White Fire Of Eternity

Sundog systems

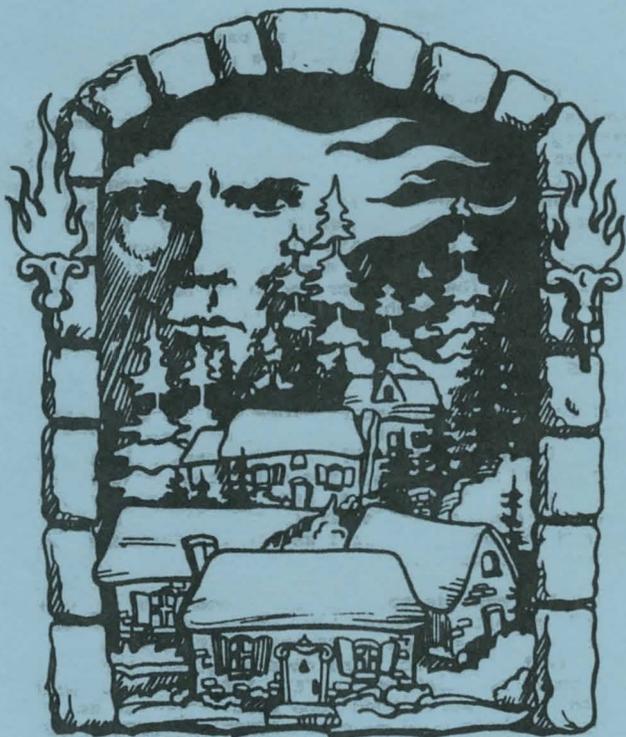**64K Animated Graphics Adventure**

The White Fire of Eternity

In the age of monsters and magic, the time of many gods, the small village of Faernorn prospered in the favoured shadow of the God of White Fire. It is here that you lived for 17 years, thriving on the lore passed to you through the Clerics of Vor. Within this time you learned a hunger for knowledge and soon the fragments of lore of the eternal White Fire were not enough to appease your enormous couriosity. It was then that you put the question of the identity of the God of White Fire to the loremasters. Their muttered excuses and fumbled guesses left you wanting, and you left storming out of the village, cursing the cause of your own ignorance. It wasn't until nightfall that you realized that you had stumbled into the Forbidden Wood and become lost.

Lacking any alternative, you set up camp and hoped that you might find a way home with the coming of the new light. The want for knowledge of the White Fire kept nagging at you, though....

LOADING:

First initiate a cold start (Turn the computer off then on again). If you have a CoCo III, hold down the F1 key and press reset. This will force the alternate color set. Remember, White Fire obtains its color by CoCo II artifacting, and these graphics will appear black and white on an RGB monitor.

Insert the game disk into drive 0. Type **LOADM"BOOT"** and press **<ENTER>**. The game will auto-start and after a title screen, the color test will appear. Press reset until this screen is red and then press any key. After a graphic title screen and the music, the game will load and execute. You will set in the Forbidden Wood, ready to begin your quest.

GAME PLAY:

WHITE FIRE responds to two word commands, given at the command prompt. These two words must consist of a verb preceeding a noun such as **EXAMINE TREE**. Only the first three letters of each word need be given, though. **EXAMINE TREE** could be shortened to **EXA TRE** if you wish. When objects have more then one word, input it as if you were typing the whole word such as **EXAMINE ROCK PILE**. That would be shortened to **EXA ROC** not **EXA PIL**. Some commands have been shortened for easy use. **LOOK** can be entered as just **L** and **INVENTORY** as **I**. If you wish to **GET** all the items in one area or **DROP** all the items in your inventory, you can **GET ALL** or **DROP ALL** respectively.

EXAMINE: Items that are not hand held can be examined normally, but you must be holding any items that can be held and examined. Otherwise you will get the **NOTHING SPECIAL** response.

SAVE and LOAD: The game can be saved or loaded in progress at any time. To save, simply enter the command **SAVE** and it will prompt you for the save number. Press a number from 0 to 9 to save in the chosen position. Remember to make notes on each indivdual save to keep track of all ten possibilties. To load a game save, enter **LOAD** and type the respective number at the prompt. It will load the information and continue from the conditions saved.

DIRECTIONS: To travel through *WHITE FIRE*, type **GO NORTH**, **NORTH**, **NOR**, or just **N**. This can also be done with the directions **UP**, **DOWN**, **SOUTH**, **EAST**, and **WEST**. When within an area, you are not always facing north. Make a map when playing showing the exits to the particular area.

WHITE FIRE OF ETERNITY. Enter the age of monsters, magic, and adventure. Here you will search for the legendary power of White Fire throughout the Forbidden Wood and dark caverns of the Mount. The Rainbow review of 12/86 says, "Visually, White Fire is quite an achievement. The graphics are excellent!" Discover what adventuring on the Coco is all about. Req. 64K and disk drive. Only $19.95.