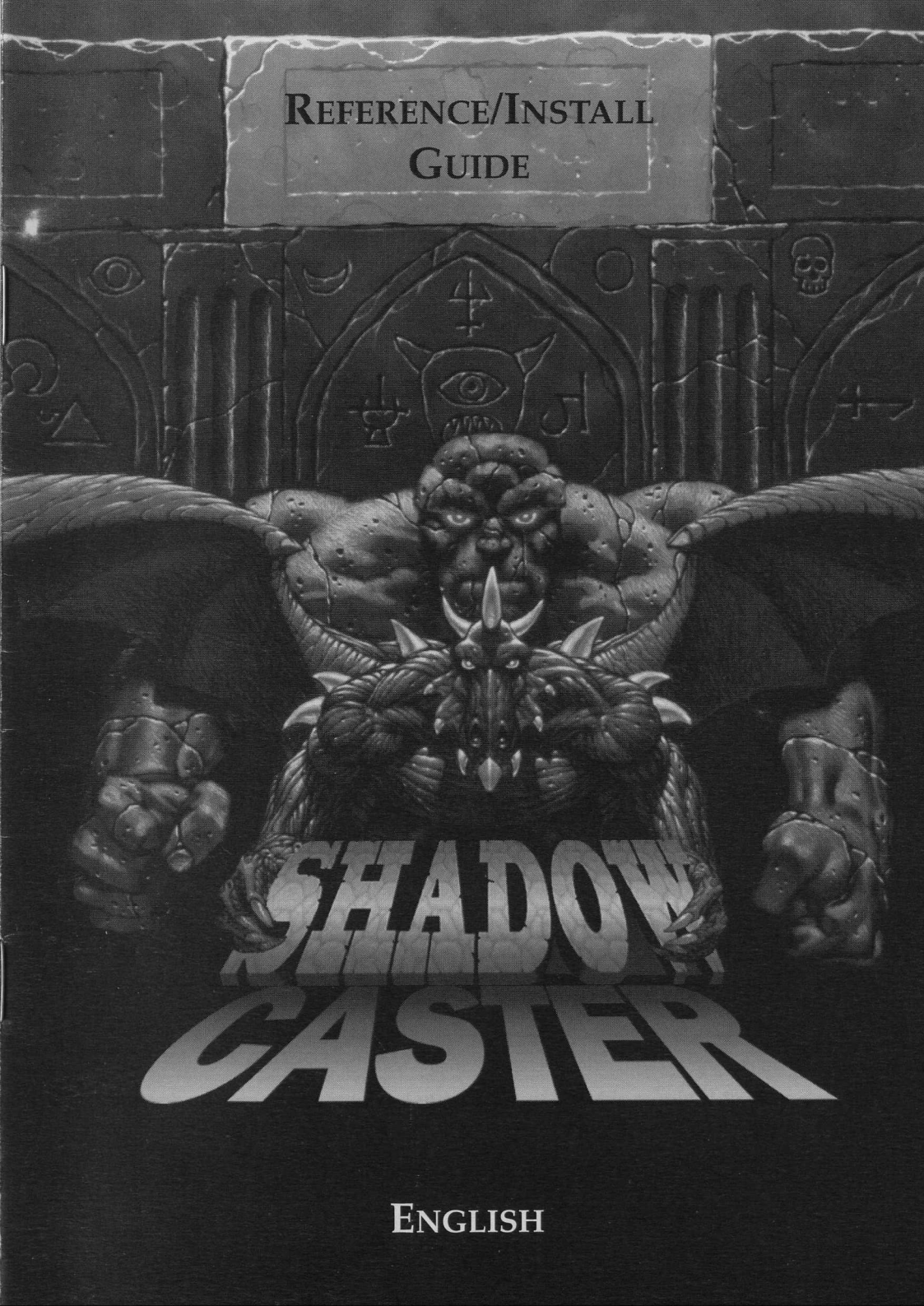# SHADOW CASTER

ENGLISH

SHADOWCASTER
REFERENCE/INSTALL GUIDE

Welcome to *Shadowcaster*. The following provides quick installation instructions, for users familiar with the process, and a more detailed, step-by-step guide to installing the game. If you experience any difficulty, consult *Troubleshooting*. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the system requirements. Remember, you may safely quit and start over at any time!

