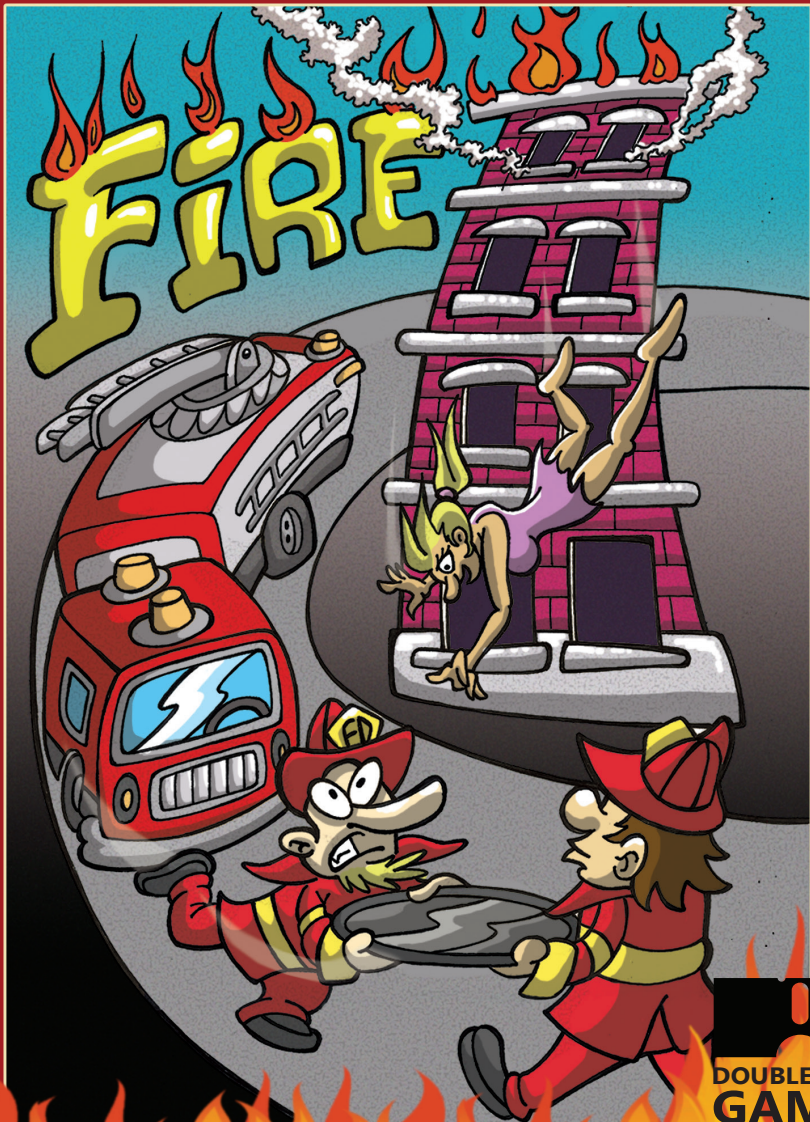


# User Manual



**DOUBLESIDED  
GAMES**

# FIRE

In Fire, you play the role of a city fireman, and have to rescue people from burning buildings!

## Loading instructions

To play on a Commodore VIC-20, you will need:

- a 3k memory expansion installed
- a joystick
- a floppy disk drive or SD device (SD2IEC, uIEC, pi1541)

To play in an emulator such as WinVice, do as follows:

- Set the memory to "3k (Block 0)"
- Activate Joystick in Port 1
- In the menu choose: File > Attach disk/tape image > Drive 8 then choose the file *FIRE + games.d64*

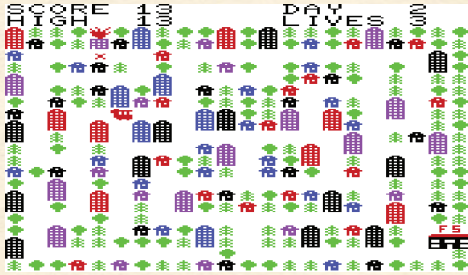
To play **Fire**, type *LOAD "FIRE",8* and hit return.

When the *Ready* prompt comes back, you must type in "RUN" and hit return.

To play the extra games included on the disk, follow the instructions as above but use these commands to load them:

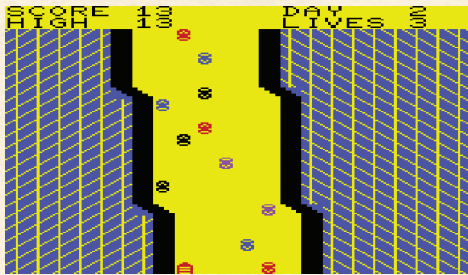
- To play **Escape**, type *LOAD "ESCAPE",8* and hit return.
- To play **Runner**, type *LOAD "RUNNER",8* and hit return.

# How to play Fire



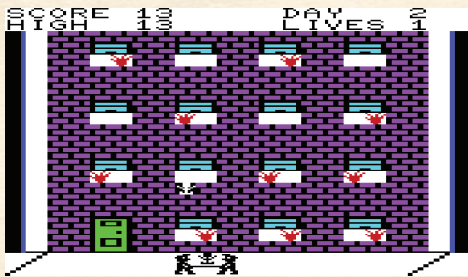
In the first level, you see a map of the city. The fire station is located in the down-right corner of the screen, this is where you start.

Move the fire engine to the burning house using the shortest route!  
If you're too slow, you lose a life.



The second level places you on the road to the burning house, driving the fire engine.

Your job is to avoid the traffic and the road sides. The length of the route, is relative to the length of distance you drove in the previous stage.  
If you crash, you lose a life and start again at the fire station.



When you finally arrive at the burning building, you control two firefighters. They have to save between ten and 14 people with the net.  
When falling victims land on the ground or on one of the firefighters, you lose a life.  
For every rescued victim you get one point.

When all the victims are rescued, you move on to the next day, at stage one, with the next rescue operation, with a slight speed increase. The maximum speed is reached at day 65.





**DOUBLESIDED  
GAMES**