

WASTELAND™

Getting Started

Follow these steps to get started:

1. Turn on the disk drive.
2. Insert the boot disk.
3. Turn on your computer.
4. If you're using a Commodore 128, the game will boot automatically.
If you're using a Commodore 64, type **LOAD "*" ,8,1** and press **<RETURN>**.

Note: If you have difficulty booting *Wasteland*, remove or disconnect any unnecessary peripherals and try again.

You will then see the title screen with two options at the bottom: **Start** and **Utils** (Utilities). If you're new to *Wasteland*, press **U** to call up the Utilities Menu; otherwise, if you've played before, you can select **S** to start the game.

To cancel any action that you've started, press **←**. This applies throughout *Wasteland*.

Utilities Menu

To use any option, press the first letter:

- Copy** This is the first thing you must do. *Wasteland* only recognizes disks that you create with this copy routine. When you choose **Copy**, you'll see **1 2 3 4 Exit** at the bottom of the screen. You need to make a copy of all four sides, so you must select each number once. Follow the onscreen instructions to complete the copying process. Press **E** to **Exit** when you're done copying and then **S** to start the game. Do not put write-protect tabs on the copies you made. You will always have to boot your Commodore using your original *Wasteland* disk when starting or resuming a game.
- Restart** Automatically Restarts your party near the Ranger Center. Use this command if your party is hopelessly stuck somewhere, or if you want to start the game over with the same characters. To **Restart**, save the game where you are. Then insert your boot disk, reboot, and select **U** for the **Utils** option. Select **C** to **Copy**, and copy all new disk sides on a separate set of disks. Select **R** for **Restart** and insert the *old* side 1 when you see the prompt "Please put side 1 in drive 1." Then insert the new copy of side 1 when you see "Please put destination *Wasteland* character disk in drive 1." Now you're ready to start over with your old characters — minus all the items and cash they were carrying.

Start

Starts the game. You're asked "Use last saved game (Y/N)?" Choose Y if you want to start where *you* last saved the game with the Save command. Choose N and you'll start where the *computer* last saved the game (which happens anytime you answer "yes" to "Enter new location?"). With either choice, you'll be prompted to insert one or more disk sides. If you're new to the game, you'll start in the Ranger Center.

IMPORTANT: Wasteland is a dynamic game, and it's very important that you understand how it keeps track of and saves the game. As you play, the game constantly changes, and permanently updates those changes to the disk. Once you change something, it's changed forever! If you pick up an item from a spot, you can't return to that spot and find it there again. If you kill the wrong person, you can't go away and then come back hoping to find him or her alive. Remember, this will even supercede any games you have saved.

The game is divided up into many locations. Any one of the following could be a location: a floor in a building, a section of a desert, a path in a sewer. In the course of your adventure, you'll often be asked "Enter new location (Y/N)?" If you answer "yes," the game will save any changes to that location, and your party's status. Remember, this will even supercede any games you have saved using the Save command. NOTE: Don't rely on this as a method of saving your games. Make it a habit to regularly save games with the Save command — especially after you find things you really want to keep.

If you switch to another location by viewing a disbanded party, the statuses for *all* the parties are saved on whatever disk side you end up on.

If you use the Save command, your location and party status is saved to side 1. The next time you load Wasteland and answer "yes" to "Use last saved game?", the game loads in the party information from side 1 and continues from there. If you answer "no," then the program will search through all disk sides to find the place where *the game* last saved itself.

In a nutshell, you should use the Save command before you end each session of play. The next time you load your game, you can answer "yes" to "Use last saved game?" and pick up where you left off. However, if you or your computer shuts down before you can use Save, then answer "no" when asked "Use last saved game?" The program will search for the place where it was last saved. This way, you're unlikely to lose any important items you've acquired.

What can you do if a character dies? *Don't* save the game. Shut the computer off and then reboot. Answer "no" when you're asked "Use last saved game?" Your characters will now come back alive, but without the items they acquired since the last time you saved.

