

W·I·L·L·O·W™

Reference Card

MS-DOS

Getting Started

You Need:

- An IBM® PC, Tandy® 1000/3000, or 100% compatible computer with at least 512K
- Two disk drives or one disk drive and a hard disk
- DOS 3.2 or higher
- A Color Graphics Adaptor (CGA), or Enhanced Graphics Adaptor (EGA)
- A color monitor

A mouse or a joystick is optional.

Setup

Setup is a program on **Disk 1** which you can use to choose which graphics mode and input device you want to use. It also allows you to install the program onto a hard disk if you choose to do so. You only need to run Setup the first time you use your Willow disks, or if you ever change graphics cards or if you wish to uninstall Willow from your hard disk.

NOTE: The Willow disks are very full, leaving no room for DOS to be installed. Whenever you want to run Willow, you will need to first boot DOS.

To run Setup on a single-disk system:

- 1) Insert your DOS disk in drive A and turn on the computer.
- 2) Respond to the date and time prompts.
- 3) When you see the A> prompt, remove the DOS disk, and insert Willow Disk 1.
- 4) Type **SETUP** and press **ENTER**.
- 5) Follow the on-screen prompts to choose from the various options.
- 6) The options will be saved when you quit Setup. To run Willow with the options you have chosen, simply type **Willow** and press **Enter** at the A> prompt.

To run Setup on a two-disk system:

- 1) Insert your DOS disk in drive A, and Willow Disk 1 in drive B. Turn on the computer.
- 2) Respond to the date and time prompts.
- 3) When you see the A> prompt, type **B:** and press **Enter**.
- 4) Type **SETUP** and press **ENTER**.
- 5) Follow the on-screen prompts to choose from the various options.
- 6) The options will be saved when you quit Setup.
- 7) Whenever you want to run Willow with the options you have chosen, place Willow Disk 1 in drive A and Willow Disk 2 in drive B. Type **Willow** and press **Enter** at the A> prompt.

To run Setup on a hard-disk system:

- 1) Turn on the computer.
- 2) Respond to the date and time prompts.
- 3) When you see the C> prompt, insert Willow Disk 1 in Drive A.
- 4) Type **A:** and press **Enter**.
- 5) Type **SETUP** and press **ENTER**.
- 6) Follow the on-screen prompts to choose from the various options.
- 7) The options will be saved when you quit Setup.
- 8) Whenever you want to run Willow with the options you have chosen, boot your computer, respond to the time and date prompts, place Willow **Disk 1** in drive A and type **Willow** and press **Enter** at the A> prompt.

Installing on a hard disk

Willow is copy protected, but you can use Setup to install it on your hard disk. The procedure below creates a subdirectory called Willow on your hard disk and copies all of the necessary files to it.

NOTE: Once the program has been copied to the hard disk, your floppies will not generate any further hard disk copies. However, you can transfer the hard disk installation capability back to your floppies by following the procedures outlined in the section entitled Uninstalling From a Hard Disk.

- 1) Follow the instructions given above to run Setup.
- 2) Choose Hard Disk Install from the options listed.
- 3) The files will be copied to a hard disk directory called Willow. When you see the prompt to switch disks, remove **Disk 1** and replace it with **Disk 2** and press any key.
- 4) Once the program has been installed, you will be able to run Willow by typing **Willow** and pressing **Enter** at the C> prompt.

Uninstalling from a hard disk

- 1) Follow the instructions given above to run Setup.
- 2) Choose Hard Disk Uninstall from the options listed.
- 3) The files will be removed from your hard disk.

Warning: Before you attempt to either make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after installing Willow on your hard disk, first make sure you follow the directions above to uninstall Willow. If you fail to do this, the installed copy will no longer be executable and you won't be able to reinstall the program.

The Controls

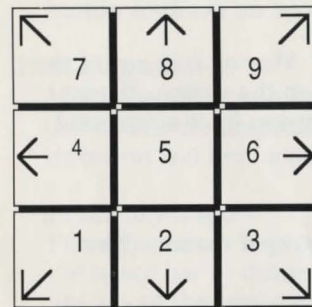
Willow can be played using any one of three control devices—mouse, joystick, or keyboard. A general description of each is given below. Detailed instructions for each game follow.

Mouse

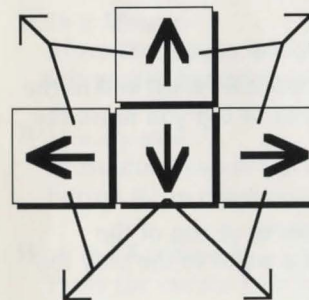
The mouse is normally used to drive a small wand-shaped cursor around the screen. Selections are made by pointing to the choice and pressing the left-most button. Occasionally, specific games may require you to use the mouse more like a joystick. In these games, simple motions of the mouse in the direction you wish the on-screen figure to go will do the trick.

Keyboard

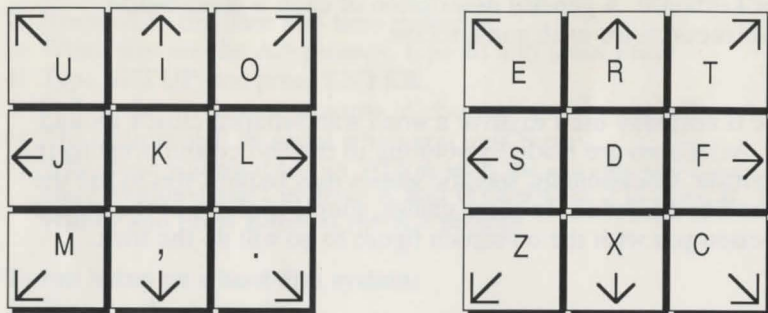
When using the keyboard, you will have several options. The cursor keys are always active and map the motions of a joystick.