Note: *Shadowcaster* has been fully tested with the DoubleSpace disk compression utility that shipped with MS-DOS version 6.0. We cannot guarantee the compatibility of our games with other disk compression utilities.

Note: If you are running a disk cache such as Smartdrive prior to installing, you need to disable it to insure a clean installation. Refer to your disk cache manual or make a system boot disk as described in Optimising Your System to disable this cache. This only affects the installation of the game. Smartdrive works normally during gameplay.

Quick Install

1. Insert disk 1 in a floppy drive.

2. Type the letter of your floppy drive followed by a colon, then press (ENTER).

3. Type **INSTALL** (ENTER).

4. Select INSTALL SHADOWCASTER.

5. Follow the instructions as they appear on the screen.

System Requirements

Computer. A 386DX, Intel 486 or 100% compatible IBM-PC system with a Microsoft or Logitech mouse driver and 16 megabytes hard drive space.

Video Card. *Shadowcaster* requires an MCGA, IBM VGA or compatible video card with at least 256K of video RAM (VRAM).

Memory. A machine with at least 4 megabytes of RAM is required to play *Shadowcaster*. Of that, 550K free base RAM and 3.1 megabytes of total RAM are needed to start the game.

Installation

1. Insert disk 1 in a floppy drive.

2. Type the letter of your floppy drive followed by a colon, then press (ENTER). For example, if your floppy drive is drive A, type **A:** (ENTER).

3. Type **INSTALL** (ENTER).

4. The Main Menu appears:

   INSTALL SHADOWCASTER

   CONFIGURE SOUND

   EXIT

   To select a menu item, use ↓ and ↑ to highlight the option you want.

   A highlighted option appears as blue text in a grey box.

   Press (ENTER) to select a highlighted option.

   Other options on the screen:

1	Help
2	Visit DOS (for small tasks)
3	System summary
9	To quit

5. You must install *Shadowcaster* on a hard drive. The installation program detects which drives have enough free space and lists them. Use ↓ and ↑ or type the letter of the drive on which you want to install *Shadowcaster*. Press (ENTER).

Note: DoubleSpace drives prompt a warning message. Select **Y** and continue.

6. Press (ENTER) to select the default directory, or choose another by typing the directory name and pressing (ENTER). The default directory is SHADOW, unless there is already a SHADOW directory on your chosen hard drive. In that case, the default is CASTER.

7. Once the program begins installing files on your hard disk, you may abort installation by pressing any key.

8. When you return to the Main Menu after installation, the configure sound option is highlighted. Press (ENTER) to configure sound. Your options are:

SOUND BLASTER PLUS GENERAL MIDI DEVICE
(Sound Blaster plays your sound effects and General MIDI plays the music.)

SOUND BLASTER ONLY
(Sound Blaster plays both your sound effects and music.)

GENERAL MIDI DEVICE ONLY
(General MIDI plays music, and you have no sound effects.)

NONE
(You have neither sound effects nor music.)

If you choose either option involving Sound Blaster, the program checks for a BLASTER environment variable to find the correct port, IRQ and DMA channel. If you do not have the BLASTER environment variable set, you are presented with menus asking for the required port, IRQ and DMA channel information (which should be in your sound card documentation).

Once the digitised sound configuration information is available, this next screen appears.

SHALL I PERFORM A SOUND EFFECTS TEST USING PORT XXX AND IRQ X, AND DMA CHANNEL X?

Press **Y** to hear the sound effects test, press **N** to skip it, or press **CTRL-X** to exit the installation program. If you press **Y**, you hear a "shimmery" sound effect.

If you chose either option involving General MIDI, you are presented with screens asking you for the correct port and IRQ for your General MIDI device. Then the following box appears.

SHALL I PERFORM A MUSIC TEST USING PORT XXX AND IRQ X?

Press **Y** to hear the music test, press **N** to return to the Main Menu, or press **CTRL-X** to exit the installation program. If you press **Y**, you hear a brief fanfare. You are then returned to the Main Screen.

