

Ho, Brave Venturers!!

So!! After days of endless wandering amidst the chambers of Earthworld, you again come forth to see the light of day, if only for the briefest of moments!! And what wondrous weapon you wield.....the legendary Warrior's Sword!!

But, behold!! You have barely completed but the first step in your journey!! Find yourself now at the roots of the tree of legends.....indeed, the Tree of Life!!

What's this you say?? Exhaustion overcomes you?? Nay, you are not warriors, but children!! Be at ease, my friends!! I see a spark of revival, and a fire in your gaze!! Indeed, a world of fire you now face. Carry these parchments, and be ever at the ready! Fireworld awaits you, and ~~the~~ nectar of its' Chalice is ambrosia to all.

Be off with you now, and return, return.....as did I, long ago.....

Robert Ruiz, Jr.

*Robert Ruiz, Jr.*  
Knight of the Chalice

## ABOUT FIREWORLD

Fireworld, as you know, is based on the Tree of Life. The 10 rooms shown interconnect to form said tree. Study the movement map on the next page following. You will note that the rooms are numbered from 1 to 10, #1 being Green Goblins, #5 being Green Firebirds, and #10 being Blue Salamanders. This numbering sequence is taken from the beginning of the game cartridge.

The clue displays that appear are identical to the one shown in the instruction book. Alas, they are in no way known to me, any indication of the clues that are hidden in the comic book. The clue displays go 00 to 09. These displays are identical to that which were faced at the Fireworld play-offs, with the exception that 00 was displayed as 10.

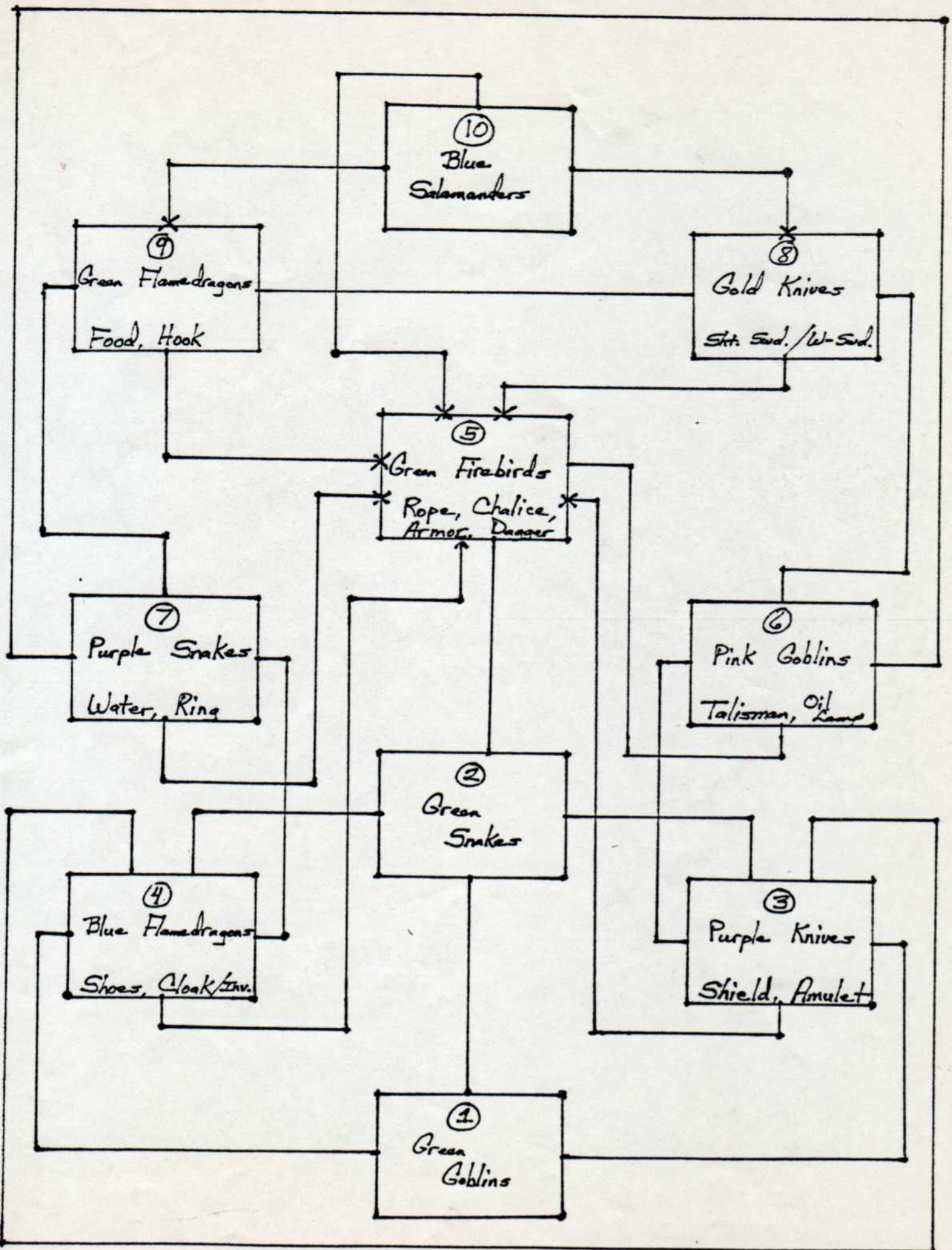
To this very day, I and my associates have been unable to understand how these clue displays refer to page or panel numbers in the comic book. We have noted, however, that the objects placed do take the shape of a reversed 7, with the exception of clue displays 08 & 09.

