

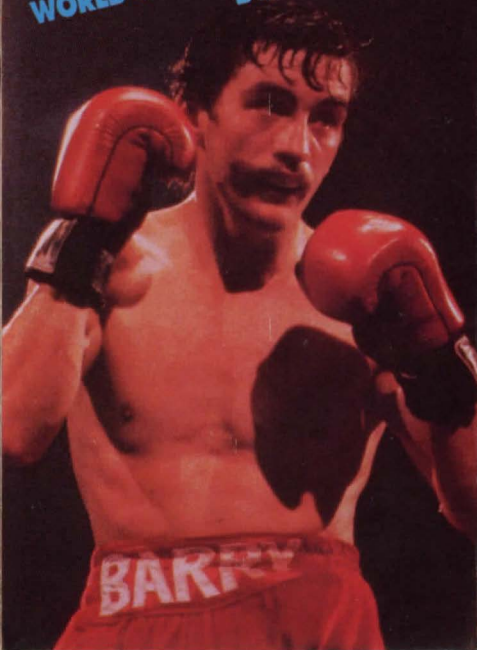
MINDSHADOW™

AN ILLUSTRATED TEXT ADVENTURE

Cassette for
SINCLAIR®
ZX SPECTRUM

ACTIVISION
HOME COMPUTER SOFTWARE™

**BARRY McGUIGAN
WORLD CHAMPIONSHIP
BOXING**



WATCH OUT FOR . . .

**BARRY McGUIGAN
WORLD CHAMPIONSHIP BOXING™**

"The Activision computer game gives everyone the chance to fight me, but only after beating 19 other opponents" says Barry, "and they are no walk-over. Believe me - I've tried them".

So grab your gloves! Create your own boxer, choose his race, style, look and image and take him to training camp to fine-tune his skills for that all important match against the Champion.

ballblazer™

The fastest and most competitive sport in the known universe. The year is 3097; you are taking part in the final round of the Interstellar Ballblazer Conference - the greatest tournament of all time and space. For the first time a creature from Earth has battled through the countless rounds to compete for the ultimate title any being can possess: Masterblazer.

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Who are you?? We'd love to know!! Fill out the reverse side, and mail it, in a stamped envelope to the address below. Feel free to include a letter describing your software interests as well. In either case, we'll keep you informed of forthcoming innovations from the Activision designers.

**ACTIVISION (U.K.) LTD.,
15 Harley House,
Marylebone Road,
Regents Park,
London. NW1 5HE.**

SINCLAIR ZX SPECTRUM.^{TM+} LOADING INSTRUCTIONS.

Insert the 'MINDSHADOW' cassette in your cassette recorder.

Make sure the cassette is fully rewind. To load the tutorial type LOAD "" followed by 'ENTER'.

The tutorial section will now load automatically.

If you do not want the tutorial to load, and want to play the main game then type the following: *Side A set to 36 then Load ""*
LOAD "MIND1" followed by 'ENTER'.

Side B set to 48 then Load ""

If you want to play the second part of Mindshadow, type the following LOAD "MIND2" followed by 'ENTER'. Note that you will only be allowed to play 'MIND2' if you have previously completed 'MIND1' and saved that position onto cassette. You cannot complete 'MIND2' without having this saved game ready.

NOTE: On the reverse side of the tape, 'MIND2' is the first file followed by 'MIND1'. This is done so that if you have completed the first part of the game it will be easier for you to load the second part.

GETTING STARTED.

If you load the TUTORIAL section, you will be taught the basics of how to play a graphic adventure.

Now and then, in the thick of Mindshadow, you may feel baffled. To assist you in these circumstances, you may type HELP. The computer will respond to your need for help. But it may or may not offer advice.

Whenever you wish to view any previous text, you can press 'ENTER'. The graphics will disappear and be replaced by text, if you press 'ENTER' again the graphics will reappear.

MINDSHADOW FEATURES.

SAVE GAME: Please follow the instructions that appear on the game screen. You will need a blank tape ready to save your game onto. (It is not possible to save onto the Mindshadow cassette.) The screen will instruct you to insert the game save cassette. Then it will ask you to press any key to continue. When you press 'any key', the program will start saving your game. After the game has been saved, the screen will prompt you to replace the Mindshadow cassette. Remember to note down what is saved on a tape, otherwise you will lose track of your saved games.

LOAD GAME: Please follow any instructions that appear on the game screen. You will need your game save tape. The screen will instruct you to insert the game save cassette. Then it will ask you to press any key to continue. When you press 'any key', the program will start to load your game. After the game has been loaded, the screen will



Please print in BLOCK CAPITALS.

NAME _____

ADDRESS _____

POSTCODE _____

prompt you to replace the Mindshadow cassette.

NOTE: There are two parts to the Mindshadow game. Game positions saved while playing 'MIND1' will not be accepted by 'MIND2', and vice versa. The screen will give an error message. The only exception to this is when you have completed 'MIND1', as described earlier. A game save must be made at this point, in order to let you start playing 'MIND2'.

QUICKSAVE: This is another feature of Mindshadow, it enables you to save a game, without using a tape. So if you are about to make a move you are not sure about, you should QUICKSAVE first. Each time you use QUICKSAVE the position last stored is lost. Lastly remember that if you have decided to stop playing for now, you should save the game onto cassette, as when you turn off your computer ALL information is lost!

QUICKLOAD: If you have QUICKSAVED a game then QUICKLOAD will restore the game, as you left off when you QUICKSAVED.

TEXT COMMANDS.

THINK COMMAND: When a clue of any kind presents itself or if you want to know more about the nature of a character or object type 'THINK _____', filling in the name of what you'd like to think about. If you haven't

"thought" about enough clues during the game, you may get to the end of the adventure and not know your true identity.

KEY COMMANDS: A partial but important listing. Use these as a quick reference. Several can be abbreviated as noted.

(N)ORTH	(U)P	PUSH	INSERT
(S)OUTH	(D)OWN	TAKE	READ
(E)AST	(L)EFT	OPEN	CLOSE
(W)EST	(R)IGHT	GET	TURN
(F)ORWARD	(I)NVENTORY	TALK	GO
(B)ACKWARD	EXAMINE	DROP	

A HINT OF HELP (U.K. CUSTOMERS ONLY)

Don't be embarrassed about asking us for help. Would we ever leave you stranded? We've prepared a set of hints for you. To get your copy, send a stamped addressed envelope together with a postal order for 50 pence, crossed and made payable to Activision (UK) Limited, to the address below. Please remember to let us know which computer system you are using.

Consumer Relations
Activision (UK) Ltd.
15 Harley House
Marylebone Road
London NW1 5HE

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MINDSHADOW™

AN ILLUSTRATED TEXT ADVENTURE

Cassette for
SINCLAIR®
ZX SPECTRUM

ACTIVISION
HOME COMPUTER SOFTWARE

You find yourself lost in the middle of nowhere. In the middle of a mystery. Who are you? Where will you go? What will you do? London. Luxembourg. You struggle for answers, your identity and for the faceless betrayer who left you to perish. This brilliantly wrought mystery echoes with intricate challenges and unexpected reversals. Hours of true enjoyment for both the novice and the advanced adventurer.

MRK-110



Designed by Interplay. Adapted by Softstone.

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Manufactured in the United Kingdom

Fabrique en Grande Bretagne