Zeliard ™

THE MANUAL

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ZELIARD

To learn about your mission in *Zeliard*, watch the opening cartoon at least once. To bypass the opening cartoon, press the [Spacebar].

If you have previously saved a game in *Zeliard*, you can bypass the opening and load the saved game directly from DOS. See Restoring Your Game for instructions.

INSTALLING THE GAME

1. Place the back-up copy you have made of Disk 1 into your diskette drive.
2. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: **a:**), and press [ENTER].
3. Type **install** and press [ENTER].
4. Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select.
5. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

PLEASE NOTE: Even if you install to a hard disk, the install procedure will write a file named RESOURCE.CFG to Disk 1. For the installation to be completed correctly, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on Disk 1 are written or changed by the install command.

LOADING INSTRUCTIONS

After completing the INSTALL procedure:

From diskettes:

1. Place Disk 1 into the A: drive.
2. Type **a:** and press [ENTER].
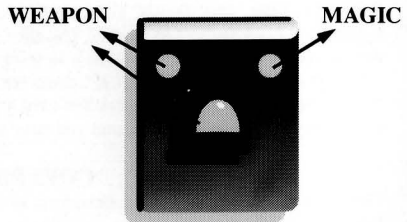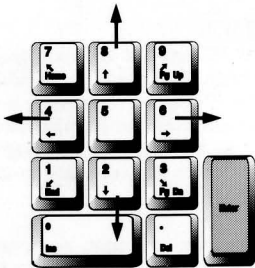3. Type **zeliard** and press [ENTER].

From hard disk:

From your root directory, type **zeliard** and press [ENTER].

PLAYING *ZELIARD*

MOVING DUKE GARLAND

Use the [Arrow] keys or joystick to move Duke Garland in the direction you wish him to go.

WEAPON   **MAGIC**

KEYPAD

Use the left and right [Arrow] keys to travel. Use the up [Arrow] to jump. Use the down [Arrow] to kneel.

JOYSTICK

IN TOWN

Talk to each person you see in town, each one will have information for you. Beware! Some are under the spell of the Dark One and may mislead you. To talk to a townsperson, press the [Spacebar] when they approach. Press the [Spacebar] to scroll through each message. Visit each location in town to get advice and supplies. To enter a building, stop before a doorway, and use the [Up] arrow or joystick position. Inside each place, you will be greeted by the person in charge. Use the [Spacebar] to scroll through messages. Use the [Arrow] select an option, and press the [Spacebar] to execute each option.

At the Bank

At the bank you can deposit and withdraw gold, or exchange almas for gold. Use the [Arrow] keys or joystick to select an option. If you are depositing or withdrawing gold from your account, use the up and down [Arrows] to increase and decrease the amount by one. Use the left and right [Arrows] to increase and decrease the amount by ten.

IN THE CAVERNS

Using Your Weapon

To swing your sword, press the space bar. To swing upward, press the Up [Arrow] key while swinging the sword. To swing low, press the Down [Arrow] key while swinging the sword. To thrust straight downward, press the Up [Arrow], then press the [Spacebar] and Down [Arrow] simultaneously (this move is difficult, and may require some practice).

About Your Armor

You can find a selection of shields at the Weapons shop. Each shield begins with a specific number of damage points, which will decrease as your shield takes damage. If you can reach town before the shield breaks, the Weapons Master will repair it for you. Watch the ARMOR window to determine how many damage points remain.

The Inventory Screen

Press [ENTER] to access this screen. The items in the SPECIAL ITEMS area will be used automatically as you need them. Items in the SPELLS and MAGIC ITEMS sections can be selected and used at will. Use the joystick or [Arrow] keys to select an item or spell, then press the [Spacebar] or fire button to select. Press [ENTER] to leave the screen.

Using Magic

Magic potions and items can be purchased at the Magic shop, and the Sage at each level (after Muralla Town) will reward you with a new spell. To use these spells and items, press [ENTER] to access the INVENTORY screen. Use the [Arrow] keys or joystick to select a magic item or spell, then press the [Spacebar] to activate it. Press [ENTER] to return to the game screen. The active spell will be displayed in the SPELL window; to cast the spell, press the [ALT] key. Magic potions and items will take effect automatically.

Saving Your Game

To save your game, visit the Sage's hut (usually the only unmarked building in town) and select RECORD. Type in a name, and press [ENTER]. The game will be saved to the current disk and directory, with the file extension .USR.

Restoring Your Game

Saved games can be restored from any point during the game by pressing the [F7] key. Use the joystick or [Arrow] keys to select a saved game from the list, press the [Spacebar] to activate the game, then press [ENTER]. From DOS, saved games can be loaded by typing **zeliard** followed by the name of the saved game file (example: **zeliard game1**). The game will be loaded, bypassing the opening sequence.

COMMAND KEYS

[F1]	Turn Music on/off
[F2]	Turn Sound Effects on/off
[F9]	Adjust Speed (0=Slow, 9=Fast)
[F7]	Restore Game
[ALT]	Cast Spell
[ENTER]	See Inventory Screen
[Ctrl-J]	Select Joystick Control
[Ctrl-K]	Select Keyboard Control
[Ctrl-Q]	Quit Game
[Spacebar]	Use Weapon (in caverns only)

TECHNICAL HELP

Technical assistance is only a telephone call away. Call **(209) 683-8989** for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

NEED A HINT?

If you need help completing *Zeliard*, please feel free to write to us at Sierra On-Line Hint Department, P.O. Box 485, Coarsegold, CA 93614.

Disk Replacement Policy

If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5 or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

LIMITED WARRANTY NOTICE

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