COMMAND SUMMARY CARD

PROJECT FIRESTART™

Project Firestart...
began on February 13, 2066, aboard the research ship Prometheus. Financed by the System Science Foundation (SSF), an agency of the United System States (USS), the project's goal was to produce strong, durable laborers capable of helping Belters mine titanium and iridium on selected moons and asteroids.

Although first generation genetic reshaping is extremely hazardous, it was allowed because the geneticists involved were required to follow strict safeguards guaranteeing tight control over the experiment's end product.

But the Prometheus no longer responds. The safeguards must have been breached. If they have, Firestart is out of control. The SSF has assigned you to clean up the mess.

Getting Started

1. Place the boot disk (Disk 0) face up in the disk drive.
2. Turn on your computer and type **LOAD"EA",8,1.**
3. After the game loads, you'll see background information about the game and be briefed on your mission. If you have trouble loading the game, disconnect any peripherals from the back of the disk drive (i.e., the fast loader, second disk drive, or printer) and try loading again.
4. Follow the onscreen instructions to either review the introduction or begin play.
5. Switch disks whenever the computer prompts you to.

(Note For C128 Users: Be sure your computer is in C64 mode.)

Joystick Instructions

Plug your joystick into port 2. The joystick controls which direction you move and aim your laser; just move the joystick in the direction you want to travel or shoot. Press the joystick button to fire your laser.

When you see text questions at the bottom of the screen (such as "Open Door?", "Use Elevator?", etc.) use the joystick to highlight your choice and then press the joystick button to take the action.

Keyboard Commands

You can give four commands through the keyboard. Press the first letter of a command to gain access to it.

C — Change Weapons. This command lets you change weapons (if you are carrying more than one) when the weapon you have been carrying is low on power, has no power left, or when you want to switch to a more powerful weapon.

D — Disk Commands. Use this command to call up the Disk Command screen and gain access to the FORMAT, SAVE, LOAD, or RESTART Disk Commands.

FORMAT lets you **FORMAT** a disk in preparation for using the **SAVE** command (see below). Note: You can use the **SAVE** command only if you have a formatted disk. To **FORMAT** a disk, remove all disks from the disk drive use the joystick to move the onscreen arrow over the **FORMAT** command on the screen and then click your joystick button.

SAVE lets you **SAVE** the game at any point. To **SAVE** a game, use your joystick to move the onscreen arrow over the **SAVE** command and press your joystick button. A message will appear asking you to "Please Choose Game Number". Below this message there will be five boxes numbered 1-5. Use your joystick to move the onscreen arrow over the number you wish to save the game under and click your joystick button. For example, if you **SAVE** a game and click on box 1, that game will be saved as game 1. Only one game can be saved in a box.

LOAD lets you access **SAVED** games. When you use the **LOAD** command, a message will appear asking you to "Please Choose Game Number". Below the message there will be five boxes numbered 1-5. Use your joystick to move the onscreen arrow over the the number of the saved game you wish to play and then click your joystick button. Follow the onscreen prompts to load disks.

