

# ADDENDUM

To play the Commodore® Amiga™ version of Temple of Apshai Trilogy, you must use the special instructions on this sheet and on the Command Card.

Page seven of the Temple of Apshai Trilogy manual is incorrect. The following should be used instead:

## Adventurer

### Four Steps to the Gates of Apshai

Once you've properly loaded The Temple of Apshai disk, the time has come for you to set out upon your personal adventure into the fabled dungeons of Apshai.

1. **Select a Character:** From the Character menu, choose a random character, or create your own.
2. **Purchase Weapons and Armor:** After you've named the character, the next Innkeeper Screen summarizes your character and lists his Weapons, Armor and amount of Silver. A menu of choices are listed at the bottom of the screen. Select any one, and a new Innkeeper "Purchase" screen will greet you and ask you for what you're willing to offer.
3. **Haggling:** The retail prices for the Innkeeper's "adventureware" are listed at the bottom of the Purchase screen. If you're in a hurry, you can go ahead and pay "retail" and enter the dungeons broke—the Innkeeper will take you for all you're worth! Or you can **Haggle** with the Innkeeper and save yourself a few silver pieces for when you're in dire need of a broad sword to clean out a nasty little section of the dungeon.
4. **Enter the Dungeons:** From the Game Menu, select any one of the three *Temple of Apshai Trilogy* adventure realms: **The Temple of Apshai**, **The Upper Reaches of Apshai**, or the dreaded **Curse of Ra**. Once you choose the realm, you then select one of the realm's four Levels to Enter. Level One is the easiest and of course Level Four will be the most challenging.

Go ahead . . . Enter the dungeons . . . you may be just in time for lunch. . . .