

The disc supplied is a protected disc. Any attempt to copy it onto another disc or onto a hard disc system may render the information on the disc useless. We will charge for the replacement of any disc so damaged. Back-up/replacement discs are available from Topologika for a nominal fee. At the time of writing, this fee is five pounds. The games run on all currently available Archimedes systems (with or without RISC OS), including the 305, 310 and A3000.

GETTING STARTED Reset your machine by switching it off then on or by holding down the <Ctrl> key and pressing the <RESET> button. Put the program disc in drive 0. Hold down the <SHIFT> key, and tap <BREAK>. The title screen should appear. Like some other screens, this will remain on-screen until you press <SHIFT>. If loading fails at any of these screens it is probable that your machine is configured or equipped in a way that the programs don't like. The games require about 200k of available memory in order to run effectively and to access the disc drive with reasonable efficiency. If your machine is configured, for example, with a very large RAM disc, then there may be insufficient memory available for the games to run. Error messages will be generated which may indicate the problem. You can cure this by reconfiguring your machine so that you have at least 200k left for the games with at least SCREENSIZE 160k for the title screens. Remember to hold down <Ctrl> and tap <BREAK> after any reconfiguration attempt. You may also need to use the \*UNPLUG command to disable any non-standard modules in your machine, some of which could interfere with the functioning of the programs.

SAVED GAMES From time to time during a playing session - and particularly before 'dangerous' moves - you should save your position. You do this by typing the word SAVE and pressing the <RETURN> key. The computer will respond with:

```
Insert saved game disc
Save file
:
```

If you are using a single drive system, at this point swap the program disc for a blank, formatted disc (NEVER save positions on the protected program disc), and type a name for the file which will contain your saved position, eg CASTLE <RETURN>. The computer will respond with:

```
Saved
Press SHIFT to continue
```

When you press <SHIFT> the 'colon' prompt will re-appear. To return to a saved position, at the ':' prompt, type RESTORE <RETURN>. The computer will respond with:

```
Insert saved game disc
Load file
:
```

Make sure the disc with the file you want is in the drive, and type the name of the file, followed by <RETURN>. You should hear the disc drive operate, then the screen should inform you where you are. NB If you have a twin-drive system, you'll find it much easier to keep your program disc in drive 0 and your 'saved games disc' in drive 1. To save a file, prefix the name that you are giving to the file with ':1.', so that the complete filename becomes, for example...

```
:1.CASTLE
```

although on the screen, because of the ':' prompt, it will look like this:

```
::1.CASTLE
```

RESTORE your position using a similar prefix. Typing RESTART is the quickest way to start the game again, cutting out the need to go through the title/credits screens all over again. Keep track of the names you give to saved positions and, from time to time, clean up your saved games disc.

QUITTING Always quit the program by typing 'QUIT' and following the on-screen instructions. When the word 'Finished' appears on the screen, press the <RESET> button.

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