MINDSHADOW

AN ILLUSTRATED TEXT ADVENTURE

INSTRUCTIONS



LOADING INSTRUCTIONS Commodore 64/128TM* Cassette

Make sure that all peripheral equipment such as disk drives and printers are

disconnected. Press down the SHIFT key. Without releasing

the SHIFT, press down the RUN/STOP key. Release the RUN/STOP key and then the SHIFT key. Your screen will read "Press PLAY on tape". Please follow these instructions. This is a multi-load product. Do not advance

or rewind the tape unless the screen prompts you to do so. To START the game press 1. To use the

TUTORIAL press 2. Note: At the end of a section the screen will

go blank and turn blue as the next section is loaded.

If using a Commodore 128, type GO 64 and press **RETURN**. Then type y and press **RETURN.** Then proceed with the

Commodore 64 loading instructions.

fundamentals before proceeding.

GETTING STARTED

When you select the TUTORIAL option on the menu (2), you'll be taught the basics of becoming a first-rate graphic adventurer.

game is then saved. f2 LOAD A GAME. "Please insert save game tape without starting. Then press any key to continue". The screen will instruct you to "press PLAY on tape". When the game screen reappears the screen will instruct Allow it to take you by the hand and learn the you to "Please insert Mindshadow tape

to typing in commands.

times. Whenever you wish to view the most recent 25 lines of text, press RETURN. The graphics on the screen will be replaced by text until you press RETURN again.

FUNCTION KEYS

Now and then, in the thick of Mindshadow,

computer may offer advice, but only three

you may feel baffled. Type HELP and the

Your computer's function keys are shortcuts

f1 SAVE A GAME. Please follow the instructions that appear on the game screen. You will need to have a blank tape

on which the game will be saved. The screen will instruct you to "Please insert save game tape without starting". "Then press any key to continue". Then "press RECORD and PLAY on tape". Finally, the screen will instruct you to "Insert

Mindshadow tape without starting". Your

without starting" (if the game screen does

load Mindshadow and try again). Please follow any additional instructions on the game screen and your game will be know more about the nature of a character or loaded. object type "THINK_____", filling in the name of what you'd like to think about. If you f3 REPEAT LAST COMMAND f4 HELP

not appear after 15 seconds, please re-

f5 DROP _____ (Type in object to be dropped.) f6 GET ALL. Picks up all objects on screen.

f7 OUICKSAVE. Press before a risky move! An informal means of saving your current game. Erased each time another game is "QUICKSAVED". The "QUICKSAVE"

command will instantly save your game in

memory (until you turn off your computer). By using the "QUICKLOAD" command, your last "QUICKSAVE" game will be reloaded. f8 QUICKLOAD. Loads the game from

Therefore, you won't have to restart the

whole game every time you make a mistake.

"QUICKSAVE".

RETURN.

Whenever a function key is pressed, the screen will display the command for verification. Give it your 'O.K.' by pressing Remember to "SAVE GAME" frequently.

TEXT COMMANDS The "THINK" COMMAND: When a clue of any kind presents itself or if you want to

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

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

(N) ORTH (R) IGHT (S) OUTH (L) FFT (E) AST (F) ORWARD (W) EST (B) ACKWARD (U) P

(D) OWN

EXAMINE

TAKE

DROP

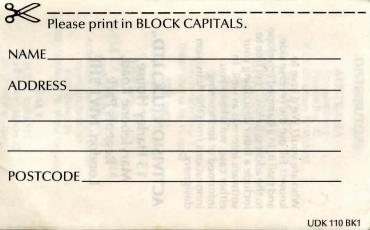
READ

TURN

GET

(I) NVENTORY PUSH **OPEN** TALK INSFRT

CLOSE GO



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.

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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.

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