

READ ME FIRST

Since the first printing of our reference card for the Atari ST, Sierra's 3-D Animated Adventures support several new features described in the "readme.1st" file located on your game disk.

To read the "readme.1st" file from the desktop, highlight and open the "readme.1st" file and select the "show" option to read the document. Press the CTRL-C to return to the TOS desktop.

If you want a hardcopy, make sure your printer is on-line, open the "readme.1st" file, and select the "print" option.



SIERRA[®]

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WANT A HINT?

Send for your official Sierra hint book today!

For every problem in this game, there's a solution. And of course, you would rather work them all out yourself. But there are times when even the most brilliant adventurer gets stumped. That's when you need a friendly hint to set you on your way again.

Our hint book is written by the same people who design Sierra games, so you know they're complete. The clues are grouped to give you only as much of a hint as you need, without revealing anything that might spoil your enjoyment of the story.

Even if you've completed the game, the hint book gives you insights into the game that allow you to experience more than you might have on your own. But don't use the hint book before you've tried every angle you can think of -- the greatest pleasure in playing an adventure game is in solving the puzzles and problems using your own ingenuity!

Purchase your hint book from your local dealer. Or call Sierra On-Line, Inc. at (800) 344-7448 (in California call (800) 624-9505). Or use this coupon to order from Sierra.

To order, write in the name of this game: _____

Then enclose \$7.95 made payable to Sierra On-Line, Inc. California residents add 6% sales tax, along with this order form, and mail to:

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SIERRA'S BULLETIN BOARD SYSTEM

If you have a modem, you can call Sierra's new Bulletin Board System anytime, day or night, seven days a week, 24 hours a day! Call the Sierra **BBS** at **(209) 683-4463** for free demos of Sierra software, technical support, game hints, and new product information.

In order to "download" product demonstrations, you will need modem software which supports "xmodem" protocol. Check your telecommunication software manual for availability and instruction, or ask your local dealer.





3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR ATARI ST

Sierra's 3-D animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature detailed three dimensional background screens with life-like animated characters. 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 puzzle. New facets are revealed as you delve into the game. In fact, because of random events, you can play the game many times over and never play the same game twice.

GETTING STARTED

Note: Before starting to play you should format one or more saved game disks and make back-up copies of your original disks.

LOADING INSTRUCTIONS

1. Power up the system with a disk that contains the control panel file (control.acc) in the drive. The TOS desktop will appear on screen.
2. Use the control panel option from the desk menu to set date and time information. This procedure is recommended but not required.
3. While at the TOS desktop it is recommended that you change the view option to "view as text". This will enable you to copy files more conveniently when making backups of your original disks.
4. Insert the original program disk (disk 1) into the drive and open the disk.
5. Open the file "SIERRA.PRG" to begin the game. You will be prompted to insert your backup copy of disk one. If you have created back-up copies it is recommended that you use them for the remainder of the game.
6. To bypass the opening sequence, press any key.

FORMATTING A DISK (to be used as a saved game disk or to back-up your original disks)

1. Insert a blank disk into drive A.
2. Place the mouse cursor (arrow) on the "Floppy Disk A" icon and click the left mouse button.
3. Place the arrow on the "File" menu.
4. Place the arrow on "Format" and click the left mouse button.
5. Follow the prompts to the Format window, where you will name your formatted disk. For instance, if you intend to use the disk for saved games, type "SAVEGAME" at the disk label prompt. Use a name that will help you remember what is on the disk.
6. Place the arrow on the "Format" box and click the left mouse button.
7. When you have finished formatting, click the left mouse button on the "Exit" box.

BACKING UP YOUR PROGRAM MASTERS

Format a disk (described above). Then, from the TOS desktop, follow the procedure below to copy all files from the original master disk to the formatted disk. Do not use the regular disk copy procedure.

One Drive Systems:

1. Insert the original disk in the drive.
2. Place mouse cursor (arrow) on "Floppy Disk A."
3. Double click the left mouse button to display the files.
4. Place the mouse cursor at the top left corner of the list of files.
5. Hold down the left mouse button and drag the cursor to the right bottom corner of the list of files.
6. Release the left mouse button. All of the files should now be highlighted.
7. Move the mouse arrow to the middle of the highlighted file area.
8. Hold down the left mouse button and drag the highlighted files to the "Floppy Disk B" icon.
9. When the "Floppy Disk B" icon is highlighted, release the left mouse button.
10. Follow the prompts for inserting disks.

Two Drive Systems:

1. Insert the original disk in drive A and your formatted disk in drive B.
2. Place the mouse arrow on the "Floppy Disk B" icon and click the left mouse button.
3. Highlight the "Options" menu and click the left mouse button on "Install Disk Drive."
4. Follow steps 2 through 9 listed above for one drive systems.

Repeat the above procedure to copy all original program disks.

COMMANDS FOR YOUR HERO

A joystick, mouse, or keyboard moves the main character north, south, east, west, or diagonally. To halt your character's steps with the keyboard, press the last direction key again, or the 5 on the number pad. If you are using a mouse, start movement by clicking the left mouse button and halt movement by double clicking the left mouse button. When controlling the character using the keyboard, the mouse cursor will disappear from the screen. To recall the mouse cursor, press the left mouse button

During the game you may change control modes by stopping the main character then resuming either joystick, mouse 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 RETURN key.

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

TALK TO THE GNOME

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

GET THE KEY

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

LOOK AT THE PANEL

Use the objects you find along the way. Type:

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 RETURN. To return to the original speed, type "normal" and press RETURN.

Function and control keys shortcut these common commands:

F1 or 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 line
CTRL-J	Select joystick mode
ALT-Z	Quit game
TAB	Inventory
ESC	Pause/resume game

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.

SAVE YOUR GAME

Type "save game" and press RETURN, 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 on which directory to save your game location, press RETURN 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 instead b:. 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.

IN GENERAL

Although your game position is stored on disk as a normal TOS file, we do not require you to follow TOS 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 disk or directory.

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

RESTORING A GAME

Type "restore game" and press RETURN to restore a previously saved game. (You can also press F7.)

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

