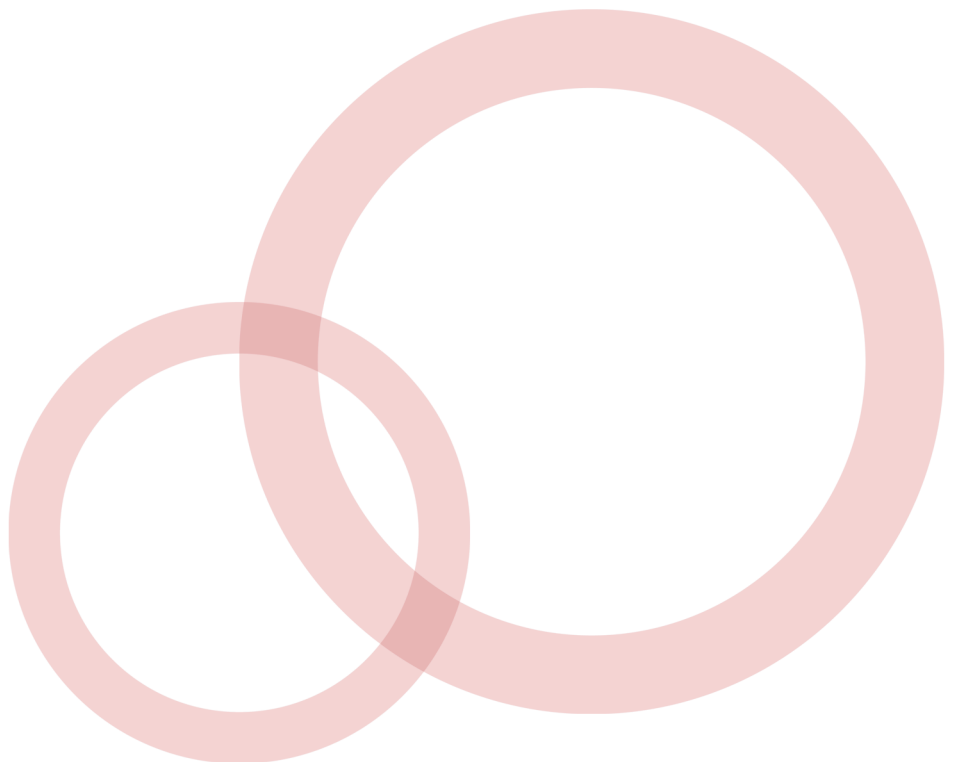




## Instruction Manual



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**Thank you for installing Shindra Duel Adventures. Read this instruction manual before you use the L.J. Ware software.**

**Read the following warnings before you use this software.**

About 1 in 4000 people may have seizures or blackouts triggered by light flashes or patterns while playing video games, even if you never had a seizure before. Anyone who has had a seizure, loss of awareness or other symptoms linked to an epileptic condition should consult a doctor before playing a video game. Stop playing and consult a doctor if you have any of the following symptoms:

- Eye or muscle twitching
- Loss of awareness
- Convulsions
- Altered vision
- Involuntary movements
- Disorientation

To reduce the likelihood of a seizure you are advised to sit or stand as far from the screen as possible. You can use the Alt+Enter keys to play the software on full screen. Play on the smallest available monitor screen and play in a well-lit room. Do not play if you are tired.

Always take a 10 to 15 minute break every hour to prevent headache, skin irritation, eyestrain or other symptoms. If you have one of these symptoms, stop playing and rest for several hours. If you continue having these symptoms, stop playing and see a doctor.

For more details about health and safety, please check the manual of your monitor or computer system.

**This software is not recommended for children under the age of 3.**

**This video game is made with the program RPG Maker. L.J. Ware is not responsible for any of the costs for using the program. You can always download and play L.J. Ware software without using this program. Some screens were made with this program and all music comes from official software. Therefore the L.J. Ware software is free to download.**

For more video game, health and safety information, feel free to send an e-mail to [info@ljware.nl](mailto:info@ljware.nl).

Questions will be answered as soon as possible.

