

# 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 1 Meg 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 **LOST DUTCHMAN MINE** disk.
2. Insert the **LOST DUTCHMAN MINE** 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 **LOST DUTCHMAN MINE** 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 with a file requester will appear allowing you to indicate the drivepath and filename for your game save 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 **FILE** field. Enter a unique filename with a **LDM** extension (i.e. 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.

## Playing the Game

**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 attained 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, and the mouse is simply 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 or the river, 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 as 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.

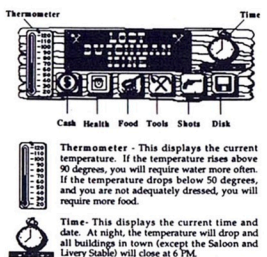
### KEYBOARD

In addition to using the mouse keys as mentioned above, you may optionally use any 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 request 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 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.

## The Status Panel



**Shots Left** - This icon becomes active when you purchase a gun and will display the number of bullets left.



**Disk** - The Disk icon enables you to Save a game. Load in a saved game. Reset the game or Quit the game.

To save a game in progress, select the **SAVE** button and enter a filename for your Save Game file.

You may save your position anywhere within **LOST DUTCHMAN MINE**, including within mines, caves, or the town. Because you may enter unique filenames for each saved game, multiple save files can be stored on one disk.

To restore a previously saved game, simply select **LOAD** and specify the filename.

To reset the game, select **RESET**. This will allow a brand new game to be started without having to edit the game.

To quit the game, select **QUIT**. The game will end and you will exit the program. This is the preferred method for exiting the game.

## The Town

Your adventure begins in the town of Goldfield. As you walk down the main street, you will see many buildings which may be merged to conduct business. Normal open hours are from 8 AM to 6 PM, however the Saloon and Livestable are always open for your convenience.



DOCTOR

The town doctor maintains a small office next to the Saloon and treats snarkbites as well as victims of gunfights or Indian attacks. The Doctor will mend your wounds for the fees stated. All wounds will be fully healed by selecting the appropriate button and the fee will be automatically deducted from your cash.

The doctor, altruistic soul that he is, will extend credit if you are short of cash. If your cash is insufficient to meet the doctor bill, the difference will be deducted from your bank balance. If you have no money in the bank, the doctor will collect the remainder of his fee at the next opportunity.



MERCANTILE

The Mercantile carries a wide variety of food and supplies needed by any enterprising prospector. Many items are available, most of which are necessary at some point in the game for your success or survival.

To make a purchase, select the item you wish to buy. An arrow will appear next to the item confirming your selection and a description of the item and its price will be displayed. Select the **BUY** button and the item will be added to your inventory with the purchase price being deducted from your available cash.

Food items are automatically added to the **FOOD** inventory, other items are added to the **TOOLS** inventory.

If you attempt to purchase more items than you can carry, you will be alerted to that fact. All purchased items are added to your inventory only. If you have a burro, move some items to the burro's inventory which will allow you to carry additional items.

The Mercantile does not extend credit.



## SALOON

**DRINKS:** To buy a drink, approach the bar. The bartender will offer you a choice of drinks. Select one. All drinks cost \$1.00 and will add to your overall health too many whiskeys may decrease your overall health status.

**SLEEP:** After 6pm, an option to SLEEP is available. Although your health does not rely on sleep, there are times when you will want to sleep. This is the feature. Selecting SLEEP will result in the immediate passage of time. After a brief fade to black, you will find yourself in front of the Saloon at 9:00 the following morning.

**GAMBLING:** If Dapper Dan is sitting at a table in the Saloon, you can choose to try your luck in a friendly game of poker. Just walk over to Dan's table and wave up. Dan will ask you if you want to play a game. Select the PLAY button to begin playing. Dan plays a simple game of poker with the following rules:

Note that each hand of poker requires a \$10 ante from both yourself and Dan making a beginning pot of \$20.

**DISCARD:** After each hand is dealt, you may discard up to 4 cards. Select the card(s) you wish to discard. If you select fewer than 4 cards, you must select DONE to receive your replacement cards. If you discard 4 cards, your replacement cards will be dealt without any further action on your part.

**ROLL or BET:** After you have discarded and received your new cards, you may place a bet. If you do not think your hand is good enough to win, you may choose to QUIT. If you choose this option, you will forfeit your ante (\$10) and be asked if you want to play another hand.

If you have a good hand and wish to initiate a bet, select the BET button. You can then enter the amount of your bet. Dan will respond in one of three ways; he might fold, meaning he has evaluated his cards and does not think he has a winnable hand. If Dan folds, you receive the pot and you are prompted to FOLD another hand or QUIT. Dan might call, meaning he will match your bet (the bet will reflect his contribution and display his cards). Dan might see your bet and raise you an additional amount. Dan's contribution to the pot will be the amount he raised is amount equal to your bet plus the amount of his raise.

