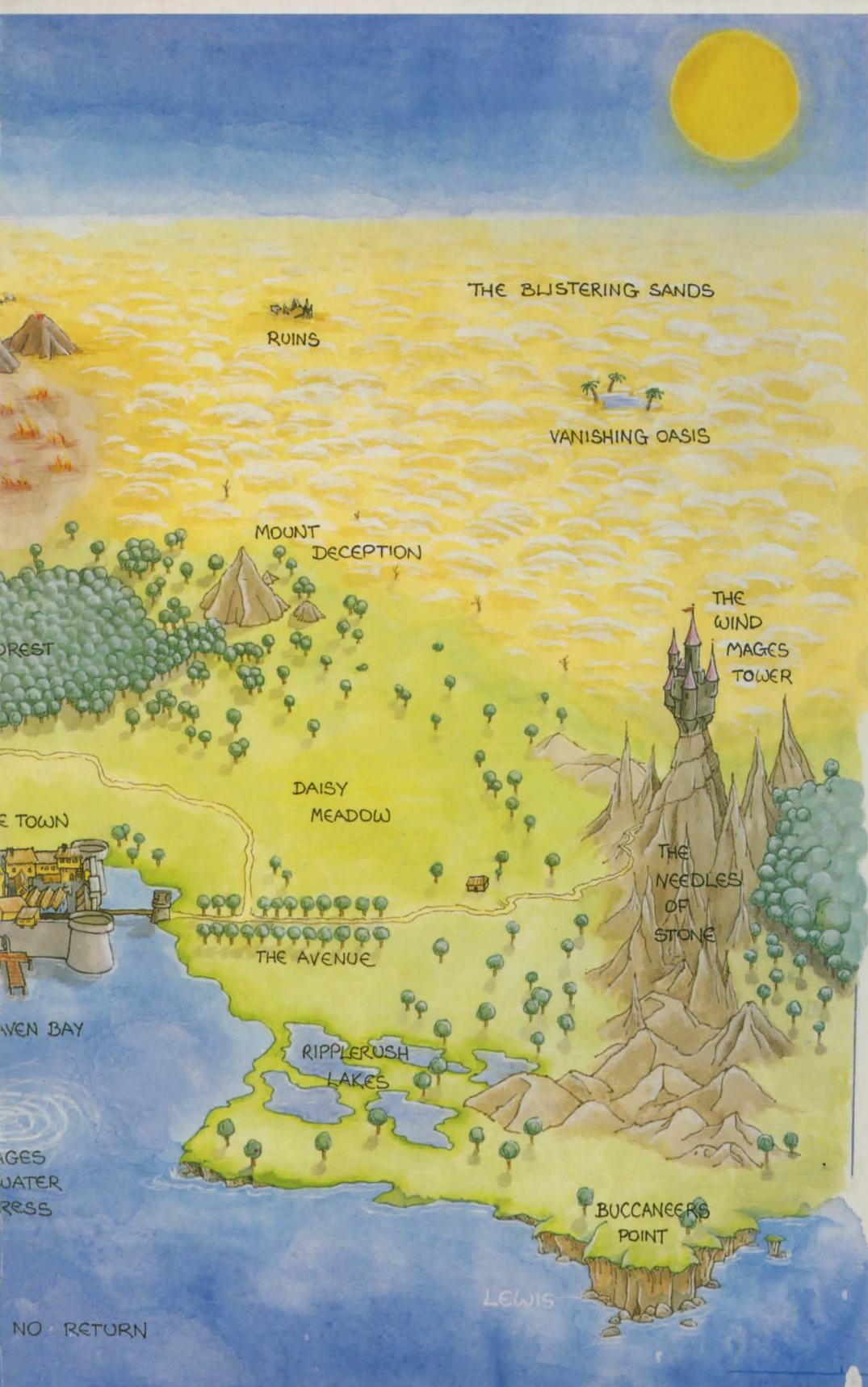
STORMHA

STENCHWATER MARSH

WATER MA UNDER FORT

THE BEACH

THE SEA OF



THE BLISTERING SANDS

SMALL
RUINS

VANISHING OASIS

MOUNT
DECEPTION

THE
WIND
MAGES
TOWER

DAISY
MEADOW

THE
NEEDLES
OF
STONE

THE AVENUE

E TOWN

AVEN BAY

RIPPLERUSH
LAKES

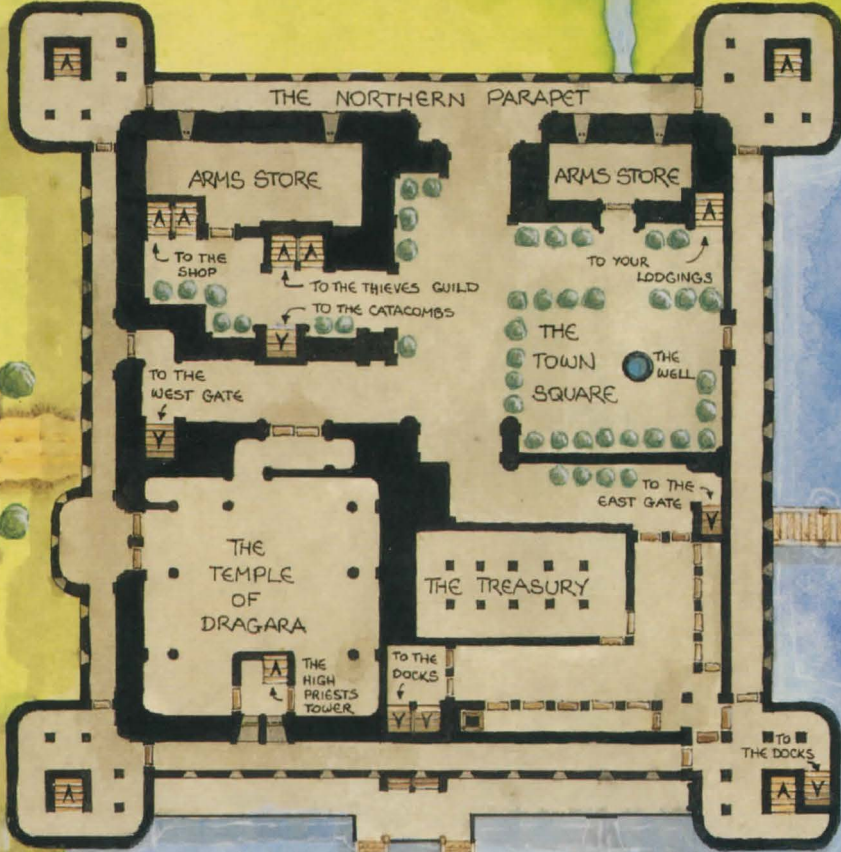
MAGES
WATER
PRESS

BUCCANEERS
POINT

LEWIS

NO RETURN

THE MOSSWASH RIVER



THE EAST GATE TOWER

SWAMPY WATER
MORSH

THE DOCKS

STORMHAVEN BAY

LEWIS



Top Left - Michael Storey, John Reidy, John De Margheriti, Stephen Lewis

Bottom Left - Jeff Pritchard, Stephen Wang, Simon Hayes

AUTHORS' NOTES

Micro Forte is an Australian software company with the goal of creating the most visually impressive and entertaining software. In *Fire King* we have blended action and role-playing to create a game which will keep you absorbed for many weeks. Stephen Lewis breathed life into the artwork, while Jeff Pritchard and Stephen Wang spent many late hours having the life sucked out of them by the code. Simon, whose Herculean task it was to do the IBM port was saved only by the volume of his stereo.

The game design was the effort of our dynamic Stephen and Stephen duo, with John De Margheriti developing the music and sound effects as well as managing the group.

We think *Fire King* is a great game.

Hope you enjoy it.

DESIGN CREDITS

Program Design - John De Margheriti, Stephen Wang, Stephen Lewis, Simon Hayes and Jeff Pritchard

Music Score - Michael Storey