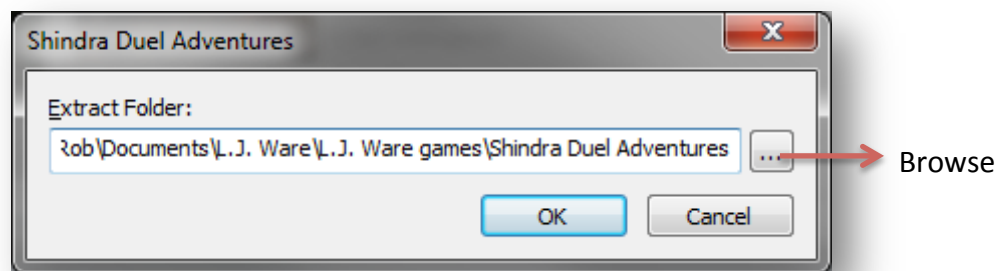


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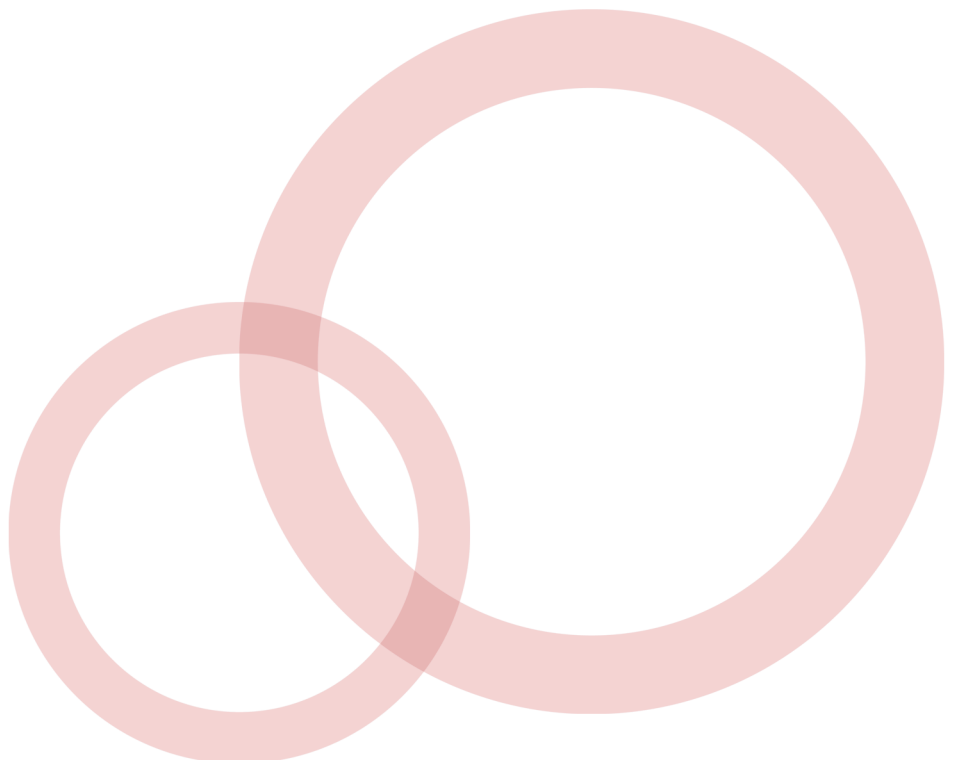
## Installation

**Download the 'Shindra Duel Adventures ENG.exe' file from the L.J. Ware website and install the software on your computer system.**

1. Make sure the 'Shindra Duel Adventures ENG.exe' file is located on your computer system.
2. Open the file and press the 'Browse' button. Choose a location on your computer system.
3. Press the 'OK' button to start the installation.



4. After the installation is done, you will find a folder on your chosen location. Open the folder and open 'Game.exe' to start the game.



Shindra Duel is a popular card game in Selender City, the city where you live as a young student. You start your adventure by choosing your gender, skin-color, hair-color, shirt-color and your very first Shindra Duel card. This is how you join this popular game and battle yourself to the top.

You are tangled up with the plans of a group that is looking for a legendary Shindra Duel card. They plunder the entire city to find this card. Your goal is to get strong enough to stop this group and do anything to stop the danger of this legendary card.

During your adventure you'll meet lots of faces that hold different Shindra Duel cards. They will challenge you for duels and side-quests and some of them want to trade cards with you.

**Tijn**

Your best friend from school. Because he isn't such a good Shindra Duel player, he could always use your help.

**Clint, Cas and Clare**

A group of friends who joined Zordan and his plans. However, they always are on the side of Nick.

**Elite group**

Blue, Red and Green are Zordan's elite group. They are stronger than a normal member but they have something to hide.