The clue displays are based on 5 & 2: 5 objects, placed into 2 rooms. In order for the display to appear, you must place 1 correct object in the first correct room, and 4 objects into the second correct room. Trial and error will prevail, and note again, another formulation of 7 [5 & 2]. [ITEM: You must put the single object in first, and then the four. If you reverse it, it will be harder to get back into the 4-object room. The clue only appears in the 4-object room.]

The only really good point about Fireworld is that, unlike Earthworld, the clue display appears inside the chamber. This and the mystery of the travelling rope [the rope doesn't stay where you leave it; it appears in your clue chamber after you bring on the clue display twice] seem to be the only redeeming factors. The "music" for this cartridge is the noise made by the advancing creatures; there is no nice music to the clue display.



# Map of Movement





FIREWORLD CLUES & SOLUTION  
Preliminary Information

The following objects proved useful in entering thru the various skill and action scenes with limited effort and a lot of ease:

Cloak of Invisibility: This object, when carried, slows the Firebirds of Room #5 [the Chalice room], allowing you to dodge them with considerable ease.

Shoes of Stealth: This object, when carried, allows you to catch a greater quantity of Knives in both Room #8 and Room #3, thereby allowing you quicker entry to the chamber that lies beyond.

Amulet: Unlike Earthworld, this object allows you to capture the Goblins in Room #1 and Room #6, thereby filling your quota, and gaining you quicker entrance to both chambers.

Dagger: This object allows you to effectively dodge the fire-breath of the Flamedragons in both Room #4 and Room #9.

Chalice: This, of course, opens up six additional doors from Room #5, and adds one to both Room #8 and Room #9. {See X's on map.}

Armor: This object allows easy access thru the Salamanders of Room #10. [Feelings are mixed here; I also find a time difference carrying both this object and the Chalice together, since the Chalice also opens the gate to this room.]

ITEM: It appears that this cartridge was programmed from left to right. If you stay to the right side of the screen in Room #s 3,4,5,8,9, & 10, you should be able to effectively maneuver and dodge with little or no contact.

ITEM: I found that after obtaining clue displays 00 to 04, the game speeds up. At this point, I re-set my game, and proceed with 05 to 09.

ITEM: A Fireworld enthusiast informs me that carrying the Oil Lamp speeded him thru the Snake rooms [#2 & #7]. Although I have not questioned the validity of his claim, I have left it for you all to determine. I for one had no trouble getting thru either one of these rooms, and found them useful for easy storage and retrieval of the various objects.

ITEM: Depending on how you do it, if you run to the upper right corner of your room while in the corridors, and jerk your joystick handle, you can "float" thru the wall to the chamber above you. This works on Rooms #6, #7, #8 and #9, and is particularly useful in #8 and #9, when attempting to get to Room #10 without the Chalice. Try it!!



## FIREWORLD CLUES

At the beginning of the game, each room is shown, along with its specific skill and action sequence. For reference, they go as follows:

#1: Green Goblins	#6: Pink Goblins
#2: Green Snakes	#7: Purple Snakes
#3: Purple Knives	#8: Gold Knives
#4: Blue Flamedragons	#9: Green Flamedragons
#5: Green Firebirds	#10: Blue Salamanders

The clues given are designated by Room #, for easier reference. Note that #1 is the "roots" of the tree, #5 is the "trunk" or center of the tree, and #10 is the top of the tree. The remaining seven rooms make up the "branches", more or less.