If you do not hear either the music or sound effect, consult *Troubleshooting* and/or General MIDI.

9. When installation is complete, select exit to return to DOS. You are in the directory in which you installed the game. To play, type **SHADOW**.

10. If you have never played *Shadowcaster* before, consult the Player's Guide. This begins with a tutorial walkthrough that explains everything you need to know to get started. If you encounter any difficulties, consult the Troubleshooting section of this Install Guide. If problems persist, call Electronic Arts' Product Support.

Changing Your Configuration

If you ever add a sound card (or change from one sound card to another) you need to re configure your sound system.

Simply return to the drive and directory where you installed the game and type **INSTALL**. This allows you to change the selections you made when you originally installed *Shadowcaster*. Select CONFIGURE SOUND from the menu and follow Step 8 from *Installation*.

Optimising Your System

If you are experiencing problems running *Shadowcaster* or do not have the appropriate amount of memory, it might help to create a separate boot disk or decrease the number of memory-resident programs (TSRs) you have loaded.

Do not delete your AUTOEXEC.BAT or CONFIG.SYS files completely – without them, your computer does not function!

Creating a Boot Disk

To create a separate boot disk, insert a blank high density disk in your A: drive. From the DOS prompt, type:

FORMAT A:/S (ENTER)

Once you have completed the instructions in this section and are ready to use your new boot disk, turn your computer off, insert your new boot disk in your A: drive and turn your computer back on. The boot disk should run and automatically take you into *Shadowcaster*.

Modifying CONFIG.SYS

To modify the CONFIG.SYS on your boot disk, when the format is complete and the DOS prompt returns, type:

EDIT A:\CONFIG.SYS (ENTER)

When the new screen appears, determine which memory management system you are using (if any) from those listed, and type the appropriate commands:

CONFIG.SYS using QEMM

FILES=15

BUFFERS=15

DEVICE=C:\QEMM\QEMM386.SYS RAM

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM C:\DOS\ /P

CONFIG.SYS using DOS 5's emm386.exe

FILES=15

BUFFERS=15

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE 3072 RAM

DOS=HIGH,UMB

SHELL=C:\DOS\COMMAND.COM C:\DOS\ /P

CONFIG.SYS using DOS 6.0's emm386.exe

FILES=15

BUFFERS=15

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE 3072 RAM

DOS=UMB

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM C:\DOS\ /P

CONFIG.SYS using DOS 6.0's emm386.exe and doublespace

FILES=15

BUFFERS=15

DEVICE=C:\DOS\HIMEM.SYS

DEVICE=C:\DOS\EMM386.EXE 3072 /I=B000-B7FF RAM

DOS=UMB

DOS=HIGH

DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE

SHELL=C:\DOS\COMMAND.COM C:\DOS\ /P

CONFIG.SYS using XMS

FILE=15

BUFFERS=15

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH

SHELL=C:\DOS\COMMAND.COM C:\DOS\ /P

Exiting CONFIG.SYS and Modifying AUTOEXEC.BAT

After typing these lines, you should exit and save your file:

ALT-F

X

Y

Next you need an AUTOEXEC.BAT file on your boot disk:

EDIT A:\AUTOEXEC.BAT (ENTER)

Type at the new screen:

PATH=C:\DOS

PROMPT PG

(*Shadowcaster* drive):

CD \(*Shadowcaster* directory)

SHADOW

(The AUTOEXEC.BAT file does not vary with different memory drivers.)

"*Shadowcaster* drive" and "*Shadowcaster* directory" should be the drive and directory in which you installed *Shadowcaster* – if you installed the game in the default directory we suggested, the fourth line you typed would read:

CD \SHADOW

To exit and save this file:

ALT-F

X

Y

Disk Cache Set-Up

Before installing *Shadowcaster*, temporarily disable your disk cache. This is easily done by typing **REM** before the **C:\DOS\SMARTDRV.EXE 1024** line in your AUTOEXEC.BAT file. This causes the computer to skip that line when it reads the AUTOEXEC.BAT. To enable your disk cache after installation, delete the addition.

