Using Magic
Magic potions and items can be purchased at the Magic shop, and the Sage at each level (after Muralla Town) will reward you with a new spell. To use these spells and items, press [ENTER] to access the INVENTORY screen. Use the [Arrow] keys or joystick to select a magic item or spell, then press the [Spacebar] to activate it. Press [ENTER] to return to the game screen. The active spell will be displayed in the SPELL window; to cast the spell, press the [ALT] key. Magic potions and items will take effect automatically.

Saving Your Game
To save your game, visit the Sage’s hut (usually the only unmarked building in town) and select RECORD. Type in a name, and press [ENTER]. The game will be saved to the current disk and directory, with the file extension .USR.

Restoring Your Game
Saved games can be restored from any point during the game by pressing the [F7] key. Use the joystick or [Arrow] keys to select a saved game from the list, press the [Spacebar] to activate the game, then press [ENTER]. From DOS, saved games can be loaded by typing zeliard followed by the name of the saved game file (example: zeliard game1). The game will be loaded, bypassing the opening sequence.

COMMAND KEYS
[F1] Turn Music on/off
[F2] Turn Sound Effects on/off
[F3] Adjust Speed (0=Slow, 9=Fast)
[F7] Restore Game
[ALT] Cast Spell
[ENTER] See Inventory Screen
[Ctrl-J] Select Joystick Control
[Ctrl-K] Select Keyboard Control
[Ctrl-Q] Quit Game
[Spacebar] Use Weapon (in caverns only)

TECHNICAL HELP
Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

NEED A HINT?
If you need help completing Zeliard, please feel free to write to us at Sierra On-Line Hint Department, P.O. Box 485, Coarsegold, CA 93614.

Disk Replacement Policy
If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5 or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614

Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (3.5" or 5.25"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 3.5" diskettes, and a $10.00 charge for 5.25" diskettes.

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Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose $5 for 3.5" diskettes (or $10 for 5.25" diskettes) and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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ZEILARD

To learn about your mission in Zeliard, watch the opening cartoon at least once. To bypass the opening cartoon, press the [Spacebar].

If you have previously saved a game in Zeliard, you can bypass the opening and load the saved game directly from DOS. See Restoring Your Game for instructions.

INSTALLING THE GAME
1. Place the back-up copy you have made of Disk 1 into your diskette drive.
2. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: a:), and press [ENTER].
3. Type install and press [ENTER].
4. Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select.
5. You will be asked if you wish to install the game on your hard disk. If you do not wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

PLEASE NOTE: Even if you install to a hard disk, the install procedure will write a file named RESOURCE.CFG to Disk 1. For the installation to be complete, DISK 1 MUST NOT BE WRITE PROTECTED. No other files on Disk 1 are written or changed by the install command.

LOADING INSTRUCTIONS
After completing the INSTALL procedure:
From diskettes:
1. Place Disk 1 into the A: drive.
2. Type a:; and press [ENTER].
3. Type zeliard and press [ENTER].
From hard disk:
From your root directory, type zeliard and press [ENTER].

PLAYING ZELIARD

MOVING DUKE GARLAND
Use the [Arrow] keys or joystick to move Duke Garland in the direction you wish him to go.

WEAPON

MAGIC

KEYPAD
Use the left and right [Arrow] keys to travel. Use the up [Arrow] to jump. Use the down [Arrow] to kneel.

JOYSTICK

The Inventory Screen
Press [ENTER] to access this screen. The items in the SPECIAL ITEMS area will be used automatically as you need them. Items in the SPELLS and MAGIC ITEMS sections can be selected and used at will. Use the joystick or [Arrow] keys to select an item or spell, then press the [Spacebar] or fire button to select. Press [ENTER] to leave the screen.