

MINDSHADOW™

AN ILLUSTRATED TEXT ADVENTURE

INSTRUCTIONS

"Where am I? Who am I?! How do I get out of here?" Many of us are asking ourselves the same questions these days, but in Mindshadow, you can find answers. Discover your lost identity by sorting through a series of complex situations, examining every potential clue along the way.

ACTIVISION.

LOADING INSTRUCTIONS

APPLE II, IBM® PC and PCjr.

- Insert disk. Label side up.
- Turn computer on.

COMMODORE 64™

- Insert Disk. Label side up.
- Turn computer and disk drive on.
- Type: LOAD "*" , 8, 1 and press RETURN.

GETTING STARTED

When you select the TUTORIAL option on the menu, you'll be taught the basics of becoming a first-rate graphic adventurer.

Select the SNEAK PREVIEW option for a quick look at another great Activision adventure.

Now and then, in the thick of Mindshadow, you may feel baffled. Type HELP CONDOR and a bird may offer advice (but only 3 times)! Details are in the tutorial.

Whenever you wish to view the most recent 24 lines of text, press RETURN. The graphics will be replaced by text until you press RETURN again.

FUNCTION KEYS

Your computer's function keys are shortcuts to typing in commands.

KEY

- 1** SAVE A GAME. Stores a game and assigns a number to it. You can save up to 10 different games using the numbers 0-9.
- 2** LOAD A GAME. Retrieves and loads game number of your choice.
- 3** REPEAT LAST COMMAND.
- 4** HELP CONDOR.
- 5** DROP ____ . Type in object to be dropped.
- 6** GET ALL. Picks up all objects on screen.
- 7** QUICKSAVE. Press before a risky move!! Informal saving of your current game, with no number assignment given. Erased each time another game is Quicksaved.
- 8** QUICKLOAD. Loads the game from "Quicksave".

IBM ONLY

- 9** TALK TO THE ____ . Type in who or what you want to talk to.
- 10** LOOK AT THE ____ . Type in appropriate word.

WHENEVER A FUNCTION KEY IS PRESSED, the screen will display the command for verification. Give it your 'OK' by pressing RETURN.

NOTE TO APPLE USERS: Function keys are activated by pressing SHIFT and the desired number.

Remember to "SAVE GAME" frequently. Therefore, you won't have to restart the whole game every time you make a mistake.

TEXT COMMANDS

There's a useful reference list of key commands on the package and in the tutorial. Keep it handy. Remember, too, that other words may often be substituted. Experiment!

THE "THINK" COMMAND: At times, you'll want to know more about the nature of a character or object. At such pensive moments, type "THINK ____," filling-in the name of what you'd like to think about. You'll be amazed at your own prowess.

Be careful, if you forget to "Think ____" or miss a clue completely, you may get to the end of the adventure and not know your true identity.

IF YOU REALLY GET STUMPED...

Don't be embarrassed about asking us for help. Would we ever leave you stranded?? We've prepared a handbook of hints, things even the Condor wouldn't tell you. To get yours, send your name, address, and \$1.00 for shipping to the address below. Be sure to tell us which computer system you are using.

CONSUMER RELATIONS
ACTIVISION, INC.
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Write "Mindshadow Hints" in the lower left hand corner of the envelope, for quicker processing.

Design by Interplay. Creative assistance by V. David Watkins. Condor character by Condor Communications.

From the designers at Interplay
"We have always enjoyed creating illustrated Text Adventures and plan on making even more intriguing and entertaining ones. We hope you enjoy them."

LET'S GET TO KNOW EACH OTHER.

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