

SENTINEL WORLDS I: FUTURE MAGIC

Command Summary Card

for the Commodore C64 and 128

Getting Started

This game comes on two disks; only three sides contain data.

- Side 1 contains the program loading information.
- Load/Save is blank and formatted; you can use this side to save two games.
- Side 2 contains data used in the game.
- Side 3 contains data used in the game.

Copying the Game

The Sentinel Worlds disks are not copy protected, and we recommend you play with copies of your game. This way, if you ever destroy your copies, you can make new copies from the original disks to play with. To copy disks:

1. Turn on your computer and disk drive.
C128 owners: Put your computer in C64 mode by holding down the Commodore key when you turn on the computer.
2. Using the disk copying utility of your choice, copy Sides 1, 2, and 3 each to different disks. Label them the same as the original disks.
3. Now you have two copies to use. Write-protect your backup copies, and put your original disks away in a safe place.

NOTE: This program was not designed to be copied onto 3.5 inch disks or a hard disk. Also, this program will not take advantage of a second disk drive.

Formatting a Save Game Disk

To create your own blank, formatted disk to save games on, follow these steps:

1. Go to the C64 Ready Screen (the screen you see right after turning on your computer) and put a blank disk in the drive.
2. Type **Open 15,8,15, "n0:Sentinel,SW"** and press Return. (Note: When you type the command, make sure "0" is the number zero, not the letter "O.")
3. Type **Close 15** and press Return.

- The disk is now ready to store saved games.

Loading the Game

- Turn on your computer and disk drive. Your joystick must be in Port 1. C128 owners: Put your computer in C64 mode by holding down the Commodore key when you turn on the computer.
- Insert Disk 1, Side 1 face up in the disk drive.
- Type **LOAD""",8,1** and press **Return**.
- After the game loads, the title screen appears. Press any key to start the game. You'll be prompted to switch disks when necessary.

Main Menu

Press any key to leave the title screen and bring up the Main Menu. You get the options below. Press a number to select the option you want.

- Start new game/Resume this game.** Lets you start a new game, choose your characters, and name your ship. If you exit from game play, this option lets you resume play as long as you haven't left the program.
- Load a saved game.** Load a saved game.
- Leave the game.** Return to C64 Ready screen.
- Sound effects on/off.** Toggle sound effects on or off.
- Music score on/off.** Toggle the music score on or off.
- Save this game.** Save the current game. You can save up to two games on the back side of Disk 1, or on any blank, formatted disk. Enter any name after A: or B: to save your game.

Joystick Instructions

Space Controls

- Move the joystick left or right to turn in either direction.
- Push the joystick forward to increase speed (thruster up).
- Pull the joystick back to decrease speed (fire retros).
- Press the joystick button to enable the ship's lasers; press again to disable them.

Orbit Controls

- Move the joystick left, right, forward, or back to control the land selector.
- Press the joystick button to land.
- Press the spacebar to adjust the speed of movement.

Outdoor Controls

- Move the joystick left or right to turn in either direction.
- Push the joystick forward to move.
- Press the joystick button to fire the ATV laser.

Indoor Controls

- Move the joystick left or right to turn in either direction.
- Push the joystick forward to move.
- Press the joystick button to fire your weapon.

Keyboard Commands

Space Controls

- | | |
|----------|--|
| @ | Increase speed (thrusters up). |
| / | Decrease speed (fire retros). |
| : | Turn left. |
| ; | Turn right. |
| Spacebar | Select target. |
| Return | Toggle lasers on and off. |
| B | Board ship when next to a stationary targeted ship, land at space center when in space, or enter hyperspace from space center. |
| C | Enter the Crew Command Center. |
| F | Enter the Federaton Communications channel. |
| H | Call tow ship. Works only when ship is out of fuel or engines are under 10%. |
| L | Change the long range display from levels 1 through 5. |
| P | Program MAI-7000 cybernetic ship control system. |
| T | Talk by using the ITC, Intelligent Text Communications. (Before you can talk, you must select a target to talk to.) |
| S | Shadow targetted ship. |
| X | Return to Main View. |
| ← | Exit to Main Menu. |

Orbit Controls

- | | |
|----------|---|
| @ | Move land selector up. |
| / | Move land selector down. |
| : | Turn land selector left. |
| ; | Turn land selector right. |
| Spacebar | Toggles through land selector increments of 1, 8, and 64. |
| Return | Land at selected location. |

- O Leave orbit.
 1, 2, or 3 Enter selected Caldorre Tower (works in Caldorre only).
 X Return to Ship Status Display.
 ← Exit to Main Menu.

