



THE BLACK CAULDRON 3-D ANIMATED ADVENTURE REFERENCE CARD FOR THE APPLE IIGS

The Black Cauldron is a 3-D Animated Adventure Game that uses mouse, joystick or keyboard shortcut commands rather than typed-in text commands to control the actions of your character.

Because of random events and variable scoring, it is possible to play Black Cauldron many times over and never play exactly the same game twice. Although your score may vary from game to game, the maximum number of points possible is 230.

This reference card contains information on starting, playing, saving and restoring games. Refer to it whenever you need to remind yourself of a particular option or command while playing Black Cauldron.

BEFORE STARTING TO PLAY YOU SHOULD MAKE BACKUP COPIES OF YOUR ORIGINAL DISKS.

GETTING STARTED: FLOPPY DRIVE(S)

If you will be playing from floppy disks (not hard disk), before starting to play you may wish to format a "saved game" disk. If you use this disk, you will not have to write saved game information to your original program disk and will be able to write-protect your original program disks. To format a blank disk, see the instruction manual that came with your Apple IIGS computer.

LOADING INSTRUCTIONS (from floppy disk)

1. With the computer off, insert program disk 1 (label side up) into the disk drive.
2. Turn on the computer. The program will boot automatically.

GETTING STARTED: HARD DISK INSTALLATION

1. Use the desktop or utilities to copy the files on the disk to the hard disk. Repeat for each program disk. All of the files that are in the data folder must be placed in the same folder on your hard drive.

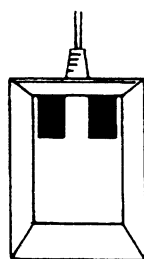
LOADING

1. Turn on your computer and allow ProDOS to load.
2. Boot your adventure game from the desktop.
3. Before play can begin, you will be prompted to insert your disk 1 into the drive to verify you are an authorized user. All other information from the game will be loaded off of your hard disk.

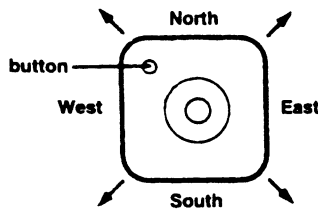
MOVING THE HERO

A joystick, mouse or keyboard moves the main character north, south, east, west or diagonally. To halt your character's steps with the keyboard, press the last direction key again, or the 5 on the number pad. If you are using a mouse, start movement by single clicking the left mouse button. The character will move to the point where the left mouse button was last clicked and stop there, unless there is an obstruction in his path.

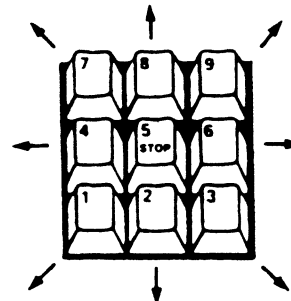
During the game you can use any form of control at any time. Just click the mouse, press a direction key, or move the joystick.



MOUSE



JOYSTICK



DIRECTION KEYS

COMMANDS

Either the mouse or keyboard may be used to open pull-down menus and select options within those menus. The following is a list of some useful options and their keyboard shortcut commands.

- HELP: To receive onscreen help on game commands and their effects, press SHIFT-1.
SOUND: To toggle sound on and off, press SHIFT-2.

INVENTORY: To view a list of items you currently have (your inventory), press TAB.
 To select an item from your inventory, press SHIFT-3.
 USE: To use an object you have selected, press SHIFT-4.
 LOOK: To look at an area or object, press SHIFT-8.
 DO: To do a game action (talk, enter, exit, get, etc.) press SHIFT-6.
 PAUSE: To pause a game press ESC.
 RESTART: To restart the game from the beginning, press SHIFT-9.
 SAVE: To save your current game, press SHIFT-5 and follow the instructions that appear onscreen.
 RESTORE: To restore a previously saved game, press SHIFT-7 and follow the instructions that appear onscreen.
 QUIT: To quit the game and return to ProDOS, press OPTION-Z.

SUMMARY OF COMMAND KEYS

SHIFT-1	HELP screen
SHIFT-2	Toggle SOUND on or off
SHIFT-3	CHOOSE INVENTORY screen
SHIFT-4	USE object currently selected
SHIFT-5	SAVE current game
SHIFT-6	DO something: talk, enter, exit, get, etc.
SHIFT-7	RESTORE previously saved game
SHIFT-8	LOOK at an area or object
SHIFT-9	RESTART game
TAB	INVENTORY AVAILABLE screen
OPTION-Z	QUIT game, return to ProDOS
ESC	PAUSE game

SAVING THE GAME

To allow for errors in judgment, and also for some creative explorations, we make it possible for you to save and restore your game at almost any point. Before you try something that looks dangerous, or just because you have been playing awhile and you don't want to risk losing the progress you've made, SAVE YOUR GAME!

You must save your game to a formatted "save game" disk. Do not save it on the program disk.

At almost anytime during a game you may select Save Game from the pull-down menu, type "save game" and RETURN or press (shift) 5 to save your game. At the dialog box, follow the directions below to save your game.

SINGLE DISK DRIVE USERS

Eject the program disk by pushing the eject button on the disk drive and insert your "saved game" disk into the drive. Click the DISK button on the dialog box. Type the name you wish to title your saved game and click the SAVE button on the dialog box. You will be prompted to return your original program disk when the save is complete.

TWO DISK DRIVE USERS

Place a "saved game" disk in the other drive and click the DISK button on the dialog box until the desired disk name is shown. Type the name you wish to title your saved game and click the SAVE button on the dialog box.

IN GENERAL

If your character is standing beside a tree when you save a game, title your saved game "BESIDE.TREE" or whatever has meaning to you. Saved game titles will be listed in the dialog box in alphabetical order. If you wish to store your games chronologically name them "A.NAME, AA.NAME, B.NAME, BB.NAME," etc. to "Z.NAME, ZZ.NAME." After saving 48 games start a new directory and begin again. You may continue to save games until you are prompted that the disk or directory is full. Each directory will store up to 51 games.

To create a new directory (folder) access the disk you are using to save games. Type in the name of your new directory but do not press RETURN. Click the mouse on "New Folder." To open this new directory click the mouse on "Open."

RESTORING A GAME

Select Restore Game from the file menu, type "restore game" and press RETURN or press SHIFT-7 to restore a previously saved game. When the dialog box appears, all the titles of games you have saved on the disk will be shown. If you have one drive and are using a "saved game" disk, click the DISK button. If you have two drives and are using a "saved game" disk, insert it into your other drive and click the DISK button on the dialog box until the desired disk is shown. To select the game you wish to restore, scroll through the list of saved game titles and double click the mouse button on the game you wish to restore. Games are stored alphabetically. Pressing the first letter of a saved game title will highlight the first game beginning with that letter.

WHEN YOU ARE DONE

When you want to quit playing the game select quit from the pull-down menu, press ALT-Z or type "quit" and press RETURN.

SIERRA ON-LINE, INC - P.O. BOX 485, COARSEGOLD, CA 93614

Sierra is a registered trademark of Sierra On-Line, Inc.

(c) 1989 Sierra On-Line, Inc.

Apple IIGS is a trademark of Apple Computer, Inc.

(c) The Walt Disney Company