Time and Distance

The maps in Wasteland vary in scale. The large desert map contains the various city maps, which, in turn, contain building maps or whole underground levels of sewers and hideouts. In combat, distances may seem a bit off for the map you're on, but these are tactical distances and are valid in combat only.

Because of the difference in scale of the maps, time passes differently on them. Though a single keystroke on the computer will move you one space north in both the desert and in a building, the amount of time that each move takes is different. The game takes this into account for healing and deterioration purposes. Remember that time passes for characters in the main party as well as for any disbanded characters who are not moving. If you disband a character and send him off to find a doctor to help a wounded comrade, the seriously-wounded character will still bleed away.

If you want time to pass without moving your party, press <— repeatedly.

Selecting Options

Whenever you need to select an option, just press the first letter in that command (The one exception is unEquip; in this case, press E.)

Whenever you're selecting from a menu that appears along the bottom of the screen, you have two choices: 1) press the first letter of the command, or 2) press the < (less than) or > (greater than) key to highlight the command, and press <RETURN>.

Whenever you need to select an item, skill or attribute from a list, simply enter its number. To scroll through a list, you have two options: use the ← and ↓ keys to scroll down, or I and K keys to scroll up and down. An item or skill number with a “_” next to it (i.e. “6_”), marks the end of the list.

Movement Commands

Use the following commands to move your party around:

I	Move up.
J	Move left.
K	Move down.
L	Move right.
Spacebar	Toggles view of party roster on and off.

Ranger Center

When you're in the Ranger Center, you see the following options at the bottom of the screen:

Create	Creates a character. You can create up to four.
Delete	Deletes a character.
Start	Starts you outside of the Ranger Center.

Non-Combat Commands

At any time, except during combat, you can use the following commands by pressing the first letter of the option:

Use	Use a skill, item, or attribute.
Enc	Encounter. Call up combat commands.
Order	Establish a new party Order.
Disband	Disband. Break up the party into two or more groups. This command is also used to permanently dismiss a Non-Player Character from your party.
View	Switch the View between two or more groups.
Save	Save the game. Refer above for an explanation of saved games in <i>Wasteland</i> .
Radio	Radio in to Ranger Center to see if a party member has earned a promotion.
<F1>, <F3>, <F5>, and <F7>	Call up the Use command for characters 1, 2, 3, and 4, respectively.
R	Reorder a character's skills or possessions. You must first select a character from the roster and view either the skill or possession menu before using this command.

Combat Commands

When you engage in battle, you can choose from the following options by selecting the first letter of the command:

Run	Move party or individual character one space.
Use	Use a skill, item, or attribute.
Hire	Hire a Non-Player Character to join your party.
Evade	Evade an attack.
Attack	Attack an enemy.
Weapon	Change Weapons.
Load/unjam	Unjam and/or Load a weapon.

S Show list of encounter groups to attack. Will only work with player characters, provided your foes are within range of your weapons. (Will not work with hired Non-Player Characters.)

To speed up the combat message scrolling rate, press the \leftarrow key. To slow it down, press the \rightarrow key.

Viewing Characters

Enter a number from 1 to 7 to view that character's statistics. Here are some options that you can use while in this mode:

From the first screen

Pool Pool cash. Pools all the party's cash and gives it to the character you're viewing.
Div cash Divide cash. Divides the character's cash evenly among all the characters.

From the second (Item) screen

Enter any item number and you'll get the following choices. (When prompted Y/N, the Y is highlighted; press <RETURN> to accept the option.)

Reload Reload weapon. (Only shows if you choose an ammo clip that's appropriate for your currently-equipped weapon.)
Unjam Unjam weapon. (Only shows if you select a jammed weapon.)
Drop Drop an item.
Trade Trade an item.
unEquip Equip or unequip an item.
R Reorder items.

From the third (Skill) screen

R Reorder skills.

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