MAN
HUNTER™
San Francisco

REFERENCE
MANUAL

ENGLISH · FRANÇAISE· DEUTSCH · ITALIANO

PLEASE NOTE: All component paper parts that are required to play this game
are incorporated within this product.

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 5 1/4" and 3 1/2" 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 5 1/4" and a 3 1/2" drive, you may copy the contents of two 5 1/4" disks onto one 3 1/2" 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. To bypass the opening sequences, press any key.

5. If the picture isn't centred on your screen, hold down the CTRL and ALT keys and press the left or right arrow keys (on number pad) to centre 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 press ENTER.

3. From the floppy drive containing your original 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.

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. 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.)

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 menus
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.

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

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.

OFFICIAL MANHUNTER'S FIELD GUIDE
(Planet Earth Edition)
by The Order of the ORB ALLIANCE

Here I am in an alien ship that I can barely fly. It was just a few days ago that I was forced to become a Manhunter for the Orbs in New York. Soon a trail of blood led me to a ruthless killer. I am now chasing him west as we descend into a new day. He has killed too many, I can't let him get away.

New York has been cut off from the rest of the world. What will I find when we land? Did the Orbs take over the whole world?

Life has been ,miserable in New York since the invasion. All humans were required to wear brown robes and keep our faces hidden as much as possible. We were also not allowed to talk to eachother. The penalty for breaking any of these rules was death. But that is over now, at least for New York.

The Orbs cannot harm us. It is the robots that carry out the Orbs deadly bidding.

These deadly machines are effective, many humans have met their end because of them.

I wonder if the tracking disks can track me clear out here. The tracking disks were surgically implanted in the backs of our necks. But the Orbs have had problems with them. Apparently the disks can only transmit the location, but not the identity of the user.

Thus, the need for Manhunters.

A select number of humans were chosen by the Orbs to become Manhunters. I have no idea how the selection was made, or how I was chosen, but I sure gave them hell the last few days.

We are getting close to the ground now, I had better concentrate on flying this bucket.

CONGRATULATIONS

on being selected for the esteemed position of Manhunter. This guide will introduce you to all of the information you will find necessary to become an effective, loyal follower of the Orb Alliance. Manhunter is the highest position a human can hold under the Alliance, so be grateful.

Each day, you will be given an assignment by your sector's supervising Orb. The assignments will involve tracking down humans who, in some way, have wronged the Alliance. You will be given a 24 hour period to discover and report the human's identity so that he can be corrected.
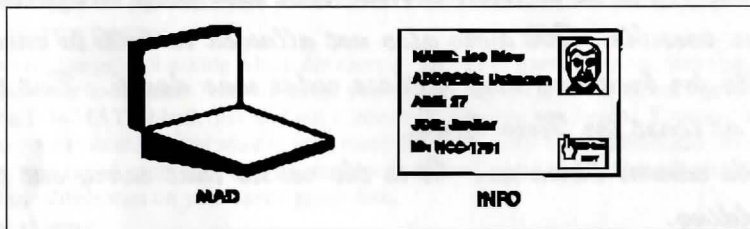
Unlike Manhunter: New York, you are not immediately issued a Manhunter Assignment Device (MAD), but you will find it soon after crashing. MAD is your link to the Alliance computer. With MAD, you can access the tracking records associated with your current assignment as well as the Human Database Service. As Manhunter, you are allowed to travel to locations pertinent to your current assignment. DO NOT STRAY OR LOITER. Always conduct yourself in a manner suitable to your position. Treat your fellow earthlings with the indifference they deserve.

by The Order of the ORB ALLIANCE

MANHUNTER ASSIGNMENT DEVICE (MAD)
MAD is a small, portable terminal linked by radio transmission to the Alliance computer. MAD has two functions: **Info and Tracker**

INFO: This function provides access to limited information on all humans currently residing in the Planet Earth city where you are located. After pressing the INFO button, type in the full name of the human. The Human Database Service will then provide your MAD with information (Address, ID numbers, etc.) of the selected human. After receiving information, you may select REPEAT to try another name or select EXIT to leave the program. If you accidentally type in the wrong name, you can try again or type BYE to leave the program.

NOTE: The Orb Alliance has authorised Manhunters to visit any address furnished by the Info system.
As a Manhunter, you are required to record all pertinent data that you discover during your investigations. Luckily, Info provides a means to enter this data through its Autoscan feature. Whenever important information is picked up by a Manhunter (important documents, notes, etc.), Autoscan examines the data and stores important information into memory for future access. To observe this data, select INFO from your MAD and type NOTES in place of name.

TRACKER
All human movement is recorded in the Human Tracking Records database of the Alliance computer. Due to the low priority placed on these records, tracking information on each human is only available from shortly before the time of the alleged criminal activity to a time period not extending beyond the end of that day. Due to unforeseen difficulties with human tracking disks, the targeted human's identity is not recorded. Also, tracking of a target is cut off if the human should venture under earth soil. However, this practice is strictly forbidden and should not hamper your investigations.