**Yellow**

Also a strong member of Zordan. Yellow is an old member that has left the group to find the legendary card on his own.

**Nick**

The loyal henchman of Zordan. He does everything Zordan asks. However, he also has his own intentions.

**Zordan**

The leader of the group that is looking for the legendary card. His only goal is to control the strongest Shindra Duel powers.

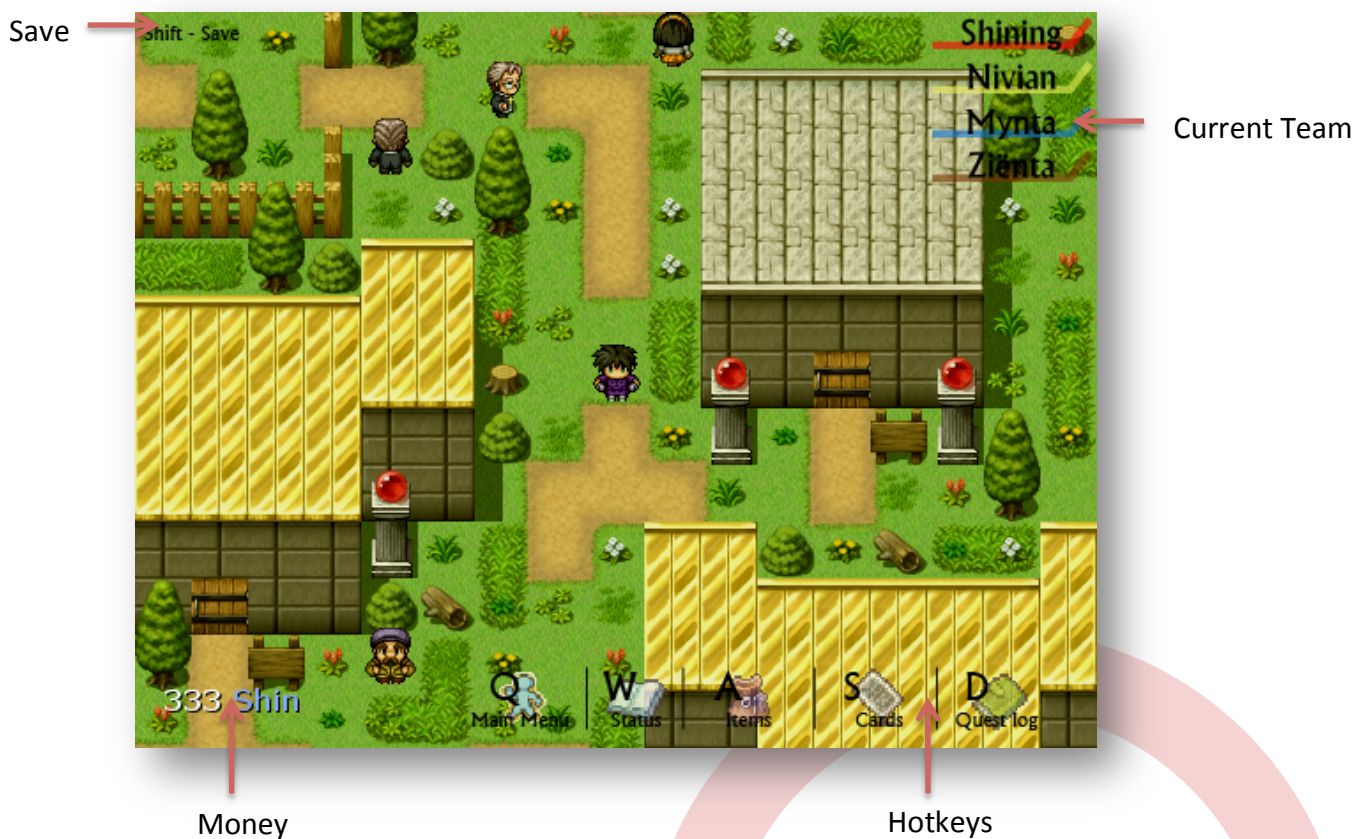


# 4

## Controls

You can access certain menu's fast and easy. You can always see which button to use for which menu. However, some keys are used for more purposes.

Enter	Talk/Confirm/Select
Esc	Back
Arrow buttons	Walk/Choose option
Shift	Save progress
Q	Access the main menu
W	Details about your cards/Next card
A	Access all your items
S	Access all your cards
D	Check every side-quest and side-quest item



**Save:** Press the Shift button to quickly save your progress.

**Current Team:** These are the names of the cards that are currently in your team. The color behind the name indicates which type they are.

