

WINDWALKER™ Quick Reference
Commodore 64/128

WINDWALKER™



By Greg Malone



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WINDWALKER AND YOUR COMPUTER

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| Introduction | Refer to the Mystic Runes manual for details of game play not covered in the Quick Reference |
| System Requirements | A Commodore 64 or 128 (in C-64 mode), with at least one disk drive. Note to two drive owners: Windwalker will work with a second drive designated as Device 9. (See your Commodore users manual for more information.) |
| Diskettes | Windwalker diskettes are labelled to indicate Sides 1, 2, 3, and 4. They are referred to as "Magnetic Scrolls" within the game. |
| Sound/Volume Control | You may turn off the Windwalker sound effects volume by pressing and holding down the "S" key for several seconds after the game starts booting or from the options list during travel (See Special Options). |
| Selecting Options from Lists | Whenever you are presented with a list of options during play, press the cursor keys or the space bar to select an option. When your desired selection is highlighted, press RETURN to accept it. If you wish to exit the list without selecting an option, press the [F1] key. |
| In Case of Difficulty | Refer to the section on Troubleshooting should the game not perform in accordance with these instructions. |

TO BEGIN PLAY

Loading

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| On a Commodore 64: | Turn on your disk drive(s).
Turn on the computer.
Put "Magnetic Scroll" side 1 in Device 8.
Type: LOAD "",8,1 then press the Return key. |
| On a Commodore 128: | Turn on your disk drive(s).
Put "Magnetic Scroll" side 1 in Device 8.
Turn on the computer (Windwalker will auto-boot). |

When ready to proceed, press any key to bypass the title sequence and enter the presence of Moebius. Once in his presence, pressing any key will rouse him from his meditation. After Moebius greets you, he will ask you your name. Type your name and press RETURN. Should you make a mistake, press the **[F1]** key to clear your name and reenter it. Moebius will welcome you and offer you the choice of Training or Venturing forth. At this time, you may also press the **[F1]** key to go back and enter a different name.

Training

Select **Train** if you want to practice your combat skills. Refer to the sections on combat for more detailed instructions. Should you wish to stop training during combat, press the RETURN key. This will return you to the presence of Moebius.

Venturing Forth

Select **Venture Forth** when you wish to begin an adventure in the world of Khantun. If there is an adventure in progress previously saved under a different player's name, you will be given the option to abandon it and begin a new adventure using your name. Otherwise, you will continue the adventure in progress. Any previously saved adventure **must** be abandoned before a new adventure can be started. Refer to Special Options for assistance.

PLAYING THE GAME

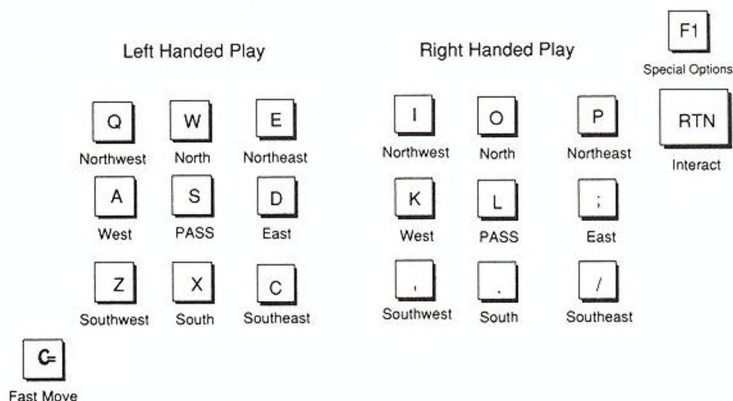
The Adventure Display When adventuring, the following display is shown:



- A. Travel Window
- B. Player Character (PC) Icon
- C. PC's name
- D. System message area
- E. PC's Body attribute
- F. PC's Spirit attribute
- G. PC's Honor attribute
- H. PC's Karma attribute
- I. PC's current Order of Enlightenment

Moving About in the World

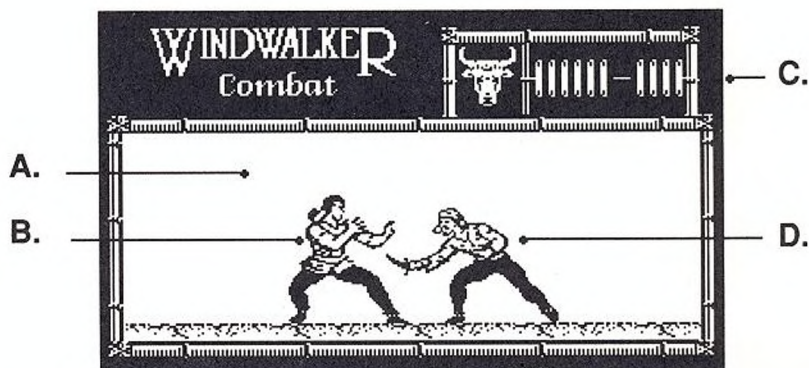
To move over land or water, press one of the direction keys listed below. Note that there are two identical sets of direction keys for either right or left-handed play. To rest in place for one turn, press the Pass key.



