

TO BEGIN THE GAME.

- 1) Create a scenario disk according to the instructions in the Appendix.
- 2) Recruit characters at the Warriors' Inn: a minimum of 9 to a maximum of 22.

TO PLAY THE GAME.

- 3) Rest at the Inn and then Equip new characters at the Armory. Purchase additional equipment for characters returning from an excursion to the Castle.
- 4) Form a party by selecting the characters you have created, or request the same party as last time.
- 5) Enter the Castle.
- 6) Rest and Inspect your party after the excursion.
- 7) Cure and/or resurrect any incapacitated characters at the Monastery.
- 8) At the end of a session of play, BACK UP your scenario.

*NOTE: ONLY change scenario disks when the 'INN' menu is displayed.

BOOT INSTRUCTIONS

Place BOOT Diskette in drive 0 and press 'RESET'.

TRSDOS

LOAD DRAWVIEW/CMD
BASIC
(How many files?) 3
(hi mem?) 46750
RUN"LOGOCTRL/BAS"

NEWDOS

LOAD DRAWVIEW/CMD
BASIC,46750

RUN"LOGOCTRL/BAS"

SAMPLE GAME GENERATION

COMPUTER DISPLAYS:

YOU RESPOND:

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Operation Mode -
0) Game Generation
1) Backup Scenario
2) Recover Scenario
Select an Option                                0
      cls
System Configuration -
0) Model I, TRSDOS 2.3
1) Model III, NEWDOS80 2.1
Enter your System Parameter                    0

0) Single Density - Single Drive
1) Single Density - Double Drive
2) Double Density - Single Drive
3) Double Density - Double Drive

Enter your System Parameter                    1
Change it? (Y/N)                              N
Distribution Master to be read
  on Drive 0? (Y/N)                            N
Enter the Correct Drive (0 to 3)              1
Game Diskettes to be created
  on Drive 0? (Y/N)                            Y
System Configuration correct? (Y/N)          Y
      cls
Create Diskette
Place Distribution Diskette in Drive 1
  and press ENTER.?                            "ENTER"
Process data sets for the BOOT
  Diskette? (Y/N)                              Y
  *      *      *
Process data sets for the INN
  Diskette? (Y/N)                              Y
  *      *      *
Process data sets for the SCENARIO
  Diskette? (Y/N)                              Y
  *      *
GENERATION COMPLETE!
GENERATION COMPLETE!                            "BREAK"
    
```