Clue 00:	#1 Chalice
	#10 Ring, Shoes, Food, Oil Lamp
Clue 01:	#2 Rope
	#9 Water, Cloak, Talisman, Hook
Clue 02:	#3 Amulet
	#8 Talisman, Hook, Leather Armor, Chalice
Clue 03:	#4 Cloak
	#7 Ring, Shield, Oil Lamp, Short Sword
Clue 04:	#5 Shield
	#6 Ring, Food, Oil Lamp, Rope
Clue 05:	#4 Cloak
	#5 Talisman, Amulet, Leather Armor, Warrior's Sword
Clue 06:	#10 Food
	#4 Shield, Oil Lamp, Short Sword, Dagger
Clue 07:	#2 Hook
	#3 Food, Oil Lamp, Rope, Dagger
Clue 08:	#9 Water
	#2 Talisman, Oil Lamp, Leather Armor, Dagger
Clue 09:	#2 Warrior's Sword
	#1 Talisman, Amulet, Leather Armor, Chalice

## END NOTES

There is still so much to say about Fireworld. Fifty people competed, out of 73 correct answerers. Of these 50, five were previously in attendance at the Earthworld playoffs: Steve Bell, the Earthworld Champion; Matt Balasa; Stephen Doussa; Jacquie Custer; Tom Neill. Fifty-one minutes into the playoff, Michael Rideout triumphed!! The most favored of the prizes, the Chalice, was his!!

As to the game itself, Fireworld is a poor succession in what started out to be a superb adventure-competition series. Items of curiosity include the traveling rope [as previously mentioned], and the wherefor and why as to the reason for the game's abrupt speeding up after an undetermined amount of play.

A Fireworld enthusiast in Arizona offers this bit of wisdom: that the movement of a certain object, or objects, after certain sequences appear, may be the cause of the speed-up. If so, I challenge all of you to prove his theory correct.

Fortunately for us all, the third in the series, Waterworld, again returns us to the quality and goodness we saw in Earthworld. If not for the contest, buy it for the comic. The art is exquisite!! As to Fireworld, once you cause all the clue displays to appear, there is little left to thrill over. I also have a theory: that playing it straight thru, from 00 to 09, may yield something as yet unseen. Anyone who can prove this theory for me, with viable proof, write!!

As always, if you have any questions, write!! I will do my best to answer you all.

*Thanks!!*

*Robert*



Attention, Fireworld enthusiasts!!

Many of you have requested listing of the hidden words from the pages of the Fireworld comic book, as well as the answer to obtaining the correct 5 words. Here, now, are the hidden words, by page number, panel frame, and word itself:

Page 6: FORCE (backwards, in the purple cloud)

\*Page 7, Panel 2: POWER (in little Torr's curly hair)

Page 13, Panel 4: THE (on the stone wall behind Tara)

\*Page 16: LEADS (on the stone beam, under their feet)

\*Page 25: TO (near Tara's hand)

Page 27, Panel 1: FIND (upside-down, on ceiling over Torr's head)

Page 33, Panel 4: CUP (backwards on the squids' arm)

\*Page 34, Panel 7: CHALICE (guess where??)

\*Page 43, Panel 4: ABOUND (in the flames)

Page 48, Panel 3: RELEASED (spelled out backwards in the bubbles!!)

This time around, the clue in the cover poem is ADD TO SEVEN. This phrase is in different type from the rest of the poem. What does it mean?? Simple!! Fireworld revolved around the number 7, so those page numbers adding up to seven, had the 5 correct words!! Those with stars (\*) are the 5 correct words, and they add up as follows:

Page 7 : 0 + 7

Page 16: 1 + 6

Page 25: 2 + 5

Page 34: 3 + 4

Page 43: 4 + 3

Again, the 5th and crucial word was not hidden, but again in plain sight, in BOLD PRINT!! Check out page 34 again!! Aren't we clever??!!

ITEM!!.....A lot of you pointed out that the clue displays in Fireworld did not refer to the hidden words in the comic book. True!! What these displays are are task levels, and the only way you would have known is if you had a copy of the instruction booklet for Fireworld from outside the U.S.A.!! More information on this will be in issue #2 of Phase II which will cover the Fireworld contest in detail!! Be watching!!

Robert!!