**CALL:** If Dan chooses to raise, you may respond by either calling, raising or folding. If you CALL, you are matching the amount of Dan's raise. This amount will be deducted from your cash and added to the pot. At this point, Dan will display his hand and announce the winner. If you do not want to risk any more money by matching Dan's raise, you may choose to FOLD and Dan will get the entire amount in the pot.

**RAISE:** Any time Dan raises, you may counter with your own raise. If you select RAISE, you are actually placing an amount equal to Dan's raise into the pot plus the amount of your raise. It is important that you understand this concept or it will appear that more money is being deducted than you think you are betting.



## ASSAY OFFICE

The ASSAY OFFICE has two functions in Goldfield; to assay your gold (exchange gold for cash) and to file your mining claim on the LOST DUCHMAN MINE (if and when you find it).

**GETTING YOUR ORE ASSAYED:** To get your ore assayed and converted to cash, enter the Assay Office. Once inside, select the ASSAY button and you will see your personal TOOLS inventory. Select a bag of ore. It will be removed from your inventory and you will see value displayed. The cash amount (if any) will be added to your cash. Repeat the procedure for any additional bags of gold you may have. Choose EXIT to assay any bags of ore being carried by your burro.

**STAKING YOUR CLAIM:** If you find the Lost Duchman Mine, a CLAIM button will appear in the Status Panel.

The Assay Office was important to prospectors because it was here that ore samples were treated with chemicals to separate the gold or silver from the rock and other impurities. Usually it took several pounds of ore to produce just a few ounces of gold.



## BANK

Bank transactions are very simple. When you enter the Bank, your current balance is displayed and DEPOSIT and WITHDRAW buttons appear in the Status Panel. To deposit cash into your account, select the DEPOSIT button. You may now enter the amount of your deposit. Obviously you cannot deposit amounts greater than your cash. The same procedure is used to withdraw money from your account. The Bank is generally a safe place to keep large amounts of money.



## NEWSPAPER

You may peruse the daily newspaper and find out whether the Indians are on the warpath, whether a hot spell is forecast, or catch up on the latest town gossip.



## JAIL

Upon entering the jail, you will see the wanted posters of some of the claim grabbers and robbers who are in the desert. You can then enter the BXY button in the Status Panel. If you engage in battle with one of them in the desert and choose to collect the reward for capturing him, you will immediately appear in the town jail to collect the reward.



## LIVESTABLE

The Livestable has burros for sale. These sturdy little beasts of burden eat little and have amazing endurance in the desert. You may purchase up to three burros using the game, with each pack animal greatly increasing your load carrying capability. To make a purchase, select one you wish and then the BUY button in the Status Panel. The burro will now be yours and you may transfer items from your FOOD and TOOL inventories to the burro.

If you decide to sell a burro, return to the Livestable, choose an empty stall and select SELL. However, you will receive only 50% of the amount originally paid.

# The Desert

Once you leave town, you'll find yourself looking down from an aerial view of the vast surrounding desert. You will have no way in direction over the terrain. Movement is slower (and faster) along the main road. If you decide to head out over the desert, remember that you will move slower and your need for food and water will increase. At any time you may stop and have a look around. This will reveal a ground level view of the area and allow you to see details that you may stop otherwise miss from the overhead map view. You can travel through the desert to the surrounding mountains to search for caches and abandoned mines, fish or pan for gold at the river, or return to town.



Travel in the desert is not without its hazards. You must be ready for rattlesnakes, robbers and Indian attacks. These attacks will generally occur without warning. Your screen will immediately switch to a ground level view and your adversary(s) will proceed to attack. You may choose to run or fight. You may run from rattlesnakes without penalty (in fact, most people would consider that the smart thing to do). However, running from Indians or robbers will result in the loss of money. Your position(s) are wounded in an attack, the screen will flash briefly. You can usually survive several wounds if you are treated promptly by the town doctor.

(Note: If you kill a rattlesnake, it will be added to your food inventory. While a rattler may not be the most appealing meal, it will keep you alive if you have exhausted your food supplies.)

## THE RIVER

In the hot deserts of Arizona, a river is a treasured resource where you can replenish your exhausted supplies.



**PANNING FOR GOLD:** If you have a pan in your inventory, a new button labeled PAN will appear on the Status Panel. Select it to begin panning for gold. The results of each panning are added to your inventory as a bag of ore. Note that some areas of the river will produce better results than others.

**FISHING:** If you have bought a fish hook, a new button will appear on the Status Panel labeled FISH. Select it to begin fishing. Each fish caught must be brought up to the surface of the water and will then be added to your food inventory. As is the case with fishing, you may catch some parts of the river, and it is possible to clean out the river by over-fishing.

