

SPECIAL INSTRUCTIONS
HELLFIRE WARRIOR
DUAL FORMAT DISK

The enclosed disk contains two versions of Hellfire Warrior; side A has the apple version, side B the TRS-80. In order to play the game, select the appropriate side of the disk and insert it in your computer and then follow the instructions below.

TRSDOS (32K)

1. Power up your machine with the Warrior disk in drive 0.
2. Answer 1 to the number of files.
3. Answer 46000 to the memory size question.
4. Enter RUN"INN" and follow the instructions in the Book of Lore.

Apple Disk

In order to play from the enclosed disk, simply boot the system (if you have an APPLE III, you must be in APPLE II emulation mode).

You may find it necessary to power down before and/or after your playing session.

The enclosed disk is protected from copying. You will be unable to make executable copies.

Minimum system configuration for this program is 48K RAM with APPLESOFT in ROM (or on a language card) and 1 disk drive.

When using the "Save game in Progress" command (p.29 in rule book) or when choosing to "Save the Dunjon" (p.33), you may use a separate disk.

If you use the program disk, be sure to remove the write-protect tab. "Save game in Progress" may be done repeatedly on the program disk. However, continual use of "Save the Dunjon", using different numbers each time, will eventually use up the available disk space. Therefore, you may choose to use a separate disk.

In order to "Save game in Progress" or "Save the Dunjon" on a separate diskette, you will need to use a diskette which has been initialized to 13 sectors (a 16 sector disk won't work). You will be prompted when to put the disk in the drive and when to insert the program disk.