If you have more than 4 megabytes of RAM on your machine you can install smartdrv.exe (a disk caching program). We recommend you allocate 1024K of memory to the disk cache. We also recommend using the SMARTDRV versions from Windows 3.1 or DOS 6.0. If you decide to install SMARTDRV, you need to add the following line to the beginning of your AUTOEXEC.BAT file:

C:\DOS\SMARTDRV.EXE 1024

Mouse Set-Up

Be sure that you are using a 100% Microsoft-compatible mouse driver — a Microsoft version 7.0 or higher mouse driver is preferable. If you are using a boot disk, this driver must be loaded within your boot disk configuration. Since the command line may differ from mouse to mouse, consult your hard drive's AUTOEXEC.BAT or your mouse user's guide.

One example:

C:\MOUSE\MOUSE.COM

Be sure to include your specific mouse driver line in the AUTOEXEC.BAT file of your boot disk. When you want to play *Shadowcaster*, insert this boot disk in the A: drive and start or restart your computer.

Expanded Memory

Expanded memory is not crucial to play *Shadowcaster* – once running there is no difference between base RAM, EMS and XMS. But an upper memory manager such as Quarterdeck's QEMM386.SYS and Microsoft's HIMEM.SYS is required. These memory managers are installed by adding the device line to the CONFIG.SYS file on your computer.

Do not change EMS or XMS configuration once you've started playing *Shadowcaster*. There is a possibility that mid-game reconfiguration may prevent you from continuing the game.

Troubleshooting

Q: *My mouse is not working with Shadowcaster. My mouse works with all of my other software applications; why not with Shadowcaster?*

A: If your mouse is not working with *Shadowcaster*, you should make sure your mouse has been loaded in DOS (in your AUTOEXEC.BAT file) or onto the boot disk you are using to play the game. Windows and may other "multi-tasking" environments load their own built-in mouse driver. These mouse drivers does not operate outside of their shell environment. Loading a mouse driver into the DOS environment can be as simple as typing **MOUSE** (ENTER) at the command prompt. For example:

C:\>**MOUSE** (ENTER)

This command can differ from mouse driver software to mouse driver software. Please consult your mouse user's guide and Mouse Set-Up for further details.

Q: *My game runs slowly and occasionally locks up.*

A: You may be loading other software that is not compatible with *Shadowcaster*. First, try running your game from a system boot disk. Refer to Optimising Your System (p. 3) to create a boot disk. *Shadowcaster* is only compatible with Microsoft DOS 5.0 or higher. Also, it is not compatible with 286 PCs. You must use a 386/33, 486 or faster PC.

Q: *Why does my game crash when I try to play Shadowcaster while I am logged into our LAN (local area network)?*

A: LAN software often tries to take over the same system resources that *Shadowcaster* uses. Often the two can coexist, but occasion-ally they can't. If you have strange problems with *Shadowcaster* while your LAN drivers are loaded, try booting from a clean boot disk that does not load your LAN drivers. Please refer to Optimising Your System.

Q: *Why does the game crash when I try to play Shadowcaster through Microsoft Windows (Windows NT, IBM OS/2, Desqview, etc.)?*

A: "Multi-tasking environments" – Windows, Desqview, IBM OS/2, and so forth – often conflict in their use of memory and other system resources with *Shadowcaster*. We do not recommend playing *Shadowcaster* under these circumstances. Even if you do run the game under a multi-tasker, do not swap to another application while playing. In general, we recommend that you exit Windows (or similar applications) and play from the DOS prompt.

Q: *During installation, an error message reported that I have a "DOS Error — CRC Data Error reading drive x:"*

A: This error message indicates that you have a bad or corrupted diskette. You should either ask for an exchange with the software retailer from whom you purchased *Shadowcaster*, or review the warranty information listed below and call Technical Support.

Q: *I have a 100% compatible sound card, but I'm not getting any speech or sound. Why not?*

A: Your sound card may have to be put into "SB" (Sound Blaster) emulation through its software or a switch setting on the card. Consult your sound card manual or its manufacturer.

