THE BLACK CAULDRON

AMIGA VERSION

The Black Cauldron is a 3-D Animated Adventure that differs from other adventure games. While other adventures require typing words or sentences to make the character do things, The Black Cauldron requires no typing at all. All commands are entered using your mouse, joystick and/or function keys. You play the entire game without typing a word. The commands for playing The Black Cauldron are described below. Refer to this card for directing and commanding Taran as he explores the kingdom of Prydain.

BEFORE GETTING STARTED

Before starting to play you should make back-up copies of your original disks.

LOADING INSTRUCTIONS

1. Power up the system and load the Amiga Kickstart disk and the Amiga Workbench disk.
2. Use the preference tool from the Workbench disk to set date and time information. This procedure is recommended but not required.
3. Insert the original program disk, or a back-up copy you have made, into the drive and double click the left mouse button on the disk's icon to open the disk.
4. Double click the left mouse button on The Black Cauldron icon. If you are loading from a back-up copy you will be prompted to briefly insert the original disk when loading.
5. To bypass the opening sequence, press any key.

BACKING UP YOUR PROGRAM MASTERS

From the Workbench, follow the procedure below to copy the original master disk to a back-up disk.

One Drive Systems:

1. Insert the original disk in the drive.
2. Place the mouse cursor (arrow) on the original program disk icon.
3. Highlight the icon by clicking the left mouse button.
4. Place the mouse cursor on the menu bar. Hold down the right mouse button and pull down the Workbench menu.
5. Place the mouse cursor on ''Duplicate'' and release the right mouse button.
6. Follow the disk swap prompts to copy the program disk.
7. Do not rename your back-up copy.

Two Drive Systems:

1. Insert the original and back-up disk in the drives.
2. Place the mouse cursor on the original program disk icon and hold down the left mouse button.
3. Drag the mouse cursor to the icon of the drive you're copying to and release the button.
4. Follow the prompts to complete the copy procedure.
5. Do not rename your back-up copy.

FORMATTING A DISK (to be used as a saved game disk)

1. From the Workbench, insert a blank disk into any drive.
2. Place the mouse cursor on the blank disk icon and click the left mouse button, highlighting the icon.
3. Place the mouse cursor on the menu bar at the top of the screen. Hold down the right mouse button and pull down the Disk menu.
4. Place the mouse cursor on "Initialize" and release the right mouse button. Follow the prompts to format the disk. When formatting is complete, you will be returned to the Workbench.
5. Place the mouse cursor on the "Empty" icon and click the left mouse button. Place the mouse cursor on the Workbench menu, hold down the right mouse button, and select "Rename." Follow the prompts to rename the "saved game" disk. If you don't rename the "saved game" disk, its default name will be "Empty."
6. When a formatted disk is used for saving games, the 3-D Animated Adventure automatically creates a saved game directory for saving 12 games. Creating additional directories on the disk (for saved games) will allow you to save more games on the formatted disk (12 per directory). Consult your system's DOS manual for creating directories on a formatted disk.

INVENTORY

To select an object from your inventory, press the F3 key or highlight NEW OBJECT from the Action menu. Highlight the selected object using the mouse.

If you just want to view a list of the objects you have, press the TAB key, then any key to return to the game.

SEE OBJECT

To examine an object (up close), select SEE OBJECT from the Action pull-down menu. Highlight the object and press the left mouse button.

TO USE

During the game, you will need to USE the objects you pick up. From your NEW OBJECT screen select an object by highlighting it. After you return to the game screen, press F4 or highlight "USE OBJECT" on pull-down menu to USE the currently selected object. The object will remain selected until you give it away, use it up, or select another object.

TO LOOK

In your explorations, you will often want to look at an area or object on the screen. Press F8 or select LOOK from the pull-down menus. What you actually see will depend on where you are standing.

TO DO

You can do a large variety of activities. Press F6 or select DO from the pull-down menu to DO something. What you actually DO will depend on what has happened in the game, and where you are standing. For example: To open a door, you need to stand next to it. If you stand somewhere else, something quite different might happen.

