

DEATHLORD

Apple II Family

Note to Apple //gs users: If you want to make adjustments to your control panel, do so *before* you start Deathlord.

GETTING STARTED

Put the boot disk into the drive and turn on your computer. You'll see a title screen and then a screen with three options. Press the key that corresponds to the first letter of the option you want. The options lead you to the following choices:

UTILITIES

Transfer Characters: Transfers in characters from Bard's Tale I, Ultima III™, or Wizardry™. Due to differences between the games, the characters will be somewhat different in Deathlord. Equipment does not transfer.

Change Character Name: Changes the name of any character (up to nine letters).

Make Scenario Disks: Makes copies of *both* the master scenario disks for play. You can't play from the master disks so you *must* do this before you can play. Follow the onscreen instructions.

Backup Character Roster: Copies your character roster onto another scenario disk. Good precaution to take after completing a tough dungeon or acquiring a special item. If you run into trouble (for instance, everyone dies), you can use this backup. Follow the onscreen instructions.

Return to Main Menu: Returns you to the main menu.



CHARACTER OPTIONS

Inspect a Character: Lets you view a character on the roster.

Conjure a New Character: Creates a new character. When statistics are generated, press "N" until you're satisfied with the numbers; then press "Y".

Terminate a Character: Permanently eliminates a character from a roster.

Assemble a Group of Adventurers: Lets you choose from one to six characters on the roster to form a group for play.

Disperse Existing Group: Removes a party from a scenario disk and disperses them back onto the roster.

Return to Main Menu: Returns you to the main menu.

PLAY DEATHLORD

This lets you begin play. (Before you can start the adventure, you must have an assembled party.) Insert the correct scenario disk at the prompt and enter the world of Lorn. Note: If you're using two disk drives, Scenario Disk A should go in drive A and Scenario Disk B should go in drive B.

COMBAT COMMANDS

A	Attack	U	Use an item
C	Cast Spell	W	Ready a weapon
F	Flee combat	Y	Yell or speak
N	Negotiate	Return	Show stats for current player
R	Retreat	Space	Moves to next player
S	Skip attacks		

OTHER COMMANDS

A	Attack	V	View area or object
B	Board or disembark vessel	W	Ready weapon
B	Break camp	X	Exchange equipment
C	Cast a spell	Y	Yell
D	Drop equipment	Z	Drink
E	Enter building or area	1	Player 1 stats
F	Find secret doors, traps, etc.	2	Player 2 stats
G	Get or steal item	3	Player 3 stats
H	Hide party	4	Player 4 stats
I	Move north	5	Player 5 stats
J	Move west	6	Player 6 stats
K	Move east	^	Climb out of pit
L	Light torch	\$	Pool gold
M	Move south	:	Set combat speed
N	New party leader	#	Reorder party
O	Orate or speak	&	Do macro 1 (non-combat)
Ctrl-P	Pitch camp	'	Do macro 2 (non-combat)
P	Pick lock	(Do macro 3 (non-combat)
Q	Save game)	Do macro 4 (non-combat)
R	Read sign	ESC	Abort action
S	Smash door or gate	Return	Shows stats for leader
T	Transfer equipment	CTRL-A	Assign macros
U	Use item	CTRL-S	Toggle sound
		SPACE BAR	Wait

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