REQUIREMENTS -- Apple®II Series
- Apple II series computer (48k)
- Compatible disk drive
- Video Monitor or TV
- Joystick (optional)

GETTING STARTED
1. Turn off computer and turn on power to Monitor or TV.
2. Insert SARACEN game disk into the drive and close the door. Make sure CAPS LOCK key is down.
3. Turn on computer; the game loads automatically. Leave disk in drive during play.

GAME CONTROLS AND INDICATORS
The Selection Screen gives you these options:

J for Joystick	**K** for Apple IIe Keyboard
P for Apple II+ Keyboard	**M** to Modify Keyboard

Level: - -

- Type the Level number at which you wish to begin play. There are 100 levels, numbered from 00 to 99.

- Type **J** to use a Joystick. Push forward on the Joystick to move UP the screen; pull back to move DOWN. Push the Joystick left to move LEFT, right to move RIGHT. To pick up objects, press the top Joystick button; to drop objects or shoot arrows, press the bottom button.

- Type **K** to use the Apple IIe, IIc, or IIGS Keyboard. **S** moves you UP the screen and **X** moves you DOWN; **L** moves you LEFT and **;** moves you RIGHT. To pick up objects, press ⌃ ; to drop objects or shoot arrows, press .

- Type **P** to use the Apple II or II+ Keyboard. The direction keys are the same as for the IIe (**S**, **X**, **L**, and **;**). To pick up and drop objects or shoot arrows, press the **SPACE BAR**.

- Typing **J**, **K**, or **P** takes you directly into the game at the Level you selected.

- **M** lets you modify the Keyboard to use whichever directional keys are comfortable for you. "Pick Up" and "Drop" keys, however, cannot be modified; you must use the ⌃ and keys on the IIe or the **SPACE BAR** on the II+. Once you've modified the Keyboard, type **K** (IIe, IIc, IIGS) or **P** (II, II+) to start the game.

- Pause the game by pressing **ESC**. Press any key to resume play.

- Turn the sound on or off by pressing **CTRL S**.

- Restart the current Level by pressing **CTRL A** (you lose one life).

- To end a game in progress, press **CTRL R**; press any key to return to the selection screen.

REQUIREMENTS - Commodore 64/128™
- Commodore 64/128 computer
- 1541 or 1571 disk drive
- Video Monitor or TV
- Joystick (optional)

GETTING STARTED
1. Turn off computer and remove all cartridges. Connect Joystick to Port Two.
2. Turn on power to Monitor or TV and disk drive. Turn on computer (with C-128, hold down Commodore key while turning on computer).
3. Insert the SARACEN game disk into drive and close the door.
4. When READY appears on the screen, type **LOAD"*",8,1** and press RETURN. Leave disk in drive during play.

GAME CONTROLS AND INDICATORS
The selection screen gives you these options:

J for Joystick	**K** for Keyboard

Level: - -

- Type the Level number at which you wish to begin play. There are 100 levels, numbered from 00 to 99.

- Type **J** to use a Joystick. Push forward on the Joystick to move UP the screen; pull back to move DOWN. Push Joystick left to move LEFT, right to move RIGHT. To pick up and drop objects or shoot arrows, press the Joystick button.

- Type **K** to use the Keyboard. **S** moves you UP the screen; **X** moves you DOWN; **K** moves you LEFT and **L** moves you RIGHT. To pick up and drop objects or shoot arrows, press the **SPACE BAR**.

- Typing **J** or **K** takes you directly into the game at the Level you selected.

- Pause the game by pressing **RUN STOP**. Press any key to resume play.

- Restart the current Level by pressing **F1** (you lose one life).

- To end a game in progress, press **F3**; press any key to return to the selection screen.

THE STORY

Long ago, in the Middle Ages, zealous young Christian adventurers banded together to drive the Saracen infidels from the Holy Land.

As one of these bold soldiers, Ilan the Crusader, you become separated from your companions and find yourself in a huge Saracen fortress. Alone, armed with only a longbow, you must battle your way through the fierce castle guards and attack the Saracen Chief himself.

You must rely on your wits and skill to solve the mazes and find your way to the Saracen. But remember, everytime you rid the world of one evil Saracen ruler, another will rise up to take his place!

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