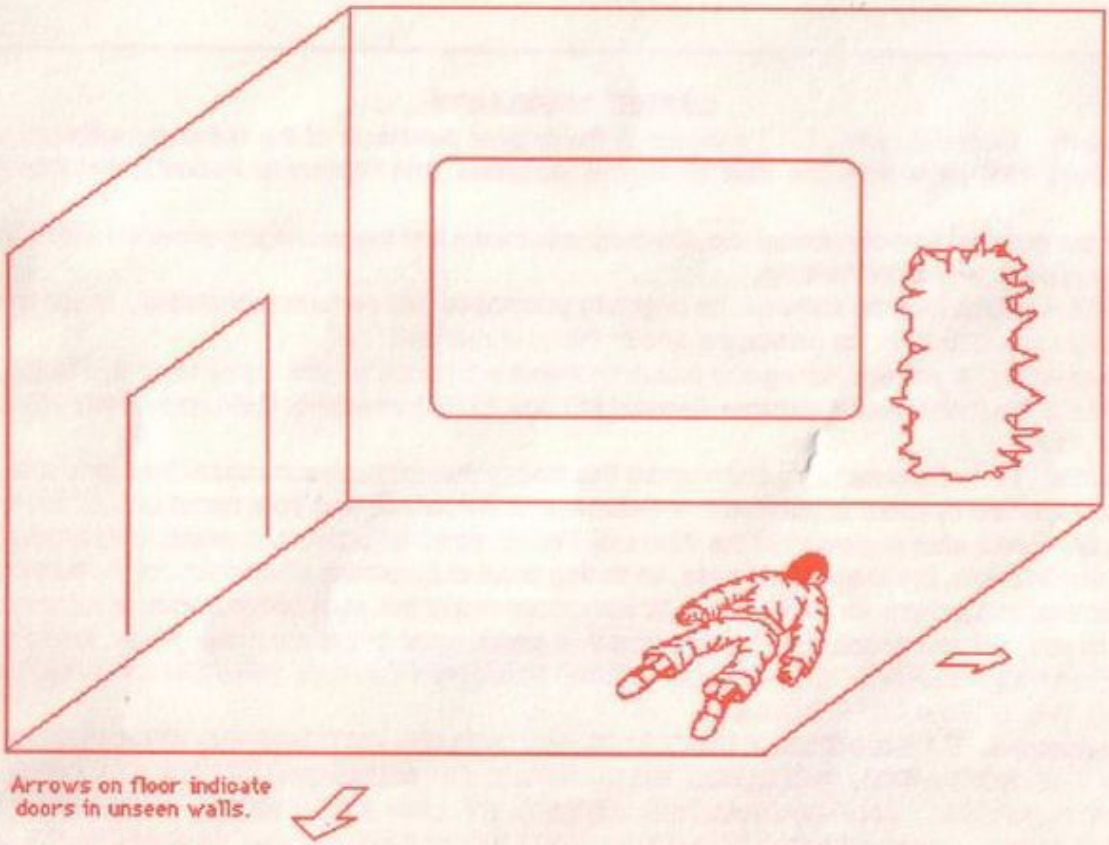
RESTART returns you to the point when you first entered the Prometheus and **RESTARTS** the game.

I Inventory. Using this command shows you what weapons you are carrying and their power levels.

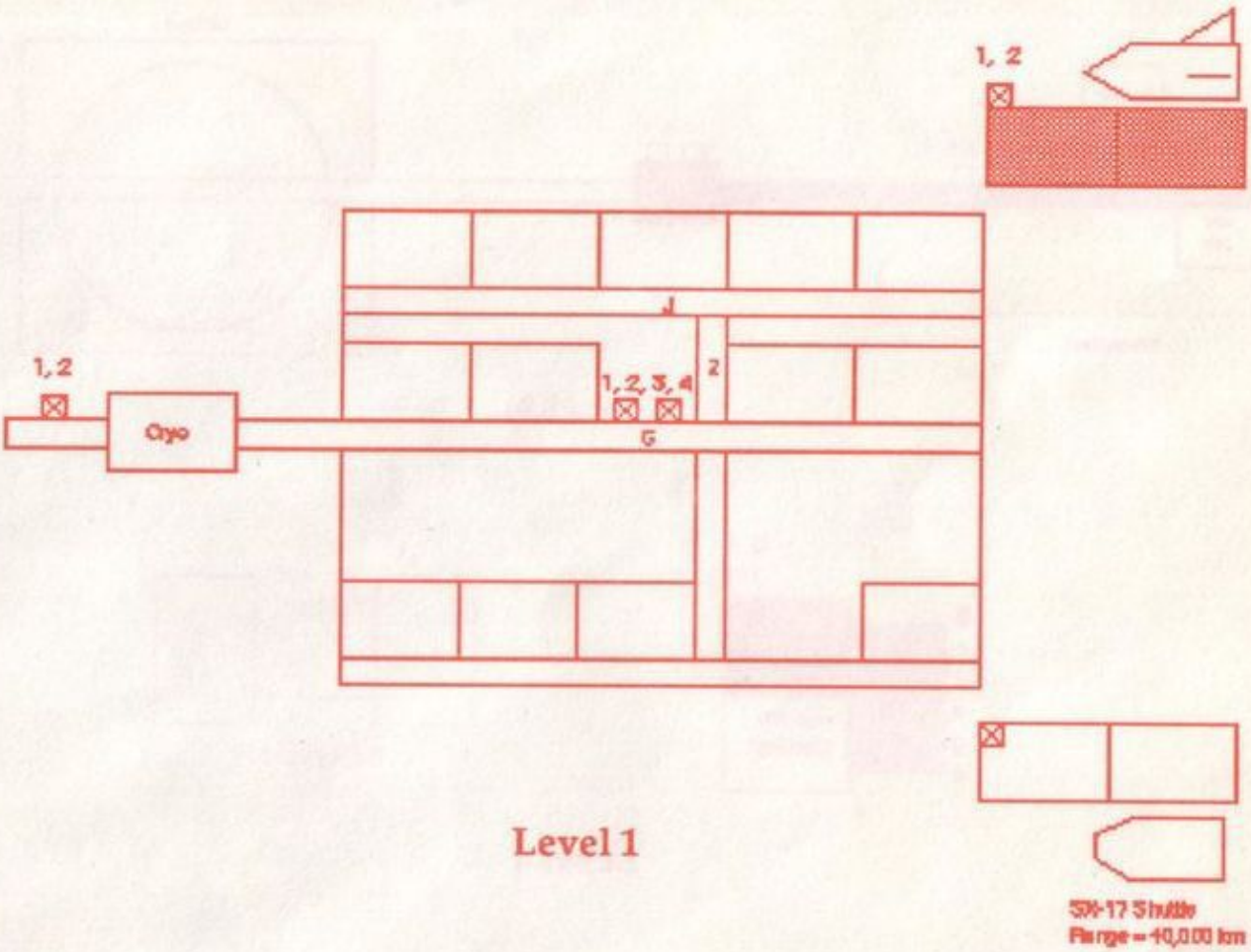
P Pause Game (press **P** again to resume).

