This booklet was originally produced for the BBC version of 'Giantkiller'.
Inevitably, some sections are not appropriate as written for the CPC version.
These notes relate the booklet to the CPC version.

'Getting Started'

Switch the computer system on, then follow the instructions on the disc label.
The disc drive will whirr, and the program should start. Refer to the separate
Information Booklet for details of how to use the program itself. If, after
following all the instructions, you still can't get the program to start, or you
are in any way not satisfied with its performance, return it to us in its
original packaging, and we'll test it and replace if necessary.

This version does not use sound effects.

The first message that you will see differs slightly from that quoted in the
middle of page 8. However, the on-screen instructions are straightforward, and
should cause no difficulty.

All references to a file called INIT should be ignored. If you want to use a
separate disc to save positions on, all you need is a correctly formatted 3-inch
disc. The program will prompt you at the appropriate moment for the 'saved game'
disc. (NB. The adventure disc must be in the default drive at ALL times that you
are playing the game, EXCEPT when you are saving to or loading from a separate
'data' disc.)

SOME QUESTIONS ANSWERED:

I wanted to load a game I saved a week ago, but I couldn't remember what I
called it. How do I find out?

There are two ways to research names of saved games: Both depend on checking
them out before you start a game. Either (i) type CAT from the prompt directly
after switching on or (ii) load CP/M then type DIR. Generally you will find the
former system mosre convenient, since the program runs from Basic.

I'm using a double disc system. Can I have the adventure disc in drive A, and my
data disc in drive B?

We recommend this, but remember that the data disc must be of the correct type
and correctly formatted for that drive - see your manual for details.

To save to drive B at the ':' prompt, type

        SAVE <RETURN>

The computer will respond with:

        Please insert saved game disc.
        Save
        :

Put your 'data' disc in drive B, then type:
        B:gamename <RETURN>

where 'gamename' is the name that you are using for your saved position.

To get back to that saved position at a later date, type RESTORE <RETURN> and
follow the on-screen instructions, using B:gamename at the appropriate time.

I tried to save a game, but got a 'Disc full' message.

This means what it says: the disc is full. You have two choices: either put
another (correctly formatted) disc in the drive that you are using, or use the
ERA facility, from the A> prompt of CP/M, to erase one or more of your old files
(see your system manual for details.)

I tried to save my position, but it won't let me!

If the name that you're typing in is too long (maximum 8 characters) the
computer will say:

        Bad command
        Open failure - please try again
        :

until you use a name it likes. If you've opened the write-protect hole in the
disc, you will get the message:

        Drive A (or B) is write protected
        Retry, Ignore, or Cancel?

If write-protect is the problem, remove the disc, and close the hole. Put the
disc back in the drive and type R <RETURN>. If write-protect isn't the problem,
put a different (correctly formatted) disc in the drive, and type R <RETURN>.

I want to back up the disc. Can I do this?

The disc is copy-protected. Attempts to copy it may result in damage to the
code. Replacement or back-up discs are available from TOPOLOGIKA for a nominal
fee.

When I try to RESTORE a saved position, I get the message:

        Not found
        Open failure - please try again
        From filename
        :

The program can't find a file of that name on the disc. You may have just
mis-typed the name (in which case just type it again). You may be trying to load
a game that you think you've saved, which, in fact, you didn't! Finally, you may
be using drive B with a correctly formatted saved game disc, but omitting the
drive reference from the 'gamename' (see above.)