

ATARI®  
PROOF OF PURCHASE  
SWORDQUEST™ FireWorld™



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# ATARI® 2600™

## SWORDQUEST™ FireWorld™

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ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below.

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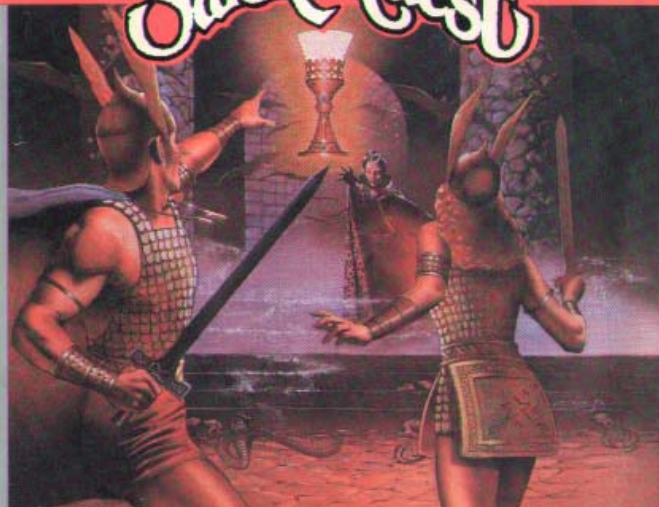
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This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



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## Swordquest™ FireWorld™





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NOTE: Always turn the console POWER switch OFF before inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

## 1. FIREWORLD™



Welcome to FireWorld. You may have already traveled through EarthWorld™ and succeeded in solving the EarthWorld puzzle. FireWorld is the second in a series of four worlds that you must pass through on your quest for the Sword of Ultimate Sorcery.

You enter FireWorld as a mighty warrior. Your skill and courage will be tested with dangerous trials and obstacles. The object of the game is to solve the puzzle.

The FireWorld puzzle is based on the Tree of Life, with ten rooms linked together by ten rooms with doorways. FireWorld has ten treasure

chest rooms, some containing different magical objects. These objects will help you on your journey through FireWorld. Carrying particular objects will help you find clues. Before you can explore these rooms, you'll be called upon to demonstrate certain skills, just as Torr and Tarra are tested in the FireWorld comic book. As a warrior, your skills are important for conquering FireWorld. To help you in your quest, you will be armed with the FireWorld comic book which contains additional clues. Some clues will come from a combination of both the comic book and the Game Program cartridge. These clues will refer back to the

enclosed comic book and hint at the solution to the FireWorld puzzle.









You have just leaped into the blazing flames of FireWorld—see if you can survive and triumph!

## 2. GAME PLAY

As a warrior, you'll need courage and skill, but you'll also need to be a detective and an explorer to find the hidden clues and solve the FireWorld puzzle.

Remember, this game is a puzzle. These instructions will not tell you how to solve the puzzle, but together with the comic book, will help you find the necessary clues to solve the puzzle. You will have to use trial and error methods to obtain the information needed to solve the FireWorld puzzle.

In FireWorld, you will encounter ten different rooms. There are 16 objects randomly located throughout these rooms, but you can only take six objects at a time. As you leave the right object(s) in the correct room(s), you will receive clues that will help you solve the puzzle. Figure 1 shows what each object looks like. These are some of the magical objects which help Torr and Tarra in their quest for the Sword of Ultimate Sorcery.

Oil Lamp		Water	
Rope		Talisman of Passage	
Amulet		Ring	
Chalice		Leather Armor	











Cloak of Invisibility		Warrior's Sword	
Shoes of Stealth		Grappling Hook	
Dagger		Short Sword	
Shield		Food	

Figure 1 - Inventory of Magical Objects

The most important object you will seek is the chalice. Without it, you will be barred from entering a secret room. This secret room is at the center of the Tree of Life. The magic chalice contains water to cool and protect Torr and Tarra from the intense heat of FireWorld. When you find it, magic doors will open for you.

If you leave the right object(s) in the appropriate room(s), you will receive a clue display. In the center of the display is your clue. Make a note of each clue, for it is your key to solving the puzzle. (See Figure 2 for sample clue display.)

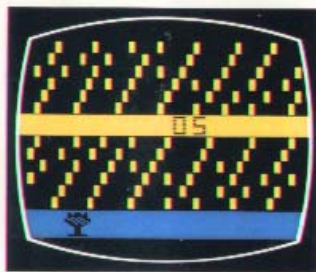


Figure 2 - Clue Display

Each clue will refer back to the comic book. For example, the numeral 05 could mean: Look on page 5 for a clue to the FireWorld puzzle. By trial and error, you will learn how to interpret each clue.

Before you can enter the ten treasure chest rooms in FireWorld, you will be expected to perform a skill and action sequence. For example, you might be required to catch razor-sharp knives, dodge flaming firebirds, or even kill venomous snakes. Torr and Tarra must also survive some dangerous stunts. After completing the skill and action sequences, you, like Torr and Tarra, shall gain wisdom, mercy, power, understanding, and perhaps valuable prizes as well. (See Figures 3-8 for sample skill and action sequences.)



Figure 3 - Deadly Snakes

A real test of courage. You must pass through this deadly pit of venomous snakes.

**NOTE:** Some skill and action sequences might appear to be repeated, but will lead you to different treasure chest rooms.