Note: There may be other keys active on your keyboard when you play Project Firestart. Please ignore and do not use any such keys since we **strongly** recommend that you play the game with your **C, D, I** and **P** keys and joystick only. Also, make sure your **Shift Lock Key** is not pressed down, as this will disable your joystick.

Screen Features

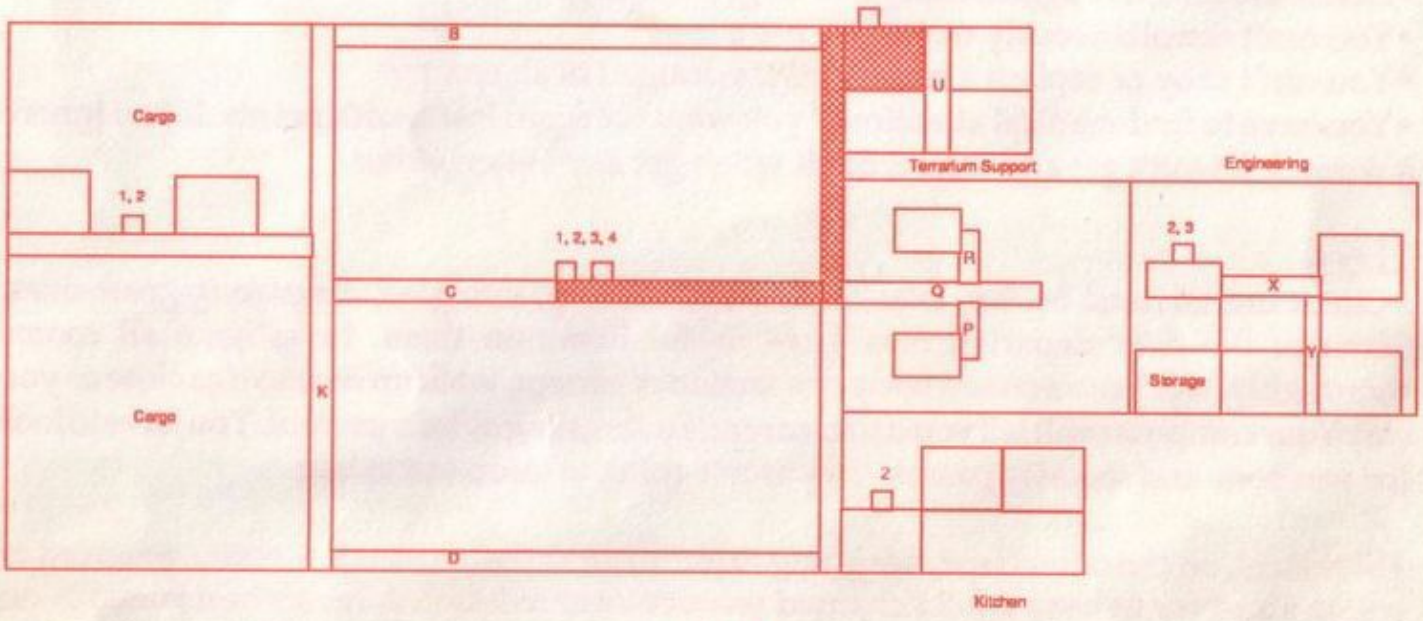


Maps

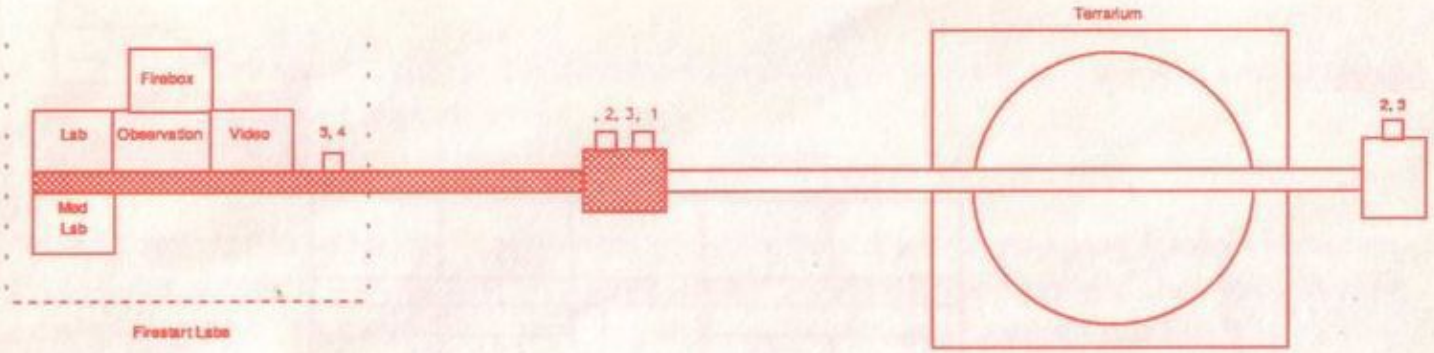


Level 1

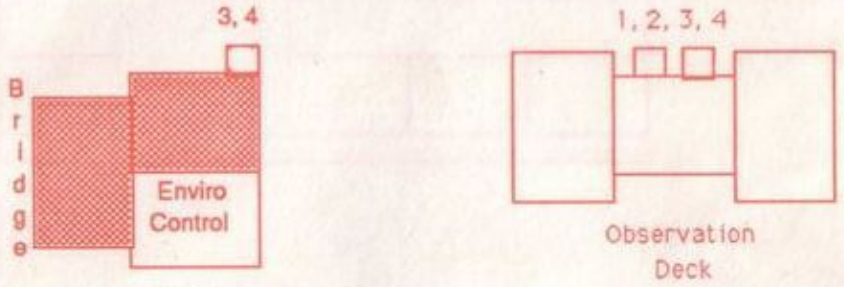
SX-17 Shuttle
Range = 40,000 km



Level 2



Level 3



Level 4

Notes

- You can't carry more than two lasers.
- Lasers are effective against only one target at a time.
- You can't simultaneously move and fire a laser.
- You can't drop or replace a laser until it's drained of all energy.
- You have to find medical attention if you want to regain lost health points. If you ignore a wound, it won't get any worse, but it won't get any better, either.

Tips

- Check out all dead bodies, even the bloody, torn up, mangled, disgusting gross ones. Some of the dear departed may have useful items on them. Investigate all rooms thoroughly, too. To examine a body or a section of a room, walk up next to it as close as you can. Your computer will tell you if there are any interesting objects present. You have to look for weapons and security passes, they aren't going to jump out at you.

- Monsters, on the other hand, **are** going to jump out at you, so carry as many weapons as you can and try to keep a fully charged weapon near at hand. A hero's best friend is his particle beam.

• Find the radio and stay in touch with home base. They miss you. And if you don't maintain communication, they may miss you entirely.

• Find the ship's computer access points. You can get useful information through the computer that you can't get anywhere else.

The End and Afterwards

When the game has reached its finale, the "The End" screen appears, and you feel the game has come to an unsatisfactory conclusion (such as you suffocated in the airless vacuum of space or met some other fate just as hideous), there are two things you can do. Either turn off your computer and reboot or press D and follow the onscreen prompts to restart the game.

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