

## DEATHBRINGER COMMODORE 64/128 QUICK REFERENCE CARD

The manual included in your package was written for the Commodore Amiga and Atari ST versions of *DeathBringer*. This card contains instructions specific to the Commodore 64/128 version.

### SYSTEM REQUIREMENTS

1. Commodore 64 or 128 computer.
2. Color monitor.
3. Disk drive.
4. Joystick (optional).

### LOADING INSTRUCTIONS

Turn on your monitor and disk drive, then turn on your computer. If you have a Commodore 128, you must force it into 64 mode. Any fast-loaders connected to your computer must be disabled or removed, as *DeathBringer* contains its own fast-loading system. Insert Side A into your drive, then type

**LOAD """,8,1**

The game will load. The computer will prompt you to insert Side B. Remove the disk, turn it over and reinsert it.

**Note:** Format a blank disk for saving games *before* loading *DeathBringer*.

### GAME CONTROLS

*DeathBringer* can be played entirely with the keyboard, or with a combination of keyboard and joystick.

The game is controlled primarily with a pointer on the screen. You may use the joystick or the following keys to move this pointer:

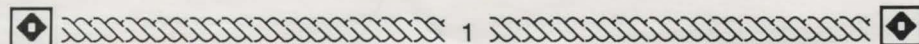
S - up  
X - down  
< - left  
> - right

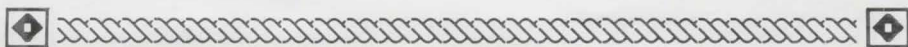
Where the manual instructs you to "click", use the joystick button or the **A** key.

You may use the following keys to access the menus (see pages 3-5 of your manual):

Combat Menu      1      Potions Menu      2      Fitness Menu      3  
Commands Menu    4      Spells Menu       5

You may use the cursor keys to move about in the game, in place of the arrow icons.





## IMPORTANT NOTES

- Time runs continuously during the game. As time passes, your stamina decreases. To prevent the loss of all your stamina (and thus your death), you should pause the game by going to the Inventory screen, when not taking any action.
- To move items about on the Inventory screen, you must click on an item and hold the button down to drag it from window to window.
- Your save disk will hold eight saved games. You *must* format a save disk *before* starting the game.
- If you die, it will be necessary to reload the game or load a saved game.