

## The Mars Saga™

### Getting Started

- 1) Before you begin, disconnect all peripherals, such as a printer or a modem. If you are using a joystick, use port #2.
- 2) Turn on your monitor, disk drive, and computer. Insert the Mars Saga Boot Disk and at the READY prompt type LOAD "EA",8,1 and press <Return>. The title screen will appear, and after a few moments a demonstration of The Mars Saga will begin.
- 3) Press the space bar to exit the demonstration. This will take you to the Main Menu.
- 4) When the Main Menu appears, pull back on the joystick or press M on the keyboard to move the highlighted bar down to CREATE A PLAYER DISK. Press the joystick button or <Return>.
- 5) Respond YES to the prompt COPY MASTER DISK? by moving the high — lighted bar to YES and pressing <Return>. The utility will only copy onto formatted disks. If you are using an unformatted disk, respond YES to the prompt FORMAT DISK?.
- 6) For the rest of the copy procedure, follow the on-screen instructions. *The Master Player Disk is located on the flip side of the Boot Disk.* To begin play, you will have to re-boot the game. When you are returned to the Main Menu, select NEW GAME if you are playing Mars for the first time or wish to start all over again. Select LOAD AN OLD GAME if you have saved a game that you wish to continue. At the prompt, insert the player disk you just created.

### Keyboard and Joystick Commands

Mars supports both joystick and keyboard commands. With the exceptions of loading the game and typing in a few codes, the entire game can be played with the following five keys or their corresponding joystick commands.

**I** or Forward on joystick:

Move forward. On menus, this scrolls up.

**J** or Left on joystick:

Turn left. On menus, this moves the high-lighted bar to the column on the left.

**K** or Right on joystick:

Turn right. On menus, this moves the high-lighted bar to the column on the right.

**M or Back** on joystick:            On menus, this scrolls down.

The joystick button (and in most cases, the spacebar) function the same as the <Return> key on the keyboard.

**Movement:** On the auto-map, the arrow designates your party's location and the direction they are facing. To turn or move forward, use the instructions above.

**Menu Options:** To select a menu item, use the joystick or keyboard movement keys to scroll through your choices. The <Return> key or joystick button will activate your choice. Alternately, simply pressing the number of the desired option will also activate your choice.

### General Options

Pressing either the joystick button or the <Return> key while adventuring (and not in combat) will summon the General Options menu. From there you can view maps, save or load games, inspect a character, etc. You should also know that once you are inspecting a character, you don't have to return to the General Options menu in order to inspect another character. Instead, you can simply press the number of the next character you want to inspect (1-6). This is especially useful if you want to quickly compare two or more characters' items, skills, etc.

### The Mars Saga Code Wheel

In order to get in and out of the cities, you need the city access codes found on the Mars Saga Code Wheel. Use the Code Wheel like this:

- 1) When you step up to a city elevator, three rune-like characters will appear on the screen. Look for the first character on the *outer* rim of the Code Wheel.
- 2) Then find the second character on the *inner* rim of the Code Wheel.
- 3) Line these two characters up.
- 4) Once you have lined up the first two characters, look for the third character on the face of the wheel below one of the cut-out boxes. The numbers that appear in the box above the third character are the numbers you will enter into the computer.

- 5) When you have typed the numbers, press <Return>. If the elevator will not grant you access to the city, check to make sure you haven't made a mistake lining up the characters or entering the numbers.

### Quitting

To quit your game, simply **SAVE THE GAME** (See General Options above) and turn off your computer.

### Auto-Map Legend

The Mars Saga comes equipped with an auto-mapping feature that creates and updates maps of the places you have been. To look at a map of the area you are exploring, go to the General Options menu (*see General Options above*) and select View Map. The auto-maps use icons to designate the various establishments on Mars: restaurants, bars, police stations, universities, etc. The following is a legend for the icons used on the Commodore version.

<b>A</b>	Armory
<b>B</b>	Bar, Barrack, Lounge or Restaurant
<b>C</b>	Computer Center
<b>D</b>	Personal Development Center
<b>G</b>	Gambling Establishments
<b>H</b>	Hospital
<b>M</b>	Mine Elevator
<b>O</b>	Controller's Office
<b>P</b>	Police Station
<b>R</b>	Repair Shop
<b>S</b>	Speeders Transport Center
<b>T</b>	Combat Training Center
<b>U</b>	University
<b>W</b>	War Game Room
<b>X</b>	Exit to Surface
<b>?</b>	Computer Terminal
<b>!</b>	Munition Store



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