Outdoor Controls

- @ Move ATV forward.
 : Turn ATV left.
 ; Turn ATV right.
 Spacebar Select target.
 Return Fire ATV laser weapon. (Before you can fire, you must select a target.)
 C Enter the Crew Command Center.
 O Leave planet and return to orbit.
 X Return to Main Viewscreen.
 ← Exit to Main Menu.

Indoor Controls

- @ Walk forward.
 : Turn left.
 ; Turn right.
 Spacebar Select target.
 Return Fire the team leader's equipped weapon. (Before you can fire, you must select a target. The other team members target and fire their weapons automatically.)
 B Bring up the Battle Status window. (This window automatically comes up in combat.)
 C Enter the Crew Command Center.
 L Bring up long range map (remains until team leader moves).
 T Talk by using the ITC, Intelligent Text Communications. (Before you can talk, you must select a target to talk to.)
 X Return to Main Viewscreen.
 ← Exit to Main Menu.

Special Battle Mode

Rare opportunities may arise where you are called upon to defeat powerful foes using special abilities. When such an opportunity arises, remember these commands well:

- A or ← Attack when "AT" appears, before it disappears.
 D or → Defend when "DE" appears, before it disappears.

Spacebar As the two yellow bars approach each other, press the spacebar when they meet to place a yellow stripe in the green square. Each time the yellow bars meet the yellow stripe again, press the spacebar. If you fail to keep your yellow stripe centered in the green square, you receive less opportunities to attack and are yourself subjected to more frequent assaults.

Note: The screen shots in the manual were taken from the IBM version. C64 version screens may be slightly different.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
 P.O. Box 7578
 San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact: Electronic Arts Limited, P.O. Box 835, Slough SL3 8XU, UK. Phone (044) 753 46465
 In Australia, contact: ECP/EA, 4/18 Lawrence Drive, Nerang, Gold Coast, QLD 4211. Phone: (75) 963-488.

Limited Warranty

Electronic Arts ("EA") provides to the original purchaser of the computer software product, for a period of ninety (90) days from the date of original purchase (the "Warranty Period"), the following limited warranties:

Media — EA warrants that, under normal use, the magnetic media and the packaging provided with it are free from defects in materials and workmanship.

Software — EA warrants that the software, as originally purchased, will perform substantially in conformance with the specifications set forth in the packaging and in the user manual.

Warranty Claims

To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. OR send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE SOFTWARE PRODUCT.

Warranty Exclusions: EA EXPRESSLY DISCLAIMS ANY IMPLIED WARRANTIES WITH RESPECT TO THE MEDIA AND THE SOFTWARE, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. ANY WARRANTIES IMPLIED BY LAW ARE LIMITED IN DURATION TO THE WARRANTY PERIOD. SOME STATES DO NOT ALLOW LIMITATIONS ON THE DURATION OF AN IMPLIED WARRANTY, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS. YOU MAY

ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Limitation on Damages

EA SHALL NOT IN ANY CASE BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL, OR OTHER INDIRECT DAMAGES ARISING FROM ANY CLAIM UNDER THIS AGREEMENT, EVEN IF EA OR ITS AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

Commodore is a registered trademark of Commodore Electronics Limited.

Unless indicated otherwise, all software and documentation is © 1988, 1989 Electronic Arts. All Rights Reserved.

THE BOARD OF DIRECTORS OF THE COMPANY HAS REVIEWED THE FINANCIAL STATEMENTS OF THE COMPANY FOR THE YEAR ENDED 31st MARCH 2014 AND IS OF THE OPINION THAT THE FINANCIAL STATEMENTS GIVE A TRUE AND FAIR VIEW OF THE FINANCIAL POSITION OF THE COMPANY AT THE END OF THAT YEAR AND OF ITS PERFORMANCE AND CASH FLOWS IN ACCORDANCE WITH THE REQUIREMENTS OF THE COMPANIES ACT 2006 AND THE COMPANIES (FINANCIAL STATEMENTS) REGULATIONS 2008.

THE FINANCIAL STATEMENTS HAVE BEEN PREPARED IN ACCORDANCE WITH THE REQUIREMENTS OF THE COMPANIES ACT 2006 AND THE COMPANIES (FINANCIAL STATEMENTS) REGULATIONS 2008. THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS. THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS. THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS.

THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS. THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS. THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS.

THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS. THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS. THE FINANCIAL STATEMENTS HAVE BEEN PREPARED ON THE BASIS OF THE ACCOUNTING POLICIES SET OUT IN NOTE 2 TO THE FINANCIAL STATEMENTS.