

The Mars Saga™

Getting Started

- 1) Before you begin, disconnect all peripherals, such as a printer or a modem. If you are using a joystick, use port #2.
- 2) Turn on your monitor, disk drive, and computer. Insert the Mars Saga Boot Disk and at the READY prompt type LOAD "EA",8,1 and press <Return>. The title screen will appear, and after a few moments a demonstration of The Mars Saga will begin.
- 3) Press the space bar to exit the demonstration. This will take you to the Main Menu.
- 4) When the Main Menu appears, pull back on the joystick or press M on the keyboard to move the highlighted bar down to CREATE A PLAYER DISK. Press the joystick button or <Return>.
- 5) Respond YES to the prompt COPY MASTER DISK? by moving the high – lighted bar to YES and pressing <Return>. The utility will only copy onto formatted disks. If you are using an unformatted disk, respond YES to the prompt FORMAT DISK?.
- 6) For the rest of the copy procedure, follow the on-screen instructions. *The Master Player Disk is located on the flip side of the Boot Disk.* To begin play, you will have to re-boot the game. When you are returned to the Main Menu, select NEW GAME if you are playing Mars for the first time or wish to start all over again. Select LOAD AN OLD GAME if you have saved a game that you wish to continue. At the prompt, insert the player disk you just created.

Keyboard and Joystick Commands

Mars supports both joystick and keyboard commands. With the exceptions of loading the game and typing in a few codes, the entire game can be played with the following five keys or their corresponding joystick commands.

I or Forward on joystick:

Move forward. On menus, this scrolls up.

J or Left on joystick:

Turn left. On menus, this moves the high-lighted bar to the column on the left.

K or Right on joystick:

Turn right. On menus, this moves the high-lighted bar to the column on the right.

M or Back on joystick: On menus, this scrolls down.

The joystick button (and in most cases, the spacebar) function the same as the <Return> key on the keyboard.

Movement: On the auto-map, the arrow designates your party's location and the direction they are facing. To turn or move forward, use the instructions above.

Menu Options: To select a menu item, use the joystick or keyboard movement keys to scroll through your choices. The <Return> key or joystick button will activate your choice. Alternately, simply pressing the number of the desired option will also activate your choice.

General Options

Pressing either the joystick button or the <Return> key while adventuring (and not in combat) will summon the General Options menu. From there you can view maps, save or load games, inspect a character, etc. You should also know that once you are inspecting a character, you don't have to return to the General Options menu in order to inspect another character. Instead, you can simply press the number of the next character you want to inspect (1-6). This is especially useful if you want to quickly compare two or more characters' items, skills, etc.

The Mars Saga Code Wheel

In order to get in and out of the cities, you need the city access codes found on the Mars Saga Code Wheel. Use the Code Wheel like this:

- 1) When you step up to a city elevator, three rune-like characters will appear on the screen. Look for the first character on the *outer* rim of the Code Wheel.
- 2) Then find the second character on the *inner* rim of the Code Wheel.
- 3) Line these two characters up.
- 4) Once you have lined up the first two characters, look for the third character on the face of the wheel below one of the cut-out boxes. The numbers that appear in the box above the third character are the numbers you will enter into the computer.

- 5) When you have typed the numbers, press <Return>. If the elevator will not grant you access to the city, check to make sure you haven't made a mistake lining up the characters or entering the numbers.

Quitting

To quit your game, simply **SAVE THE GAME** (See General Options above) and turn off your computer.

Auto-Map Legend

The Mars Saga comes equipped with an auto-mapping feature that creates and updates maps of the places you have been. To look at a map of the area you are exploring, go to the General Options menu (*see General Options above*) and select View Map. The auto-maps use icons to designate the various establishments on Mars: restaurants, bars, police stations, universities, etc. The following is a legend for the icons used on the Commodore version.

A	Armory
B	Bar, Barrack, Lounge or Restaurant
C	Computer Center
D	Personal Development Center
G	Gambling Establishments
H	Hospital
M	Mine Elevator
O	Controller's Office
P	Police Station
R	Repair Shop
S	Speeders Transport Center
T	Combat Training Center
U	University
W	War Game Room
X	Exit to Surface
?	Computer Terminal
!	Munition Store

LIMITED WARRANTY

Limited Warranty. Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media: EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software: EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Information. If you are having any problems with the product, we are happy to help. Please address all correspondence to Electronic Arts, Customer Service, PO Box 7578, San Mateo, California 94403-7578. Or call us at (415) 572-ARTS.

Warranty Claims. To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, a statement of the defect, and your name and return address. To replace defective media after expiration of the Warranty Period, send the product, in protective packaging, postage prepaid, to Electronic Arts, at the above address, enclosing proof of purchase, a statement of the defect, your name and return address, and a check for \$7.50. EA or its authorized dealer will, at its option, repair or replace the product, and return it to you, postage prepaid, or issue you with a credit equal to the purchase price. THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

Warranty Exclusions. EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

LIMITATIONS ON DAMAGES

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Unless indicated otherwise, all software and documentation is ©1987 Electronic Arts. All rights reserved.



ELECTRONIC ARTS®

THE MARS SAGA™

© 1988 Westwood Associates

169207



0480
3

0500
D

04217
△

04543
O

05853
□

06049
C

052617
E

055883
E

079467
S