**WATER:** Select the WATER button to give yourself a soothing drink from the river. Selecting this button triggers contacts marked with an "E" (Empty) in your inventory will also fill up and now show an "F" (Full).

Choosing EXIT will return you to the overhead view.

An added benefit is that while you are at the river, you are safe from any attack. Taking advantage of this fact, you can use the river as a safe passageway from the northern mountains to the main road.

# Caves and Mines

There are over 100 caves and mines within the area of Goldfield that can be explored.

As you get closer to the mountains, you will start to see certain details such as a cave entrance. Get as close as you can until you are at the cave or mine opening and you will see a button labeled ENTER. Select it to sure you have a lantern and some matches to light your way. Also, be sure you have everything you need in your personal inventory while exploring these areas as you cannot bring any burros in with you.

**USING THE PICK:** In some parts of the mines there may be a small deposit of raw gold ore. After several swings of the pick, the results of your efforts will be added to the TOOLS inventory as a bag of ore. The pick is also useful for clearing away fallen rocks.

**USING THE ROPE:** If you have rope, you can descend the shafts in the caves. The rope will attach to a convenient point overhead and you can descend to a lower level. A pair of gloves is recommended to keep your hands from burning on the rope.

**CAVE-INS:** The old mines and caves around Goldfield are prone to cave-in and falling rocks. If you are struck by a rock, you may be knocked unconscious, but you will soon wake up. Sometimes rocks will block your way to a ladder or passage. You can use your pick to clear away the rocks.

# Epilogue

Lost Duchman Mine is set in southern Arizona in the late 1800's. The mining town of Goldfield actually sat in the shadow of the Superstition Mountains at that time, although today it is a ghost town of crumbling ruins. Indian attacks were not uncommon as the Superstition Mountains were a natural barrier to the Indians. The lure of gold brought many prospectors to the area as well as those who would try to take what others worked so hard to find.

Auf der Hard Disk laufend

Da "Die verlorene Miene des Hollaenders" kopierfaehig ist, kann sie einfach auf der Hard Disk gefuehrt werden.

1. Uebertrage einfach das Ikon der LDM von der LDM Diskette an eine geeignete Stelle deines Hard Disk Laufwerks. Alle benoetigten Dateien und Inhaltsverzeichnisse werden kopiert.
2. Oeffne das Ikon der LDM und klicke zweimal auf dasselbe Ikon, um das Spiel zu starten.

Das Laden und Sichern von Computerspielen

Wenn du Computerspiele auf Diskette sichern oder Laden willst, wird ein Datenanzeiger auftauchen, der dich auffordert, den Pfad und den Dateinamen fuer das Sichern von Spielen anzugeben.

Beim Auswaehlen der VOLUMES Vorrichtung werden dir die zur Verfuegung stehenden Mittel zum Sichern angezeigt. Untergeordnete Inhaltsverzeichnisse werden durch ein ">>>>" vor dem Namen angezeigt. Wenn du dich in einem untergeordneten Inhaltsverzeichnis befindest, kannst du durch die Taste PARENT herauskommen. Nachdem du die Vorrichtung und das Inhaltsverzeichnis angegeben hast, wird dein Name auf dem PFAD Feld erscheinen. Gebe einen eigenen Dateinamen mit einer LDM Endung (z.B.: river.lde) in das File Feld ein und klicke die OKAY Taste oder presse Enter auf der Tastatur.

Die CANCEL Taste bricht die Operation ab.

Das Laden von Instruktionen

ARIGA

Das Erstellen einer Sicherheitskopie

Bevor du irgendetwas anderes unternimmst, erstelle eine Sicherheitskopie deiner Spieldiskette und hinterlege das Original an einem sicheren Ort. "Die verlorene Miene des Hollaenders" ist kopierfaehig, also kann das Kopieren der Diskette leicht von der "Workbench" aus vollzogen werden, wobei die normale Diskcopy Funktion gewaehlt wird. Versichere dich, dass der koerrekte Sicherheitsregler der Originaldiskette intakt ist (das kleine Loch muss geoeffnet sein), bevor du die Diskette sicherst.

(Wenn du mit dem Kopieren von Disketten nicht vertraut bist, erkundige dich in deiner Amiga Gebrauchsanweisung, bevor du versuchst, deine Computerspieldiskette zu kopieren. Beim Auftreten von magnetischen Bildern wird die fehlerhafte Diskette in der Frist der Garantiezeit ersetzt, eine Diskette aber, die durch fehlerhaftes Verhalten oder versehaentlichen Missbrauch zerstoeert wird, liegt in der Verantwortung des Benutzers.)

