

MIND MIRROR

APPLE II+, IIe, IIfx

Getting Started: Before starting the *Mind Mirror* program, you'll need 2 blank disks to make backup copies of side A and B of the Life Simulations disk. Use your DOS 3.3 COPY utility to copy side A of Life Simulations onto the first disk, and then copy side B to the second disk. (See your DOS 3.3 user's manual for information on copy utilities) After copying Life Simulations, you are ready to look into the *Mind Mirror*.

Cold start - Insert the program disk in **Drive 1** and close the disk drive door. Turn on the power for the computer and the monitor and after a few moments the title screen will appear.

Warm start - Insert the program disk in **Drive 1** and close the disk drive door. Press **Control-Open-Apple-Reset** to start the program. After a few moments the title screen will appear.

Press **Return** at the title screen to start the game, press the **Spacebar** to clear text. If you want to use a joystick, answer **(Y)es** when prompted. To turn the sound off, press **Control-T** (hold down the **Control** key and press **T** at the same time).

The Scales: You gain access to the Rating Scales by selecting your various options, such as Level of Play, Mind Play vs. Mind Tools, etc. (See your manual for information on these options.) Use the Up/Down cursor keys, or the **I** and **M** keys, to highlight your options and the **Return** key to make each selection. Or use the joystick to move the cursor and the button to select your option. Except when you are in the Scales or Life Simulations (see your manual), you can return to a previous menu by pressing **Escape** (unless there is a specific menu item to that effect, in which case, use the menu item).

When you arrive at the rating scales you can rate your subject on 16 different attributes by moving the scope-arrow to the appropriate position on the scale and pressing **Return** each time. Move the scope-arrow left or right by using the cursor keys, the **J** and **K** keys, or the joystick. When you have finished rating your subject on the 16 attributes, you will receive an onscreen summary of your responses. In addition, you will be able to access the Mindmaps in each of the four realms. Press **1** to produce the Bio Energy mindmap, **2** to produce the Emotional Insight map, **3** for the Mental Abilities map and **4** for the Social Interaction map.

Life Simulations: Once you have finished rating your subject, you can play Life Simulations. (See your manual for more information). When you enter Life Simulations, you are asked if you want to use one disk drive or two. If you select one drive, put your copy of Life Simulations, Side A, in drive 1. The program will tell you when to switch disks. If you select two drives, put Life Simulations, Side A in drive 1, and Side B in drive 2.

As before, highlight each option by using the cursor keys, the **I,J,K,M** cursor diamond, or the joystick, and make your selection by pressing **Return** or the

joystick button. If you are playing at the Novice or Experienced level, you can get instant feedback on your responses by pressing **9** after each response. In addition, at the Novice level you have access to "Head Coaching", hints that can help you improve your score. Press **0** before or after each response for Head Coaching.

Saving and Loading Files: You can save your ratings and life simulations for future comparison or contemplation. You will need a formatted disk to save your files. If you need to format a disk, you will be given the opportunity to do so when you choose to save a personality. Just follow the onscreen prompts. When you are prompted to give your file a name, you can give it any name of up to 16-characters. To see the names of the files you have on your data disk, exit the Mind Mirror program and use the DOS 3.3 CATALOG command or the ProDOS Filer utility. See your DOS 3.3 or ProDOS User's Manual for details.

Save your ratings by choosing that menu item after you have scaled your subject and before entering Life Simulations. Save a game by pressing **Control-G** at the Life Simulations scoreboard. Retrieve a saved personality upon entering the scales by pressing **Control-R**. When you retrieve a saved personality you bypass the scales and go straight to Life Simulations, where you can play using the retrieved personality. You can also retrieve a saved game by making the appropriate menu selection at the "Team Selection" menu ("Restore a Game"). You can retrieve saved games at the Master and Professional levels only (even though you can save games at any level). This means that to retrieve a saved game, select the Master or Professional level when you first start playing.

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