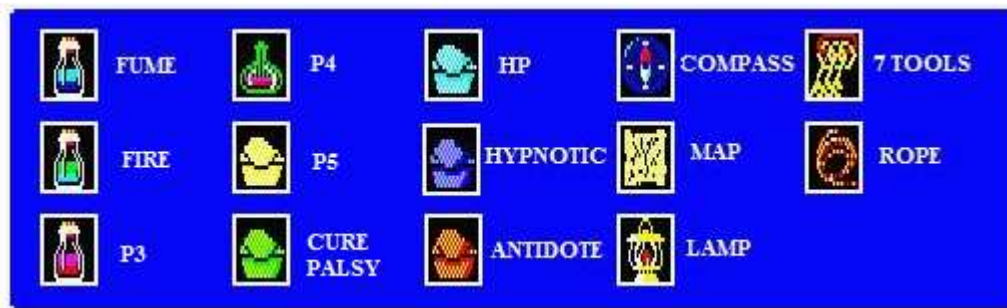


AROUS

Insert Disc 1, let pass the demo, or press *esc* – *space keys* to start the game.
When the message appears, insert disk 2 and press *Enter*.
In the game, *space bar* to confirm, *return key* to cancel.

The character you control (GED) can't LEAVE the city without buying the MAP from the merchant (SHOP). He already has a Health Potion (HP) and antidote (ANT). You can negotiate the price of objects (TRD), but not excessively.
You must also purchase a LAMP to enter the dungeon (Disc 3).



In the STATUS menu, you can manage the status of your objects (STATE ITEM).
EXCHANGE exchange items between characters
DISCARD get rid of objects
USE use an object
GOLD exchange of gold between characters

In the dungeon, the menu is available by pressing *Enter*
RANGE position of the characters (rank)
REST rest and regain energy
STATE status
MAGIC use magic

DUNGEON:

Start with the gallery to the right you meet your first companion TRO.
You will find yourself in the presence of holes on the floor or on the ceiling where you can get down (DESCT) or raise (ASCENT). You can also pass through some walls.
But back in town, go to the bar where ERI, a new partner who has the pendant, joins you.
Then go in different places to find all the other characters:
IDO to the ruins, DIAN in the forest, PIT (with silver chain) to the lake.



The party is completed, then go back to the galleries of the dungeon.
Use the compass to guide you:

| | |
|-----|--------|
| NH | north |
| EST | east |
| STH | south |
| WT | west) |

The battle menu:

| | |
|-------|---------------------|
| FIGHT | fight |
| DEF | defend |
| MAGIC | use magic |
| ITEM | use an object |
| RUSH | rush |
| PRT | protect a companion |
| ROOT | encourage companion |
| ESC | escape |