M I N D S H A D O W™

AN ILLUSTRATED TEXT ADVENTURE

INSTRUCTIONS

ACTIVISION
HOME COMPUTER SOFTWARE™

LOADING INSTRUCTIONS

Commodore 64/128™* 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.

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. Allow it to take you by the hand and learn the fundamentals before proceeding.

Now and then, in the thick of Mindshadow, you may feel baffled. Type HELP and the computer may offer advice, but only three 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

Your computer's function keys are shortcuts to typing in commands.

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 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 you to "Please insert Mindshadow tape without starting" (if the game screen does

not appear after 15 seconds, please re-load Mindshadow and try again). Please follow any additional instructions on the game screen and your game will be loaded.

f3 REPEAT LAST COMMAND

f4 HELP

f5 DROP _____ (Type in object to be dropped.)

f6 GET ALL. Picks up all objects on screen.

f7 QUICKSAVE. 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 "QUICKSAVE".

Whenever a function key is pressed, the screen will display the command for verification. Give it your 'O.K.' by pressing RETURN.

Remember to "SAVE GAME" **frequently.** Therefore, you won't have to restart the whole game every time you make a mistake.

TEXT COMMANDS

The "THINK" COMMAND: When a clue of any kind presents itself or if you want to know more about the nature of a character or object type "THINK_____", filling in the name of what you'd like to think about. If you 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) EFT
(E) AST	(F) ORWARD
(W) EST	(B) ACKWARD
(U) P	(I) NVENTORY
(D) OWN	
EXAMINE	PUSH
TAKE	OPEN
GET	TALK
DROP	INSERT
READ	CLOSE
TURN	GO

✂ —

Please print in BLOCK CAPITALS.

NAME _____

ADDRESS _____

_____

_____

POSTCODE _____

UDK 110 BK1

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.

**ACTIVISION (U.K.) LTD.,
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A HINT OF HELP (U.K. CUSTOMERS ONLY)

Don't be embarrassed about asking us for 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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