**Money:** Money is called 'Shin' in the world of Shindra Duel. You earn Shin by winning duels and solving side-quests.

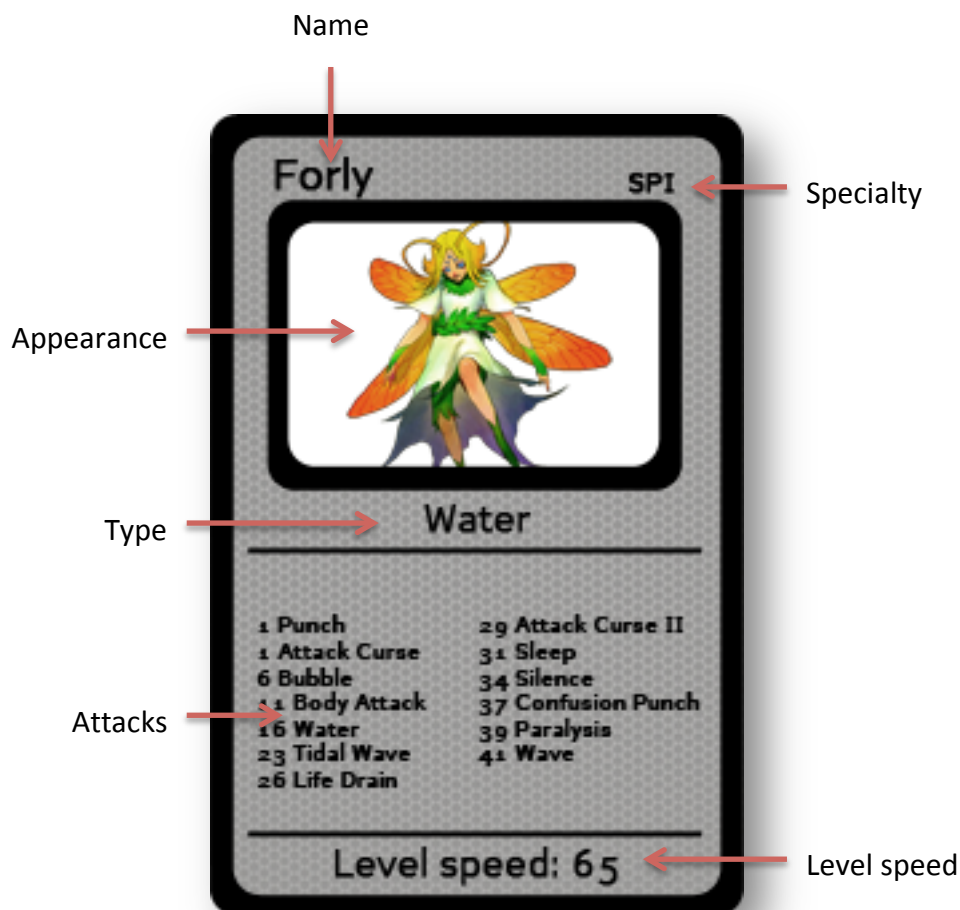
**Hotkeys:** Press the button to open a certain menu.



# 5

## Cards

Each Shindra Duel card is different. Each card has it's own status, type, attacks and level speed. Every aspect is important for each card and your team.



**Name:** You'll see the name on the upper left corner of every card.

**Specialty:** Every card has a specialty. This status will grow faster than other statuses. This can be: attackpower (ATK), defense (DEF), agility (AGI), spirit (SPI), hitpoints (MaxHP) or skillpoints (MaxSP).

**Appearance:** This is the character that you will see on the battle screen. You only see the appearances of the opponent.

**Type:** There are different types. Types can be effective against other types. For example water is effective against fire.

**Attacks:** All the cards have a list of attacks to use and learn. The number before the attack indicates in which level the card will learn a certain attack. Only if the card has reached that level, it can use that attack.

**Level speed:** The higher the level speed, the faster a card will grow to the next level.

Cards can have three different colors. The color tells the player how rare the card is.

Grey = Normal

Red = Rare

Yellow = Legendary



# 6

# Battles

Battles are the key to train your cards and to get stronger. There are lots of battles in Shindra Duel Adventures so it's important to know which move to use with each card.