Weiteres Speichern

"Die verlorene Miene des Hollaenders" laed alle Graphiken in den Speicher, wenn sie auf einer Floppydisk gefuehrt werden und genugend Speicherkapazitaet vorhanden ist. Wegen der Groesse des Programms und der Anzahl an Graphiken und Daten, muss wenigstens ein Minimum von 1 Megabyte eines Rams vorhanden sein, um "die verlorene Miene des Hollaenders" laufen lassen zu koennen.

Von der Floppydisk laufend

1. Starte deinen Amiga auf die gewoehnliche Art mit deiner herkoemlichen Diskette zum Laden oder mit der Diskette "der verlorenen Miene des Hollaenders".
2. Fuehre die Diskette der "Verlorenen Miene des Hollaenders" in eines deiner Laufwerke ein. (Wenn du sie nicht schon vorher geladen hast.)
3. Klicke das Ikon der LDM Diskette zweimal, ein Fenster wird erscheinen mit einem Abschnitt, der LDM heisst.
4. Klicke zweimal auf dieses LDM Ikon, ein Fenster wird erscheinen, das das Ikon der "Verlorenen Miene des Hollaenders" anzeigt. Klicke wieder zweimal auf dieses Ikon und das Spiel startet.
5. Bitte lass die Diskette im Laufwerk so lange das Spiel gespielt wird, da "die verlorene Miene des Hollaenders" ansonsten keinen Zugang zu den weiteren Daten hat, die waehrend des Spiels benoetigt werden.

## FARE UNA COPIA

[Before doing....attempting the backup]

Prima di tentare qualsiasi altra cosa, fate una copia del disco da gioco (GAME DISK), e mettetelo l'originale in un posto sicuro. LOST DUTCHMAN MINE non e' protetto contro la copiatura, quindi copiare il disco puo' essere fatto facilmente dal WORKBENCH usando normalmente la funzione DISKCOPY. Assicuratevi che la tacca di protezione scrittura sul disco originale sia puntata verso l'alto (cioe' che il buchetto sia aperto) prima di tentare il backup.

[If you are not....responsibility of the user!]

(se non siete pratici di copiatura dischi, vogliate consultare il Manuale AMIGA dell'Utente prima di tentare di copiare il vostro disco da gioco. Magnetic Images rimpiazzerà un disco difettoso entro il periodo di garanzia, mentre un disco rovinato in seguito ad un uso improprio o ad un incidente verrà considerato di responsabilità dell'utente.

## MEMORIA EXTRA

[LOST DUTCHMAN MINE will load....in order to play LDM]

LOST DUTCHMAN MINE caricherà tutti i grafici in memoria se usato da floppy disk e se abbastanza memoria e' disponibile. A causa delle dimensioni del programma e della quantità di grafici e di informazione, dovete avere un minimo di 1 Meg di memoria per poter giocare a LOST DUTCHMAN MINE.

RUNNING FROM FLOPPY DISK:  
GIOCANDO DA FLOPPY DISK

- 1) Caricate il vostro AMIGA in maniera normale col vostro disco preferito o col disco di Lost dutchman mine.
- 2) Inserite il disco di Lost dutchman mine nel drive ( se non l'avete usato per caricare
- 3) Battete due volte sulla figura di dischetto di LDM e si aprirà un window con un cassetto contrassegnato LDM.
- 4) Battete due volte sul cassetto LDM, si aprirà un window mostrante la figura del Lost dutchman Mine. Battete due volte su suddetta figura e il gioco avrà inizio.
- 5) Ricordatevi di lasciare il disco nel drive poiche' Lost dutchman mine deve accedere ad informazioni supplementari durante il gioco.

## GIOCANDO DA HARD DISK

[Because....disk drive]

Dato che Lost Dutchman Mine non e' protetto da copiatura, può essere installato facilmente su qualsiasi hard disk drive.

- 1) Trasferite semplicemente il cassetto LDM dal disco LDM a un punto adatto sul vostro disco duro. Tutti i files necessari e le directories verranno copiati.
- 2) Aprite il cassetto LDM e battete due volte sull'immagine Lost dutchman Mine per cominciare il gioco.

Quando caricate o salvate un game su disco, un FILE REQUESTER (questionario di file) apparirà sullo schermo permettendovi di indicare il drivepath e il filename per il vostro gamesave file.

Scegliendo il gadget VOLUMES vi appariranno le device disponibili verso le quali salvare: Le Sub-directories sono indicate da un ">>>>" davanti al nome. Se siete in una sub-directory battendo sul gadget PARENT vi porterà all'esterno.

dopo aver indicato la device e la directory, il suo nome apparirà nel PATH field. Salvate un unico filename, con estensione .LDM (p.es. river.LDM) nel FILE field e battete sul gadget OKAY o battete RETURN sulla tastiera.

Il gadget CANCEL vi permette di cancellare l'intera operazione.



By David Lindsley and Steve Marshall