Special Thanks - John Reidy for his technical assistance, Michael Isgur, Vicki De Margheriti and Fiona Nicol for the hundreds of hours of playtesting and Rob Hubbard for his assistance with the music driver.

Album Painting - Nick Stathopoulos

Photographs - Jon Love

Album Manufacture - Packaging Graphics Pty Ltd

Scanning and Film - Graphus Pty Ltd

Printing - Preston Print Pty Ltd

Unravel the mystery...

Explore a gigantic 3-dimensional continent of enchanted forests, ancient temples, blistering deserts and dark dungeons...

Defeat the fierce and hideous denizens which terrorize the land...

Use the spoils from your conquests to acquire mighty weapons, magic artefacts and arcane spells...

Solve the devious puzzles and intricate mysteries which hold the key to the Fire King's domain...

... and destroy the Death Beasts!



BEWARE THE STONE CIRCLE, FOR IT IS POSSESSED BY THE SPIDER CULT.

A WORLD TO EXPLORE

Blend into the forest to avoid the venomous spider cult. Travel the wilderness in search of an even vaster underworld.



PERILS LARGER THAN LIFE

Dodge the searing blasts of the Death Beasts deep within the mines. Defend yourself with the enchanted mirror and don't panic...



CHOOSE YOUR CHARACTER

Pick a hero or heroine from this bunch of seasoned adventurers, well versed in the ways of magic and mayhem. Startling two-player lets you fight side by side or go off to pursue separate adventures.



ACTION PACKED BATTLES

Delve into the slime-infested labyrinths and battle the wraiths on their home ground. Crush the fanatical hordes but take care to heed those who would give you advice.



FIRE KING

3448



Made in Australia