

BASIC INSTRUCTIONS FOR REBEL FORCE

NOTE >>> WHEN INSTRUCTED TO TURN DISK OVER--USE DISK B INSTEAD
NOTE>>> EACH GRAPHIC PICTURE TAKES 13 SECONDS TO LOAD <<<<<<

- 1) TURN ON COMPUTER, AND TYPE: LOAD"REBEL FORCE",B
- 2) ONCE COMPUTER HAS LOADED PROGRAM, TYPE RUN.
- 3) IF YOU HAVE PREVIOUSLY PLAYED REBEL FORCE AND SAVED A CHARACTER, ANSWER YES TO THE QUESTION. IF THIS IS YOUR FIRST TIME PLAYING, TYPE NO. YOU WILL NOW CREATE A CHARACTER.
- 4) THE BACKGROUND INFORMATION FOR THE GAME WILL NOW APPEAR. ONCE YOU HAVE READ THE INFORMATION, TYPE YES TO CONTINUE.
- 5) YOU NOW NEED TO DECIDE ON A NAME FOR YOUR CHARACTER(MAXIMUM OF 10 LETTERS).HIT RETURN WHEN DONE.
- 6) IF YOU DID RETRIEVE A CHARACTER ANSWER YES TO THE QUESTION. IF YOU ARE CREATING A CHARACTER NOW, TYPE NO.
- 7) THE COMPUTER WILL NOW DISPLAY YOUR CHARACTER'S ATTRIBUTES AND THE AMOUNT OF GOLD HE HAS. KEEP TRACK OF HOW MUCH GOLD HE HAS!!
- 8) IF YOU ARE SATISFIED WITH THE ATTRIBUTES, TYPE YES. IF YOU ARE NOT SATISFIED, TYPE NO AND THE COMPUTER WILL DISPLAY A NEW SET OF ATTRIBUTES. A GOOD CHARACTERS ATTRIBUTES SHOULD LIKE THIS:

STRENGTH-22 OR MORE(HOW STRONG YOUR CHR. IS)
CONSTITUTION-22 OR MORE(HOW MUCH DAMAGE HE CAN TAKE)
WEIGHT-230 OR MORE(HOW MUCH HE CAN CARRY IN LBS.)
GOLD PIECES-600 OR MORE(HOW MUCH MONEY HE HAS!!)

- 9) IF YOU WOULD LIKE TO SEE A WEAPONS LIST TYPE YES. IF YOU WOULDN'T,JUST REFER TO THE PRINTOUT PROVIDED IN THESE INSTRUCTIONS, AND TYPE NO. ONCE YOU HAVE SELECTED, TYPE IN THE NUMBER OF THE DESIRED WEAPON, AND HIT RETURN. REMEMBER, YOU CAN SELECT MORE THAN ONE WEAPON. ONCE YOU HAVE SELECTED YOUR WEAPONS, TYPE '99'. WE SUGGEST USING THESE 2 WEAPONS:

#20 - CULVERIN
#25 - HALBERD 1

HINT >>> WRITE DOWN YOUR NUMBERS FOR THE WEAPONS YOU SELECT

10) IF YOU WOULD LIKE TO SEE AN ARMOR LIST TYPE YES.
IF NOT, TYPE NO AND JUST REFER TO THE PRINTOUT
PROVIDED IN THESE INSTRUCTIONS. WE SUGGEST THESE
ARMOR TYPES:

#14 - CORINTHIAN

#22 - FIGURE 8

TYPE '99' ONCE YOU HAVE SELECTED YOUR ARMOR.

11) THE COMPUTER WILL NOW SAY "NOW SAVING CHARACTER"
THE COMPUTER IS ONLY SAVING YOUR CHARACTER INTO
MEMORY. IT IS NOT SAVING IT TO THE DISK. THIS
WILL TAKE APPROXIMATELY 1 MIN. THEN THE GAME WILL
BEGIN. IF YOU GET KILLED, YOUR CHARACTER HAS 3
LIVES.

12) HERE IS A LIST OF THE DIFFERENT COMMANDS
AVAILABLE WHEN PLAYING REBEL FORCE:

LIST-----LIST OF ITEMS THAT ARE IN YOUR POSSESSION.
QUALITIES--MAY NOT EXCEED WEIGHT AVAILABLE OR SPEND
MORE GOLD COINS THEN YOU HAVE.

TAKE-----PICK UP SOMETHING THAT IS IN A ROOM.

DROP-----DROP SOMETHING THAT YOU HAVE INTO ROOM.

REST-----YOUR CONSTITUTION DETERMINES WHETHER OR NOT YOUR
CHARACTER IS ALIVE OR DEAD. WHEN YOU FIGHT, YOUR
CONSTITUTION DECREASES EVERY TIME YOU ARE HIT
BY THE ENEMY. IF YOUR CONSTITUTION REACHES ZERO,
YOUR CHARACTER WILL DIE. EVERY TIME YOU REST,
YOUR CONSTITUTION GOES BACK UP BY 2 POINTS.

QUIT-----ENDS THE GAME.

FORWARD---MOVES CHARACTER FORWARD ONE ROOM.

BACKWARD--MOVES CHARACTER BACK ONE ROOM.

LEFT-----MOVES CHARACTER LEFT ONE ROOM.

RIGHT-----MOVES CHARACTER RIGHT ONE ROOM.

UP-----MOVES CHARACTER UP ONE ROOM.

DOWN-----MOVES CHARACTER DOWN ONE ROOM.

TIP-----IF YOU ARE AT AN INFORMER, YOU CAN GET A TIP FOR
10 GOLD PIECES.

USE-----TO USE ONE OF THE ITEM YOU POSSES, DO THE
FOLLOWING: 1)TYPE: "USE" AND HIT RETURN.

2)COMPUTER WILL SAY:"WHAT"

3)TYPE IN NAME OF OBJECT TO BE USED.

4)COMPUTER WILL SAY:"DO WHAT"

5)TYPE IN THE ACTION YOU WANT TO TAKE
WITH THAT OBJECT.

FIGHT-----USED TO FIGHT AN ENEMY.

GOOD LUCK!!!!

IF YOU WOULD LIKE A HINT SHEET SENT \$1.00 TO
COMPUTERMAT, BOX 1664, LAKE HAVASU AZ 86403.
AVAILABLE 1/15/84.