One function of MAD is to tap into the appropriate human tracking records for your current assignment. When MAD first accesses tracking records, it will determine and then "tag" the most appropriate human target signal. A playback will then begin of that target's movements throughout the city. During playback, MAD will also display other human targets that come in close contact with the tagged human target. You may tag any of these human subjects that you feel may be beneficial to your investigation. To tag a new target, simply place your marker over the desired subject and press Enter. You may encounter a target represented by a large 'S'. This human has a special purpose and cannot be tagged. The yellow rotating target should change to the subject you have chosen. You may replay tracking records as often as you find necessary. Manhunters are authorised by the Orb Alliance to visit any location that a tagged target visits.

NOTE: Experienced Manhunters have found that the most efficient way to use the tracker is to watch it until it terminates transmission. Proceed to replay the transmission, closing MAD after the target leaved each location. Travel to the location shown and investigate.

MANHUNTER OVERVIEW
A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is a Manhunter, an agent of the future who spies on fellow humans for an alien empire.

Each 3-D Animated Adventure Game has a main goal, and yours in Manhunter is to work undercover as a San Francisco manhunter, try to find the killer that you followed from New York , and discover why the orbs are so busy in San Francisco. You will need to move stealthily and wisely, as time is quickly vanishing for America and its citizens.

TIPS ON PLAYING MANHUNTER

1. **HOW TO MOVE AROUND**
   Basic instructions on how to interact with this game are included in this manual and the reference cards enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual to help get ytou started.

2. **KEEP YOUR FACE COVERED AND YOUR LIPS TIGHT**
   Due to the dangerous nature of this adventure game, you will want to save your game often. Follow the instructions on your Manhunter Quick Reference Card to SAVE GAME after you have made important progress in the game. SAVE GAME whenever you encounter a potentially dangerous situation.

   If you do encounter danger, or fail to complete all the required tasks to get past a given obstacle, you can follow the instructions on your reference card to RESTORE GAME to the place you were at when you last saved your game. Intelligent use of this function has spared many a Manhunter from having his position terminated permanently.
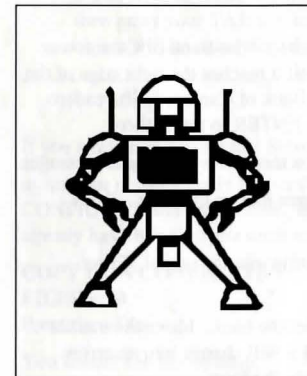
   Note: Manhunter: San Francisco employs a convenient feature that automatically gives you a second chance after you have encountered the most grisly of situations (namely, a gruesome death!). This feature allow you to face the most unexpected of conclusions without requiring you to replay the entire game.

3. **KEEP YOUR EYES OPEN**
   Look at and examine everything you can. Watch those around you closely . Pay attention to detail. There are many clues, both visual and symbolic, which will help you succeed in your quest.
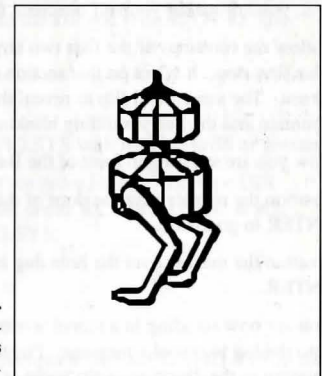
4. **TEAM UP AGAINST THE ENEMY**
   This orb-infested metropolis can be one mean place for a Manhunter to live. You may find it helpful to play Manhunter with a friend. Different humans come up with different ways to interpret clues, and besides, it makes life a lot more fun.

SOLDIER ROBOT -
These servants of the Alliance act as the orb's arms and legs. Do not in any way interfere with their activities. They have ultimate authority.

SHEPHERD ROBOT -
These servants of the Alliance maintain control over special humans. It is forbidden to interfere with them.

MANHUNTER WALK-THRU

MANHUNTER IS A UNIQUE SIERRA 3-D ANIMATED ADVENTURE, USING AN OBJECT ORIENTATED INTERFACE. THE FOLLOWING WALK-THRU IS PROVIDED TO FACILITATE YOUR UNDERSTANDING AND ENJOYMENT OF THIS NEW INTERFACE. THE CONTENTS OF THE WALK-THRU INCLUDES HELPFUL SUGGESTIONS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY PLAYING MANHUNTER.

The game starts with two spaceships leaving New York. As a Manhunter you are chasing Phil, a dangerous killer and Orb ally, west across the United States. You follow Phil into San Francisco crossing over the Golden Gate Bridge, over Alcatraz Island, over the city and down a city street. While zooming down the street you hit the side of a building and crash in the street. Phil hovers above in his spaceship laughing, then zooms off to land behind the ferry building. This introduction sequence repeats until you press ENTER.

Your adventure begins as you crash into a city street. When you stagger out of the ruined space ship you discover that you landed on someone. Two objects are lying next to the legs.

Place the marker over the green ID card. Press ENTER to pick it up. You landed on a manhunter. Now you can assume his identity while you try to figure out where Phil is.

Pick up the blue Manhunter Assignment Device (MAD), it automatically turns on. Its screen flashes "Awaiting Input". Let's see what this manhunter was up to.

