Shadowgate

Atari ST   Quick Reference Card

What You Need

- Atari® 520ST™ or 1040ST™ computer
- One or two disk drives
- Color monitor or TV
- Printer (optional)
- Formatted data disk for saving games

Loading

1) Place *Shadowgate* disk #1 in drive A. If you have a second disk drive, place *Shadowgate* disk #2 in it.
2) Turn on your monitor, computer and disk drive(s).
3) If you would like to print the certificate at the end of the game, make sure your printer is set up and configured now. If you don't plan to use a printer, this is not necessary.
4) Double-click on the **SG.PRG** file icon.
5) The game will load into your computer's memory (if you have one disk drive, the program will prompt you to insert disk #2 into drive A at the appropriate time).

Menus

The **File** menu is described in the back of your manual. Select the **About Shadowgate** menu (the Atari symbol in the upper left corner of the screen) to see a list of the programmers, artists and designers involved in the creation of the game. The **Special** menu will let you Clean Up or Mess Up any open and selected object window.

Saving Games

You can save your game in progress at any point. To do so, you will need a formatted storage disk. Follow the standard formatting procedure as outlined in the Atari ST documentation **before** you start the game. You will not be able to format a disk once the game has started.

To save a game, insert a formatted data disk into drive A and select **Save As**... from the **File** menu. *Shadowgate* will then prompt you for a file name. If you have already saved games on your data disk, you will be shown a list of their file names. Highlight the file name you wish to save over, or type in a new file

name. Then click on **O.K.** If you have already saved the game you are currently playing and wish to save it again under the same name, simply insert your data disk into drive A and select **Save.** The new version of the game will automatically be saved over the old version. If you have one disk drive, don't forget to replace the data disk with *Shadowgate* disk #2 before resuming play.

Loading a Saved Game

After booting the program, insert your data disk into drive A and select **Open** from the **File** menu. Click on a file name to select that file, then click on **O.K.** If you have one disk drive, the program will prompt you to replace the data disk with *Shadowgate* disk #2 at the proper time.

Windows

Enlarge a window to fill the screen by clicking in the box in the upper right corner (*not* by double-clicking in the title bar, as stated in the manual). Click in this box again to return the window to its normal size. To move a window around, click and hold in the title bar and "drag" the window by moving the mouse. Release the button to "drop" the window in its new location. To change the size and shape of a window, click and hold in the "grow box" in the lower right corner and move the mouse; release the button to lock in the new configuration. Bring a window out in front by clicking anywhere in that window.

Controlling the Game

All commands work exactly as described in the manual. The **left** mouse button is your selection button.

Taking Advantage of Hard Disk Drives

To speed up game play, *Shadowgate* files on disk #2 can be copied to a hard disk. To do this, drag the folder named "shdwdata" from disk #2 to the root directory of any hard drive. *Shadowgate* looks for a directory named "shdwdata" on hard drives first, and if found, will access the data files from that directory instead of disk #2. This also has the advantage of eliminating disk swaps.

Taking Advantage of Double-Sided Drives

If you have a double-sided disk drive, you can copy the files on disk #2 to a formatted double-sided disk. This will allow you to save more games on the extra free space of the double-sided disk so you can minimize disk swaps. Once you have made the copy, you should use the new double-sided disk as disk #2.