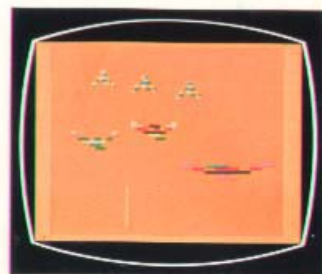


Figure 4 - Flaming Firebirds

Dodge the flaming firebirds, for if you touch them, they become wild. However, if tamed, these birds could lead you to a treasure chest of magical objects.

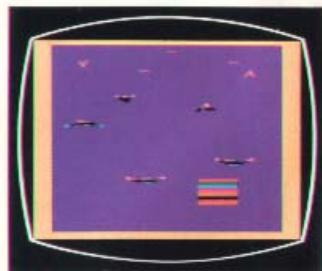


Figure 5 - Flying Fire Goblins

You must catch and place these fire goblins into a box.

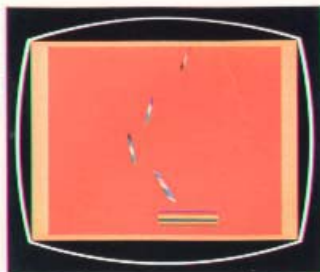


Figure 6 - Flaming Hot Knives

Protect yourself from hot knives that fall from the ceiling by guiding the knives into a stationary pit.

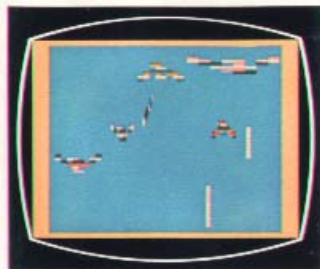


Figure 7 - Fire-Breathing Dragons

Use your arrows to shoot down flying fire-breathing dragons, but watch out for their hot flames.

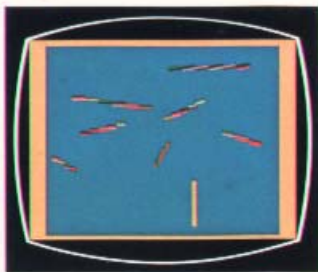


Figure 8 - Jawing Salamanders

What appear to be innocent snakes turn out to be huge jawing salamanders. You must dodge the salamanders to escape alive.

You must complete each skill before you can enter a room in which to leave or retrieve your objects. When you encounter a skill and action sequence, experiment with the Joystick and the red controller button. Some sequences require the use of the Joystick; some the red controller button.



### 3. USING THE CONTROLLER



Use your Joystick Controller with this ATARI Game Program cartridge. Be sure to plug the controller cable firmly into the **LEFT CONTROLLER** jack at the back of your ATARI 2600 Video Computer System game. Hold the controller with the red button to your upper left, toward the television screen. (See your *Owner's Manual* for further details.)

#### CONTROLLER ACTION

To start the game, press the red controller button. Use the Joystick to move your warrior up, down, right, or left through the maze of rooms.

To pick up an object, position the cursor directly over the object and press the red controller button. The object will then appear at the bottom of the screen and will continue to move with you until you decide to leave it in a room. To leave an object in a room, move to the bottom of the screen, position the cursor directly over the object, and press the red controller button. The object will stay in the room until you pick it up again.

To move from room to room, position your warrior in a doorway, (see Figure 9) and walk through the exit and down the hallway into another doorway (see Figure 10).

**NOTE:** Some doors are locked, which means they are invisible. However, certain objects will allow you to unlock these doors.



Figure 9 - Room with Doorways

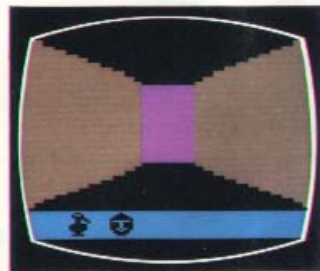


Figure 10 - Hallway

If you press the red button while in a room with doorways, you will move into a skill and action sequence. After you have completed the skill, the program automatically moves you into another room with doorways or into a treasure chest room with objects. If you find yourself in a treasure chest room (see Figure 11), you may pick up or drop off any object. Remember, you can only carry six objects at a time. To leave a treasure chest room, move the cursor to the small open door in the lower left corner of the room, and press the red controller button (see Figure 11).

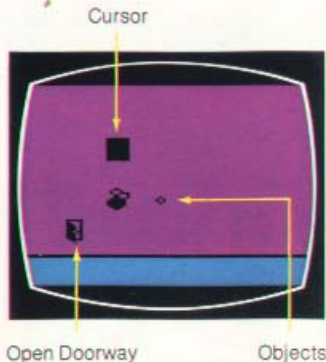


Figure 11 - Treasure Chest Room

#### 4. CONSOLE CONTROLS

### GAME SELECT SWITCH

GAME SELECT is not used in FireWorld.

### GAME RESET SWITCH

Press **GAME RESET** during game play to return to the first display and to start the game over.

## DIFFICULTY SWITCHES

The RIGHT and LEFT DIFFICULTY switches are not used in FireWorld.

## TV TYPE SWITCH

Set this switch to **COLOR** if you're playing on a color television set. Set it to **B-W** to play the game in black and white.

## 5. HELPFUL HINTS

1. Use paper and pencil while playing FireWorld. Write down clues, and keep a log of different moves for reference during game play.
2. Just because you use an object to obtain one clue, doesn't mean the same object can't help you again.

## 6. REFERENCE LOG

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.