



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.