

3-D ANIMATED ADVENTURE GAME REFERENCE CARD (SCI) FOR THE ATARI ST

Sierra's 3-D Animated Adventures represent a new generation of computer gaming. Advanced features such as high resolution graphics, state-of-the-art animation and a powerful parser combine to make adventure games that are the closest thing yet to real life.

GETTING STARTED -- FLOPPY DISK INSTALLATION

If you are playing from floppy disks, format one or more disks for saving games. We also recommend that you format one disk for each game disk and make back-up copies of your program masters.

To format a disk, place the new disk in drive A, single-click on the drive A icon, then select **Format** from the **File** menu and follow the prompts. Choose "Double-sided" from the **FORMAT** dialog to make copies of your program masters. Choose either "Double-sided" or "Single-sided" to format Save Game disks.

MAKE BACK-UP COPIES OF PROGRAM MASTERS (TWO DRIVE SYSTEMS)

1. Place the first game disk in drive A, and a blank formatted disk in drive B.
2. Copy the game disk to the back-up disk by dragging the drive A icon onto the drive B icon. (Click on the drive A icon. While holding the mouse button down, move the mouse arrow over the drive B icon, then release the button.) Click on "OK".
3. Click on "COPY".
4. Take out both disks, and label the back-up disk.
5. Repeat steps 3-4 for each of the game disks, using a different blank disk for each back-up copy.
6. Put the master disks away in a safe place, and play the game only from the back-up copies.

MAKE BACK-UP COPIES OF PROGRAM MASTERS (SINGLE DRIVE SYSTEMS)

1. Place the first game disk in the disk drive.
2. Copy the game disk to the back-up disk by dragging the drive A icon onto the drive B icon. (Click on the drive A icon. While holding the mouse button down, move the mouse arrow over the drive B icon, then release the button.) Click on "OK".
3. Click on "COPY".
4. Each time you see a prompt that says "Please insert disk A into drive A:.", place the program master disk into the disk drive. Each time you see "Please insert disk B into drive A:.", place the back-up (blank) disk into the disk drive.
5. Take out the disk, and label the back-up disk.
6. Repeat steps 3-5 for each of the game disks, using a different blank disk for each back-up copy.
7. Put the master disks away in a safe place, and play the game only from the back-up copies.

GETTING STARTED -- HARD DISK INSTALLATION

1. If you are playing from a hard disk, first make sure you have enough space on the hard disk for the game -- single-click on the disk icon, then select Show Info from the File menu. Bytes Available should be at least 800,000 times the number of floppy disks included with the game.
2. Open the hard disk by double-clicking on its icon.
3. Create a game folder by choosing New Folder from the File menu. Open the new folder by double-clicking on its icon.
4. Place the first game disk in drive A.
5. Copy the game disk into the new folder by dragging the drive A icon into the window you opened in Step 3. (Click on the drive A icon while holding the mouse button down. Move the mouse arrow over the open window, and release the button.)
6. Repeat steps 4 and 5 for each of the other game disks.
7. Put the master disks away in a safe place.

CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1. Open the game disk/folder by double-clicking on its icon.
2. Run the MUSIC program by double-clicking on the MUSIC.PRG icon.
3. Select "Music Device" from the Options menu.
4. Select your synthesizer (or "Atari ST Internal Sound") by clicking on the appropriate button. Click on OK.
5. Select "Install Game" from the File menu. This will replace the RESOURCE.CFG file on your disk.

Please Note: It is important to turn your synthesizer on before playing the game.

LOADING INSTRUCTIONS

Please note: if you are using an Atari 520 ST without memory expansion, you should not run your Sierra game with any desk accessories installed.

If you are playing the game from floppy disk: Place disk 1 in drive A, open the disk by double-clicking on its icon, then start the game by double-clicking on SIERRA.PRG.

If you are playing the game from a hard disk: Open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon. Start the game by double clicking on SIERRA.PRG.

THE PULL-DOWN MENU

Most of the functions you will need to use while playing this game can be accessed using the pull-down menu.