Place the marker over the INFO option and press ENTER. Type in the name of the squished manhunter (Peter Brown) on the ID card. Press ENTER to input the name information into the computer. Type BYE or select the EXIT option in the right corner to return to the main screen.

Place the marker over the TRACKER option and press ENTER. The computer responds, "Tracker has locked on Target. Location: Bank of Canton". Press ENTER when you are ready to proceed. (Note: In most situations, the SPACEBAR will perform the same functions as ENTER.)

The yellow target is the person you are currently tracking. Remember to always watch where the targets go and what they do. After the targets leave the bank, you will zoom out to see the targets as they travel on the city map. Then the computer zooms into the next location. If the targets split up, the computer will continue to track the yellow target. When the computer is finished tracking, you will receive the message "Target signal lost. Tracking terminated". Press ENTER to continue.

Select TRACKER again. At each location you can tag another target if you want to follow it. Follow the first target again until he reaches the warehouse. Put the marker over the other target and press ENTER to tag it. The new target turns yellow. After following this target to the end, press C to close the computer. Now you can travel to several locations.

Press F3 to travel.

You are now viewing the travel map. Locations yoiu are authorised to investigate are indicated by a blinking square. Your current location is indicated by an X. The blue/red circle is your marker. When the marker is square and has a 3 in it, you are seeing yourself onscreen (third person).

Follow the footsteps of the first two targets to investigate the locations they have visited. The Bank of Canton was their first stop. It is not on this section of the map. Move the marker to the right until it reaches the right edge of the screen. The screen will flip to reveal the next portion of the map. You will see the Bank of Canton, Embarcadero Fountain and the Ferry building blinking. Position the marker over the bank. Press ENTER to travel there.

Now you are standing in front of the Bank of Canton. Move your marker around the screen to reveal various messages.

Position the marker over the door of the building to the left of the bank until it changes into an up arrow. Press ENTER to go inside.

Position the marker over the hole dug in the wall until it changes into an arrow pointing into the tunnel. Press ENTER.

You are now standing in a tunnel where the targets disappeared and reappeared under the bank. Move the marker onto the log to reveal a message. Position the marker over the end of the tunnel and it will change into an arrow pointing in the direction of the room at the end of the tunnel. Press ENTER to go into the room.

Next, position the arrow over the face of the dead man slumped over the desk. The arrow turns into a magnifying glass whenever an object can be looked at closer. Press ENTER to look closer. Press ENTER to back out of this view.

Position the arrow over the dead man's left hand and press ENTER to look closer. Press ENTER to back out of this view.

Position the arrow over the safe, notice the arrow changes to a question mark. Read the comment at the bottom of the screen.

Position the arrow over the piece of paper on the floor by the garbage can. Press ENTER to look at the paper. Read the paper. There may be clues here that will help you later. Press ENTER to put it in your robe.

Note the words on the door in the back of the room. What could they mean?

If the arrow is not already pointing down, position the arrow towards the bottom of the screen. Press ENTER to leave. Press ENTER to back out of the tunnel. Press ENTER to go up the stairs.

You are now outside the bank. Your marker is the blue/red circle again. Move it to the far left at the sidewalk and it will turn into a left arrow. Press ENTER to go to the left.

Now you are looking at someone lying on the sidewalk. Move the marker to the centre of his body until it turns into a magnifying glass. Press ENTER to look closer.

Move the marker over his head. Press ENTER.

You will notice a large bite on his neck, take the fang lodged in his neck. Then pick up the laundry receipt lying on the ground next to him. These objects will go in your robe.

Press ENTER to back up. Press 3 to travel.
Move the marker to the top of the map. The screen flips to reveal the next portion of the map. You will see the warehouse location blinking. Position the marker over the warehouse blinker. Press ENTER to travel there.

You are now standing in front of the warehouse. Move your marker around the screen for messages. Go into the front entrance of the warehouse and move your marker around again for messages.

This scene is an arcade sequence with a top down view of th einside of the warehouse. Try to make it to the room in the lower left corner of the storage room. Remember, arcade sequences are set back to hard for each arcade game. You might want to set the mode to easy. Press ESC to bring up the menu selections. Move right until "Special" is selected. Move down until easy arcade is selected. Press ENTER to set this arcade sequence ito easy.

Now you are on your own! Good luck on your adventure!

SPECIAL NOTES

1. During your investigation, you *must* be sure to tag *all* possible targets. If you fail to tag and follow a suspect, you will miss valuable clues and be unable to complete the game.
2. At several points during the game, your cursor will appear as a numeral 3 in a box. This indicates that the viewpoint has changed from first person to third person perspective. When you see the #3 on your screen, the character you are viewing is yourself as seen from the eyes of an imaginary observer.
3. In order to use the items you have acquired, you must place your cursor on the inventory screen. If your cursor is not on an object or person, the item you choose from your inventory will simply be displayed. For example, if you wish to break down a door using an axe you have acquired you must first place your cursor on the door, then press your TAB key to view your inventory. Now you cna highlight the axe and press ENTER.. The object will be manipulated in the desired fashion.

MS-DOS USERS!