COMMANDS FOR 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.
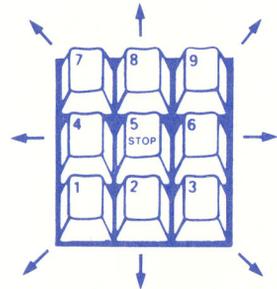
During the game you can use any form of control at any time. Just click the mouse, press a direction key, or move the joystick.
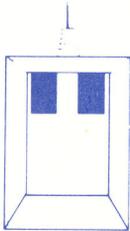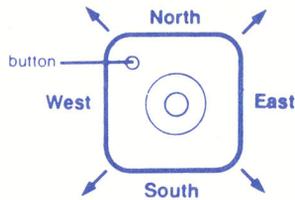
| MOUSE | JOYSTICK | DIRECTION KEYS |

SUMMARY OF CONTROL KEYS

F1	HELP SCREEN
F2	Toggle SOUND on or off
F3	CHOOSE INVENTORY screen
F4	USE object currently selected
F5	SAVE current game
F6	DO something: talk, enter, exit, get, etc.
F7	RESTORE previously saved game
F8	LOOK at an area or object
F9	RESTART game
F10	Toggle SPEED. Slow, normal, fast or fastest
TAB	INVENTORY AVAILABLE screen
ALT Z	QUIT game, return to DOS
ESC	PAUSE

PULL-DOWN MENUS

Pressing the right mouse button will access the different menu items. Hold down the right mouse button and move the arrow to the desired category, highlight the function you wish and release the button.

SAVING AND RESTORING THE GAME

After you've been playing awhile, you may find it helpful to save your position in the game. Try saving your game before attempting something that looks dangerous. Although you may save games to your original or back-up game disk, it is recommended that you save games to a formatted saved game disk.

SAVING A GAME

At any time during the game, press F5 or select ''save game'' from the File menu to save your game. Follow the directions below to complete saving your game.

SINGLE DISK DRIVE USERS

You have a choice of saving your game on your program disk (original or back-up), or to a formatted ''saved game'' disk. When you receive the prompt asking on which directory to save your game, press Return and follow the prompts if you are saving on your program disk. If you use a ''saved game'' disk, remove the program disk from the drive, insert the ''saved game'' disk, and type the name of the ''saved game'' disk followed by '':'' and the name of the directory (if any) and press Return. Follow the prompts, using the up/down arrow keys to select a saved game space. Re-insert the program disk to resume playing.

TWO DISK DRIVE USERS

Insert your ''saved game'' disk in one of the drives. When you receive the prompt asking on which directory to save your game, backspace through the suggested default name and type the name of your ''saved game'' disk followed by a '':'' and press Return. This will allow your game to be saved onto your second disk drive. If you are using more than one directory for saved games, when prompted, type the name of the directory where you want the game to be saved. To complete saving the game, follow the prompts using the up/down arrow keys to select a saved game space.

IN GENERAL

Although your game position is stored on disk as a normal Amiga DOS file, you are not required to follow Amiga DOS naming conventions in identifying your saved games. If the character is standing before a tree when you save a game, call your saved game ''STANDING BEFORE A TREE'' or whatever has meaning to you. You may save up to 12 different games per saved game directory.

If you ''run out'' of saved game spaces in your saved game directory, (and you don't want to create more saved game directories), you may reuse one of the 12 spaces. To change the name of a saved game, just enter CTRL-C or CTRL-X to clear the line, and type a new name.

RESTORING A GAME

To restore a game, press F7 or select ''restore game'' from the File menu to restore a previously saved game. You will be asked where you saved the game. To accept the default directory, press Return. Otherwise, clear the line, type the name of the ''saved game'' disk followed by '':'' and the directory (if any) on which you saved the game, and press Return. Now choose the game you wish to restore by moving the pointer and selecting it by pressing Return.

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