Battles are about turns. Each turn you decide which move to use on which opponent. When both players have chosen which moves to use, the animation for the battle will start. You can speed up the battle by holding the 'Enter' key on your keyboard.

Team	Hitpoints	Skillpoints	Options
Shining	HP3828/3828	SP 703	Attack
Nivian	HP2490/2490	SP 616	SP Attack
Mynta	HP1451/1451	SP 463	Defense
Ziënta	HP1971/1971	SP 367	Item

**Team:** These are the four Shindra Duel cards that are currently in your team. Every turn you can use an attack, defense or use an item with each card in your team.

**Hitpoints:** When the opponent attacks a specific Shindra Duel card, hitpoints will be reduced from that card. When a card is out of hitpoints, the card is defeated and can be used again after the battle is over.

**Skillpoints:** You can use a 'SP Attack' with these points. The stronger the attack, the more skillpoints it will cost to use.

**Options:** There are four options and you can use one option each turn for each card.

- **Attack:** A normal attack, you will use it when you don't have any skillpoints left.
- **SP Attack:** Choose an attack that the card has learned by using your skillpoints. At the top of the screen you can see more details about each attack.
- **Defense:** The card that got attacked and used 'Defense' loses a lot less hitpoints than usual.
- **Item:** Use an item instead of an attack.

After each duel you'll receive or lose Shin (money). The number of cards that the opponent used times 10 will be received or reduced.





Items can be very useful during your adventure. There are many markets that sell items. You can buy these items with the money you earned from battles and side-quests. Some items can only be used during a battle.

**Potion**

Heals the HP (hitpoints) of one of your cards.

**Perfume**

Heals the SP (aanvalspunten) of one of your cards.

**Status Heal**

Heals a certain status.

**Status Growth**

Increases a certain status permanently.

**Elixir**

Heals both HP (hitpoints) and SP (skillpoints) of one of your cards.

**Power drink**

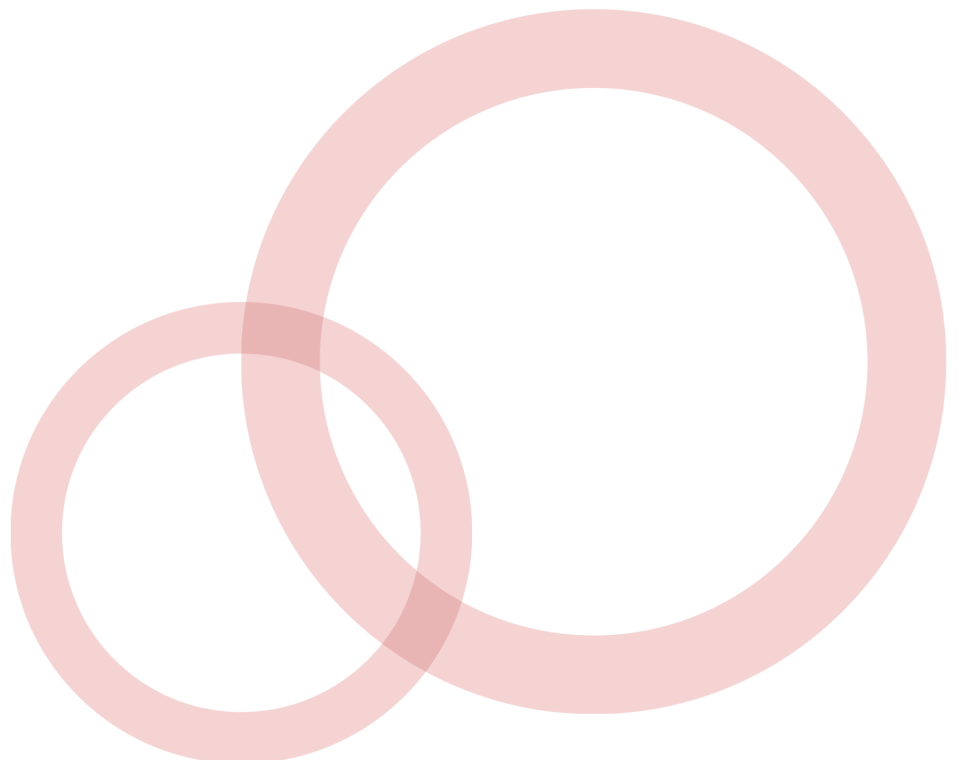
Increases a certain status permanently by 8.

**Status Up**

Increases a certain status temporarily while in battle.

