THE HOUND OF SHADOW

Reference Card

Atari ST

Creating a User Disk

It is necessary to have a user disk ready before starting play, simply format a blank disk using the Gem desktop environment.

Insert The Hound of Shadow Disk C into drive A and turn on your computer.

If you have two drives, insert your formatted disk into drive B.

When the desktop screen appears, double click on the **A:** floppy disk icon to open the window. In the window are the file icons for BRIAN.CHR, EDWARD.CHR, and SALLY.CHR.

Remove Disk C and replace it with your formatted disk. Double click on the **B:** floppy disk icon to open its window. Drag the window down so that both **A:** and **B:** windows are in full view. Hold down the <SHIFT> key and click on the characters that are to be transferred. Holding down the mouse button on the final character, drag them to window **B:** . Upon releasing the mouse button, you will be prompted to swap disks if you have one drive. The three character icons will appear in the Disk **B:** window, completing the creation of your character disk.

Loading the Game

Insert disk A into drive A: and switch on your machine. The game will boot from this disk into the *Character Generation* program.

Press any key at the loading screen to move to the main menu.

Getting Started

Before you can start playing a scenario it is necessary to select a character with which to play.

If you have previously created characters or wish to use the pre-designed characters then choose *Select Character* from the main menu. You are then

prompted to insert your user disk and select the character of your choice. Having selected your character you may either *Begin a Scenario* or *Examine this Character*.

If you wish to create a new character then see below.

Creating a Character

Choose the *Create Character* option from the main menu. You will find the instructions on how to create a character in the manual. Once you have finished you will be asked to save the character record to disk. Simply enter a name of up to 8 characters and insert your user disk as prompted on screen. Once you have saved a character you must use the *Select Character* option from the main menu before you can *Begin a Scenario*.

Beginning a Scenario

Once you have chosen your character select *Begin a Scenario*. You will be asked to insert your user disk, followed by disk B. When the Scenario has loaded you will be prompted to insert your user disk followed by disk C.

Playing a Scenario

This is a role-playing game that uses a traditional adventure-style parser system. This means that you must use the keyboard to type in commands that the game interprets. Since this is an investigative horror role-playing adventure, you must be careful to remember the information presented and unravel the plot if you are to succeed. To help you do this, the game has a command to summarise the extent of your plot knowledge - type **"What do I know"** to get this information. Do not rely on it to store all of your knowledge, just use it as a helpful reminder.

To help you, here are a number of commands relating to the game:

Exits	Lists all possible routes from one place, this includes ways of getting lost and stranger less substantial routes.
Help	This offers some quick advice about conversation.
R	This describes the location that you currently are in. It will also display the picture for the location again, if there is one.

Inv	This gives you a list of the objects that you are carrying.
Graphics /Text	These switch the graphics on or off, although when switched off the picture will be displayed once when you enter that location for the first time.
Pause	Forces a pause and waits for a key press.

Press the **Escape** key to return from the full screen graphics.

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Press any key to continue when **"[more]"** is displayed on the screen.

The function keys have some pre-programmed responses:

F1	Get	**F2**	Drop
F3	Inv (+return)	**F4**	Examine
F5	Time (+return)	**F9**	Load Saved position
F10	Save Position	**Cursor**	
Help	echoes "Help" (pg. 2)	**Keys**	can be used to input
Insert	echoes the last entry		Directional Movement

At the "**Enter Filename**" prompt during load saved position enter a "**?**" to catalogue the saved positions on your user disk.

There are a number of conventions that allow you to move about and live in the real world, rather than a problematic adventure world. You are able to '**Go to...**' places simply. For example typing '**Go To the Bedroom**', will take you straight into the bedroom, allowing you to move quickly and easily between locations. Sometimes this facility is disabled due to circumstance. If you are having a conversation you will probably be able to walk out. However, you can't use the '**Go To...**' command, whilst you are in the middle of a conversation, you must end it first. The game relies on meetings and events taking place at certain times and places, in fact peoples lives depend on it. To help with your control of time there is a simple '**Wait until....**' command. This allows you to wait for up to 12 hours at a time.

Saving, Loading and Death

Three things that are not usually connected. When your character dies in this game they are really dead and this fact is saved to their character record. You cannot use them in this or any other Timeline game.

You can save your position to pause the Scenario at any point, allowing you to switch off the machine or take a break . A saved position is limited to the specific character that was playing at the time of saving. To load a saved position you must be playing the scenario with the same living character that was used to save the game. This means that when your characters die they are dead.

Completing the Hound of Shadow

Once a particular character has completed the Hound of Shadow they will not able to play the Hound of Shadow scenario again. Completion of a scenario does not always mean successful completion. You can finish a scenario in a number of ways, most of which are unsuccessful.

THE PRE-DESIGNED CHARACTERS: A brief synopsis

Brian O'Donelly

Filename : Brian

The young Brian O'Donelly grew up on the streets of New York, and what he lacked in formal schooling he made up for in street smarts and native toughness. It was all too easy to use his natural charm and Irish blarney to make money from backroom card games and, but for the intervention of a brother in the Priesthood, he might have ended up behind bars. Instead of that he became one of New York's finest and rose to the rank of Sergeant in the Police force. One of the first to volunteer for service in France, he survived the carnage in the trenches, only to find on his return that the politicians were in the pockets of the mobsters. Disillusioned with the Police, he left two years ago to become a Private Eye. Now, 1925 finds him in London…

Sally Cheverton

Filename : Sally

The daughter of a prominent surgeon, Sally grew up helping her father in his charity work in the slums of Southampton. No shrinking violet, she can take care of herself in most situations and has inherited her father's strength of will. Educated at a progressive ladies college, she chose not to follow a scientific or medical career but instead aimed to become a Historian. Frustrated by the conservatism and chauvinism of the academic establishment and unable to earn a living from her first love Photography, she has decided to follow the example of Mary Anne Evans, who became famous as the novelist George Eliot, and write. She however, is not going to use an assumed name. By 1921 she has already had one book published and is ambitious for greater success…

Sir Edward Beauchamp-Smythe

Filename : Edward

Born in India, Sir Edward's family moved back to England when he was only six months old. Expelled from half a dozen schools for wild pranks, the only academic subject that interested him was the classics. The young Edward was the despair of his parents, university was out of the question and his natural talent for things mechanical was hardly the basis of a fitting career for a baronet. It was not until a trip to France in 1909 that he found his true vocation, when he saw Bleriot's triumphant cross-channel flight. For the next five years, his time was evenly divided between flying and High Society. When the Defence of The Realm Act outlawed civil aviation for the duration of the Great War, he had only one option, and for the next four years flew over the Western Front. Not as famous as Ball, Rickenbacker or Lafayette, he was none the less decorated for valour, and more than that came back alive. Four years later, he is toying with the idea of attempts on several long distance aviation records, and is waiting for Messrs. Sopwith to finish the BS Special...

Technical Support

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