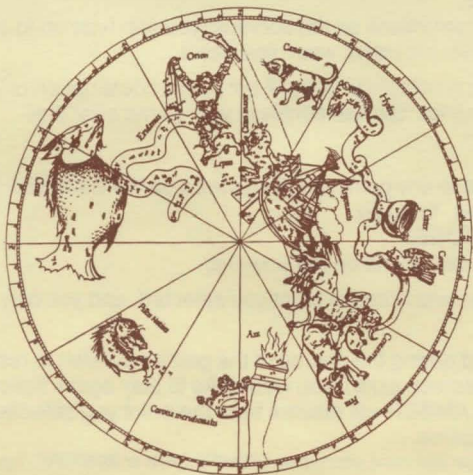


HOW TO PLAY



Nine Princes in Amber



TO LOAD THE GAME:

Loading instructions for your machine may be found on the enclosed insert.

The following instructions will help you as you play NINE PRINCES IN AMBER. It is particularly important to make a Save Disk so that you can save your game. To do this, follow the instructions under "Create" as soon as you boot AMBER.

NEWDATA

Enter NEWDATA when you first load the game to obtain any instructions that may have changed since the publication of these notes.

CREATE

NOTE: The program will erase the contents of any disk created as a Save Disk.

The create command will create a Save Disk, which will enable you to save at any point in the game. You must create a Save Disk before you can save a game. This should be done as soon as you boot NINE PRINCES IN AMBER.

To do this:

- 1—Enter CREATE. Follow all the instructions on the screen.
- 2—The words "CREATE complete" will appear when the Save Disk is ready.
- 3—Remove the Save Disk and replace the game disk in the drive.

SAVE

NOTE: You cannot save or restore during a fencing match or in the Pattern Game.

You can save at any point in the game, and restore back to that point later.

There are two reasons in particular for saving: first, if you are in a life-threatening situation, and second, if you feel you might want to restore to that point in order to try a different path. To save a game:

1—Enter **SAVE**.

2—Follow all instructions on the screens (you can type up to 30 characters identifying your location when you save).

When the save is complete, you will get a short description of your location followed by a cursor. You can continue your game after this.

RESTORE

You can restore to any point you have saved on the Save Disk at any time during the game. To do so:

1—Enter **RESTORE**.

2—Follow all instructions on the screens.

AMBER will resume from the point you selected, and you can continue your game.

If you have died during the course of the game and wish to restore, simply type "R" when the screen asks if you would like to play again. Follow the instructions on the screen; **AMBER** will resume from the point you selected, and you can continue your game.

NOTE: If you change your mind after typing **CREATE**, **SAVE** or **RESTORE**, type "*" to cancel the command.

PAUSE

When you have finished reading a paragraph, press the spacebar to continue.

RESTART

Enter **RESTART** any time you wish to return to the beginning of the game.

QUIT

Enter **QUIT** if you wish to end the game before completing it.

PICTURESON/PICTURESOFF

NINE PRINCES IN AMBER can be played without graphics. If you wish to play using text only, enter **PICTURESOFF**. You can recall the graphics to your screen at any time by entering **PICTURESON**.