If you plan on installing this Sierra game on your hard disk, you need a CONFIG.SYS with files set to 30 or greater.

to find out if you already have a CONGIF.SYS, at the DOS prompt type CD\ then press Enter. Next type DIR CONFIG.SYS and press Enter. If you get a "File Not found" message you must create a CONFIG.SYS. If you already have this file, you must edit it. Follow these steps to create a CONFIG.SYS:

COPY CON CONFIG.SYS   (press Enter)
FILES = 30   (press Enter)
Press the **<F6>**   (press Enter)

You should see the message "1 File(s) copied". You will have to reboot your computer for the CONFIG.SYS to take effect.

If you already have a CONFIG.SYS, you must edit the file to include a Files = 30 (or greater) statement. Use your favourite word processor or the EDLIN program which comes with MS-DOS. Refer to your DOS manual for EDLIN commands.

JEU D'AVENTURES ET D'ANIMATION 3D
CARTE DE RÉFÉRENCE POUR MS-DOS

DÉMARRAGE : UTILISATION DE DISQUETTES

Remarque : si vous jouez à partir de disquettes (et non à partir d'un disque dur), il vous faut, avant de démarrer, formater une ou plusieurs disquettes de sauvegarde et faire des copies de vos disquettes originales. Les jeux d'aventures et d'animation 3D de Sierra acceptent les lecteurs de disquettes de 5,25" et 3,5".

FORMATAGE DES DISQUETTES

1. Chargez MS-DOS.

2. À l'invite (disquette DOS insérée dans le lecteur a:), tapez " format b:" (même si vous n'avez qu'un seul lecteur) et appuyez sur Entrée (certains systèmes ne répondent qu'à la commande "format"). Au message correspondant, introduisez la disquette à formater dans le lecteur indiqué et appuyez sur Entrée. Remarque : le formatage détruit toutes les données pouvant se trouver sur la disquette.

COPIE DES DISQUETTES ORIGINALES

1. Formatez une disquette avec MS-DOS (en suivant la procédure décrite ci-dessus).

2. À l'invite, tapez "copy a:*.* b:".

3. Si vous n'avez qu'un lecteur, insérez d'abord la disquette source, puis entrez la commande de copie. Si vous possédez deux lecteurs, mettez la disquette source dans le lecteur a, la disquette formatée dans le lecteur b, et entrez la commande de copie.

4. Répétez la procédure pour copier toutes les disquettes du programme.

5. Si vous utilisez un lecteur 5,25" et un lecteur 3,5", vous pourrez copier le contenu de deux disquettes 5,25" sur une disquette 3,5".

INSTRUCTIONS DE CHARGEMENT (À PARTIR D'UNE DISQUETTE)

1. Chargez MS-DOS, en indiquant de préférence la date et l'heure.

2. À l'invite, introduisez dans le lecteur votre disquette de secours correspondant à la disquette n°1 du programme, étiquette vers le haut. Refermez le lecteur.

3. Tapez "sierra" et appuyez sur Entrée.

4. Pour passer la séquence d'ouverture, appuyez sur une touche.

5. Si l'image n'est pas centrée à l'écran, maintenez les touches Ctrl et ALT enfoncées et utilisez les touches fléchées gauche et droite du pavé numérique pour centrer l'affichage graphique.

DÉMARRAGE : UTILISATION D'UN DISQUE DUR

INSTALLATION ET CHARGEMENT

1. Allumez votre ordinateur et attendez le démarrage du DOS.

2. Introduisez la disquette originale 1 dans un lecteur de disquette. À l'invite, sélectionnez le lecteur, puis appuyez sur Entrée.

3. À partir du lecteur contenant votre disquette originale n°1, entrez la commande "install C:", où C désigne le disque dur. Si votre disque dur est désigné par une autre lettre que C, tapez cette lettre.

4. Suivez les messages d'invite à l'écran pour commencer l'installation sur le disque dur. Il vous sera demandé d'introduire successivement les différentes disquettes pour terminer le processus de transfert.

5. Après l'installation, des instructions d'amorçage s'affichent à l'écran. Veuillez noter ces informations pour la suite.

CONTROLE DU HÉROS

Pour déplacer le personnage principal vers l'est, l'ouest, le sud, le nord, ou en diagonale, utilisez le joystick ou les touches fléchées du pavé numérique. Les utilisateurs de Tandy devront appuyer sur la touche Verr Num. du pavé numérique pour pouvoir utiliser celui-ci. Pour arrêter le cheminement de votre personnage au moyen du clavier, réappuyez sur la dernière touche directionnelle utilisée ou sur la touche 5.

Au cours du jeu, vous pouvez changer le mode de contrôle du personnage et passer en mode joystick ou clavier en arrêtant d'abord les pas du personnage (voir ci-dessus). Si vous n'avez pas encore utilisé le joystick au cours du jeu, appuyez sur Ctrl-J pour l'activer.

MENUS DÉROULANTS

En appuyant sur ESC, vous faites apparaître un menu déroulant en haut de l'écran. Utilisez les touches fléchées gauche et droite pour choisir un menu, haut et bas pour mettre en surbrillance un élément de menu. Appuyez sur Entrée pour sélectionner un élément mis en surbrillance ou sur ESC pour reprendre le jeu.

