# atari 57-Quick Reference Card

#### **Hard Drive Installation:**

Installing Disciples of Steel on your Hard Drive is relatively simple. Create a folder on one of your Drive partitions naming whatever you wish. (This partition must have at least 1.6 MB of free space.) Proceed to copy all files from your original Disciples of Steel disks into the folder you just created upon your Hard Drive ignoring any duplicate files. Now you're ready to go!

Interfacing Disciples of Steel:

Most pop-up menus within the game can be called using the right mouse button, the space bar, or the '0' on the numeric pad. Cancelation of menus and many functions throughout the game can be done with a press of the 'Escape' key.

# **Keyboard Equivalents:**

Dungeon: P - Select Disciple to take the Point

S - Search the party's current location for treasure

World: M - Brings for a Map of Lanathor

Combat: W - Wait for another opportunity at the end of turn

T - Take treasure

P - Select Disciple's attack location

A - End turn Aiming

S - Search for Hidden foes

F - Fire ranged weapon

G - End turn on Defensive Guard

H - Attempt to Hide

L - Manual Look about the battle field

Z - Reselect Disciple facing

Moving into Foe initiates an attack with currently Readied Weapon.

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### General Icons on Bottom Left of Screen:

- V View current Disciple
- B Look at the contents of current Disciple's Backpack
- X Apply accumulated experience
- C Cast a spell
- I View Disciple's Injuries

#### Health Menu:

Graphical View of Damage - Mouse left click in upper right text screen calls Graphical Display of Injuries.

## Skills Menu:

+/- Cycles through available Skills

## **Character Selection Menu:**

Tab - Calls this Menu within Character Display Information as well as a mouse left click in the uppermost right hand corner or the screen.

- P Pool Gold to current Disciple
- 1-8 Select Disciple

Escape Key - Cancel

Return - Select Highlighted Disciple

# **Multi-Item Selector:**

- +/- Auto Select/DeSelect Items
- S Select Item
- D / Return Selection completed

We recommend that users experiment with the menus, as a great many screen objects are of the point and click variety.

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# Programmer's Notes:

A great effort has been made to insure that this product is fully compatible with the Atari ST/STe/TT line of computers.

Obviously, in a game of this size, memory is of paramount importance. On an Atari ST with 1 MegaByte of memory, a minimum of 800K must be available for DOS to run. Disciples of Steel dynamically allocates memory for maximum game performance, thus the more memory made available to DOS the better.

#### Versions:

If you have purchased the 1MB version of this product and own an Atari 520 ST (w/512K), please send us the original disks along with \$5.00 (US currency) to:

MegaSoft Entertainment 137 W. Bay Area Blvd. Webster, Texas 77598 United States of America

and MegaSoft will promptly exchange the original disks with a 512K version of DOS. Many features have been added to the 1MB version to further enhance the game play. MegaSoft does strongly recommend a memory upgrade to 1MB of RAM or more, as future game releases will likely require that amount.

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