

# Exile: Escape From The Pit

Version 1.1.3

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This stand-alone document contains all the information you need to play Exile: Escape from the Pit, a full-length fantasy role-playing game for the Macintosh.

Of special importance is the Registration Form, at the end of this document. You use it to pay for Exile. Doing so gets you a hard-copy of this documentation and a password that enables you to play the second half of the game. To get to the registration form, go to the menu to the lower left that now says "About Exile", and select Registration form.

Registration by credit card is available. For reg. by credit card, call (414) 963-4429. (For more information, hit the button above.)

Foreign Orders are welcome. The last page of this manual discussed exchange rates and how to pay for your order.

Upon registration, you will not only receive the Registration Key which enables you to play the second half of the game, but you will also get a printout of these instructions and a quick reference card. You will also make it a bit more likely that Exile II will eventually exist.

This menu can also take you to the different sections of this document. To find out where the thing you're looking for, try the table of contents...

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### ection 1: About Exile

#### 1.1 - About this copy:

This is Exile, a full-length, highly-detailed Shareware fantasy role-playing game for the Macintosh. It features almost 80 towns and dungeons, a huge outdoors, many people to talk to and puzzles to solve, and the promise of hour upon hour of fun and consternation.

#### 1.2 - About Shareware:

This program is being distributed and sold under the Shareware concept. This copy should, when you first receive it, contain a copy of the game, support files and documentaion. You should be able to play the first half of the game (half the outdoors and around 35 dungeons and towns) with full functionality, enough to get a huge taste of the game and a few weekends of play, at least. Should you then decide you like the game and want to purchase it, you can register (read, buy) it. You can find out how to do so by selecting "Register Info" from the starting screen. Also, an order form is on the second to

last page of this documentation.

When you register, by mail or phone, you will be asked for the Registration Code you will be given when you select "Register Info." In return, you will be given a Key (a four digit number), which you can then enter in the game and play the whole thing.

Upon registration, you will also receive a hard copy of the documentation and a reference card.

Should you get stuck, there is also a hint booklet available from Fantasoftware for \$6.50.

Should you have any questions, problems or comments, contact:

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### 1.3 - Comments and Bugs:

Any comments and bug reports may be made to the address above. Please do so. We love to hear from you, and any comments can serve to make this game (and possible sequels) better.

### 1.4 - System Requirements:

Exile requires a Mac with 256 color Quickdraw, 2 Megs of free memory, 3 Megs of free hard drive space, and a 13" screen. System 7 or later is also required. Exile can sometimes be played in 16 colors, but the graphics will be very ugly. It often runs on 68000 chip machines (Classic, Plus, SE), but is not entirely reliable.