

HOW TO USE THIS DISK

First read the introduction text file by clicking the READ HINTS button. This will allow you to read the introduction and specific hint files on all games. Check out the Credits file to see who was responsible for putting this out.

Load a map by clicking LOAD MAP button. At first all you will see is a small portion of the map. This should be the beginning of the level you are looking at. By holding down the left button and moving the sword around the map you will "lighten up" the darkened areas of the map. You may also darken areas again by also pressing the shift key while you paint on the screen.

Shift F1 will turn on all the darkened areas of this level and Shift F2 will turn all the lights off. Please note, the disk will save where you were on the map viewer whenever you load another level or quit.

The map is an overview of the dungeon level. Also ability to print the map is available by clicking VIEW MAP and pressing Alternate-HELP keys. (This only works on Epson compatible printers)

You can also save the picture of the map to a Degas Compact file by pressing the right button. Just follow directions at this point.

Please note: Many companies put out several versions of the same game. This occurs because they want to fix some bug or modify some portion of the program. Sometimes this prevents older "cheats" or hints to become invalid. It is impossible to determine this, so, if a particular hint or cheat doesn't work on your disk, it is probably because of having a different version. In some cases only some of the hints work.

If you have maps or hints of your favorite game, please send it to us. Anyone having their maps or hints printed out (first arrivals only) will receive a free copy of the next hint disk produced. Send all non returnable maps and notes to:

Tony Severa's Computer Service
194 Summit Street, Suite #24
Auburn, California 95603.

HOW TO USE THIS DISK

First read the information that has been placed on the READ ME FIRST disk. This will allow you to read the instructions and make sure that you are using the disk in the correct manner. It is your responsibility to read the disk.

Load a copy of the program on the disk. The program is located in a small portion of the disk. To load the program, the disk must be inserted into the drive and the left button held down. The program will be loaded onto the disk. You may also check the status of the disk by pressing the right button. This will show you the status of the disk.

When the program is loaded, the disk will be ready to use. To start the program, press the left button. The program will start and you will see the screen. To stop the program, press the right button. This will stop the program and return you to the screen.

The program is available in the program list. The program list is located in the program list. To view the program list, press the left button. This will show you the program list. To view the program list, press the right button. This will show you the program list.

You can also view the program of the disk by pressing the left button. This will show you the program of the disk. To view the program of the disk, press the right button. This will show you the program of the disk.

Please note that the program is not a standard program. It is a program that is designed to be used in a specific manner. It is not a standard program and it is not designed to be used in a standard manner. It is a program that is designed to be used in a specific manner.

If you have any questions or comments about the program, please contact the author. The author can be reached at the address listed below. The author can be reached at the address listed below.

Tom Sawyer's Computer Service
1245 Broadway Street, Suite 424
San Francisco, California 94133

Tom Sawyer's Disk & Gaming Aid

Version 1.0 (March 1987)

NOTE: Make a backup of this disk before using. This program will make changes to the disk while it runs. Use your copy only.

To Load: Press the left button and turn on power. The program will load. When the program has loaded, the screen will show the program name and the left button.

To View: Press the left button. This will show you the program. To view the program, press the right button. This will show you the program.

To Stop: Press the right button. This will stop the program. To stop the program, press the left button. This will stop the program.

The disk will show you the program. To view the program, press the left button. This will show you the program.

To View: Press the left button. This will show you the program. To view the program, press the right button. This will show you the program.

Load: Press the left button. This will load the program. To load the program, press the right button. This will load the program.

To Stop: Press the right button. This will stop the program. To stop the program, press the left button. This will stop the program.

To View: Press the left button. This will show you the program. To view the program, press the right button. This will show you the program.

Copyright 1987 by Tom Sawyer's Computer Service

Tony Severa's Hint Disk & Gaming Aids

Volume #4: Bard's Tale (Atari ST)

NOTE: Make a backup of this disk before using! This program will make changes to the disk while in use. Use your copy only.

To Load: Place disk in drive and turn on power. The program will autoboot. Megas may not autoboot. Just open Auto Folder and double click the .prg file.

To View Hints: Click on "Hints ON/OFF" and click "Find Hints" button. Place cursor over square that flashes and press the left button. The hints will show below in text box.

To View Closeup Map: Hold down the left button and "paint" over screen. The Darkened areas below the cursor will show. Do the same with the Shift key pressed and you will darken the area under the cursor.

The text box will show any hints only if the "Hints ON/OFF" is ON and the left button is pressed over a square with a hint attached to it.

To View Map of overall area: Left button will take you back to closeup viewer centered where cursor was when you pressed the button. Pressing the right button will allow you to save the picture in Degas Compressed Format. Follow instructions.

Read Hints: Note: Cursor will only move on left portion of screen where commands are.

F1 will load the text file from disk.

F2 goes to print file utility.

F3 goes to search for string utility. **NOTE:** To continue a search you must scroll the text highlighted off the screen.

F10 exits the viewer.

Cursor keys will move text.