

Shard of Spring

LOADING AND SPECIAL INSTRUCTIONS

Loading the Game: To load the game, insert the disk in the drive and type LOAD "*",8 and press RETURN.

C-64 Version Changes: You should carefully study the manual included with the game and then read the section below. The Commodore 64™ plays like the Apple® version with the following exceptions:

1. The F1 key is used instead of the ESC key. All other keys function the same as the Apple version.
2. You must make a character disk instead of a game disk to be able to play the game. Choose the "Make Character Disk" option. On the C64 version, you play on the game disk provided by SSI (characters and games in progress are saved onto a character disk created by you). The program will prompt you to insert the character disk when needed.

This created disk may be copied if you wish to have a backup of your characters and saved game.

3. For the convenience of the C64 user, a joystick function has been added. All menus may be used by moving the joystick and pressing the fire button. You may also activate the F1 escape function by moving the joystick to the lower right (southeast) corner and pressing the fire button. When in menus that move characters on the screen, the [JOY] option puts you into a special movement mode that allows you to move the character in the desired direction by simply pushing the joystick in that direction. Attempting to move onto an enemy character will result in attacking that enemy character. Facing changes are automatically executed as you move when in this mode. Press the fire button to exit this mode and return to the menu.

