

DRAGONWORLD™

Instructions on the Apple® Macintosh™

Functional instructions for some of the regular game commands are different than outlined in the game manual. Please refer to this card for instructions on how to use them on the Macintosh.™

Features Using the Mouse

You can use the mouse for four menus: FILE, GAME, SHORTCUT and APPLE. To access these menus, move the mouse arrow to the menu you wish to call up, depress the mouse button, and pull the mouse "Downward." When the command you wish to use is highlighted, release the button.

FILE, GAME, and SHORTCUT contain frequently used DRAGONWORLD game commands, such as Save, Newdata or Look (see the game manual for descriptions). The APPLE menu will allow you to access the Note Pad and the Apple® Macintosh™ Control Panel. Consult your Macintosh user's manual for descriptions of these options. *NOTE: Use of the desk accessories for this game requires 512K.*

Loading the Game

You must use a mouse to load this game. You may play on one- or two-drive systems. If you use two drives, follow all instructions on the screen regarding which disks to insert in which drives.

1. Turn on your Macintosh and insert Game Disk A in the internal drive.
2. Click the mouse button twice on the DRAGONWORLD icon
OR
click the mouse button on the DRAGONWORLD icon once, move to the FILE menu, and select OPEN.
3. After the title screen appears, a demonstration will load automatically. Press **[G]** if you wish to begin gameplay.

NOTE: Please do not use the "Set Startup" command to make DRAGONWORLD into the start-up application. The game will not work correctly if you do.

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I-MC-DGW

Create, Save and Restore

(See manual for explanation of these features)

Separate disks should be CREATED for use as SAVE disks.
DO NOT USE YOUR GAME DISKS AS SAVE DISKS.

If a disk you wish to use is *not* initialized:

1. Type **CREATE** and press RETURN. The drive will recognize that the disk is un-initialized.
2. Choose "Initialize." This will both initialize the disk and then CREATE a SAVE disk.
3. When the cursor appears, you can continue gameplay.

If a disk has already been initialized:

1. Type **CREATE** and press RETURN. Follow all instructions on the screen. CREATE will NOT erase any other contents on the disk.
2. When the cursor appears, you can continue gameplay.

"SAVE failed"

If you attempt to SAVE a game on a disk with insufficient space remaining, the message "SAVE failed" will appear and you will be returned to the game. You may then CREATE additional SAVE disks without losing your position in the game.

Special Note on SAVE and RESTORE

SAVE and RESTORE are configuration-specific. For example, you cannot play and SAVE a game on a one-drive system, and successfully RESTORE from that SAVE disk on a two-drive system. The same holds true for transferring between a 128K and 512K Macintosh.