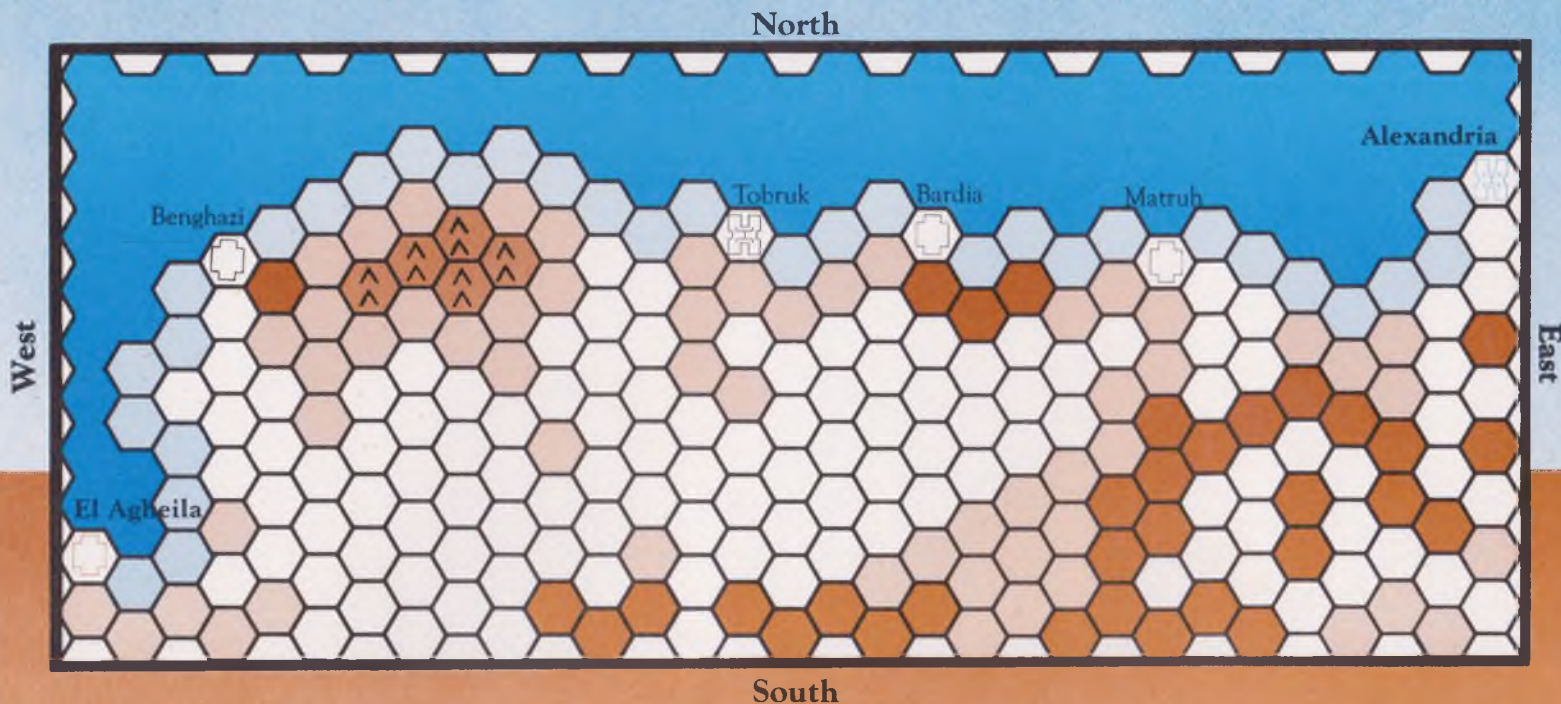


# KNIGHTS OF THE DESERT™

UNIT SYMBOLS	
AXIS	ALLIED
 Axis Stacking Symbol	 Allied Stacking Symbol
 IT Italian Armor	 Allied Armor
 GE German Infantry	 British Infantry
 IT Italian Infantry	 Allied Infantry
 GE German Mobile Infantry	 British Mobile Infantry
 IT Italian Mobile Infantry	 Allied Mobile Infantry
 AX Axis Depot	 AL Allied Depot
 GE German Panzer	
XXX = Corp XX = Division X = Brigade III = Regiment	



MAP LEGEND
 Town
 Fortress
 Clear
 Coast
 Sea
 Rough
 Impassable Sand/Ridge
 Mountain
 British Home Base
 German Home Base

## LOADING INSTRUCTIONS (Disk Version)

**New game:** Turn on your computer and monitor. Turn on the disk drive, and when the red light shuts off insert the game disk. Type LOAD "\*",8 and press RETURN. When the READY prompt appears, type RUN and press RETURN.

**Previous game:** Follow the instructions for a new game. In the menu selection choose "OLD GAME" as an option. You will be asked to replace the game disk with your saved game disk. Carefully follow the instructions given in the program.

## LOADING INSTRUCTIONS (Cassette Version)

**New game:** Connect your cassette recorder to your computer. Place recorder at least two feet away from the monitor. Turn on your computer and monitor. Place the game cassette in the recorder and rewind the tape. Type LOAD "\*" and press RETURN. Press PLAY on the recorder. When the READY prompt appears, type RUN and press RETURN.

**Previous game:** Follow the instructions for a new game. At the

appropriate time the computer will prompt you to replace the game cassette with the saved game cassette. Press RETURN when the saved game cassette is in the recorder and the PLAY button is depressed.

## SAVING A GAME

**Disk version:** When you choose to save a game, the program will instruct you to replace the game disk with a formatted blank disk. Carefully follow the instructions given in the program.

**Cassette version:** When you choose to save a game, the program will instruct you to replace the game cassette in the recorder with a blank cassette. Depress the PLAY and RECORD buttons on the recorder. Follow the prompts given to you in the program.

## KEYSTROKE INSTRUCTIONS

The keys used in the Commodore 64™ version are almost the same as those used on the Apple II+. The Apple II+ keys are listed in the rules booklet. The Commodore version does not utilize the "M" and "R" commands.