

# **King's Bounty™**

## **Instructions for the Apple® II Computers**

### **Compatibility**

King's Bounty™ runs on any Apple® IIc, IIe, IIGS or compatible with at least 128k of RAM. The sophisticated graphics of King's Bounty™ requires that your computer have the ability to run Double Hi-Res graphics.

### **Copying Side B**

Before getting started you must copy Side B onto a non-write protected (notched) 5 1/4" disk. This enables you to save your game while adventuring.

If you do not copy Side B onto a notched disk, you will not be able to create a new game or save an existing one.

**Note:** Side A is copy protected and will not function properly if copied.

### **Getting Started**

To begin playing King's Bounty™, place Disk A into Drive 1 and turn the computer **ON**.

### **Special Features**

Two options have been added to the control panel of King's Bounty™.

Option 6 allows you to select the megahertz (Mhz) your computer is running at. If your not sure of the Mhz then set this option to 1 Mhz. Adjusting the Mhz only affects animation, sounds, and text delays. If your animation is running too fast or slow adjust this option.

Option 7 allows you to toggle between 1 and 2 drives.

### **3 1/2" Disk and Hard Drive Users**

Due to incompatible formats, we are unable to support 3 1/2" disks or hard drives for the Apple® II series at this time.