To access the menus with the mouse:

1. Press the left mouse button while the mouse cursor is in the status line. The menu will appear. As long as you keep the mouse button pressed, you will be able to examine the contents of the various menus. To select a menu option just release the button while a given option is highlighted.

EXAMPLE: If you highlight SAVE GAME from the FILE menu, a window will appear requesting you to type the description of the saved game. If you decide not to make a selection, move the mouse cursor away from the menus and release the button.

To access the menus with the keyboard:

1. Press ESC to make the menu appear.
 2. Use the arrow keys to highlight the desired action from a menu.
 3. Press ENTER to select the desired action.
- If you decide not to make a selection, press ESC instead of ENTER.

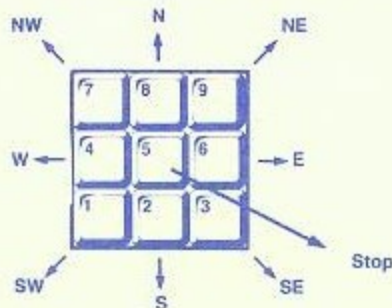
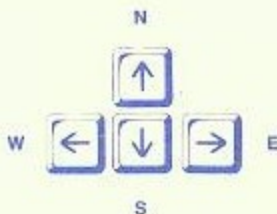
WINDOWS

When a menu item is selected, a dialog window appears. Dialog windows are used for typing commands or making selections. To move the cursor within the window, use the mouse or the arrow keys. You may also use the HOME or END keys to move the cursor to the beginning or end of a line. Type CTRL-C to clear the line (if you make a mistake, wish to rename a file, etc.).

Windows may contain command buttons. To perform a command with a mouse, select the desired command button and click the left mouse button. To perform a command with the keyboard, use the TAB and SHIFT-TAB keys to move between choices. Press ENTER to select a command. Press ESC to cancel the command.

MOVING YOUR CHARACTER

You may move your character on the screen with the arrow keys, the numeric keypad, or the mouse. To halt your character's steps with the keypad, press the number 5, or press the last used direction key again. Using the mouse, start movement by clicking the left mouse where you want the character to move.



INTERACTING WITH THE GAME

You interact with the game by typing in commands of one or two words, or in complete sentences. Follow all commands with ENTER.

EXAMPLES OF COMMON COMMANDS:

You may meet characters who have messages for you. Start a conversation with them. Type: TALK TO (whoever you wish to talk to). For example, TALK TO THE ANGRY PIRATE.

You may encounter objects you need along the way. To take an object type: TAKE (the object you want to take). For example, TAKE THE SILVER CHALICE.

Pay close attention to details. Take a close look at objects. Type: EXAMINE (the object you wish to examine). For example, EXAMINE THE DUSTY TREASURE CHEST.

You will need to use the objects you acquire on your journey. Type: GIVE THE (object) to (the person or thing you wish to have the object). For example, GIVE THE BONE TO THE HUNGRY TIGER.

RETYPING COMMANDS

If you wish to repeat a command select RETYPE from the ACTION menu or press the SPACEBAR.

INVENTORY

If you wish to see the items you are carrying, select INVENTORY from the ACTION menu or press the TAB key. A list of the items you are carrying will be displayed. To view an object, click on its name with the mouse, or use the arrow keys to highlight the name and press ENTER. Select OK or press ESC key to resume play.

PAUSING YOUR GAME

If you wish to pause the game, select PAUSE from the ACTION menu. Press ESC or ENTER to continue play.

SAVING AND RESTORING GAMES

To allow for errors in judgment and creative exploration, it is recommended that you frequently save your game in progress. You will always want to save your game before encountering dangerous situations. You should also save your game after you have made significant progress in the game.

Please Note: If you're playing from floppy disks, you must have a formatted save game disk before you can save a game.

You may name your saved games using standard English phrases. For example, if you are standing on a sandy beach, call your saved game "STANDING ON A SANDY BEACH", or whatever seems appropriate.

