



3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR MS DOS

Sierra's 3-D animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature colorful hi-res graphics, with animated characters moving through three dimensional background screens. The improved parser lets you talk to the computer in whole sentences.

Sierra's new series of adventures are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game. In fact, you can play the game many times over and never play the same game twice.

NOTE: IF THE GAME SHOWS UP ON A COLOR SYSTEM IN BLACK AND WHITE:

Inside your computer you have a graphics card installed known as the Color Graphics Adapter. With an RGB monitor, you will be unable to produce 16 color graphics. (A *composite* color monitor will produce 16 color graphics with a CGA card.) The most your CGA/RGB configuration can produce is 4 color graphics. To toggle graphics modes enter CTRL-R at any point during play. An alternate graphics card, the Enhanced Graphics Adapter, is now available from many sources. This will upgrade your computer to 16 color capability. This EGA card is definitely recommended for Sierra games and you will find it also has advantages with other software.

GETTING STARTED: FLOPPY DRIVE(S)

Note: If you will be playing from floppy disks (not hard disk), before starting to play you should format one or more saved game disks and make backup copies of your program masters. Sierra's 3-D animated adventures support both 5¼" and 3½" disk drives.

FORMATTING A DISK

1. Load MS-DOS.
2. At the prompt, with the DOS disk in drive a:, type "format b:" (even if you have one drive) and press ENTER (some systems may respond only to the command "format"). When prompted, insert the disk you want to format into the drive indicated and press ENTER. Note: formatting will destroy any data that may be on the disk.

BACKING UP YOUR PROGRAM MASTERS

1. Format a disk using MS-DOS (described above).
2. At the prompt, type "copy a:.* b:".
3. If you have one drive, insert the source disk first, then enter the copy command. If you have two drives, insert the source disk in drive a and the formatted disk in drive b, then enter the copy command.
4. Repeat procedure to copy all program masters.
5. If you are using a 5¼" drive and a 3½" drive, you may copy the contents of two 5¼" disks onto one 3½" disk.

LOADING INSTRUCTIONS (from floppy disk)

1. Load MS-DOS. It is recommended that you enter the current date and time information.
2. At the prompt, insert your backup program disk 1, label side up, into the drive. Close the door to the drive.
3. Type "sierra" and press ENTER.
4. You will be prompted to briefly swap the backup disk with your original program master so that authenticity may be verified.
5. To bypass the opening sequence, press any key.
6. If the picture isn't centered on your screen, hold down the CTRL and ALT keys and press the left or right arrow keys (on number pad) to center the graphic display.

GETTING STARTED: HARD DISK

INSTALLATION AND LOADING

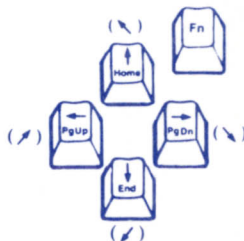
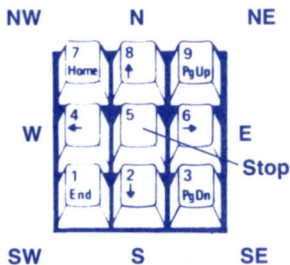
1. Turn on the computer and allow DOS to boot.
2. Insert the original program disk 1 in a floppy drive. Change the DOS prompt to the letter of the floppy drive containing the original program disk 1 by typing the letter of the drive followed by ":" and ENTER.
3. From the floppy drive containing your original program disk 1, enter the command "installh c:" where your hard disk is designated as drive c:. If your hard disk has a letter designation other than c:, use it instead.
4. Follow the screen prompts to begin the hard disk installation. You will be prompted to insert subsequent game disks, one at a time, to complete the transfer.
5. You will receive booting instructions on screen after the installation. Please note those instructions for later use.

SPECIAL NOTE FOR PCjr USERS WITH EXTENDED MEMORY

IBM PCjrs with memory expansion beyond 128K require special instructions to run a Sierra 3-D animated adventure. We have included these utilities as part of our normal start-up program. If you boot your machine with a "special" version of DOS (one provided by the manufacturer of the memory expansion), you may experience problems. If this is the case, please try booting your machine with the standard **unmodified** DOS disk that came with your system, and attempt to run our program again. If you still have problems, call our Customer Service Department at (209) 683-6858 for further assistance.

