Advanced Dungeons & Dragons®

COMPUTER PRODUCT

SHADOW SORCERER
AN ANIMATED FANTASY ADVENTURE

Data Card for Amiga 500, 1000, and 2000

Hardware Specifications

In order to play *Shadow Sorcerer,* you must have the following:
Operating System: Kickstart 1.3
Memory: 1Meg of memory or higher

Copying the Game

Shadow Sorcerer comes on two 3.5" disks. In order to play *Shadow Sorcerer*, you should first copy the game onto either your hard drive or a set of blank floppy disks.

Copying to floppy disks
Make a backup copy of your original disks and store the original disks in a safe place. The disks come pre-configured to play the game.
In addition, you will need one blank disk to save your games. Be sure to initialize the SaveGame disk prior to using it. Refer to your AmigaDos Manual for instructions on initializing the floppy disk.

Copying to a hard disk
Shadow Sorcerer can be installed on a hard disk by copying the contents of both disks to a drawer of your choice. We recommend the following sequence:
1. Copy the Empty Drawer Icon on the desktop by selecting it and then DUPLICATE from the menu to make a new drawer.

2. Select this new drawer and then RENAME from the menu. You will then be able to rename this drawer to a name of your choice, but for this installation we will assume you will call it "*Shadow*".
3. Open up a CLI window by double clicking on the CLI or Shell Icon.
4. Insert the "Game Disk" into drive DF0:
5. Type the following command **COPY DF0: TO SHADOW ALL**. This will copy the contents of the disk into the *Shadow* drawer.
6. When all the files have been copied and the floppy disk light has gone out, remove the "Game Disk" and insert the "Data Disk" into drive DF0:.
7. Type the following command **COPY DF0: TO SHADOW ALL**. This will copy the contents of this disk into the *Shadow* drawer.
8. Type **ENDCLI** to remove CLI window.

Shadow Sorcerer requires 1350k of space on your hard disk.

Starting the Game

If playing from floppy disks, insert the "Game Disk" into DF0: then turn on the machine.
If playing on a hard disk using the CLI, change the directory to the *Shadow* drawer and type **SHADOW**.
If you are playing from the Workbench, double-click the *Shadow Sorcerer* Icon from the desktop. If the game is in the *Shadow* drawer, double-click the *Shadow* drawer first, then the *Shadow Sorcerer* Icon.

Keyboard and Mouse Commands

MOUSE

Left Mouse button: selects items, opens windows, etc.

Right Mouse button: closes active window, takes you out of tactical mode into the wilderness mode.

KEYBOARD*

F1: make top left character the current character

F2: make top right character the current character

F3: make bottom left character the current character

F4: make bottom right character the current character

F5: switch automatic combat ON/OFF for all characters

0 (ZERO): toggle between tactical and wilderness views

(SPACE BAR): pauses game

(MINUS): works like the left mouse button

(PLUS): works like the right mouse button

ESC: closes screen (just like right mouse button)

a: switch automatic combat ON/OFF for current character only

c: communicate (talk)

g: give something from current character's backpack

h: use hand-to-hand (melee) weapon

i: inspect (look)

m: memorize spells

p: party move

r: use ranged weapon

s: cast spell

t: take item from floor

v: toggle sound ON/OFF

TACTICAL COMBAT ONLY:

1: view top left character

2: view top right character

3: view bottom left character

4: view bottom right character

* Some keyboard commands require mouse input. I.E., if you type "S" to cast a spell, you must use the mouse pointer to select which spell to cast.

Notes and Errata

1. **NEVER** save the game if one of your party members is off the screen (i.e., in a different room of a dungeon than the rest). RE-GROUP before saving, otherwise when you LOAD that particular game again, the game will eventually crash, requiring you to re-boot and re-install the game, destroying your saved games.

2. Party characters will permanently lose a portion of their maximum hit points each time their current hit points go to 0 (ZERO).

3. You cannot play the game from an external floppy disk drive.

4. You must reboot your machine to QUIT the game.

5. Tracey Hickman's name was misprinted in the Rule Book. Sincere apologies, Tracey.

Amiga Playtesters

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