

# Starting the Game

To start playing Wizardry, insert your Master Diskette into your disk drive with the side "B" label facing up. Turn on your computer. Commodore 128 computers will self-boot. As usual, Commodore 64's need a little help, so type **LOAD** "\*" , **8** , **1** and press **RETURN**. When the program has loaded, you will be asked to insert diskette "A". Flip the diskette and press **RETURN**.

## The Special Effects Department

Each brand of computer has its own unique features. Your Commodore 64/128 is no exception. The Commodore 64/128 version of Wizardry has been specially programmed to take advantage of some of these features.

### ESCaping your fate

Occasionally, Wizardry asks you to press the **ESC** or **ESCAPE** key. Unfortunately, the designers of the Commodore 64 forgot to add one! When you need to press **ESCAPE**, press **←** (the top left key on the keyboard) instead.

### Pauses for Thought

At key points the program pauses to allow you to read messages. Although this delay is adjustable (by pressing **T** when in the Maze), experienced players will often want no time delay at all. Pressing **RUN/STOP** when the program is pausing will end the pause immediately. If you get tired of pressing **RUN/STOP**, you can press **F1** to switch all the pauses off and on. These features are especially handy during long combats.

### Sounding Off

There are times (2 AM in particular) when you need to play in silence. Pressing **F3** will switch the sound on and off.

### Other Special Features

Some people like their keys to "autorepeat". If you are one of these people, pressing **F5** will turn autorepeating on and off. Also, some types of disk drives may not like our disk drive speedup system. Pressing **F8** will turn it off and on. We have yet to test a disk drive that didn't run our system properly.

### Thanks for the Memories

If you are playing on an Commodore 64/128 with more than 64k of memory, the extra memory is used as a cache. Each time you play, parts of the game will be loaded into the extra memory so that it can be retrieved without accessing the disk drive. Wizardry supports the built-in extra memory in the Commodore 128 as well as the 1764 Ram Expander.