If you have a separate cursor cluster, you may need to press two keys simultaneously to cause diagonal movement.



If you prefer, two different clusters of letter keys can also be used.



In all cases, the space bar will act as the fire button.

Joystick

The Joystick does exactly what you would expect. Moving it in any of the eight directions causes corresponding movement on the screen. Whenever the fire button is called for, use button #1. Button #2 is never used in Willow.

Specific Game Controls

Each game in Willow has its own way of using the input devices. The following details each game's control system.

The Scroll

While in the scroll, you can scroll forwards or backwards, stop the motion, and select highlighted words to enter the specific games.

To Scroll Forward and Back:

With a Mouse or Joystick—

Move the wand to the bottom of the screen to move forward and to the top to move backwards. The closer to the bottom or top you move the cursor, the faster the scroll will move.

With the Keyboard—

Use the arrow keys to move the wand to the bottom or top of the screen. Press Page Up or Page Down to jump the wand to the very top or bottom of the screen.

To Select a Word:

Point the tip of the wand to the word you want to select and press the left mouse button, joystick button #1, or the space bar.

The Dungeons

In the Dungeons game, you have the option of moving left, right, straight ahead, or back one move.

With a Mouse—

Move the cursor to the exit you want to use and press the left mouse button. To back up one move, point at the bottom of the screen and press the left mouse button.

With a Joystick—

Move the joystick in the direction you wish to go—left, right, forward, or back—and press button #1.

With the Keyboard—

Press the cursor keys to move left, right, forward, or back. You can use any of the keyboard clusters described above.

Woods

In the Woods game, you must escape the Nockmaar troops and Death Dogs on your way to the Daikini crossroads. Throw acorns to stop the opponents; pick up acorns by running over them.

With a Mouse—

Move the mouse in the direction you want to run. Press the left mouse button to throw an acorn in the direction you are facing.

With a Joystick—

Move the joystick in the direction you wish to go—left, right, up, down, and the diagonals. Press button #1 to throw an acorn in the direction you are facing.

With the Keyboard—

Press the cursor keys to move left, right, up, down, or diagonally. Press the space bar to throw acorns in the direction you are facing. You can use any of the keyboard clusters described above.

Daikini Crossroads

Choose the left- or right-hand cage to free Madmartigan.

With a Mouse—

Move the mouse left or right to face the cage of your choice. Press the left mouse button to open the door.

With a Joystick—

Move the joystick left or right to face the cage of your choice. Press button #1 to open the door.

With the Keyboard—

Press the cursor keys to face left or right. Press the space bar to open the door.

Spellcasting

Choose the three symbols to change Fin Raziel.

With a Mouse or Joystick—

Move wand to the symbol you wish to select. Press the left mouse button or button #1 on the joystick to choose the symbol.

With the Keyboard—

Use the arrow keys (or other keyboard cluster as shown above) to move the wand to the symbol you wish to choose. Press the space bar to make the selection.

Ice Caves

In the ice caves you need to quickly choose left or right turns to find your way through the mountain.

With a Mouse or Joystick—

Move left or right to turn.

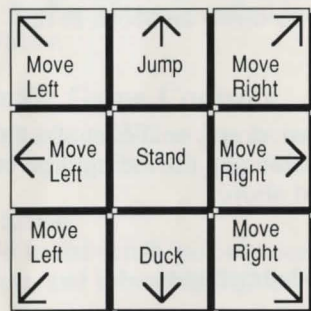
With the Keyboard—

Press the cursor keys to turn left or right.

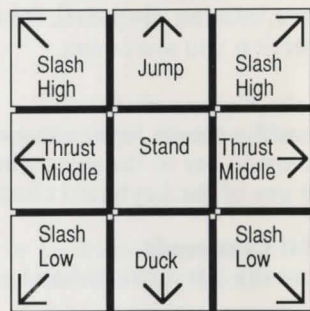
Battle

You play the part of Madmartigan as he battles the fearsome General Kael. Jump and duck to avoid the arrows, spears, axes, and flaming barrels as you approach the General. Use the combat movements described in the manual to defeat the General and exit up the stairs to the right.

With a Mouse, Joystick, or the Keyboard—



Without button pressed



With button pressed

Note: Attack direction depends on the direction the character is facing.

Special Keys

ESC—Exits a game and returns to the scroll. Works in both Practice and Quest modes.

F10—Quits the program and returns to DOS. This is active from within the games and from the scroll.

Space Bar or Button—Whenever the game pauses, pressing the mouse button, joystick button, or the space bar will continue.

Game Reset

Clicking on the Mindscape logo in the scroll will cause a dialog box to appear asking if you want to reset the game. Answering YES will cause all maps to be randomized, all spells to be scrambled and the cages in the Daikini Crossroads to be varied. You will then return to the scroll, ready to begin your new adventure. If you choose NO, you will return to the scroll without making any changes.



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T·H·E

LUCASFILM

F·A·N C·L·U·B

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Make checks payable and send to: The Lucasfilm Fan Club, P.O. Box 111000,
 Aurora, Colorado 80011, U.S.A.

For information on WILLOW merchandise, send a self-addressed, stamped envelope.