A: It is also possible that you specified incorrect values during sound configuration. Please recheck your sound card documentation for the proper values and try recon-figuring sound.

A: Your General MIDI soundcard may not support the MPU-401 instruction set. See General MIDI, below.

Q: *Shadowcaster still doesn't work after I made a boot disk and/or modified my CONFIG.SYS and AUTOEXEC.BAT files.*

A: Copy down the error code and information the computer displayed when it exited to DOS. Then see Electronic Arts' Product Support section below.
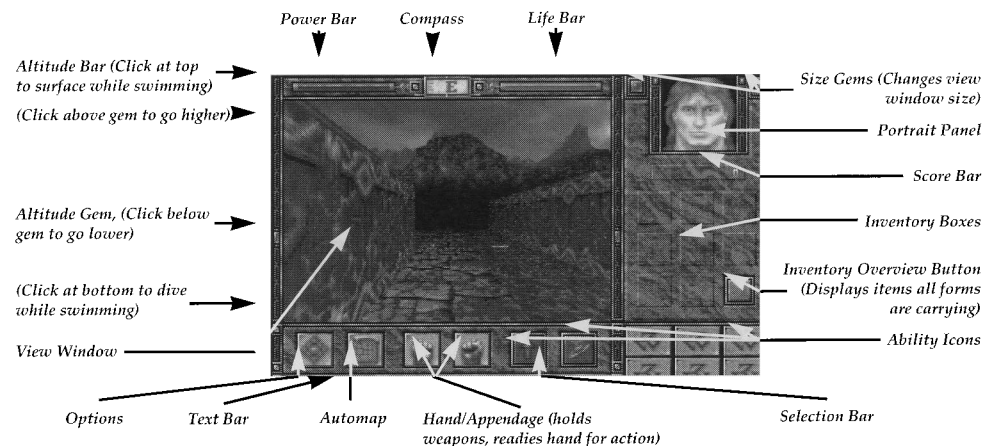
General MIDI

Shadowcaster has joined the next generation of sound quality with its support of the General MIDI standard as defined by the MPU-401 instruction set. At the time of publishing, only a few cards support MPU-401. These cards include the Roland SCC-1, Roland RAP-10, Creative Labs Sound Blaster 16 with the attached Wave Blaster daughterboard, and the Creative Labs Sound Blaster ASP 16 with the attached Wave Blaster daughterboard. Other manufacturers have already or are planning to release sound cards that utilise the MPU-401 instruction set. However, sound cards that use a memory-resident program (TSR) to emulate MPU-401 may not work with this software.

Note: Some General MIDI sound cards offer digitised speech or sound effect capabilities. However, in the case of sound cards like the Roland RAP-10, customers need to use a second sound card such as a Sound Blaster, Sound Blaster Pro or 100% compatible sound card for digitised speech and effects. Review your sound card documentation or contact the manufacturer if you have any questions.

REFERENCE GUIDE

MAIN GAME SCREEN

Power Bar   Compass   Life Bar

Altitude Bar (Click at top to surface while swimming)
(Click above gem to go higher)

Altitude Gem, (Click below gem to go lower)

(Click at bottom to dive while swimming)

View Window

Options   Text Bar   Automap   Hand/Appendage (holds weapons, readies hand for action)

Size Gems (Changes view window size)
Portrait Panel
Score Bar
Inventory Boxes
Inventory Overview Button (Displays items all forms are carrying)
Ability Icons
Selection Bar

WALKING, RUNNING, SWIMMING

Press and hold left mouse button while cursor is in View Window. The farther from the centre of the window your cursor is, the faster you move. The shape of the arrow determines direction.

JUMPING

Press the **right mouse button** while jump icon is selected and the cursor is in the View Window. Your speed determines how far you jump.

COMBAT

Left-click on a hand, foot or other attack icon to activate it, then **right-click** on your target.

PICKING UP AND DROPPING OBJECTS

Right-click on object to pick it up. **Right-click** near bottom of View Window to drop object.

USING THINGS

Activate icon or hand-with-object by **left-clicking**, then **right-click** cursor over target.

OPENING AND CLOSING

Right-click on object.

