

Tangled TALES™

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Apple Version Player Reference Card



TO BEGIN PLAY

Put the **Tangled Tales** boot diskette into your disk drive, label side up.

Turn on your computer. After a short wait, the **Tangled Tales** title screen and opening menu appear. If nothing appears, see *Troubleshooting* below. You may press any key during the boot-up sequence to bypass the title screen.

- If this is the first time you have started **Tangled Tales**, press any key to display the character creation screen. (See *Creating a Character* below.)
- If you wish to continue your saved game in **Tangled Tales**, you may select "Continue the Expedition".
- If you want to erase the current game and create a new character, or restore a character that was backed up, select "Game Utilities".

CREATING A CHARACTER

Note: If you want to erase the current character and create another, press "ESC" at any time.

- Type in the name for your character (up to 14 characters long). You may use both upper and lower-case letters. Press Return when done.
- Select the character's sex using the left and right arrow keys. Press Return.
- You have the option of altering your starting attributes. It is suggested that you NOT change the starting ranks. To use the standard attribute ranks, press Return. If you wish to alter an attribute's rank, press the "A" or "Z" keys (Apple II) or up & down arrow (Apple IIe/GS) to select the attribute to change. Press the left & right arrow keys to alter the rank of the chosen attribute. For each rank of an attribute reduced, you may raise another attribute by one rank. Refer to the playbook for a list of these ranks and their effect on the game.

You will now begin your career as Eldritch's apprentice. Refer to the *Commands* section of this card for assistance.

GAME UTILITIES

This option is available on the title screen once you have played **Tangled Tales**. Once selected, this option will display the following choices:

- **Start a New Game** - This selection will erase all of the information about the current game and create a new character.
- **Backup the Game** - This selection will copy all of the current game information to another set of diskettes.
- **Restore the Game** - This selection will restore a game that has been previously backed up for use as the current adventure.

COMMANDS

Commands may be selected by either pressing the key which corresponds to a particular command or by use of the command icon interface.

The keyboard shortcuts and their corresponding commands are:

I - Choose an action	L - Look at object or person
C - Cast a spell	P - Pause settings
D - Drop or Give an item	R - Rest
E - Equip character	R - Run away*
F - Fight opponents*	S - Save game to disk
G - Get an item	T - Talk to a person
I - Inspect/inventory	* - Used during combat only.

In the middle of the screen is the command icon interface, which uses pictures ("icons") showing your command options. To select a command icon, press the space bar or joystick button 1. Use the arrow keys or joystick to move the pointing hand to the command icon you want, and press the Return key or joystick button 0. To abort the selection, press the space bar or joystick button 1.

- The first set of icon commands represent: Look, Cast Magic, Get, Talk, and Actions.

At the right is a lever that selects the command icon set. Move the pointing hand onto the lever and press Return or joystick button 0 to toggle between the two command icon sets:

- The second set of icon commands represent: Drop/Give, Save Game, Inspect/Inventory, Equip, and Rest.

During combat, a new set of command icons will appear. This icon set is only available during combat.

- The combat set of icon commands represent: Fight, Run, Inspect/Inventory, Cast Magic, and Actions.

For more information about the commands, please refer to the playbook.

MOVEMENT

Movement is controlled by the arrow keys or joystick. The keyboard commands are:

"A" or up arrow = move up **Left arrow** = move left
"Z" or down arrow = move down **Right arrow** = move right.

To climb up or down, move onto the position of the ladder or opening and press Return.

The *PAUSE* command allows you to set the amount of delay caused by a message appearing on the screen. This can be very useful when you walk into an area containing a clue or item. Alternatively, if you are speeding through the countryside, you may not wish to be delayed by messages you have already seen. The pause level has a value between 0 and 9, with 0 being no pause and 9 being the longest pause. The default setting is 2.

GAME SCREEN

The game screen is divided into four sections. The upper left box is a picture usually showing what you can see. The upper right box displays a map of the current area with your character in the middle. The center of the screen contains the command icon interface. The bottom of the screen is the text window. This area is used for descriptions, interaction with other characters, and for listing available actions (after selecting the Actions command). If the word "More" appears in the lower right hand corner of the text window, press a key to see the continuation of the text or list.

TROUBLESHOOTING

- If the game fails to load or you can't save the game, make sure your computer is turned on, and everything is connected properly. Reinsert the disk, label side up, in the proper drive. Close the drive door and try again.
- If cannot save a game to disk, check the notch on the side of your storage diskette to make sure it's not "write protected" (that is, something covering the notch). Also, make sure the diskette is properly formatted. If still unable to save, you may want to try another storage diskette.
- If nothing works, you may have a damaged diskette or a hardware problem. Call your computer dealer for help.