

# Les Marley in: Search for The King



## Instruction Card for Amiga

### Additional Credits

|                          |                                                          |
|--------------------------|----------------------------------------------------------|
| Amiga Conversion:        | Robert Calfee<br>Russell Bornschlegel<br>Russell Shiffer |
| Hard Drive Installation: | ArtisTech Development                                    |
| Instruction Card:        | Jeff Wagner, Cyndi Kirkpatrick                           |

### Introduction

These instructions explain how to install and load *Search for The King* on your Amiga. After you load the game, refer to the gameplay instructions in the enclosed manual. Any Amiga-specific changes to the manual can be found at the end of this card.

### System Requirements

To play *Search for The King*, you will need the following:

- Amiga 500, 1000, 2000 or 2500
- Workbench 1.3 or higher
- 1 megabyte of memory
- A blank, formatted disk for saved games (if you are playing from floppy disks)
- Mouse (optional)

### Back Up Your Game Disks!

Before you go any further, it is highly recommended that you make backup copies of your original game disks. There is no on-disk protection, so making a backup is a simple procedure. From the Workbench, follow the procedure below:

#### One Drive Systems:

- 1 Insert *Search for The King* Disk1 into the internal drive (DF0:).
- 2 Move the mouse cursor over the Disk1 icon.
- 3 Highlight the icon by clicking the **left mouse button** once.
- 4 Move the mouse cursor up to the menu bar, and hold down the **right mouse button** to pull down the Workbench menu.
- 5 Move the mouse cursor to **Duplicate** and release the **right mouse button**.
- 6 Follow the disk swap prompts to copy the program disk.
- 7 Highlight **Rename** in the Workbench menu and change the disk name from **Copy of Disk1** to **Disk1**.
- 8 Repeat the same procedure for the remaining disks.



### Two Drive Systems:

- 1 Insert *Search for The King* Disk1 and a blank disk in the drives.
- 2 Move the mouse cursor on the Disk1 icon and hold down the **left mouse button**.
- 3 Drag the mouse cursor over the icon of the blank disk and release the mouse button.
- 4 Follow the prompts to complete the copy procedure.
- 5 Highlight **Rename** in the Workbench menu and change the disk name from **Copy of Disk1** to **Disk1**.
- 6 Repeat the same procedure the remaining disks.

Be sure to store the originals in a safe, dry place, and use the copies when playing or installing the game.

**Warning!** Never remove a disk from a disk drive if the drive light is still on! You may render that disk unusable in the future.

### Hard Drive Installation

The following procedure will create a drawer in your hard drive called **Search for The King**, and then copy all of the contents of the enclosed floppy disks into that drawer:

- 1 Load Workbench as you normally would. (If you have an Amiga 1000, this of course means that you must load Kickstart first.)
- 2 Remove the Workbench disk from the internal drive (DF0:) and replace it with *Search for The King* Disk2.
- 3 Double click on the “crown” icon that is labelled **Disk2**.
- 4 A window will open that has an Amiga icon in it, labelled **HDINSTAL**. Double click on this icon.
- 5 When prompted, type in the drive and directory where you would like *Search for The King* installed, or just press **Enter** to accept the default drive of DH0:. *Search for The King* will now install. Follow the on-screen prompts for swapping disks.
- 6 Reboot your Amiga before starting the game.

### Starting the Game from a Hard Drive

- 1 Load Workbench as you normally would.
- 2 Double click on the icon that represents the drive where you installed *Search for The King*. (If you used the default, the game is installed in DH0:.)
- 3 A new window will open which contains a “drawer” labelled **Search for The King**. Double click on this drawer to open it.
- 4 Another window opens that contains an icon of Les Manley. This icon is labelled **King**.

**Note:** To free as much memory as possible, *close the previously opened window* (the one *behind* the **King** window) by clicking on the gadget in the upper left corner of the window.

- 5 Double click on the **King** icon.

### Starting the Game from 3 1/2" Diskettes

There are two ways to start *Search for The King* from diskettes. You can (1) start the game from Workbench, or (2) start the game using only the *Search for The King* game disks. (In either case, if you have an Amiga 1000 you have to use your Kickstart disk first.)

**Note:** Dual drive users can use the external drive as well as the internal (DF0:) drive when the program prompts you to insert a disk. This will reduce the number of disk swaps required while playing the game.

### Starting From Workbench

- 1 Load Workbench as you normally would.
- 2 Remove the Workbench disk and replace it with Disk1 of *Search for The King*.
- 3 Double click on the “crown” icon labelled **Disk1** that appears on the screen.
- 4 A new window will open containing an icon of Les Manley, labelled **King**. Double click on this **King** icon.
- 5 The game will now load. Follow any on-screen prompts for loading disks.

### Starting from Game Disks

- 1 Insert *Search for The King* Disk1 in the internal (DF0:) drive.
- 2 Turn on your Amiga.
- 3 The game will now load. Follow any on-screen prompts for loading disks.

### Using the Codewheel

*Search for The King* uses a codewheel as copy protection. When the codewheel screen appears, your screen will show four elements in a rectangular box — two tool items, two words — and a box beneath to type in.

- 1 Match the **FIRST TOOL ITEM** on the screen to the same tool on the outer ring of the codewheel.
- 2 Match the **SECOND TOOL ITEM** on the screen to the same tool on the middle ring of the codewheel.
- 3 Rotate the middle ring so the **SECOND TOOL ITEM** lines up under the **FIRST TOOL ITEM**.
- 4 Match the **FIRST** (left-most) **WORD** on the screen to the same word on the *edge* of the inner ring of the codewheel.
- 5 Rotate the inner ring so the **FIRST WORD** is lined up under the two **TOOL ITEMS** which are already matched and lined up.
- 6 Find the **SECOND WORD** on the screen, and match it to the same word on the *interior* of the inner ring.

**Note:** This **SECOND WORD** will not necessarily be found under the other three (3) items you've lined up on the codewheel. **Look all around the inner ring.**

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## Using the Codewheel (continued)

- 7 There is a NUMBER in the cut-out window on the inner ring immediately above the SECOND WORD.
- 8 Type in that NUMBER and press **Enter**. The game will now continue.

## Manual Changes

### Other Word Processor Features:

- 1 Use **Shift + 1** (on keypad) instead of **End** to move the cursor to the end of the text line.
- 2 Use **Shift + 7** (on keypad) instead of **Home** to move the cursor to the beginning of the text line.

The Following Commands are not Available in the Amiga Version:

- 1 **F5** - Quick save
- 2 **F7** - Quick load

**Also note:** System menus can be accessed by clicking the **right mouse button** anywhere on the screen.

Les Marley in:  
**Search for The King**  
Proof of Purchase