
LET'S GET TO KNOW EACH OTHER.

We're working hard to design the kind of home entertainment you want. And we'd love to hear your comments. So drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call 800-633-4263 ANYTIME ON WEEKENDS. In California, call (415) 940-6044/5 (WEEKDAYS ONLY).

ACTIVISION, INC.
P.O. BOX 7287
MOUNTAIN VIEW, CA 94039

ACTIVISION LIMITED WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this Activision product that it will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Activision agrees to either repair or replace, at its option, free of charge, any product discovered to be defective within the warranty period upon receipt of the product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation of claims of any nature shall be binding on or obligate Activision. Any implied warranties applicable to this product are limited to the one-year period described above. In no event will Activision be liable for any special, incidental or consequential damage resulting from possession, use or malfunction of this product.

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages, so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

CONSUMER REPLACEMENTS

U.P.S. or registered mail is recommended for returns.

Consumer Relations
Activision, Inc.
2350 Bayshore Frontage Rd.
Mountain View, CA 94043

Commodore 64™ is a trademark of Commodore Electronics Limited. Apple is a trademark of Apple Computers Inc. IBM and PCjr are registered trademarks of International Business Machines Corp. G-943-19

MINDSHADOW™

AN ILLUSTRATED TEXT ADVENTURE

INSTRUCTIONS

"Where am I? Who am I?! How do I get out of here?" Many of us are asking ourselves the same questions these days, but in Mindshadow, you can find answers. Discover your lost identity by sorting through a series of complex situations, examining every potential clue along the way.

ACTIVISION

LOADING INSTRUCTIONS

APPLE II, IBM® PC and PCjr.

- Insert disk. Label side up.
- Turn computer on.

COMMODORE 64™

- Insert Disk. Label side up.
- Turn computer and disk drive on.
- Type: LOAD "*", 8, 1 and press RETURN.

GETTING STARTED

When you select the TUTORIAL option on the menu, you'll be taught the basics of becoming a first-rate graphic adventurer.

Select the SNEAK PREVIEW option for a quick look at another great Activision adventure.

Now and then, in the thick of Mindshadow, you may feel baffled. Type HELP CONDOR and a bird may offer advice (but only 3 times)! Details are in the tutorial.

Whenever you wish to view the most recent 24 lines of text, press RETURN. The graphics will be replaced by text until you press RETURN again.

FUNCTION KEYS

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

KEY

- 1** SAVE A GAME. Stores a game and assigns a number to it. You can save up to 10 different games using the numbers 0-9.
- 2** LOAD A GAME. Retrieves and loads game number of your choice.
- 3** REPEAT LAST COMMAND.
- 4** HELP CONDOR.
- 5** DROP _____. Type in object to be dropped.
- 6** GET ALL. Picks up all objects on screen.
- 7** QUICKSAVE. Press before a risky move!! Informal saving of your current game, with no number assignment given. Erased each time another game is Quicksaved.
- 8** QUICKLOAD. Loads the game from "Quicksave".

IBM ONLY

- 9** TALK TO THE _____. Type in who or what you want to talk to.
- 10** LOOK AT THE _____. Type in appropriate word.

WHENEVER A FUNCTION KEY IS PRESSED, the screen will display the command for verification. Give it your 'OK' by pressing RETURN.

NOTE TO APPLE USERS: Function keys are activated by pressing SHIFT and the desired number.

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

TEXT COMMANDS

There's a useful reference list of key commands on the package and in the tutorial. Keep it handy. Remember, too, that other words may often be substituted. Experiment!

THE "THINK" COMMAND: At times, you'll want to know more about the nature of a character or object. At such pensive moments, type "THINK ____" filling-in the name of what you'd like to think about. You'll be amazed at your own prowess.

Be careful, if you forget to "Think ____" or miss a clue completely, you may get to the end of the adventure and not know your true identity.

IF YOU REALLY GET STUMPED...

Don't be embarrassed about asking us for help. Would we ever leave you stranded?? We've prepared a handbook of hints, things even the Condor wouldn't tell you. To get yours, send your name, address, and \$1.00 for shipping to the address below. Be sure to tell us which computer system you are using.

CONSUMER RELATIONS
ACTIVISION, INC.
P.O. Box 7287
MOUNTAIN VIEW, CA 94039

Write "Mindshadow Hints" in the lower left hand corner of the envelope, for quicker processing.

Design by Interplay. Creative assistance by V. David Watkins. Condor character by Condor Communications.

From the designers at Interplay
"We have always enjoyed creating Illustrated Text Adventures and plan on making even more intriguing and entertaining ones. We hope you enjoy them!"