Shadowgate

Adventurer's Reference Guide

What You Need
- AMIGA™ computer with at least 512K of memory
- One or two disk drives
- Monitor or TV (color recommended)
- Mouse
- Printer (optional)
- Formatted data disk for saving games

Loading Instructions
1. Turn on your computer and monitor and insert Kickstart version 1.2 into the disk drive.
2. When asked for a Workbench disk, eject the Kickstart disk and replace it with your **Shadowgate** game disk.
3. Double-click on the **Shadowgate** disk icon, then on the **Shadowgate** game icon (dragon) when it appears on the screen; the program will load into your computer's memory.

Printing

Due to space constraints, not all of the printer drivers available have been included on the game disk. If you manage to reach the end of the game and would like to print a copy of the certificate, you will need to copy the appropriate printer driver from your Amiga Workbench disk to the *Shadowgate* disk **before** playing the game. Follow the instructions that came with your Workbench disk. If you don't plan to use a printer, this won't be necessary.

Saving a Game

You can save a game in progress at any point. To do so, you will need a formatted data disk; do not attempt to save games to the program disk. Follow the standard formatting procedure as outlined in the Amiga 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 the external disk drive. (If you do not have an external disk drive, the program will automatically prompt you to switch disks at the proper times.) Use the right mouse button to pull down the **Project** menu from the title bar. If you select **Save As . . .** you will need to indicate a file name. If you have already saved games to the data disk, you may choose to save your current game under one of these names. If you have not yet saved any games, or would like to save under a new name, you will need to type in a name. The name should include the logical name of your data disk (as assigned when the disk was formatted) and a file name, in the format **logical disk name:file name.** When you have typed in the name, press **Return** (or click on OK) and the game will be saved to your data disk.

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 the external disk drive and select **Save.** (If you do not have an external disk drive, replace the program disk with your data disk and select **Save**.) The new version of the game will automatically be saved over the old version.

If you have removed the program disk, be sure to replace it in the internal disk drive before resuming play.

Loading a Saved Game

After booting the program, insert your data disk into the external disk drive. (If you do not have an external disk drive, the program will prompt you to switch disks at the proper times.)

Select **Load** from the **Project** menu. Then type in the entire file name (including the logical disk name) of the game you wish to load, and press **Return** (or click on OK). If you don't remember the file name, just type in the logical name of the data disk and press **Return**, and a list of games saved on the data disk will appear on the screen. Click on the game you wish to play, then on OK to load that game.

If you have removed the program disk, be sure to replace it in the internal disk drive before resuming play.

Other Menu Options

To begin a new game without saving the current game, select **New**. Select **Quit** to end a game (you will be given the option of saving). Select the **About** menu to see a list of the programmers, artists and designers involved in the creation of *Shadowgate*.

Game Control

All of the commands work exactly as described in the manual. The left mouse button is your selection button. Use the right mouse button to access the menus.

Windows

While the windows in the Amiga version differ slightly from those pictured in the manual, they act in essentially the same manner. To move a window, click and hold the pointer in the title bar and move your mouse to drag the window to a new location. Move the scroll bars up and down (or left and right) to see objects that may be hidden from view. If there is nothing more to see, the scroll bars will not operate. To change the size or 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.

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