

Loom™ Amiga™ Reference Card

Contents

Your *Loom* package should contain the following:

- Three 3.5" disks
- One User's Manual
- One Dolby® Stereo cassette tape
- One Book of Patterns
- One red gel

Getting Started

NOTE: We recommend that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer.

You can play *Loom* from either a hard disk drive or a floppy disk drive.

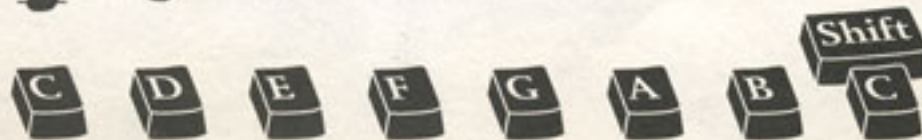
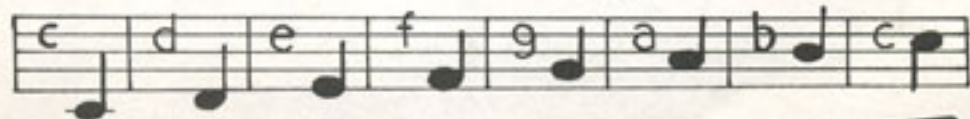
To play *Loom* from a floppy drive, insert Disk 1 in your disk drive (DF0:) and boot off this disk. Open the disk icon, then double-click on the *Loom* icon.

If your Amiga has at least one megabyte of RAM, you can play *Loom* using two drives. Leave Disk 2 in your second drive (DF1:) and swap Disk 1 and Disk 3 in your first drive (DF0:) as requested.

ATTENTION 512K USERS: If you are using a 512K Amiga with external drives, please disconnect all external drives and boot off Disk 1.

Keyboard Controls

To spin drafts using the keyboard, you can use either of the following sets of keys:



Note: these keys correspond to the tonal positions of the distaff on the screen.

Follow the instructions on screen, and insert other disks when prompted.

To install *Loom* on a hard disk, first use your Workbench menu to create an empty file drawer called "*Loom*". Without opening the "*Loom*" drawer, insert Disk 1 into the first drive (DF0:), double-click its icon, and drag both the *Loom* and *Rooms* icons into the new hard disk drawer. Insert Disk 2 into DF0:, double-click on its icon, and drag its *Rooms* icon into the new hard disk drawer. Then insert Disk 3 into DF0:, double-click on its icon, and drag its *Rooms* icon into the new hard disk drawer. (**NOTE:** If you open the hard disk drawer before moving the icons, take care not to drag the second and third *Rooms* icons on top of the first one. If you do so accidentally, simply delete the hard disk *Rooms* drawer and re-copy the *Rooms* icons from all three disks.)

To load the game from your hard disk, open the "*Loom*" hard disk drawer, and double-click on the *Loom* icon.

Save/Load Instructions

If you are playing from floppy disks (and not a hard drive), you will need a blank, formatted disk BEFORE you start to play. This disk will

Function and Command Keys

Save or Load a Game	F5	(Only when the cursor is visible.)
Bypass a Cut-Scene	ESC	
Restart a Game	F8	
Pause the Game	SPACE BAR	
Sound Control	F6	(One press disables music but retains sound effects. Second press disables all sounds. Third press restores all sounds. On an Amiga with 512K RAM, music is turned off automatically.)
Background Animation	F7	(Switches background animation off and on. On an Amiga with 512K RAM, it is turned off automatically.)
Message Line Speed:		
Faster	>	
Slower	<	
Reposition Instantly	ALT i	(Use instant repositioning if you find scrolling is too slow.)
Exit Game	ALT x	
Version Number	CTRL v	

become your save/load disk. If you are playing *Loon* from a hard disk, your games will be saved in the directory with the game files.

Press **F5** when you want to save or load a game. If you are playing from floppy disks, you will be asked to insert your save/load game disk.

Once the save/load screen is displayed, you can move the cursor and click on either **SAVE**, **LOAD** or **PLAY**. The **SAVE/LOAD** option will not be available during the opening sequence.

To SAVE:

Click on the **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Pressing **RETURN** will reactivate the cursor. Click the cursor on **OK** to save the game, or **CANCEL** if you have changed your mind and do not wish to save it.

To LOAD:

Click on the **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Select a slot by pointing the cursor to it and clicking. Click the cursor on **OK** to load the game, or **CANCEL** if you have changed your mind and do not wish to load it.

NOTE: Loading a previously saved game will cause you to lose the game you are currently playing.

SAVE/LOAD is disabled during cut-scenes (whenever the cursor disappears from the screen).

Amiga Credits

Amiga Edition by Aric Wilmunder & Dan Filner
Additional Programming by Kalani Streicher
Amiga Soundtrack by David Hayes &
Dave Warhol

Amiga is a registered trademark of Commodore-Amiga, Inc. Dolby and the Double-D symbol are trademarks of Dolby Laboratories Licensing Corporation. *Loon*, character names, and all other elements of the game fantasy are trademarks of LucasArts Entertainment Company.™ & © 1990 LucasArts Entertainment Company. All rights reserved. 357708