Before You Begin
Please be sure that your CAPS LOCK key is depressed.

I. What You Need
Required:
- Apple IIc, Apple IIc+, Apple IIe with 128K of RAM or Apple IIGS
- One or two 5 1/4" disk drives
- One blank disk (for creating your player disk)

Optional:
- One 3 1/2" disk drive

II. Creating a Player Disk
The disk that came in your package is write-protected, so you must make a copy of the original PLAYER disk that came with your package. You may also create a player disk on a 3 1/2" disk by following these instructions. However, you will need both a 5 1/4" disk drive and a 3 1/2" disk drive set up on the computer for the installation to work properly.

Creating a Player Disk for a 5 1/4" disk drive
1. Turn off your Apple and all peripherals.
2. Insert your BATTLETECH boot disk in drive one and turn on your Apple. The game will autoboot and display the title page.
3. Hit any key when done viewing the title page.
4. When the game asks if you have two disk drives answer yes only if you have two 51/4" disk drives. If you have one 5 1/4" disk drive and one 3 1/2" disk drive, then answer no.
5. Select the option MAKE BATTLETECH PLAYER DISK by pressing the arrow keys until the item is highlighted and then pressing RETURN.
6. The computer will now prompt you for the PLAYER disk (original disk) and the COPY (your blank disk) and inform you when the copy is complete.

Creating a Player Disk for a 3 1/2" disk drive
1. Be sure your computer has both a 5 1/4" and a 3 1/2" disk drive.
2. Insert your BATTLETECH boot disk into the 5 1/4" drive one and turn on your Apple. The game will autoboot and display the title page.
3. Hit any key when done viewing the title page.
4. When the game asks if you have two disk drives answer yes only if you have two 51/4" disk drives (it doesn't matter how many 3 1/2" drives you have). If you have one 5 1/4" disk drive and one 3 1/2" disk drive, then answer no.
5. Select the option INSTALL ON 3.5" DISK by pressing the arrow keys until the item is highlighted and then pressing RETURN.
6. The computer will now prompt you for the BOOT disk and a blank 3 1/2" disk (BATTLETECH will format it for you). When those disks are in place, press a key to start the install process. The computer will then ask for the PLAYER disk and inform you when the copy is complete.

III. Loading the Game

1. Turn off your Apple and all peripherals.
2. Insert your BATTLETECH boot disk into your sytem's main floppy drive and boot your Apple. The game will boot and display the title page.
3. Hit any key when done viewing the title page.
4. Select the option PLAY BATTLETECH. The game will begin shortly.

Starting a new game or restoring a previous save

If this is your first time playing BATTLETECH, or if you wish to begin a new game, select YES when you are prompted. If you select NO, you will be asked to choose the saved game you want to restore. See section V for the information on saving and restoring.

IV. Communicating with the Game

All BATTLETECH commands are entered through simple key presses or joystick movements.

When you encounter a menu, move the highlighted bar up and down in the menu using the joystick, up and down arrow keys or W for up and X for down. Choose the highlighted selection by pressing joystick button, the space bar or the Return Key. Note that the bar will initially highlight one selection; this is not a hint or a pre-selected choice, just a place to put the highlight bar.

Any Yes or No menus can be satisfied with the Y and N keys, or by highlighting the appropriate response using the joystick, left and right arrow keys or the A for left and D for right and then pressing the Return key, space bar or the joystick button. As long as your not in combat, and no other menu or window is on the screen , pressing the space bar will bring up the Main Menu (described in the Instruction Manual). Some of the Menu Items described in the manual may not appear in the Apple II version and the order of the selections may be altered. The functioning of the existing options is identical to the description in the manual.

When the computer shows you a descriptive passage or an informational display, it will wait tor you to examine it. To continue game play, or to go on to the next screen, press any key.

Any or all of the following key instructions will let you control your party's movement (and similarly menu choices):

Standard Movement Keys:

From the numeric keypad 8, 6, 2, and 4 will move you North, East, South and West respectively. The corner keys, 9, 3, 1, and 7 will move you NorthEast, SouthEast, SouthWest, and NorthWest respectively.

The keys centered around the S key, W, D, X, and A will move you North, East, South and West respectively. The corner keys, E, C, Z, and Q will move you NorthEast, SouthEast, SouthWest, and NorthWest respectively.

V. Saving and Loading Your Game

You may save your position in the game, or load a previously saved position any time you can access the Main Menu . The game allows you to keep a maximum of six game saves,on your disk.

Saving your Position
1. Select Save Game from the Main Menu.
2. You can then choose a save game number from one to six (or Cancel).
3. Follow any prompts to swap disks in and out of the drive.

Restoring a Previously Saved Position
1. Select Load Game from the Main Menu.
2. Select the position number from which you may wish to restore.
3. Follow any prompts to swap disks in and out of the drive.

VI. Troubleshooting

Startup Problems
If the game fails to load properly, or fails to play properly, consult your dealer for assistance or call the Infocom Technical Support Hotline for help.

Save Game, Load Game and Other Problems
1. Make sure you are using your PLAYER disk, not the original disk.
2. For Save Game problems, make sure your play disks are not write-protected.
3. Try again. The problem may only be momentary. If all else fails, you can call the Infocom Technical Support Hotline.

The VERIFY Procedure
You can check to see if your copy of the PLAYER disk is damaged by using the VERIFY command.

To operate the VERIFY procedure follow steps 1 through 4 of the Creating a Player Disk Procedure (see above). At the menu select the option VERIFY BAT-TLETECH PLAYER'S DISK and follow the instructions that appear on the screen. Upon completion of the Verify procedure you will receive one of two messages:

VERIFY SUCCESSFUL -This means that the disk has not been damaged and that the data is intact. If you are having any problems, they are most likely hardware related. It is also possible that there is a bug, please call the Infocom Technical Support Hotline.

DISK ERROR -This indicates that the data on your disk is damaged. Make another PLAYER disk or contact the Infocom Technical Support Hotline.

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