

## HEART OF AFRICA

## COMMODORE 64 &amp; 128

**Getting Started**—Plug a joystick into joystick port 2. Turn on the disk drive, turn on the computer, then insert the program disk. Type **LOAD "EA",8,1** and press Return. (If you are using a Commodore 128, type **GO 64** and press Return to enter C64 emulation mode, then type **LOAD "EA",8,1** and press Return.)

Each time you begin a new quest, the locations of the tomb and the valuable commodities are subject to change. If you find the tomb and want to hear all of the theme music, do not press the button until it has finished playing. (The music will also play all the way through when you start the program if you wait instead of responding immediately to the "press a key to continue" prompt.)

To save a game so you can resume it later, enter the building marked "**Pub**" in a port city, stand next to the native there, then follow the prompts as they appear. The first time you use this feature, use the **f5** command to format a blank disk for use with the program. If you save a game in which your explorer died or in which you found the tomb, resuming that game only allows you to review your diary.

To return to the game options screen while playing so you can start a new game or resume a saved one, press **f1**.

To pause/resume the game during play press the space bar.

THE MANUAL AND A MAP OF AFRICA ARE LOCATED INSIDE THE FRONT COVER OF THE PACKAGE.

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