**Shirt**

Change the looks of your character. This doesn't have effect on the gameplay. Available in 10 colors.



# 8

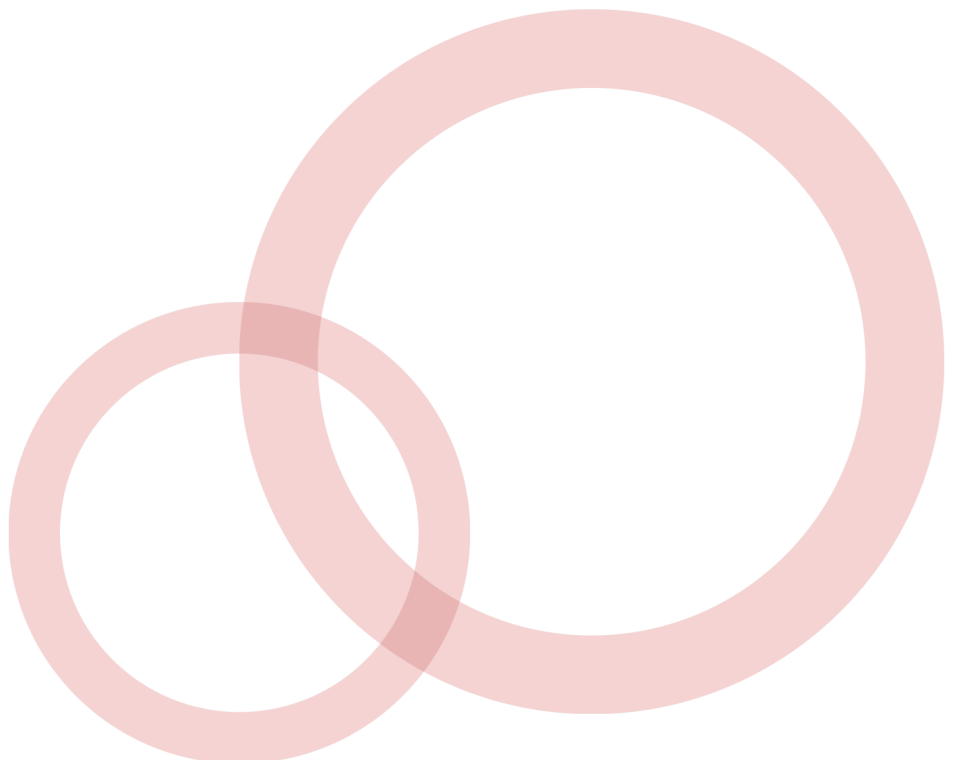
## Side-Quests

You can make contact to every character around you to talk, to battle, to check their status, to trade or to accept a new side-quest. You can accept lots of side-quests in which you for example have to battle or have to find items. Of course you always earn a reward.

Each side-quest is saved in a menu which you can open with the D key. Each item that has something to do with a side-quest also is saved in this menu. If you manage to complete the side-quest, the icon of the side-quest will get a red checkmark.



When the checkmark is present on a side-quest icon, you'll need to return it to earn your reward.



The EOC (Ever Online Center) is a place to battle against other players without the need of any internet connection. You can access the EOC in the game itself and in the main menu by pressing the Q key.

You can see the profiles of all players who created an EOC profile and you can battle them. To create your own EOC profile, you'll need to go to the L.J. Ware website.

1. Open your Shindra Duel Adventures game file and go to the Event Park or go to the main menu (Q key) and visit the EOC mode. Choose for 'Create profile'.
2. After you've read the instructions your data is shown. (See the example below) Make a print-screen of this screen by pressing the 'Print Screen' key on your keyboard. This key is mostly abbreviated to 'Prt-Scr'.
3. Open the program 'Paint' and paste your print-screen by pressing Ctrl+V.
4. After you pasted your print-screen, save your file as a .jpg, .png or as a .gif file and go to the special EOC page on [www.ljware.net](http://www.ljware.net) to fill in the rest of your data. Also upload your just saved file here.

Players who transfer their data to the latest version and new players who have just downloaded the latest version will see your EOC profile in the EOC.



