

PHANTASIE III
THE WRATH OF NIKADEMUS™
COMMODORE 64™ VERSION

GETTING STARTED

Before playing the game, make a copy of the Dungeon Disk onto a blank disk. If you have a copy program, use it to make this copy. If not, refer to the UTILITIES section of this card. There is no "Test Drive". You must make a backup copy of the Dungeon Disk before you can play the game.

To load the game, place the Boot Disk in the drive. Turn on the computer, type **LOAD***,8,1**, press the RETURN key, and insert your Dungeon Disk (the one you copied from the master disk) when prompted by the computer.

If you have not created a character, you will automatically start the game in the town of Pendragon. If you have created characters, you may choose which character's town you will start the game in.

Most of the game play is as described in the rules book. The few exceptions are given below.

TOWNS

To select an option in a town, type the first letter of your choice. Note that "I" is used differently than explained in the rules book. The letter I is used to access the Inn menu instead of to inspect a character. To inspect a character, type V for view.

When you save a game in town, your characters are saved to the disk. To restore characters to their last saved state, simply reboot.

MOVEMENT

In addition to the normal movement keys, you may use a joystick (CONTROL PORT 1) or the cursor keys to move your party.

DUNGEONS

The LOOK option is always on in the dungeons.

UTILITIES

The utility options are on the Dungeon Disk. To use the utilities, boot the Dungeon Disk (instead of the Boot Disk) by inserting the Dungeon Disk in the disk drive and typing **Load***,8,1** and then pressing the RETURN key.

Instructions for using the utilities are in the rules book in the Apple-Specific Information section. There are differences:

--There are no Transfer Characters to or from Backup Disk options. To backup characters, use the Guild Save Game Option and insert a backup Dungeon Disk when asked for the Dugeon Disk.

--There is no Initialize Disk option in this version. If you do not have a disk copy program, you can make a copy of any Dungeon Disk by using the Make Dungeon Disk option. You can make as many copies of the Dungeon Disk as you like.