

MINDSHADOW™

AN ILLUSTRATED TEXT ADVENTURE

INSTRUCTIONS FOR ATARI® HOME COMPUTERS

“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, the answers can be found. Discover your lost identity by sorting through a series of complex situations, examining every potential clue along the way.

ACTIVISION
HOME COMPUTER SOFTWARE™

LOADING PROCEDURE

- Turn disk drive on.
 - Insert disk, label side up, slot in first.
 - Turn on computer.
 - Follow the instructions that appear on the screen.
- NOTE:** Always wait for the disk drive's upper red light to go off before removing disk.
- When fully loaded, the screen will display a tropical beach above lines of text. To move (scroll) the text forward, press RETURN.

Now you are ready to type in your first command next to the white cursor, and so begin your adventure into Mindshadow.™

WELCOME TO THE WORLD OF GRAPHIC TEXT ADVENTURES

This brief tutorial presents the basics of text adventuring, and includes instructions particular to Mindshadow.

How Does A Text Adventure 'Work'?

In a text adventure, you become the character in the story. Given the setting and objective of the adventure (as stated on the package), you must travel through its many scenes searching for clues. Imagine each group of scenes as a puzzle, or chapter, and the entire collection of puzzles as a series of connected chapters. Solving a puzzle moves you to the next puzzle and, when you have solved them all, it is much like having read all the chapters in a book—you will know "whodunit" or, in the case of Mindshadow, you will discover your identity. Eureka!

TALKING TO THE COMPUTER

The computer is your eyes, ears, nose, voice, hands, and legs. Tell it what to do by typing in commands.

Commands begin with a verb. Try to keep them simple. For instance, "talk to driver" will work, whereas "converse with the gentleman controlling the steering wheel" will not. If a command doesn't work, try rephrasing it before moving on to something else. Or... try breaking it down into a **series** of commands.

For instance, if a woodpile is present and you type in "get wood," the reply might be, "It is too heavy to lift." However, if you first "examine wood" the reply might be, "There is an ax here." It would probably be smart to examine the ax and use it.

You can combine commands with the words "then," "and" and "it"

Example: "Talk to the woman **then** go East."
"Get the vase **and** the candle."
"Open the book **and** examine **it**."

The computer also understands abbreviated text:

Example: "Get vase and candle."

North, East, South Or West?

In most cases, the computer will have you face north whenever you enter a new location (screen). As you move, make a map of your travels. Each screen may have several different directions branching off from it. Each must be explored. A map is essential to keep track of where you've been.

You can also abbreviate directional commands.

Example: "go north (or east, south, west)" can be stated simply as "N" (or E, S, W).

Directional commands can also be combined using periods.

Example: "W.S.E." is actually a three-screen move. This is very useful when backtracking through familiar sections. A map can really be useful in this instance.

“Get All” Or “Drop All”

Use these commands to pick up everything in a location or drop all that you are carrying. To check what you are carrying, type “I” for inventory.

The “Think” Command

At times, you’ll want to know more about the nature of an object or, especially, a character. At such pensive movements, type “think _____” filling in the name of who (or what) you’d like to think about. Some of these deeper observations may amaze you.

Be careful! If you forget to “think” about certain objects or characters or miss a clue competely, you may get to the end of the adventure and still not know your true identity. It would be like getting to the end of a mystery novel and realizing you must have skipped an important page. So... think!

Help Is In The Wings

At times, you may feel particularly stumped. Foreseeing this, we’ve provided an advisor, an odd bird called the Condor. He’s allowed to advise you **only three times** per adventure — so don’t waste your requests.

To call on him, type “help” or press the HELP key. Then, follow the screen instructions. After you’ve read the Condor’s advice, type in your next command and press RETURN.

Save/Load/Quicksave/Quickload

An important feature in Mindshadow is the ability to save your game at any point. This is important because you may be frequently ‘done in’ or caught in an impossible situation. Or, you may have to do something like eat, sleep or answer the doorbell. By saving the game occasionally, you don’t have to replay the entire adventure after each on-screen fiasco or off-screen interruption.

To save a game, type “save game.” When prompted, type in the number under which the current game is to be saved.

To load a game, type “load game.” When prompted, type in the number of the game you wish to load.

To really succeed at text adventures you must take chances. Lots of them. For this reason, Mindshadow has provided the **Quicksave** and **Quickload** commands. Just before a risky move, type in “Quicksave.” This enacts an informal saving of the current game with no number assignment given. If your move proves fatal, simply type “Quickload.” This instantly loads what you were clever enough to put into Quicksave.

NOTE: The Quicksave file is erased each time another game is Quicksaved.

Function Keys

Function keys are shortcuts to typing in commands. Activate them by pressing SHIFT and the desired number. The screen will then display the command for verification. Give it your ‘OK’ by pressing RETURN.

1. **SAVE A GAME.** Stores a game and assigns a number to it. You can save up to 7 different games using the numbers 0-6.
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.”

FINAL DETAILS

A **reference list of key commands** can be found on the package. Those preceded by a highlighted letter can be abbreviated simply by using that letter. Remember, this is only a **partial** list, and the computer will understand a variety of synonyms for these and other commands.

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

To **begin a new adventure** at any time, type "quit" and press RETURN. Then, follow the screen instructions.

PARTING SHOTS FROM THE DESIGNERS

"Leave no stone unturned! Be sure to examine and attempt to take everything. Pay close attention to the graphics — **important things aren't always described in the text!** Also, read the text carefully and, if you need to, take notes; the descriptions of locations and items can be of critical importance.

"Items that seem insignificant now may later become crucial. Experiment! As long as you can Quicksave the game before a dangeous move, you can try anything. If you get into trouble, you can Quickload it and pick up right where you left off."

Mindshadow™ was designed by Interplay Productions. Creative assistance by V. David Watkins. Condor character by Condor Communications.

This manual was written by Susan Monteleone.

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
P.O. Box 7287
Mountain View, CA 94039

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

LET'S GET TO KNOW EACH OTHER:

We're working hard to design the kind of home entertainment you want. And we'd love to hear your comments. So drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call 800-633-4623 ANYTIME ON WEEKENDS. In California, call (415) 940-6044/5 (WEEKDAYS ONLY).

Activision, Inc.
P.O. Box 7287
Mountain View, CA 94039

ACTIVISION LIMITED 90-DAY WARRANTY

Activision Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OF CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Activision Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

CONSUMER REPLACEMENTS

U.P.S. or registered mail is recommended for returns.

Consumer Relations

Activision, Inc.

2,350 Bayshore Frontage Road

Mountain View, CA 94043

Atari® is a trademark of Atari, Inc.

©1985 ACTIVISION, INC. CD-110-09