Shindra Duel Adventures	
	
<b>Firend</b> Lv. 32 HP <u>2735</u> SP <u>444</u> ATK 88      DEF 57 SPI 102      AGI 79	<b>Angeliën</b> Lv. 40 HP <u>3273</u> SP <u>840</u> ATK 100      DEF 77 SPI 200      AGI 137
<b>Whindra</b> Lv. 30 HP <u>2966</u> SP <u>561</u> ATK 74      DEF 83 SPI 121      AGI 75	<b>Forly</b> Lv. 40 HP <u>2181</u> SP <u>789</u> ATK 70      DEF 59 SPI 114      AGI 185

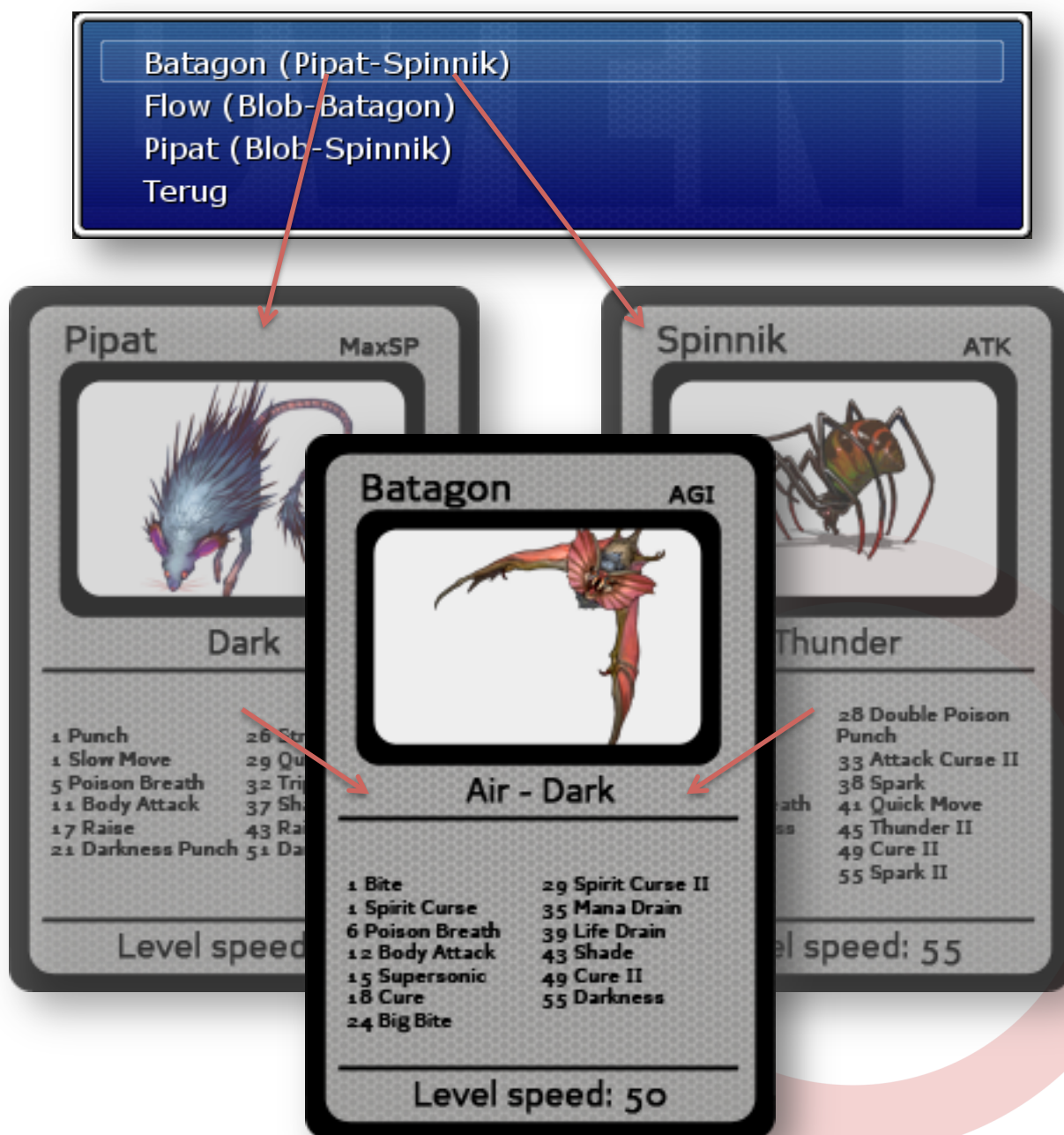


In the Fusion Center, you can fuse two Shindra Duel cards into a new Shindra Duel card. You can access the Fusion Center in the game itself and in the main menu by pressing the Q key. However, you can only access the Fusion Center after you visited it for the first time at the Event Park.

