

Running Dungeon Master ***Apple //gs***

Requirements

To run Dungeon Master you will need 1 megabyte of expansion RAM and a 3.5" Apple Disk. The 3.5" Apple Drive should be the first drive connected to your computer (Drive 1.) If you have more than 1 drive, Dungeon Master will use the second drive (Drive 2) for saving games in progress. *Note: a Unidisk cannot be used for the first drive, but can be used as a second drive.*

Starting the Game

To start the game, turn off your computer, insert the Dungeon Master disk into the first drive (Drive 1) and turn the computer on. Also, before using the Dungeon Master disk, make sure that the write protect tab is set.

Playing Dungeon Master

Dungeon Master can be controlled entirely with the mouse, however there are keyboard equivalents for many controls which are described on the reverse of this card. Also, Important details about operating Dungeon Master are contained in the Dungeon Master User Manual.

FTL Games Dungeon Master Registration Card

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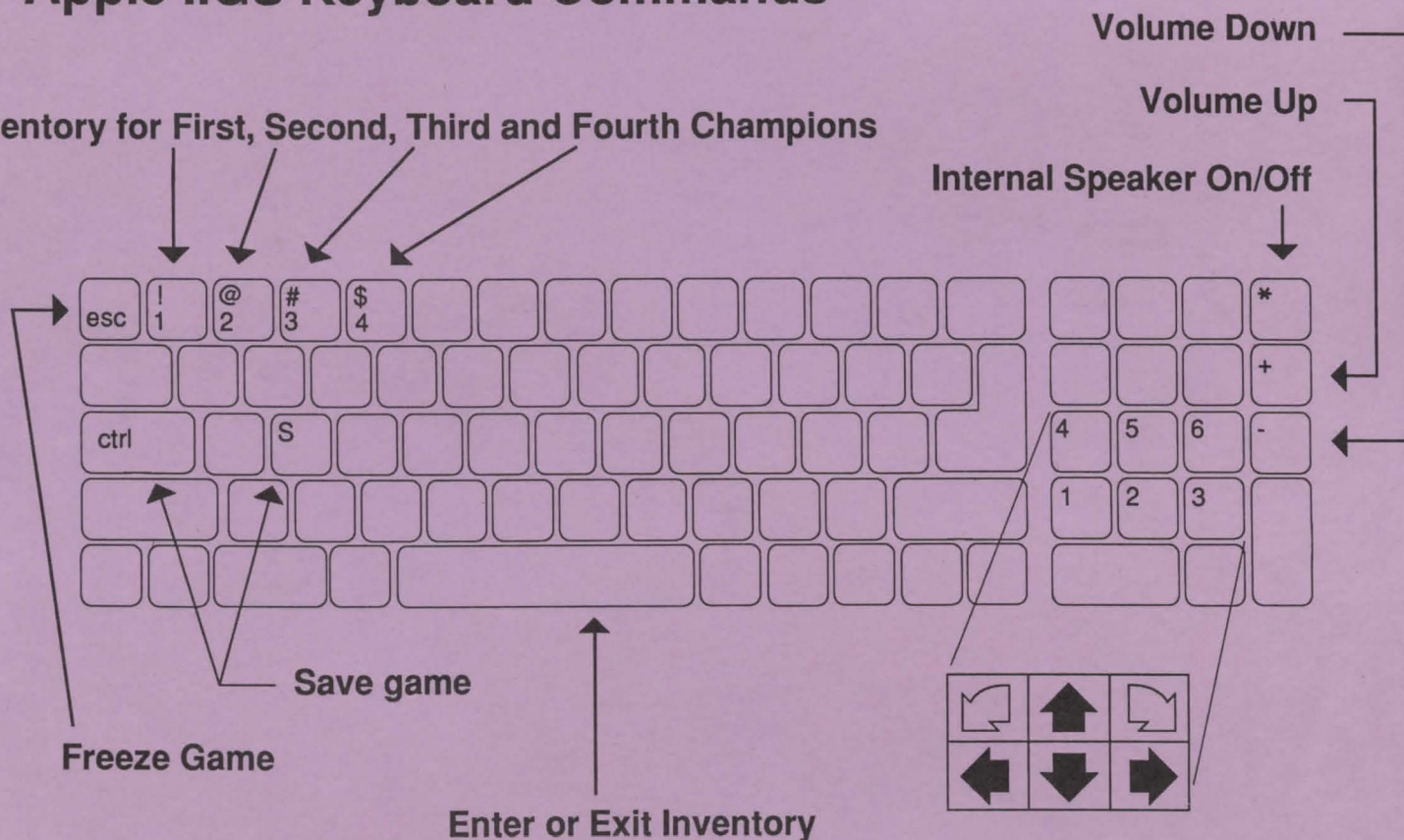
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My Apple //GS has _____ bytes RAM. My age _____

I have _____ disk drives. I prefer _____ (type) games.

Apple IIGS Keyboard Commands

Inventory for First, Second, Third and Fourth Champions



Place
Stamp
Here

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