COMMANDS FOR YOUR HERO

A joystick or the number pad/arrow keys on your keyboard moves the main character, north, south, east, west or diagonally. PCjr adventurers may move diagonally by holding down the FN key and pressing the appropriate arrow key (see below). Tandy users must depress their NUM LOCK key to use the number pad. To halt your character's steps with the keypad, press the last direction key again or the number 5.



During the game you may change control modes by stopping the main character (see above) and resuming either joystick or keyboard control. (If you've never used the joystick before in the game, press Control-J to activate it.)

Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the ENTER key.

You may meet others who have messages for you. Command them to speak. Type:

You may later need objects you see along the way. Type:

Pay attention to details. To see an object closely, type:

Use the objects you find along the way. Type:

TALK TO THE GNOME

GET THE KEY

LOOK AT THE SHIP

GIVE THE BASKET TO THE GIRL

To fully savor a scene you enjoy watching or negotiate a narrow path, you can slow down the animation. Speed up the animation to make the main character walk faster. To change the speed, type "slow" or "fast" and press ENTER. To return to the original speed, type "normal" and press ENTER. Function and control keys shortcut these common commands:

F1	Help: shows list of control keys (including some specific to your game which may not be mentioned here)
F2	Toggle sound on/off
F3	Echo (repeat) previous command
F5	Save game
F7	Restore game
F9	Restart game
CTRL-C	Cancel typed input
CTRL-J	Reset joystick
CTRL-R	Toggle RGB/composite graphics mode (most MS DOS machines)
ALT-Z	Quit game
TAB	Inventory
CTRL-ALT-right or left arrow	Shift display (right or left)

POP UP MENUS

Press ESC and a menu bar will appear at the top of your screen. Use the left or right arrow keys to choose a menu. Use the up or down arrow keys to highlight a menu item. Press ENTER to select a highlighted item or press ESC to go back to the game.

ESC	Pops up menu
ARROW KEYS	Highlights menus/menu items
ENTER	Chooses highlighted item

SAVING AND RESTORING THE GAME

To allow for errors in judgment, and also for some pretty creative exploration, we make it possible for you to save and restore the game. Before you try something that looks dangerous, or just because you've been playing awhile and you don't want to lose what progress you've made through some chance encounter, save your game.

If you're playing from floppy disks, you must already have formatted a saved game disk before you can save a game.

SAVING A GAME

Type "save game" and press ENTER, or press F5 to save your current game location. This can be done at any time during your game.

SINGLE DISK DRIVE USERS

When you receive the prompt asking which directory to save your game location, press ENTER and follow the prompts. You will be asked to substitute your game disk for a formatted disk on which your game location may be saved. Make sure you **FORMAT** a blank disk before you begin play.

TWO DISK DRIVE USERS

When you receive the prompt asking which directory to save your game location, backspace through the suggested \ and enter b: instead. This will cause your game location to be saved onto the disk in drive b. Make sure you **FORMAT** a blank disk and put it into drive b before you begin. You may save to any valid drive on your system. If you want to save more than 12 games, create additional saved game directories on your saved game disk (or just start another saved game disk). Consult your DOS manual to make multiple directories on your saved game disk.

HARD DISK USERS

You need only to press ENTER when prompted about the directory in which to save your game position. If you want to save more than 12 games, create additional saved game directories. Consult your DOS manual to make new directories on your hard disk.

IN GENERAL

Although your game position is stored on disk as a normal DOS file, we do not require you to follow MS DOS file naming conventions in identifying your saved game position. If you are standing before a tree when you save a game, call your saved game "STANDING BEFORE A TREE" or whatever has meaning to you. You are permitted to save up to 12 different game locations per directory.

If you "run out" of saved game positions (you want to save more than 12 games), just use a different saved game directory, saved game disk, or reuse (save over) one of the 12 positions you've already saved. To change the name of a previously saved game, just enter Control-C and type a new name.

RESTORING A GAME

Type "restore game" and press ENTER. (You can also press F7.)

You will be asked where you saved the game. To accept the default directory, press ENTER. Otherwise, clear the line with Control-C, type the drive or directory on which you saved the game (example: "b:"), and press ENTER. Now select the game you wish to restore by moving the pointer and pressing ENTER.



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