



SIERRA®

3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR AMIGA

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.

BEFORE GETTING STARTED

Before starting to play you should make back-up copies of your original disks.

LOADING INSTRUCTIONS

1. Power up the system, using KickStart 1.2 or greater, and/or Workbench 1.2 or greater.
2. Use the preference tool from the Workbench disk to set date and time information. This procedure is recommended but not required.
3. Insert the original program disk or a back-up copy you have made, into the drive and double click the left mouse button on the disk's icon to open the disk.
4. Double click the left mouse button on the "Sierra" icon.
5. To bypass the opening sequence, press any key.

FOR GAMES WITH MORE THAN ONE DISK

IMPORTANT: If your Amiga version of this game comes on *more than one disk*, please use the following instructions in addition to those on your reference card.

After making a copy of the program master disks, follow these instructions to run the game from the disk copies.

1. Insert the copy of Disk 1 into the drive.
2. Highlight the disk icon by clicking on it with the left mouse button.
3. Bring up the menu bar by clicking in the upper left corner of the screen with the right mouse button.
4. Select RENAME from the WORKBENCH menu, using the right mouse button.
5. When the window with the disk name appears, use the DELETE key to remove the words: "COPY OF" from the disk name. Press RETURN.
6. Repeat steps 1 through 5 for *all* remaining game disks.

PLEASE NOTE: If the words COPY OF are *not* removed from the disk name of *all* the disk copies, the system will continue to ask for the original disk and will not run the game.

BACKING UP YOUR PROGRAM MASTERS

From the Workbench, follow the procedure below to copy the original master disk to a back-up disk.

One Drive Systems:

1. Insert the original disk in the drive.
2. Place the mouse cursor (arrow) on the master program icon.
3. Highlight the icon by clicking the left mouse button.
4. Place the mouse cursor on the menu bar. Hold down the right mouse button and pull down the Workbench menu.
5. Place the mouse cursor on Duplicate and release the right mouse button.
6. Follow the disk swap prompts to copy the program disk.
7. Do not rename your back-up copy.

Two Drive Systems:

1. Insert the original and back-up disk in the drives.
2. Place the mouse cursor on the original program disk icon and hold down the left mouse button.
3. Drag the mouse cursor to the icon of the drive you're copying to and release the button.
4. Follow the prompts to complete the copy procedure.
5. Do not rename your back-up copy.

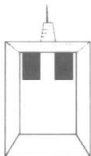
FORMATTING A DISK (to be used as a saved game disk)

1. From the Workbench, insert a blank disk into any drive.
2. Place the mouse cursor on the menu bar at the top of the screen. Hold down the right mouse button and pull down the Disk menu.
3. Place the mouse cursor on the menu bar at the top of the screen. Hold down the right mouse button and pull down the Disk menu.
4. Place the mouse cursor on "Initialize" and release the right mouse button. The blank disk is now being formatted. When formatting is complete, you will be returned to the Workbench.
5. Place the mouse cursor on the "Empty" icon and click the left mouse button. Place the mouse cursor on the Workbench menu, hold down the right mouse button, and select "Rename". Follow the prompts to rename the "saved game" disk. If you don't rename the "saved game" disk, its default name will be "Empty".
6. When a formatted disk is used for saving games, the 3-D animated adventure automatically creates a saved game directory for saving 12 games. Creating additional directories on the disk (for saved games), will allow you to save more games on the formatted disk (12 per directory). Consult your system's DOS manual for creating directories on a formatted disk.

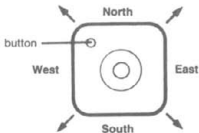
COMMANDS FOR THE HERO

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 single clicking the left mouse button. The character will move to the point where the left mouse button was last clicked and stop there, unless there is an obstruction in his path.

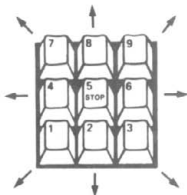
During the game you can use any form of control at any time. Just click the mouse, press a direction key, or move the joystick. If the joystick was not plugged in before loading the game, press CTRL-J and insert the joystick into joystick port #2. The joystick will now be active.



MOUSE



JOYSTICK



DIRECTION KEYS

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 or CTRL-X	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**.

At any time during the game, press F5 to save your game. Follow the directions below to complete saving your game.

SINGLE DISK DRIVE USERS

You have a choice of saving your game on your game disk (original or back-up), or to a formatted "saved game" disk. When you receive the prompt asking on which directory to save your game, press RETURN and follow the prompts if you're saving on your game disk. If you use a "saved game" disk, remove the game disk from the drive, insert the "saved game" disk, and type the name of the "save game" disk followed by ":" and the name of the directory and press RETURN. Follow the prompts, using the up/down arrow keys to select a saved game space. Re-insert the game disk to resume playing.

TWO DISK DRIVE USERS

When you receive the prompt asking on which directory to save your game, backspace through the suggested default name and type the name of your "saved game" disk with it in one of the drives, and press RETURN. This will allow your game to be saved onto your second disk drive. If you are using more than one directory for saved games, when prompted, type the name of the directory where you want the game to be saved. Follow the prompts using the up/down arrow keys to select a saved game space, to complete saving the game.

IN GENERAL

Although your game position is stored on disk as a normal Amiga DOS file, you are not required to follow Amiga DOS naming conventions in identifying your saved games. If the character is standing before a tree when you save a game, call your saved game "STANDING BEFORE A TREE" or whatever has meaning to you. You may save up to 12 different games per saved game directory.

If you "run out" of saved game spaces in your saved game directory, (and you don't want to create more saved game directories), you may reuse one of the 12 spaces. To change the name of a saved game, just enter CTRL-C or CTRL-X to clear the line, and type a new name.

RESTORING A GAME

Press F7 to restore a previously saved game. You will be asked where you saved the game. To accept the default directory, press RETURN. Otherwise, clear the line, type the name of the "saved game" disk followed by ":" and the directory on which you saved the game, and press RETURN. Now choose the game you wish to restore by moving the pointer and selecting it by pressing RETURN.



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