

# COMMAND SUMMARY CARD

## KEEF THE THIEF™

### Loading the Game

Before playing Keef the Thief, you should copy the two disks using GS/OS (System 4.0). Put the original disks away and play with your copies.

† Your backup copy of the Keef the Thief Art disk must be called KEEF2.

### Three Card Santi

After you load the game, you're taken to a mandatory game of Three Card Santi. This game was designed to keep the mentally deranged out of the Tri-City Area. You are shown three cards in order, and you must select what card logically follows the first three. Realizing that many people are new to the Area, the possible combinations are listed in the center pages of the Travel Guide. Click on the correct fourth card. As with all things, do something right and someone will ask you to do it again. Select the correct card the second time, and you're taken to the jungle just outside of Same Mercon.

### Apple IIGS Floppy Disk Users

1. Insert the Keef the Thief Program disk into drive 1. If you have a second disk drive, insert the Keef the Thief Art disk into drive 2.
2. Turn the power on. Soon you see the title screen.
3. When the music begins, you can click the mouse button to exit the title sequence.
4. You must now win the mandatory game of Three Card Santi, as described earlier.
5. Now you're ready to play. If you only have one disk drive, remove the Keef the Thief Program disk and insert the Art disk at the prompt.

Note: Make sure your computer is set to Fast mode in the Control Panel. See your user manual for more information on using the Apple IIGS control panel.

## Apple IIGS Hard Disk Users

Keef the Thief runs on a ProDos hard disk under ProDos 16 system 2.1 (version 1.3) or later. Your computer must have at least 768K RAM to run Keef the Thief from your hard disk.

1. Create a folder named "Keef" on your hard disk.
2. Copy all the files from the Keef the Thief Art disk into this new folder, including the folder named Art and all its files.
3. Copy all the files from the Keef the Thief Program disk *except* the ProDos file and the files from the System, Art, and Icon folders into the new Keef folder. Anytime you get a message saying that the file already exists, don't worry; the files are the same and either one will work.
4. Copy all the files from the Icons folder of the Program disk to the Icons folder on your hard disk.
5. Copy all the files from the Art folder of the Program disk to the Art folder in the Keef folder on your hard disk. Anytime you get a message saying that the file already exists, don't worry; the files are the same and either one will work.
6. Rename Keef.Sys16 to Jung.Sys16. Close the Keef folder and then reopen it to see the face icon.
7. Run Jung.Sys16 by double-clicking on the face icon to start the game.

Note: Make sure your computer is set to Fast mode in the Control Panel. See your user manual for more information on using the Apple IIGS control panel.

## Keyboard Commands

The keyboard commands for menu selections are shown on the pulldown menus.

### *Dialog boxes*

Press the up and down arrows to move the highlight up and down. Press **Q** to select the highlighted selection. Press **Return** to choose **OK** or **Continue**; press **Esc** to select **Cancel**.

### *Movement Sword*

You can use the four arrow keys on the keyboard to move; they correspond to the four sides of the Movement Sword. Press **+** (or **=**) to go up and press **-** (minus) to go down.



### *Action Buttons*

Some of the commands below use the same key, but never at the same time.

L	Look	L	Lock
H	Search	U	Use
G	Get	O	Other
E	Enter	F	Fight
T	Talk	R	Run
A	Ask	C	Cast
S	Show	M	Mix
H	Haggle	N	New
B	Buy	P	Map
S	Steal	Esc	Cancel
R	Remove		

### *Text Area*

You can see up to 7 items at one time; press the number of the item you want, counting from top to bottom, left to right.

† If there are more than seven items, the corner of the page is turned up in the lower right. Press the **spacebar** to turn the page.

### *Inventory*

Press the key indicated to display the inventory box you want.

W	Weapons	R	Reagents
A	Armor	T	Artifacts
S	Spells	I	Items

### *Combat*

Press a key to do what you want.

#### **spacebar**

First letter of abbreviation.

#### **Attack**

Qwik-Cast a spell (After selecting **Cast**)

## Spell Mixing

Press a key to select the reagent you want.

D	Dragon's Drool	W	Wart Weed
P	Peppermint Sprigs	K	Kiki Root
T	Scorpion's Tail	B	Black Pearl
S	Skunk Juice	R	Narcissus Root
O	Eye of Owl	E	Phoenix Egg
H	Rhino Horn		
G	Glow Grass		

spacebar      Use next spell book.

## Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support  
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San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
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- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK.  
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Who has the passport to Tel Hande?  
How do I impress the Merchant Princess?*

\* \* \*

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- 
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