LOADING DUN DARACH on the Spectrum 48K

- Type LOAD''' and press ENTER.
 N.B. Do not leave a space between quotation marks.
- 2. Press PLAY on the cassette recorder
- DUN DARACH will now load automatically.If loading is not successful, rewind the cassette, adjust the volume and try again.

SAVE Game and RESTORE Game are described in the booklet — note that SAVE/RESTORE time is about thirty seconds.

Keyboard Assignments.

Walk Left/Right — Alternate keys on the bottom row, Z to Symbol Shift.

Enter a Door — The ENTER key.

Camera Left/Right — Alternate keys on the second row,

A to L.

Pick Up/Drop — Alternate keys on the third row,

Q to P.

Select Object — Top Row, 2, 3, 7, 8, 9.

Offer Object — The four Corner keys, 1, 0,

Caps Shift, Space.

Autorun on/off — The 4 key.

Freeze/Unfreeze - The 5 key.

Return to Options - The 6 key.

Extracts from "Co" tha Co", also known as Liham's "Lives".

LOEG Charioteer and Companion to Cuchulainn, imprisoned in Dun Darach by Skar.

SKAR A Sorceress, well versed in all aspects of the Arcane, but her principal attribute is the power of Invisibility.

TETH

The jailer of the Castle of Dun Darach, who is himself held captive by the Rats for undiplomatically removing the tail of the late Rat King.

BREN Master Mapmaker from Aquitaine, he was exiled for Trickery and Fraud.

DAIN A strange and mystic man, lately drawn to the Bardic orders.

MHOR A gentlewoman, skilled in the lore of books, who followed a disinterested Dain to Dun Darach.

RYDE The Galician Pilot, who yearns for his homeland but alas his charts were lost in the shipwreck that brought him to Dun Darach.

PITA A courtesan, whose desire for jewellery and fine ornamentation is matched by her desire to gossip!

KARA A pickpocket, who, with her sister KELI, found it prudent to leave the southern city of Cantabria.

KELI A pickpocket, twin sister of KARA.

KAHN Burglar and pickpocket of the Fir Bolg race, he is renowned for his unremitting greed.