

## REFERENCE SHEET

*for Commodore 64, 128 and Plus/4 computers*

### BEFORE YOU START

You will almost certainly want to save the state of the game at various times during play. If you have bought the adventure on tape, ensure that you have one or more blank cassettes available. Disk users should format at least one blank disk before starting the game: you cannot format a new disk once the game has started.

### STARTING THE GAME

To load the game from tape, place the rewound tape in your cassette unit and type **LOAD**, then press **RETURN**.

To load the game from disk, place the disk in the drive (drive 0 if you are using a dual drive), and type **LOAD:"",8** followed by **RUN** when the cursor reappears. When the game has finished loading and the **>** prompt appears you should remove the program disk from the drive and put it in a safe place.

### SAVING THE STATE OF THE GAME

There are three ways of saving the game: you can save to tape or disk (whether you loaded the game from tape or disk is irrelevant), or to memory. Saving to memory is very fast, but of course when you switch your computer off the information will be lost. When you type **SAVE** while playing an adventure the computer will offer these options in turn:

#### *Save to memory*

If you type **y** and press **RETURN** the program will respond **Saved** and the game will continue. When you save to memory any previous memory save is overwritten.

If you wish to save to tape or disk type **n** and press **RETURN**.

#### *Save to cassette*

When you type **y** and press **RETURN** the message **Insert save cassette**, press **RETURN** when ready will appear. Place a blank tape in the cassette unit, rewind it if necessary, then press **RETURN**. The game will respond **Press play and record**. Press both keys on the cassette unit simultaneously, then wait while the game saves. When it is finished the message **Saved** will appear, and the game will continue.

To save to disk rather than tape type **n** and press **RETURN**.

#### *Save to disk*

The program will display the message **Insert save disk**, press **RETURN** when ready. Place a formatted disk (not the program disk) in the drive then press **RETURN**. The game will respond **Enter save file number (0-9)?**. You can save up to 10 different files on one disk. If you wish to create additional save files you will need further disks. Enter a number from 0 to 9, and press **RETURN**. Instead of saving immediately, the program double checks that you have selected the correct save file with **Continue**. If you type **y** then the game will be saved, but if you type **n** the save will not take place. When the save is complete the message **Saved** will appear, and the game will continue.

### RESTORING THE GAME

If you have saved the game to memory, tape or disk you can restore the state of play at any time by typing **RESTORE** during the game. Of course, when you switch off the computer, or quit the game data saved to memory is lost. The instructions displayed during the restore sequence are much the same as for saving: the message **Restored** will appear when the restore process is complete.

### MACRO INSTRUCTION KEYS

The unshifted function keys (**f1**, **f3**, **f5**, **f7** on a 64 or 128, **f1**, **f2**, **f3**, and **HELP** on a Plus/4) are used to recall macros that have previously been created. To create a macro type the command line, then hold down the shift key and press the relevant function key.