# LEGEND OF THE SWORD

### ATARI ST
### KEYGUIDE

# LEGEND OF THE SWORD

You will require an Atari ST computer with a minimum of 512K RAM, TOS in ROM, and a colour display or high resolution monochrome monitor.

## MAKING A BACKUP COPY
Before you play Legend of the Sword, you are strongly advised to make a backup copy of both of the game master disks, and to keep the disks in a safe place. Always play from the backups, and you will minimalise the risk of damaging your master disks.

To make a copy of Legend, format two blank disks using the FORMATTER program supplied on Disk B.

### DO NOT FORMAT THE 'LEGEND OF THE SWORD' DISKS

Once this has been completed, file copy the files from the Legend disks onto your newly formatted disks using the procedure described in Atari ST Owner's Manual supplied with the machine.

**Note:** It is not possible to make a disk copy by dragging disk icon A over disk icon B.

## LOADING THE GAME
Insert disk A into drive A and switch on the computer. When the desktop appears, position the cursor over the **LEGEND.PRG** icon and double click the left-hand mouse button. When the screen prompt asks for disk B , eject disk A and insert disk B into drive A and press <RETURN>.

## TALKING TO THE COMPUTER
It is possible to interact with the computer via the the keyboard, or the mouse driven Scroll Window and icons as described in the Playguide.

## EDITING INPUT COMMANDS
If you find that you make an input error whilst typing a sentence, the following keys can be used to edit the line:

| | |
|---|---|
| **Delete:** | Delete the character under the cursor |
| **Backspace:** | Delete one character to the left of the cursor |
| **Left Arrow:** | Move cursor left one character |
| **Right Arrow:** | Move cursor right one character |

## EDITING YOUR LAST COMMAND
If you wish to correct an error on the previous line, pressing the <ESC> key will recall the sentence to the input line. Pressing <ESC> and then <RETURN> will effectively repeat the previous command.

## MORE TEXT
Occassionally, a location description is too long to display all of the text on screen at once. If this is the case, the > will not be displayed and you will be required to press the Space Bar. In some instances the Space Bar may need to be pressed more than once.

## SAVING YOUR GAME POSITION
To save a game position type the word SAVE and press <RETURN> or alternatively, click on the word SAVE in the mouse driven Scroll Window. You will require a formatted disk to save your game positions to.

On doing this you will be presented with a standard ST file selector box on screen. Remove the game disk and replace it with your saved position disk. Enter the filename for the game position and click on **OK** or press <RETURN>. If you wish to cancel this operation, click on the **Cancel** box. After saving, replace the game disk.

You may save to an external drive by changing the disk drive specification. You must click within the file directory window to display the file directory of the saved position disk.

## LOADING A SAVED GAME
To reload a previously saved position, replace the game disk with your saved game disk and type RESTORE, or click on the word LOAD in the Scroll Window using the left hand mouse button. The file selector box will appear showing the list of your saved positions click once over the filename of the position you wish to restore and click on OK or press return. If you wish to leave this function click on cancel.

## HELP
A Help feature has been included which will give clues at certain points within the game. The HELP command can ber accessed by either the mouse driven Scroll Window, by pressing the <HELP> key or typing in the word.

## CHANGING THE INK AND PAPER COLOURS
To change the colour of paper and text of the playscreen, click on the *Options* function at the top of the screen, and then click on *Colour* in the Scroll Window. The window will now display a table of the red, green and blue amounts of current paper and text settings. To alter the current colours, change the values for red, green and blue by clicking on the appropriate number to increase the values. When you are satisfied with the changes click on the word OK. Clicking on Cancel at any time will return the R.G.B amounts to their previous settings.

## THE FUNCTION KEYS
The first three function keys (F1, F2, and F3) have been programmed in the following manner:

| | |
|---|---|
| F1 | UNLOCK DOOR WITH KEYS |
| F2 | OPEN DOOR |
| F3 | ENTER |

These keys can be used either in a sequence or on their own.

## STYLE OF TEXT
The style of font in which text appears can be toggled by typing the word TEXT.