SAVING YOUR GAME (Single Floppy Disk Drive Users)

1. Select SAVE GAME from the FILE menu.
2. You will be prompted to insert your SAVE GAME disk in drive A:. Follow the prompt by replacing your game disk with a formatted disk on which your game may be saved. Select OK or press ENTER.
3. Type the description of your saved game. Select SAVE or press ENTER to save the game. If you change your mind and do not wish to save the game, select cancel or press ESC. After the game is saved, you will be prompted to reinsert your game disk in drive A:.

SAVING YOUR GAME (Two Floppy Disk Drive Users)

1. Select SAVE GAME from the FILE menu.
2. You will be prompted to insert your SAVE GAME disk in drive A:. Select CHANGE DIRECTORY. Type CTRL-C to clear the dialog window and enter B:. Insert your SAVE GAME disk into the B: drive. Select OK or press ENTER.
3. Type the description of the saved game in the dialog window. Select SAVE or press ENTER to save the game to the directory you are currently playing on. If you change your mind and do not wish to save the game, select cancel or press ESC.
4. After the game is saved, play will resume.

Please Note: Leave your save game disk in drive B: for future saves.

SAVING YOUR GAME (Hard Disk Users)

1. Select SAVE GAME from the FILE menu.
2. Type the description of the saved game in the dialog window. Select SAVE or press ENTER to save the game to the directory you are currently playing on. If you change your mind and do not wish to save the game, select cancel or press ESC.
3. If you wish to save the game to a directory other than the one you are playing on, select CHANGE DIRECTORY. Type CTRL-C to clear the dialog window and enter the name of the directory on which you wish to save the game. Select OK or press ENTER. Play will resume after the game has been saved.

Please Note: All future games will be saved on this directory until a new CHANGE DIRECTORY command is used.

RESTORING YOUR GAME

Select RESTORE from the FILE menu. You will be prompted to select the game you wish to restore. (On a single drive system, you will be prompted to insert your save game disk.) Highlight the desired game and select RESTORE. If the game you wish to restore is on a different directory, select CHANGE DIRECTORY.

QUITTING YOUR GAME

If you wish to stop playing, select QUIT from the FILE menu.

SOUND CONTROLS

To turn off the sound, select **TURN OFF** from the **SOUND** menu. To turn the sound back on select **TURN ON**.

To adjust the volume, select **VOLUME** from the **SOUND** menu (or simply use the volume control on your monitor). When you have selected the desired volume, select **OK** or press **ENTER**. Select **NORMAL** and select **OK** to return to standard volume. Select **CANCEL** if you change your mind and wish to return to the game.

Please Note: The volume control will not work with some synthesizers.

SHORT CUTS FOR COMMON COMMANDS

You can use function and control keys to short cut many common commands.

F1	Help screen/Menus: Lists game instructions (including some specific to your game which may not be mentioned here)
F2	Toggle sound (on or off)
F3 or SPACEBAR	Echo (repeat) previous command
F5	Save game
F7	Restore game
F9	Restart game

Function keys F4, F6, F8 and F10 may be used for specific functions in your game. Refer to the game menu or your instructions.

Control I or TAB	Inventory
Control P	Pause game
Control Q	Quit game
Control S	Speed adjustment

OR

- key	Slower
= key	Normal
+ key	Faster

Control V	Volume adjustment for sound
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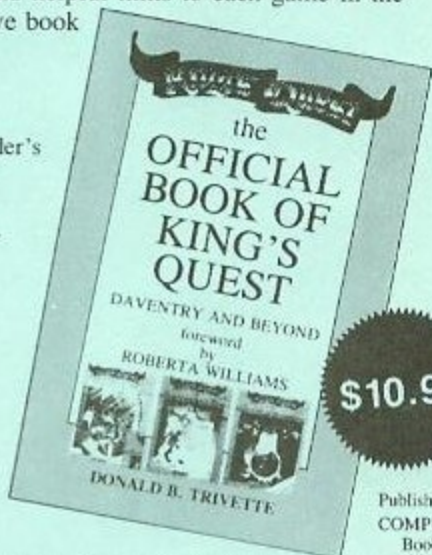
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