WRATH OF DENETHENOR
REFERENCE CARD
Apple and Commodore Versions

LOADING INSTRUCTIONS (APPLE)
1. If you want to use a joystick, make sure it is plugged in before you load the program.
2. Label side up, insert Side 1 of Wrath of Denethenor into the drive. (If you have two drives, you may insert Side 3 into the second drive.)
3. Turn on power to the computer and monitor.
4. To bypass the opening sequence, press ESC.
5. At the menu, press 1 to begin an adventure with a brand new character, 2 to continue an adventure with your existing character where the game was last saved, 3 to restore a character (warning: this last choice will return your character to Nisondel with few or none of his belongings -- something you want to do only when you are in a·very serious position).

LOADING INSTRUCTIONS (COMMODORE)
1. Remove any ROM cartridges from the computer.
2. If you want to use a joystick, make sure it is plugged into Port #2.
3. Turn on power to the drive(s), computer and monitor. (Commodore 128 owners: hold down the ⌁ key as you turn on the computer to access the 64K mode.)
4. Label side up, insert Side 1 of Wrath of Denethenor into the drive. (If you have have two drives, you may insert Side 3 into the second drive.)
5. At the 64K system screen, type LOAD"SIERRA",8,1 and press Return.
6. When the READY prompt appears, type RUN and press Return.
7. To bypass the opening sequence, press F1.
8. At the menu, press 1 to begin an adventure with a brand new character, 2 to continue an adventure with your existing character where the game was last saved, 3 to restore a character (warning: this last choice will return your character to Nisondel with few or none of his belongings -- something you want to do only when you are in a very serious position).

AVAILABLE PLAYER COMMANDS

C Converse with man or beast (for transacting with merchants, getting help from friendly townies, etc.)

D Disarm a trap or close an open pit (success is dependent upon player's intelligence)

E Equip player with strongest available weapons and armor (resulting hit strength and stamina will be displayed)

H Hoist ship's anchor before attempting to set sail

I Move or Converse North, or Aim High (when attacking); when used with CONTROL key, Attack North

J Move or Converse West, or Aim Level (when attacking); when used with CONTROL key, Attack West

K Move or Converse East, or Aim Level (when attacking); when used with CONTROL key, Attack East

L Lower ship's anchor before attempting to go ashore

M Move or Converse South, or Aim Low (when attacking); when used with CONTROL key, Attack South

O Open door (if door is unlocked)

P Print status to screen (displays player name, time, strength, intelligence, gold, and a complete inventory of possessions)

Q Quit and save game (works anytime, anywhere) -- if you really want to quit (not just save), just remove the disk after pressing "Q"

R Rest in camp equivalent to hitting the spacebar -- one way of renewing hits, but not necessarily the best way

S Speak to cast magic spells, then select a magic item when prompted: P)endant, T)orch, C)harm, Silver D)ust, S)croll, or RETURN for no item (success is dependent upon situation, intelligence, and choice of magic item)

V View gives a list of your surroundings

ESC (Ap) or F1 (Com)   Pause game (any key to resume)

CONTROL-S (Ap) or F3 (Com) Toggle sound

CONTROL-P (Ap) or F5 (Com) Toggle joystick control -- one button is C)onverse (in the last direction of movement) -- if there is a 2nd button, it is used in place of the Control key to Attack (in last direction of movement)

Enter towns, labyrinths, etc., or board ships, by standing on the representative icon (exit a town by walking away). If you just entered or exited and you're still standing on the critical place, you can either walk off and on again or just press the spacebar to reenter.

Reading a sign works the same way -- just stand on the icon.