

The Special Effects Department

Each brand of computer has its own unique features. Your Apple II is no exception. The Apple II version of Wizardry has been specially programmed to take advantage of some of these features.

Pauses for Thought

Occasionally the program pauses to allow you to read messages. Although this delay is adjustable (by pressing **T** when in the Maze), experienced players will often want no time delay at all. Pressing **CTRL + E** when the program is pausing will end the pause immediately. If you are playing on an Apple IIe, IIC or IIGs computers, you can also press either of the Apple keys on either side of the space bar. If you get tired of pressing **CTRL + E**, you can press **CTRL + D** to switch all the pauses off and on. These features are especially handy during long combats.

Sounding Off

There are times (2 A.M. in particular) when you need to play in silence. Pressing **CTRL + S** will switch the sound on and off.

Thanks for the Memories

If you are playing on an Apple II with more than 64k of memory, the extra RAM is used as a cache. Each time you start the game, the most important parts of the game will be loaded into the extra memory so that it can be retrieved without accessing the disk drive. Wizardry supports the built-in extra memory in the Apple IIe, IIC and IIGs as well as some third-party memory expansion boards.

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