ESC	Menus déroulants
TOUCHES FLÉCHÉES	Mise en surbrillance des menus et éléments de menus
ENTRÉE	Sélection des éléments mis en surbrillance

SAUVEGARDE ET RESTAURATION D'UN JEU

Pour tenir compte des erreurs de jugement et permettre aux explorateurs de donner libre cours à leur créativité, nous vous donnons la possibilité de sauvegarder des parties pour les restaurer ultérieurement. Sauvegardez votre jeu avant d'entreprendre une action périlleuse au cours de laquelle votre avance pourrait être annulée par une mauvaise rencontre, ou pour faire une pause après avoir joué un certain temps sans pour autant perdre le bénéfice de votre progression.

Si vous jouez à partir de disquettes, vous devrez avoir formaté une disquette de sauvegarde au préalable.

UTILISATEURS DE SYSTEME À LECTEUR UNIQUE

À l'invite vous demandant dans quel répertoire enregistrer votre partie, appuyez sur Entrée et suivez les messages suivants. Vous devrez remplacer la disquette se trouvant dans le lecteur par une disquette formatée sur laquelle sera enregistrée la partie. Formatez une disquette vierge avant de commencer à jouer.

UTILISATEURS DE SYSTEMES À DEUX LECTEURS

À l'invite vous demandant d'indiquer le répertoire de sauvegarde, placez-vous sur le signe\ et remplacez-le par b: Votre partie est sauvegardée sur la disquette du lecteur b. Formatez une disquette vierge et mettez-la dans le lecteur b avant de commencer à jouer. Pour les sauvegardes, vous pouvez utiliser n'importe quel lecteur valide de votre système. Pour sauvegarder plus de 12 parties, vous devrez créer de nouveaux répertoires sur votre disquette de sauvegarde, ou en utiliser une deuxième. Pour savoir comment créer plusieurs répertoires sur la disquette, consultez votre manuel DOS.

UTILISATEURS DE DISQUE DUR

Appuyez sur Entrée à l'invite vous demandant d'indiquer le répertoire de sauvegarde. Pour sauvegarder plus de 12 jeux, il vous faudra créer des répertoires supplémentaires. Consultez votre manuel DOS pour savoir comment créer de nouveaux répertoires sur votre disque dur.

GÉNÉRALITÉS

Bien que votre partie soit sauvegardée sous forme de fichier DOS normal, vous n'avez pas besoin de vous conformer aux conventions d'identification des fichiers MS-DOS. Si vous vous trouvez devant un arbre au moment de la sauvegarde, vous pouvez très bien donner à cette partie le nom "Devant l'arbre" ou tout autre nom qui vous semble adéquat. Chaque répertoire peut recevoir jusqu'à 12 jeux sauvegardés. Si vous n'avez plus de place, utilisez un nouveau répertoire, une nouvelle disquette, ou écrasez d'anciennes parties (en sauvegardant les nouvelles par dessus les anciennes). Pour changer de nom à une partie ancienne, il vous suffit d'appuyer sur Ctrl-C et de taper le nouveau nom.

RESTAURATION D'UN JEU

Vous devrez indiquer où se trouve le jeu sauvegardé. Pour accepter le répertoire par défaut, appuyez sur Entrée. Sinon, effacez la ligne en appuyant sur Ctrl-C, tapez le nom du lecteur ou du répertoire dans lequel vous avez sauvegardé le jeu (exemple : b) et appuyez sur Entrée. Sélectionnez ensuite le jeu à restaurer à l'aide du pointeur et appuyez sur Entrée.

ANIMIERTES 3D-ABENTEUERSPIEL
REFERENZKARTE FÜR DOS

STARTEN: DISKETTENLAUFWERK(E)

Hinweis: Falls das Spiel von Disketten (nicht von der Festplatte) gespielt wird, sollten vor dem ersten Spiel eine oder mehrere Leerdisketten zum Speichern der Spiele formatiert und Sicherungskopien der Original-Programmdisketten erstellt werden. Sierras animierte 3D-Abenteuer können sowohl von 5,25"- als auch von 3,5"-Diskettenlaufwerken betrieben werden.

FORMATIEREN EINER DISKETTE

1. MS-DOS laden.

2. Wenn die DOS-Diskette im Laufwerk a: liegt, bei der Eingabeaufforderung "format b:" eingeben (auch wenn nur ein Laufwerk vorhanden ist), und die Eingabetaste drücken (manche Systeme reagieren nur auf den Befehl "format"). Nach Aufforderung die zu formatierende Diskette in das angegebene Laufwerk einlegen und die Eingabetaste betätigen. Hinweis: Durch das Formatieren werden sämtliche auf der Diskette befindlichen Daten gelöscht.

SICHERN DER ORIGINAL-PROGRAMDISKETTEN

1. Eine MS-DOS-Diskette formatieren (wie oben beschrieben).

2. Bei der Eingabeaufforderung "copy a*.* b:" eingeben.

3. Bei Systemen mit nur einem Laufwerk die Ausgangsdiskette zuerst einlegen und dann den Kopierbefehl eingeben. Bei Systemen mit zwei Laufwerken die Ausgangsdiskette in das Laufwerk a und die formatierte Diskette in Laufwerk b einlegen und dann den Befehl zum Kopieren eingeben.

