



Reference Guide For MS-DOS Computers

Making A Play Disk:

You cannot use the *Seven Spirits of Ra* Master disk as it is shipped: you must make a "Play disk" or place the program on your hard disk drive before you can begin your adventure.

Turn your computer on and load DOS.

When DOS is loaded, insert the original *Seven Spirits of Ra* Master disk in Drive A. Type **INSTALL** at the **A>** prompt, then press **[Enter]**. Choose **H**(ard or **F**(loppy disk (press **[H]** or **[F]**), depending on the type of drive which you will be using for your "Play disk", then follow the on-screen directions. If the installation procedure asks: "**Copy another diskette (Y/N)?**", answer "**N**" unless you wish to produce another "Play disk".

Once you have made a "Play disk", you are ready to begin adventuring in *The Seven Spirits of Ra*.

To Begin Playing:

If your "Play disk" is a floppy, put it in Drive A. Type **7SPIRITS**, then strike the **[Enter]** key.

If you are using your hard disk drive as the "Play disk", type **CD ** and press **[Enter]**. Then type **7SPIRITS**, and press **[Enter]**.

The Seven Spirits of Ra Master disk is a "keyed master disk." The program will ask you to insert the original Master disk in Drive A as you begin using a "Play disk" or hard disk, and you will not be able to continue until you do so.

Starting the Adventure:

When the program begins running there will be a few seconds of disk drive activity, then you will see the *Seven Spirits of Ra* title screen and hear the introductory music. You can skip over this by pressing the spacebar. After the title screen, choose difficulty level and whether you are restoring a saved game. Both choices are made with "Y" (Yes) or "N" (No) keypresses. If you choose to restore a saved game, you will then select the game you want by number from the list presented.

The adventure will now begin.

Defined Keys:

Certain keys have defined functions. Most are used whether or not you have a joystick. These keys and their functions are:

- [D]** -- Drop an item. Causes a screen to appear which allows you to select a carried item to drop at Osiris' current location.
- [E]** -- Enter (or Exit). Causes Osiris to move through a marked entrance into a different region of the Duad.
- [J]** -- Joystick On/Off. Switches control of Osiris to or from the joystick (if available). Follow the prompts to calibrate your joystick after [J] is pressed.
- [P]** -- Pickup. Causes Osiris to take a found item at his current location.
- [R]** -- Read. Displays text or pictures found at locations bearing a question mark (?).
- [S]** -- Status. Causes Status screen to appear. The Status screen displays all carried items, spirits remaining, shapes available, the "health" of the current spirit, and your score.
- [T]** -- Transform. Allows Osiris to assume the shape and powers of any of the Master Creatures he has overcome. Press [T] repeatedly to see all available shapes. Only shapes suited to Osiris' current location will be available in that location. Osiris must be human to take items or use weapons.
- [W]** -- Weapon Select. Displays a screen where a carried weapon can be chosen for use.
- [H]** (or **[F1]**) -- Help. Displays the Help screen, which is a short list of defined keys (like this one).
- [F2]** -- Sound On/Off. Switches sound effects and music on and off.
- [Q]** (or **[Esc]**) -- Quit. Allows leaving the current adventure. Choose Quit if you want to save your progress at any time.

Using the Numeric Keypad and Spacebar:

If you do not have or do not wish to use a joystick, control Osiris with the numeric keypad and the keyboard spacebar. Pressing a keypad button will cause Osiris to move one step on the screen. The Help Screen contains a diagram of the keypad which illustrates the direction of movement caused by each button.

Pressing the spacebar causes Osiris to attack. How he attacks depends on his form or weapon. (See Selecting Items and Weapons, below.)

If in human form, he will strike a single blow with his hand or with his sword (if holding it) each time the spacebar is pressed.

To attack with a staff, you must perform three steps:

1. Press [Spacebar] to freeze action.
2. Use numeric keypad to aim staff.
3. Press [Spacebar] again to fire staff.

When in non-human form, Osiris will attack in the same manner as the creature whose shape he has assumed (usually by biting).

Using a Joystick:

When the joystick is selected (by pressing [J] on the keyboard), Osiris is controlled with the joystick. He will move in the direction the joystick is pushed.

The two joystick buttons are used to pick up items and to attack.

The location of the buttons varies between different joystick models. Experiment briefly to learn which of the two buttons on your particular joystick is used to attack and which is used for picking up items.

The Pickup button causes Osiris to take any loose item at his current location.

The Attack button causes Osiris to strike according to his current shape and weapon (same as with the numeric keypad).

To use a staff with a joystick: press and release the Attack button, aim with the joystick, then press the Attack button again to fire.

All other functions in *The Seven Spirits of Ra* remain under keyboard control, as when using the numeric keypad.

Selecting Items or Weapons:

After you press [W] or [D] to select a weapon for Osiris to use or an item for him to drop, you will see a special "selection" version of the status screen. Use the arrow keys (numeric keypad) to move the square outline cursor to the item you want, then press the spacebar to confirm your choice and return to the adventure. You will then see the dropped item or selected weapon.

Pausing:

Should you wish to pause *briefly* in your adventure, you may do so easily by pressing [S] or [H] to display the Status or the Help screen. All action will be "frozen" as long as either of these screens is displayed.

To pause for longer periods, it is best to use the Quit function and save your progress for another session. This will prevent the possibility of a fixed image being "burned" on your monitor screen.

Quitting and Saving Adventures:

You may interrupt your adventure for as long as you want by using the Quit and Save functions. Press [Q] to select Quit.

After you press [Q], you will have the option of saving your current position in the adventure. To save it, press [Y]. A list of existing saved positions will appear. Choose a number for the position you want to save, and type it in. If you choose an existing position, it will be replaced by your current position.

After you save or quit without saving, you will be returned to DOS. To resume the adventure at your saved position, enter 7SPIRITS, then follow the prompts for restoring a saved game.

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