CURSORS

- *White Arrow inside View Window.* No option is currently selected.

- *Black and Red Crosses.* Hand/appendage is selected.

- *Orange and Black Circles.* Ability is selected.

- *Glowing Blue Cross.* Ability is selected.

KIRT AND HIS METAFORMS

Abilities in **bold face** type do **not** use Power.

KIRT

Jump   **Kick Attack**   *Morph*

MAORIN

Faster, can stand more punishment and can deal out much more damage than a human. Drowns quickly.

Jump   *Cat Sight*

CAUN

Ineffective fighter, but heals approximately 10 times as quickly as a human.

Jump   *Special Heal*   *Light*   *Shield*
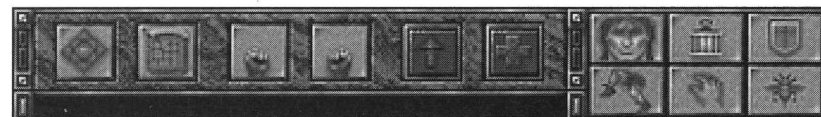
OPSIS

Ineffective fighter, powerful spellcaster.

Fireballs   *Cold Blast*   *Super Map*   *Mortal Terror*
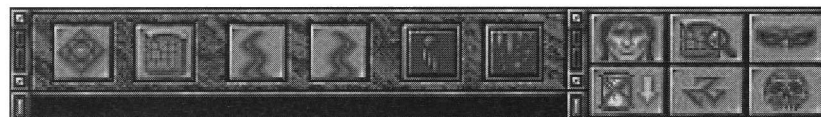
Slow Time   *Death Blast*

KAHPA

Surprisingly tough, can breathe underwater. Good in hand-to-flipper combat.

Shock   *Sonic Attack*

SSAIR

Can both take and inflict enormous damage. Has a powerful tail attack.

Tail Attack   *Fire*

GROST

Can punch through some stone walls. Almost impervious to physical attacks. Can survive extremely hot environments.

Earthquake   Paralysis

Keyboard Controls

Use of the mouse may be supplemented by the following keyboard commands:

Mouse

Left Click	ENTER
Right Click	CONTROL

Game System

Toggle between Normal mode and Full Screen mode	TAB
Options	F1
Sound	F7
Music	F8

Movement

Fly/Swim Down	-
Fly/Swim Up	+

Keypad

Move Ahead	8
Move Ahead Left	7
Move Ahead Right	9
Turn Left	4
Turn Right	6
Sidestep Left	1
Sidestep Right	3
Back Up	2

Selection

Up	E
Left	S
Right	D
Down	X
Open/Close	O
Pick Up/Put Down	O
Automap	F2
Left "Hand"	F3
Right "Hand"	F4
First Ability	F5
Second Ability	F6

Notice

Limited Warranty

Media Replacement

Technical Support

IF YOU HAVE ANY QUERIES ABOUT THIS PRODUCT, ELECTRONIC ARTS' CUSTOMER SERVICE DEPARTMENT CAN HELP. **CALL US ON (0753) 546465 MONDAY TO FRIDAY DURING NORMAL BUSINESS HOURS**. PLEASE HAVE THE INFORMATION BELOW READY WHEN YOU CALL. THIS WILL HELP US ANSWER YOUR QUESTION PROMPTLY.

PLEASE BE SURE TO HAVE THE FOLLOWING INFORMATION READY.

- TYPE AND MODEL OF COMPUTER YOU OWN

- ANY ADDITION SYSTEM INFORMATION (E.G. MAKE AND MODEL OF PRINTER, HARD DISK, VIDEO CARD/DISPLAY ETC)

- TYPE OF OPERATING SYSTEM OR DOS VERSION NUMBER

- FULL DESCRIPTION OF THE PROBLEM

OR YOU MAY WRITE TO US AT THE FOLLOWING ADDRESS, INCLUDING THE ABOVE INFORMATION.

ELECTRONIC ARTS CUSTOMER SERVICE, P.O. BOX 835, SLOUGH, BERKSHIRE, ENGLAND SL3 8XU

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SHADOW CASTER