4. Diese Verfahren für alle Original-Programdisketten wiederholen.

5. Bei Verwendung von 5,25" und 3,5"-Diskettenlaufwerken läßt sich möglicherweise der Inhalt zweier 5,25"-Disketten auf eine einzige 3,5"-Diskette kopieren.

LADEANWEISUNG (VON DISKETTE)

1. MS-DOS laden. Es empfiehlt sich, das aktuelle Datum und die Uhrzeit einzugeben.

2. Bei der Eingabeaufforderung die Speicher-Programmdiskette 1 mit dem Etikett nach oben in das Laufwerk einlegen. Das Laufwerk verriegeln.

3. Sierra eingeben und die Eingabetaste betätigen.

4. Zum Überspringen der Eröffnungssequenz eine beliebige Taste drücken.

5. Wenn das Bild nicht in der Mitte des Bildschirms ausgerichtet ist, die STRG- und die ALT-Taste gedrückt halten und das angezeigte Bild mit den Pfeiltasten links oder rechts (auf der numerischen Tastatur) in der Mitte ausrichten.

STARTEN: FESTPLATTE
INSTALLATION UND STARTEN

1. Den Computer einschalten und das Starten von DOS abwarten.

2. Die Original-Programmdiskette in ein Diskettenlaufwerk einlegen. Bei der DOS-Eingabeaufforderung den Kennbuchstaben des entsprechenden Laufwerks und einen Doppelpunkt eingeben und die Eingabetaste betätigen.

3. Vom Diskettenlaufwerk mit der Originaldiskette 1 aus den Befehl "installl C:" eingeben, wenn die Festplatte die Bezeichnung "C:" trägt. Bei einer anderen Bezeichnung den entsprechenden Buchstaben eingeben.

4. Zur Installation des Spiels auf der Festplatte den Bildschirmanweisungen folgen. Auf Aufforderung die weiteren Spieldisketten nacheinander einlegen.

5. Nach der Installierung erfolgen auf dem Bildschirm Anweisungen für die Startroutine. Diese Anweisungen bitte zum späteren Gebrauch aufschreiben.

BEFEHLE FÜR IHREN HELDEN

Die Spielfigur wird mit dem Joystick oder den Pfeiltasten/der numerischen Tastatur nach Norden, Süden, Osten, Westen oder in eine diagonale Richtung gelenkt. Bei der Tandy-Tastatur muß die NUM LOCK-Taste gedrückt sein, damit der numerische Tastenblock zum Steuern verwendet werden kann. Zum Anhalten der Spielfigur über die numerische Tastatur die letzte Richtungstaste noch einmal oder die Zifferntaste 5 drücken.

Während des Spiels kann die Steuerungsart gewechselt werden, indem die Spielfigur angehalten (siehe oben) und das Spiel mit Joystick- oder Tastatursteuerung wiederaufgenommen wird. (Falls der Joystick im Spiel noch nicht verwendet wurde, ihn mit STRG-J aktivieren.)

EINBLENDMENÜS

Nach Betätigen der ESC-Taste erscheint eine Menüleiste am oberen Bildschirmrand. Mit den Pfeiltasten links/rechts ein Menü wählen. Mit den Pfeiltasten auf/ab einen Menüpunkt markieren. Zum Ausführen des markierten Menüpunkts die Eingabetaste betätigen. Das erneute Drücken der ESC-Taste führt zurück zum Spiel.

ESC-Taste	Menüs aufrufen
Pfeiltasten	Menüs und Menüpunkte markieren
Eingabetaste	Markierten Menüpunkt ausführen

SPEICHERN UND WIEDERHERSTELLEN DES SPIELS

Damit sich Fehleinschätzungen nicht so schlimm auswirken und die Spiellandschaft mutiger erkundet werden kann, besteht die Möglichkeit, das Spiel zu speichern und wiederherzustellen. Ehe man etwas Gefährliches wagt oder wenn man schon einige Zeit gespielt hat und das bisher Erreichte nicht durch eine unglückliche Begegnung verlieren will, sollte man das Spiel speichern. Beim Betreiben des Spiels von Diskette muß vor dem Speichern schon eine Diskette, auf der die Spiele gespeichert werden können, formatiert worden sein.

SYSTEME MIT EINEM LAUFWERK

Nach Erscheinen der Frage, in welchem Verzeichnis das aktuelle Spiel gespeichert werden soll, die Eingabetaste betätigen und den weiteren Bildschirmanweisungen folgen. Nach Aufforderung ist statt der Spiel-Programmdiskette eine formatierte Diskette einzulegen, auf der das Spiel gespeichert wird. Nicht vergessen, vor Spielbeginn zu diesem Zweck eine Leerdiskette zu formatieren.