Press and hold the Commodore key along with the desired direction key to move the PC at a quicker, though fatiguing, pace.

The Combat Display

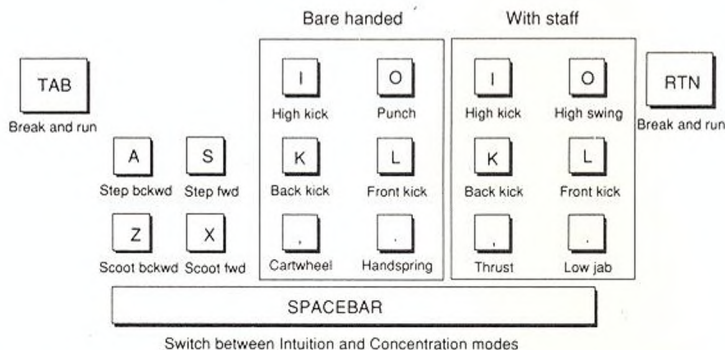
When in combat, the following display is shown:



- A. Combat Window
- B. Player Character (PC)
- C. PC's Body Attribute
- D. Combat Opponent

Defending in Combat

Use the space bar to toggle between Concentration and Intuition modes. The PC's maneuvers in combat are controlled using the following keys.



INTERACTING WITH THE WORLD

Your Possessions

Whenever you wish to examine or use one of your possessions, press RETURN, followed by the Pass key (S or L). You will be presented with a list of the items that you currently possess. Select the item you wish to examine or use. For example, when you wish to sleep, you should select the Straw mat from your possessions. When you are hungry, you may eat by selecting Food.

Inhabitants of Khantun

When you wish to interact with an inhabitant of Khantun, press the RETURN key followed by the direction to the person or creature you wish to interact with. When speaking to people, you may discuss different topics. Listed under these topics are the key words you know. When you ask someone about a key word and you hear a chiming sound, you have had another key word added to one of your topic lists. It is advisable to occasionally converse with persons you have spoken with before, using the new words you learn - they may have new things to tell you.

Inanimate Objects

To interact with or examine an object in the world, move up to the object and "bump" against it. If the object is something that can be examined, a message will appear telling you what you have found. For example, bumping into a scroll on a table will result in the scroll being opened and its contents revealed. Bumping into a doorway causes you to pass through the door into or out of the building. When you wish to board a sailing vessel you own or have taken in battle, bump into the front end of the craft. When you wish to disembark from the craft, drop anchor by selecting that from your inventory.

SPECIAL OPTIONS

Special Options List	While travelling in Khantun, press the (F1) key to display the Special Options list. The options are:
Save	This will save the adventure in progress for later recall. All character information is saved to Magnetic Scroll 4, which can be copied for archival purposes, or to permit the play of more than one simultaneous game.
Recall	This will restore the adventure from the previous save.
Save and quit	This command will automatically save the game and prepare the computer to be turned off. This command <i>must</i> be issued to end your game session. Failure to use this command will cost the PC one karma bead on the next restart.
Abandon	This will abandon the adventure in progress and erase it permanently, allowing a new adventure to be started.
Sound on/off	This will switch the game sounds on or off.

TROUBLESHOOTING

Failure to start properly	If the game fails to start properly, perform the following sequence: 1) Turn the computer off 2) Make sure the computer and its parts are properly installed 3) Reboot Windwalker by following the instructions in To Begin Play.
Important Note	When booting Windwalker for the first time, a screen will appear requesting information about what type of disk drives will be used. Please enter which type of disk drive you will be using. This information will only be requested the first time you boot the game; however, if you find that Windwalker will not boot based on your selection, simply reboot the game and hold down the space bar immediately after bootup to select the alternate option. If this sequence fails to start the game, you probably have either a hardware or software problem. If possible, try starting the game on another computer to verify the problem, or, consult your software dealer for assistance.
"Check Magnetic Scroll" Message	If during play you get a "Check the Magnetic Scroll" message on your screen, make sure that you have the correct disk properly inserted in the disk drive with the drive door closed.