Search for a card in Fusion Center that you want. The names next to the name of the card you chose are the names of the cards that you have to hand in to get your new card. To get these cards you can check them at the Fusion Center, search for them in the shops or trade them with someone.

#### WARNING!

For all the cards that you fuse, no matter which level they are, the outcome will always be level 20.

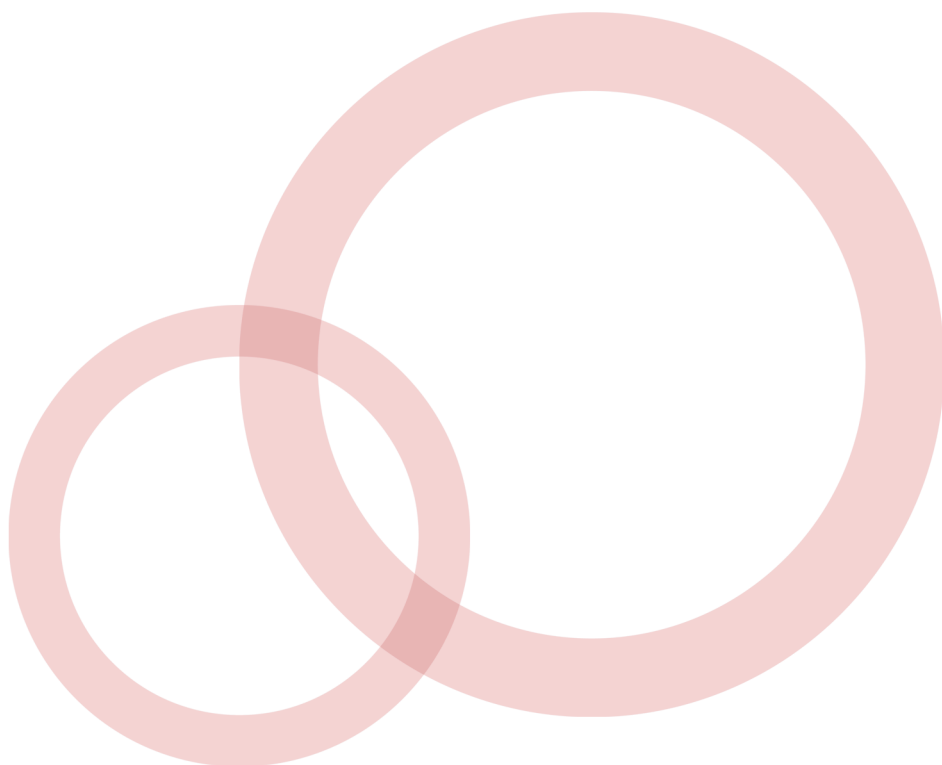


L.J. Ware Mode is a mode that lets you use passwords which can give you access to new places, receive new cards and lets you discover new secrets. You can only access L.J. Ware Mode in the main menu by pressing the Q key.

You can get passwords from the L.J. Ware website or somewhere else on the internet. You can also get them from other L.J. Ware games. Be sure to always use passwords or even write them down. L.J. Ware Mode only gives you advantages.

Every password has nine digits and each password is the same for every Shindra Duel Adventures version.

The exclusive Shindra Duel Adventures GOLDEN VERSION has an exclusive password. This password won't work on the normal version of Shindra Duel Adventures.



You can easily transfer your data to a new update, or if you manage to get your hands on the Shindra Duel Adventures GOLDEN VERSION and you want the advantage of that version.

When you have downloaded and installed the new version of Shindra Duel Adventures, follow these steps.

1. Open both folders of Shindra Duel Adventures.
2. Drag and drop 'Save1.rvdata', 'Save2.rvdata', 'Save3.rvdata' and/or 'Save4.rvdata' from the old version of Shindra Duel Adventures to the new version of Shindra Duel Adventures. (The number for each file is the number of the file that you've played with.)
3. When you choose to load the game in the new version of Shindra Duel Adventures at the start menu screen, you can load the file from your old Shindra Duel Adventures version.
4. Delete the old version from your computer by deleting the complete folder.

There is also a '**Contact**' function in Shindra Duel Adventures which allows you to transfer your data to other Shindra Duel games. After you've saved your file in that mode you can move that file to the other Shindra Duel game. Please check the L.J. Ware website for the latest update about that.