SYSTEME MIT ZWEI LAUFWERKEN

Nach Erscheinen der Frage, in welchem Verzeichnis das aktuelle Spiel gespeichert werden soll, die Vorgabe mit der Rücktaste bis zum \ löschen und stattdessen b: eingeben. Dadurch wird das Spiel auf der Diskette in Laufwerk b: gespeichert. Nicht vergessen, vor Spielbeginn zu diesem Zweck eine Leerdiskette zu formatieren und in Laufwerk b einzulegen. Jedes gültige Laufwerk des Systems kann zum Speichern gewählt werden. Wenn mehr als zwölf Spiele gespeichert werden sollen, müssen weitere Spielspeicher-Verzeichnisse auf der Diskette angelegt werden (oder beginnen Sie eine neue Diskette). Im DOS-Handbuch nachschlagen, wie man mehrere Verzeichnisse auf einer Diskette anlegt.

SYSTEME MIT FESTPLATTE

Auf die Frage, in welchem Verzeichnis das Spiel gespeichert werden soll, einfach die Eingabetaste betätigen. Wenn mehr als zwölf Spiele gespeichert werden sollen, müssen weitere Spielspeicher-Verzeichnisse angelegt werden. Im DOS-Handbuch nachschlagen, wie man neue Verzeichnisse auf der Festplatte anlegt.

ALLGEMEINES

Obwohl ein gespeichertes Spiel als normale DOS-Datei auf der Diskette bzw. Festplatte abgelegt wird, ist es nicht notwendig, beim Benennen die MS-DOS-Konventionen für Dateinamen einzuhalten. Wenn die Spielfigur zum Zeitpunkt des Speicherns vor einem Baum steht, kann das Spiel z.B. „VOR DEM BAUM" genannt werden. Es eignet sich jeder Name, der deutlich auf die Spielsituation hinweist. In jedem Verzeichnis können bis zu zwölf verschiedene Spielstände gespeichert werden. Wenn im Verzeichnis der gespeicherten Spiele kein Platz mehr frei ist (und wenn mehr als 12 Spiele gespeichert werden sollen), dann kann ein anderes Spielspeicher-Verzeichnis oder eine andere Spielspeicher-Diskette verwendet werden, oder einer der 12 Speicherplätze wird wiederverwendet (überschrieben). Dazu wird mit STRG-C der Name eines früheren Spiels gelöscht und der Name des neuen Spielstandes eingegeben.

WIEDERAUFRUFEN EINES SPIELS

Sie werden gefragt, wo das wiederherzustellende Spiel gespeichert wurde. Die Eingabetaste drücken, um das vorgegebene Verzeichnis zu übernehmen. Andernfalls die Zeile mit STRG-C freimachen, das gewünschte Laufwerk bzw. Verzeichnis eingeben (z.B. "b:") und die Eingabetaste drücken. Das gewünschte Spiel mit dem Zeiger markieren und mit der Eingabetaste auswählen.

GIOCO DI AVVENTURA ANIMATO TRIDIMENSIONALE
SCHEDA DI RIFERIMENTO PER MS-DOS

AVVIO: UNITÀ FLOPPY

Nota: Se si gioca dai dischetti (non dal disco rigido), prima di iniziare a giocare è necessario formattare uno o più dischi per il salvataggio dei giochi ed effettuare copie di backup dei dischi originali del programma. Le avventure animate tridimensionali Sierra supportano unità disco da 5 pollici e 1/4 e 3 pollici e 1/2.

FORMATTAZIONE DI UN DISCO

1. Caricare MS-DOS.

2. Al prompt, con il disco DOS nell'unità a:, digitare: format b: (anche se si dispone di una sola unità) e premere Invio (alcuni sistemi rispondono solo al comando "format"). Al prompt, inserire il disco che si desidera formattare nell'unità indicata e premere Invio. Nota: la formattazione distrugge tutti i dati che si trovano sul disco.

BACKUP DEI DISCHI ORIGINALI DEL PROGRAMMA

1. Formattare un disco utilizzando MS-DOS (sopra descritto).

2. Al prompt digitare: copy a:*.* b:

3. Se si dispone di una sola unità, inserire prima il disco sorgente, quindi digitare il comando copy. Se si dispone di due unità, inserire il disco sorgente nell'unità a e il disco formattato nell'unità b, quindi digitare il comando copy.

4. Ripetere l'operazione per copiare tutti i dischi originali del programma.

5. Se si utilizza un'unità da 5 pollici e 1/4 e una da 3 pollici e 1/2, si può copiare il contenuto di due dischi da 5 pollici e 1/4 su un disco da 3 pollici e 1/2.

ISTRUZIONI DI CARICAMENTO (DAL DISCHETTO)

1. Caricare MS-DOS. È consigliabile digitare le informazioni sulla data e l'ora correnti.

2. Al prompt, inserire nell'unità il disco 1 del programma di backup, con l'etichetta verso l'alto. Chiudere lo sportello dell'unità.

3. Digitare: sierra e premere Invio.

4. Per saltare le sequenze di apertura, premere un tasto qualsiasi.

5. Se l'immagine non è centrata sullo schermo, tenere premuti i tasti CTRL e ALT e premere i tasti freccia destra o sinistra (sul tastierino numerico) per centrare il display grafico.

