USING IRON LORD ON SPECTRUM

1. LOADING INSTRUCTIONS :

IRON LORD WORKS ON SPECTRUM 48 K AND 128 K.
To use IRON LORD, you need a color monitor.
IRON LORD is played with the joystick or the keyboard.

2. LOADING IRON LORD SPECTRUM :

SPECTRUM : Place the cassette in the tape recorder and switch on the computer, then type in the following instructions : LOAD'' and press the key "ENTER''. The game loads automatically. When the title page appears, press the firing button on your joystick. Once the program has loaded, stop your tape recorder.

SPECTRUM + 2 : Place your cassette in the tape recorder and switch on the computer. Choose the option "CASSETTE" by pressing the key "ENTER''. Then press the key "PLAY" of the tape recorder. The game will load automatically. When the title page appears, press the firing button on your joystick.

SPECTRUM + 3 : Insert the disk in the disk drive and switch on your computer. Choose the option "LOADER" in the menu by pressing the key "ENTER". When the title page appears, press the firing button on your joystick.

3. PLAYING IRON LORD :

When the game begins, a map of the area will appear on the screen. Your character will be in his castle (consult the manual, section "SAVING OR RELOADING A GAME" to get information about this place).

To move from one place to another, use the hand-shaped cursor. Place the cursor on your chosen destination and press the firing button on your joystick. If nothing happens when you click, it means that the place that you want to go to isn't accessible from your current position. You will therefore have to pass through one or two intermediate zones before reaching your chosen destination.

When your character is in a village, consult the section "MOVING AROUND IN A SPECIFIC AREA" to find out how to travel around this area.

4. RELEVANT KEYS TO USE :

The keys :

''O'' enables you to validate your choice (it has the same effect as the firing button on your joystick).

''9'' lets you travel upwards.

''8'' lets you travel downwards.

''7'' moves the cursor to the right.

''6'' moves you to move the cursor to the left.

For the Wargame, you'll need to use the following keys :

Key ''9'' programs a forward manœuvre (GO AHEAD).

Key ''7'' programs a manœuvre to the right and a forward movement (TURN RIGHT AND GO AHEAD).

Key ''6'' programs a manœuvre to the left and a forward movement (TURN LEFT AND GO AHEAD).

Key ''8'' programs a downward movement (GO BACK).

By pressing the key ''J'' on the keyboard, you'll program a manœuvre to the left (TURN LEFT).

By pressing the key ''K'' on the keyboard, you will program a manœuvre to the right (TURN RIGHT).

By pressing the key ''R'' on the keyboard, you'll program a troop to remain immobile (NO MOVE).

The key ''DELETE'' enables you to cancel one or more manœuvres.

5. SAVING AND LOADING :

You can obtain these options from the map. Simply place the hand-shaped cursor in the top left-hand corner of the screen and press the firing button on your joystick.

A word of advice : use a blank formatted disk or a blank cassette for saving a game.