

MINDSHADOW™

AN ILLUSTRATED TEXT ADVENTURE

INSTRUCTIONS

ACTIVISION
HOME COMPUTER SOFTWARE™

AMSTRAD 464/664/6128TM LOADING INSTRUCTIONS

Owners of the 664/6128 machines should first type the following: I\TAPE, then 'ENTER'

Insert the 'MINDSHADOW' cassette in your cassette recorder.

Make sure the cassette is fully rewound. To load the tutorial hold down 'CTRL' and press the small ENTER key on the numeric keypad.

Then follow the instructions on the screen. The tutorial section will now load automatically.

If you do not want the tutorial to load, and want to play the main game then type the following:

RUN "MIND1" followed by 'ENTER'.

If you want to play the second part of Mindshadow, type the following: RUN "MIND2" followed by 'ENTER'. Note that you will only be allowed to play 'MIND2' if you have previously completed 'MIND1' and saved that position onto cassette. You cannot complete 'MIND2' without have saved game ready.

NOTE: On the reverse side of the tape, 'MIND2' is the first file followed by 'MIND1'. This is done so that if you have completed the first part of the game it will be easier for you to get to the second part of the game.

GETTING STARTED

If you load the TUTORIAL section, you will be taught the basics of how to play a graphic adventure.

Now and then, in the thick of Mindshadow, you may feel baffled. To assist you in these circumstances, you may type HELP. The computer will respond to your need for help. But it may or may not offer advice!

MINDSHADOW FEATURES

SAVE GAME: Please follow the instructions that appear on the game screen. You will need a blank tape ready to save your game onto. (It is not possible to save onto the Mindshadow cassette.) The screen will instruct you to insert the game save cassette. Then it will ask you to press any key to continue. When you press 'any key', the program will start saving your game. After the game has been saved, the screen will prompt you to replace the Mindshadow cassette. Remember to note down what is saved on a tape, otherwise you will lose track of your saved games.

LOAD GAME: Please follow any instructions that appear on the game screen. You will need your game save tape. The screen will instruct you to insert the game save cassette. Then it will ask you to press any key to

continue. When you press 'any key', the program will start to load your game. After the game has been loaded, the screen will prompt you to replace the Mindshadow cassette.

NOTE: There are two parts to the Mindshadow game. Game positions saved while playing 'MIND1' will not be accepted by 'MIND2', and vice versa. The screen will give an error message. The only exception to this is when you have completed 'MIND1', as described earlier. A game save must be made at this point, in order to let you start playing 'MIND2'.

QUICKSAVE: This is another feature of Mindshadow, it enables you to save a game, without using a tape. So if you are about to make a move you are not sure about, you should QUICKSAVE first. Each time you use QUICKSAVE the position last stored is lost. Lastly remember that if you have decided to stop playing for now, you should save the game onto cassette, as when you turn off your computer ALL information is lost!

QUICKLOAD: If you have QUICKSAVED a game then QUICKLOAD will restore the game, as you left off when you QUICKSAVED.

TEXT COMMANDS.

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.

KEY COMMANDS: A partial but important listing. Use these as a quick reference. Several can be abbreviated as noted.

(N)ORTH	PUSH
(S)OUTH	TAKE
(E)AST	OPEN
(W)EST	GET
(F)ORWARD	TALK
(B)ACKWARD	DROP
(U)P	INSERT
(D)OWN	READ
(L)EFT	CLOSE
(R)IGHT	TURN
(I)NVENTORY	GO
EXAMINE	

DISTRIBUTORS

AUSTRALIA

Imagineering
Private Bag 20
P.O. Rosebury NSW 2018

DENMARK

Quick-Soft APS
Bakkegaards Alle 9-11
1804 Frederiksberg C
Denmark

FINLAND

Rautakirja Oy
Showtime
Koivuvaarankuja 2
01640 Vantaa 64, Finland

FRANCE

Activision France (RCA)
9 Avenue Matignon
75008 Paris, France

WEST GERMANY/AUSTRIA/ SWITZERLAND

Activision Germany GmbH
Postfach 76 06 80
Karlstrasse 26
2000 Hamburg 76, West Germany

ITALY

N.B.C. Italia SRL
Via Conservatorio 22
20122 Milano, Italy

THE NETHERLANDS/BELGIUM/ LUXEMBOURG

Ariolasoft Benelux b.v.
Kenastraat 1-3
2011 MV Haarlem
The Netherlands

NEW ZEALAND

Imagineering Micro Distributors Limited
Private Bag
Takapuna, Auckland NZ

NORWAY

B.J. Electronics
Storgaten 36
1440 Droebak
Norway

SWEDEN

CBS Records AB
CBS Electronics
Mariehallsvagen 40
Box 20037
S-161 20 Bromma
Sweden

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.

Consumer Relations
Activision (UK) Ltd.
15 Harley House
Marylebone Road
London NW1 5HE

Amstrad 464/664/6128^{TM†} is a trademark of Amstrad Consumer Electronics plc.

TM & © 1985 Activision, Inc.

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.,
15 Harley House,
Marylebone Road,
Regents Park,
London. NW1 5HE.**



Please print in BLOCK CAPITALS.

NAME _____

ADDRESS _____

POSTCODE _____