AVVIO: DISCO RIGIDO

INSTALLAZIONE E CARICAMENTO

1. Accendere il computer e avviare DOS.

2. Inserire il disco originale 1 del programma originale in un'unità floppy. Sostituire il prompt DOS con la lettera dell'unità floppy che contiene il disco originale 1 del programma originale digitando la lettera dell'unità seguita da : e premere Invio.

3. Dall'unità floppy che contiene il disco 1 originale, digitare il comando: installh C: in cui il disco rigido è designato come unità C:. Se il disco rigido ha una designazione di lettera diversa da C:, usare quella appropriata.

4. Seguire i prompt sullo schermo per iniziare l'installazione sul disco rigido. Verrà richiesto di inserire i successivi dischi del gioco, uno alla volta, per completare il trasferimento.

5. Dopo l'installazione sullo schermo appaiono le istruzioni di avvio. Annotare le istruzioni per un uso successivo.

COMANDI PER L'EROE

Il joystick o il tastierino numerico/tasti freccia sulla tastiera spostano il personaggio principale a nord, sud, est, ovest e diagonalmente. Gli utenti di Tandy devono premere il tasto NUM LOCK (Bloc maiusc) per utilizzare il tastierino numerico. Per interrompere il movimento del personaggio con il tastierino, premere di nuovo il tasto di direzione premuto per ultimo o il numero 5.

Durante il gioco si possono cambiare le modalità di controllo fermando il personaggio principale (vedere sopra) e riprendendo il controllo tramite joystick o tastiera. (Se non si è mai utilizzato il joystick prima durante il gioco, premere Control-J per attivarlo.)

MENU A COMPARSA

Premere ESC: nella parte superiore dello schermo apparirà una barra dei menu. Utilizzare i tasti freccia sinistra e destra per scegliere un menu. Utilizzare i tasti freccia su o giù per evidenziare un'opzione del menu. Premere Invio per selezionare l'opzione evidenziata o premere ESC per tornare al gioco.

ESC	Fa comparire i menu
Tasti freccia	Evidenziano i menu/le opzioni del menu
Invio	Sceglie l'opzione evidenziata

SALVATAGGIO E RIPRISTINO DEL GIOCO

Per permettere di fare errori e di esplorare con creatività le varie situazioni del gioco, è possibile salvare e ripristinare il gioco. Prima di provare qualcosa che sembra pericoloso o semplicemente perché si è giocato per un po' e non si vogliono perdere i progressi fatti in incontri fortunati, salvare il gioco.

Se si gioca dai dischetti, è necessario avere formattato un disco per il salvataggio dei giochi prima di salvare il gioco.

UTENTI DI UNA SOLA UNITÀ DISCO

Al prompt che chiede in quale directory salvare il gioco, premere Invio e seguire i prompt. Verrà chiesto di sostituire il disco del gioco con un disco formattato su cui si può salvare il gioco. Accertarsi di FORMATTARE un disco vuoto prima di iniziare a giocare.

UTENTI DI DUE UNITÀ

Al prompt che chiede in quale directory salvare il gioco, con il tasto di ritorno indietro andare al percorso suggerito e digitare b:. In tal modo il gioco viene salvato sul disco nell'unità b. Accertarsi di FORMATTARE un disco vuoto e inserirlo nell'unità b prima di iniziare. È possibile salvare su qualsiasi unità valida del sistema. Se si vogliono salvare più di 12 giochi, creare ulteriori directory per i giochi da salvare sul disco di salvataggio dei giochi (o iniziare un altro disco di salvataggio dei giochi). Consultare il manuale DOS per creare più directory sul disco di salvataggio dei giochi .

UTENTI DEL DISCO RIGIDO

Basta premere Invio quando viene richiesta la directory in cui salvare il gioco. Se si vogliono salvare più di 12 giochi, creare ulteriori directory dove salvare i giochi. Consultare il manuale DOS per creare nuove directory sul disco rigido.

IN GENERALE

Anche se il gioco è memorizzato sul disco come un normale file DOS, non si richiede di seguire le convenzioni di denominazione dei file MS-DOS per identificare la posizione del gioco salvato. Se ci si trova davanti ad un albero quando si salva un gioco, chiamare il gioco salvato "Davanti all'albero" o qualsiasi cosa che abbia senso. Si possono salvare fino a 12 diversi giochi per directory. Se si esauriscono le posizioni disponibili per salvare i giochi (ossia si vogliono salvare più di 12 giochi), basta utilizzare una directory o un disco diversi per il salvataggio dei giochi o riutilizzare (salvare sopra) uno dei 12 giochi che si sono già salvati. Per cambiare il nome di un gioco precedentemente salvato, premere Control-C e digitare un nuovo nome.

RIPRISTINO DI UN GIOCO

Verrà chiesto dove è stato salvato il gioco. Per accettare la directory predefinita, premere Invio. Altrimenti, cancellare la riga con Control-C, digitare l'unità o la directory in cui si è salvato il gioco (esempio: b:), e premere Invio. Ora selezionare il gioco che si desidera ripristinare spostando il puntatore e premendo Invio.

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