COMMAND SUMMARY CARD
KEEF THE THIEF™

LOADING THE GAME

Note: Before playing the game, you MUST install Keef the Thief on floppy disks or a hard disk.

Keef the Thief was designed and tested for DOS versions 2.11 through 3.3, but it may also work correctly with later versions.

Installing the Game

Keef the Thief comes on three 5.25 inch disks: KEEF#1, KEEF#2, and KEEF#3; or it comes on two 3.5 inch disks: KEEF#1 and KEEF#2.

Note to hard disk users: If you have only one floppy disk drive and you don't want to install Keef to your hard disk, you can install to floppy disks from your hard disk. To do this, copy the contents of all the Keef disks to your hard disk and install the game from there, changing the following steps accordingly. When you're asked to choose your source drive, choose 3) 1.4M 3.5; and when you're asked to choose your destination drive, select your floppy disk drive type and then enter the letter of your drive. You'll also have to type the letter of the hard disk when specifying the source drive. Delete the Keef files from your hard disk when the installation is complete.

Note to floppy disk users: If you're installing Keef the Thief on floppy disks, you must have the correct number of blank formatted disks available (see your DOS manual for information on formatting disks).

Choose from any of the following floppy disk setups and have the blank disks ready. Note to 360K disk users: Some combinations of installation options won't require all four blank disks.

- Four 360K 5.25 inch disks
- Two 1.2M 5.25 inch disks
- Two 720K 3.5 inch disks
- One 1.4M 3.5 inch disk

1. Boot your system with DOS.
2. Insert the disk named KEEF#1 into a drive. This is your original, or *source* disk.
3. **Floppy Disk Users:** Skip to step 4.
   Hard Disk Users: Create a directory named KEEF on your hard disk. To do this, type the letter of the drive where you want to install Keef followed by a colon, and then press **Enter**. For example, if your hard disk is C:, type **C:** and press **Enter**. Then type **MD \KEEF** and press **Enter**. Then type **CD \KEEF** and press **Enter**.
4. Type the letter of the drive where you inserted KEEF#1 followed by a colon, and then press Enter. For example, if you inserted the disk in drive A, you'd type **A:** and press Enter.
5. Type **INSTALL** and press Enter.
6. The installation program asks you eight questions. Make your selections by pressing the number of your choice. See the installation notes below:

   - **Two floppy disk drives:** You must install Keef to the second disk drive.
   - **One floppy disk drive and one hard disk:** You must install to the hard disk.
   - **One floppy disk drive only:** You must select **A:** for your source drive (where your original disk is), and select **B:** for your destination drive (where you're installing to). You'll be told when to swap disks.

7. The installation process begins. Follow the prompts to swap disks. Note: If you're installing on a single floppy drive, the program will ask you to insert a disk into drive A when it wants the original disk. When you're asked to insert a disk into drive B, remove the original disk from drive A and insert the new disk into drive A.
8. **Tandy Users:** Except for Tandy users, the installation process is complete. If you're a Tandy user, you need to copy the other two disks. Follow the set of instructions, below, that apply to your setup.

   - **Hard Drive Users:** Put KEEF#2 in drive A, type **COPY A:*.* C:\ KEEF** and press Enter. (You should type a different drive letter if your hard disk isn't **C:**.) Repeat this process with KEEF#3 if you're using 5.25 inch disks.

   - **Two Disk Drive Users:** Put your DOS disk in drive A. Type **DISKCOPY A: B:** and press **Enter**. When you're prompted, insert your source disk (the original KEEF#2 disk) in drive A and the destination disk (blank) in drive B and press **Enter**. Repeat this process with KEEF#3 if you're using 5.25 inch disks.

- **One Disk Drive Users:** Put your DOS disk in drive A. Type **DISKCOPY A: A:** and press **Enter.** You're asked to enter a source disk; put KEEF#2 in the drive and press **Enter** to start. When asked to insert the destination disk, remove the KEEF#2 disk and insert a blank disk. Repeat this process with KEEF#3 if you're using 5.25 inch disks.

PLAYING THE GAME

Playing Keef the Thief From Floppy Disks

1. Boot your computer with DOS. If you're going to use a mouse, load your Microsoft-compatible mouse driver.
2. Insert your copy of KEEF#1 into a drive.
3. Type the letter of the drive you put the disk into followed by a colon, and then press **Enter.** For example, if you put the disk in drive A, you'd type **A:** and press **Enter.**
4. Type **KEEF** and press **Enter.**
5. You must win the mandatory game of Three Card Santi, as described below. Once you do that, you're ready to play. Swap disks when prompted.

Playing Keef the Thief From Your Hard Disk

1. Boot your computer with DOS.
2. Type the letter of your hard disk followed by a colon, and then press **Enter.** For example, if you installed Keef the Thief to disk C, you'd type **C:** and press **Enter.**
3. Type **CD\KEEF** and press **Enter.**
4. Type **KEEF** and press **Enter.**
5. You must win the mandatory game of Three Card Santi, as described below. Once you do that, you're ready to play.

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. Select the correct fourth card by clicking on it with the mouse cursor or by pressing the number of the selection, counting top to bottom, left to right. 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.

STATUS INDICATORS

The status indicators act differently in the IBM/Tandy version than described in the Keef the Thief manual. In most graphic modes, the indicators are black and grey; in CGA mode, the indicators are black and pink. The less black you have in any indicator, the better off you are in that category.

MENUS

To select a menu at the top of the screen, press F1. Highlight your choice by pressing the right or left arrow key. (The menu called "?" is referred to as the Apple Menu in the manual.) Press **Enter** to make your selection, and the subheadings appear. Use the right and left arrows to highlight your choice and press **Enter.**

Press **Esc** to return to the previous menu. Press F1 to deactivate the top menu bar.

Press any of the following keys to choose a menu selection.

Alt-L	Load (Game)
Alt-S	Save (Game)
Alt-N	New Game
Alt-M	Music
Alt-F	Fewer (Monsters)
Alt-O	Easier (Monsters)
Alt-Q	Quit
Alt-T	Status
Alt-A	Abilities
Alt-I	Inventory
Alt-R	Score
Alt-E	Sleep
Alt-K	About Sound
Alt-D	About NDI (Naughty Dog Inc.) — Tandy users must insert their original program disk to view this picture.

You can make other selections (referred to in the manual as mouse clicks and double-clicks) by clicking or double-clicking the left mouse button.

You cannot save your game everywhere in the Tri-City Area; only in Jungles and parts of Same Mercon.

KEYBOARD COMMANDS

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

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.

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.

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

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
To attack, press the spacebar.

After you select Cast during combat, you're shown a list of abbreviated offensive and defensive spells. To cast a spell, type the first letter of the abbreviation.

See the Keef the Thief manual for more information on combat.

When you die, sometimes you need to press the **spacebar** to reach the Game Over screen.

Spell Mixing
Press a key to select the reagent you want.

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

spacebar	Use next spell book.

NOTICE TO TANDY USERS PLAYING KEEF FROM 5.25 INCH FLOPPY DISKS:
Toward the end of the game, after you say the *secret word* and attempt to climb the stairs, you'll be prompted to insert the disk KEEF #2. Instead, insert your *original* disk KEEF #1 into the floppy drive.

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
P.O. Box 7578
San Mateo, CA 94403-7578

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday though 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.

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