EPYX

TEMPLE of APSHAI TRILOGY

APSHAI COMMAND CARD

For Atari® ST™

LOAD

1. Set up your Atari® ST™ as shown in the Owner's Manual.
2. Plug in the mouse as shown in the Owner's Manual.
3. Turn on your computer with the Temple program disk in Drive A, label up, and the system disk in Drive B, label up.
4. When the window appears, double click on the file "Temple.PRG" to open it.

MOVEMENT COMMANDS

Key	Action	Key	Action
0	Rest for One Turn	**L**	Turn 90° to the Left
1–9	Move from 1 to 9 Feet	**V**	(Volte-Face) Turn Around 180°
R	Turn 90° to the Right	**Space Bar**	Each Press, Move Forward 1 Foot

Position the mouse pointer where you want the character to move, then click on the left button. The character will move to the position you marked, if possible. If the character is not facing in the right direction, you must click twice; once to change the character's direction, and the second time to move the character to the position you marked.

BATTLE COMMANDS

Key	Action	Key	Action
A	Attack	**F**	Fire an Arrow
T	Thrust	**M**	Fire a Magic Arrow
P	Parry (Defense)		

You can also select Fighting commands from the Battle menu by moving the mouse pointer onto the menu bar.
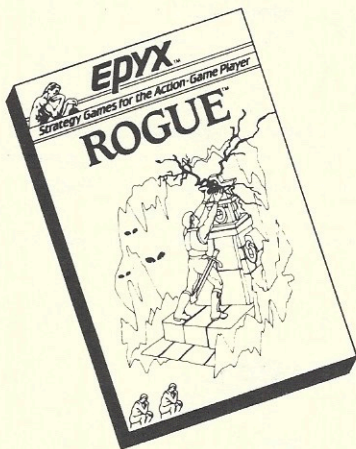
SPECIAL COMMANDS

Key	Action	Key	Action
E	Examine Wall for Secret Door	**!**	Speak with a Monster
O	Open Door	**H**	Heal (Apply a Healing Salve)
S	Search for Traps	**Y**	Ylixir (Drink a Healing Elixir)
G	Pick-up a Treasure	**D**	Drop a Treasure
Q	Query (Listen) for Monsters	**RETURN**	Room Description

SAVE

Move the mouse pointer onto the Game Menu, and then move onto "Save Game". Press the left mouse button and game will be saved.