

FIRE - game presentation

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FIRE is a real time 3D puzzle game.

Game goal :

Avoid the pitfalls on the 'checkerboard' to blow all the flames out. - You control a ball and a crate in turn and in 3D- The ball is your extinguisher- The crate blocks your ball like a wall

- Moves can stop only with an obstacle - Your time is unlimited - Thinking is often useful

Controls :

- The arrow keys move the ball or the crate.- The space bar (or Enter) switches between the controllable tools (the ball or the crate).- The digits 1 to 7 allow to choose the camera.- The F2 key permits to start the level again. Configuration - minimal requirements :

PC with a 300 MHz processor and Windows 9x / Me / NT / 2000 or XP

64 MB of RAM

OpenGL® 1.2 or higher

3D graphics card and OpenGL® compatible FIRE is a modern remake of the game OLAF published as a listing in 1992 in a late Amstrad magazine (A100%) :

If you cannot see all the images please switch to the French page (or [click here](#)). This will be fixed asap... (PS: I'm still trying to get a working import of the mosimage labels, with no success up to now!)