

⌘ Loading Instructions ⌘

AMIGA

MAKING A BACKUP

Before doing anything else, please make a backup of the game disk and place the original in a safe place. LOST DUTCHMAN MINE is not copy-protected so copying the disk can be easily done from the Workbench using the normal Diskcopy function. Make sure the write protect slider on the original disk is up (the little hole is open) before attempting the backup.

(If you are not familiar with copying disks, please consult your Amiga Users Manual before attempting to copy your game disk. While Magnetic Images will replace a defective disk within the warranty period, a disk damaged through misuse or accident is the responsibility of the user.)

EXTRA MEMORY

LOST DUTCHMAN MINE will load all graphics into memory when running from a floppy disk and sufficient memory is available. Because of the size of the program and the number of graphics and data, you must have a minimum of 1Meg of RAM in order to play LOST DUTCHMAN MINE.

RUNNING FROM FLOPPY DISK

1. Boot up your Amiga in the usual manner with your favorite boot disk or with the LostDutchmanMine disk.
2. Insert the LostDutchmanMine disk into any drive (If you did not boot up with it).
3. Double-click on the LDM disk icon, a window will open showing a drawer named LDM.
4. Double-click on the LDM drawer, a window will open revealing the LostDutchmanMine icon. Double-click on this icon and the game will start.
5. Please leave the disk in the drive while playing the game as LOST DUTCHMAN MINE must access additional data during game play.

RUNNING FROM HARD DISK

Because LOST DUTCHMAN MINE is not copy-protected, it may be easily installed on any hard disk drive.

1. Simply drag the LDM drawer from the LDM disk to a suitable place on your hard drive. All required files and directories will be copied.
2. Open the LDM drawer and double-click on the Lost Dutchman Mine icon to start the game.

LOADING AND SAVING GAMES

When saving or loading games to disk, a file requester will appear allowing you to indicate the drivepath and filename for your gamesave file.

Selecting the VOLUMES gadget will show the available devices to save to. Sub-directories are indicated by a ">>>>" before the name. If you are in a sub-directory, clicking on the PARENT gadget will exit it.

After you've indicated which device and directory, its name will appear in the PATH field. Enter a unique filename with a .LDM extension (IE: river.ldm) in the FILE field and click on the OKAY gadget or press the Return key on the keyboard.

Selecting the CANCEL gadget will cancel the operation.

ψ **Playing the Game** ψ

LOST DUTCHMAN MINE makes use of both the mouse and the joystick throughout the game. The mouse is unequalled as a pointing and selecting device, while the joystick is ideally suited for moving and guiding objects on screen. Therefore, we have taken the somewhat unique approach of using both devices to perform what each does best, while at the same time providing you the user with an easily operated interface.

You guide the Prospector through his adventures using the joystick. Where appropriate, you can move in one of four directions; right, left, up or down. The joystick button is used as an action button in various circumstances (firing a gun, for example).

The mouse is used solely as a selection device. Think of the mouse as being the Prospector's hand (the cursor is even designed as a small hand). Using the mouse is simply a method of allowing the Prospector to choose items or options during the game (for example, purchasing items at the store, or choosing which cards to discard while playing poker).

STATUS PANEL

The Status Panel is displayed at the bottom of the screen and you may select an icon with the mouse or by pressing the keys 1 - 6 on the keyboard corresponding to each icon's position.

THE DESERT

Use the joystick to move in any direction over the terrain. At any time, you may stop and press the joystick button to reveal a ground level view of the area.

THE RIVER

Move to any area of the river on the overhead map and

press the joystick button. You will now be at that point at a ground level view.

FISHING

Use the joystick to move the fish hook up or down.

INVENTORIES

Use the mouse to select items in the food and tools inventories. To move an item, click on the item once with the mouse button to select it, then double-click on another inventory box to place it. In this way, items may be moved between yourself and any burros.

CAVES and MINES

Use the joystick to move around in the caves and mines. Press the joystick button to use the pick or to pick up an object you may find in the caves.

KEYBOARD

In addition to using the number keys as mentioned above, you may optionally use the key corresponding to the first letter of a button on the Status Panel. For example, F for Fish, E for Exit, R for Run, etc. While playing poker, you may also select which card to discard by pressing keys 1-5.

PAUSING THE GAME

Pressing the space bar at any time will cause a requester to appear asking if you want to pause the game. Lost Dutchman Mine will pause the game with a very unique method of suspending the game. Selecting YES will move the entire game into fast memory allowing you to run some other application (even another game of Lost Dutchman Mine, memory permitting!) While the game is paused, audio and joystick resources as well as chip memory will be freed up to the maximum extent possible to allow use by other programs. A new window will appear on the Workbench screen indicating that the game is paused and the location it was paused at. To resume the game, simply close the window.