



3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR MACINTOSH

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. Because of random events and multiple solutions to puzzles, you can play Sierra adventures many times over and never repeat the same game.

GETTING STARTED

Sierra's Macintosh 3-D animated adventures utilize standard Macintosh interface conventions. If you are not already familiar with the Macintosh user interface, you may want to review the manual supplied with your Macintosh system.

DON'T FORGET to read the README.1ST file on your product disk. It may contain important information necessary for correct operation of your game.

THE MINIFINDER

Some of Sierra's 3-D adventures incorporate the "MiniFinder" rather than the normal Macintosh "Finder" desktop. If your game uses the "MiniFinder," you will need to boot up another disk that has the "Finder" desktop to make back-ups and to perform hard disk installation. After booting "Finder," you may continue using the procedures listed on this card.

FORMATTING/INITIALIZING A DISK

From the desktop both one drive and two drive users will insert a blank disk into the drive. (Single drive users will use the File menu or ⌘ E to eject the program disk from the drive.) Respond to the dialog box prompts to initialize and title the disk.

BACKING UP YOUR PROGRAM MASTERS

Format the disk(s). Then, from the desktop, follow the procedures below to copy the original master disk(s) to the back-up copies.

One Drive Systems:

1. Insert the original disk in the drive.
2. Eject the original disk and insert the back-up disk in the drive.
3. Place the mouse cursor on the original disk icon and hold down the mouse button.
4. Drag the mouse cursor to the back-up icon and release the button.
5. Follow the disk swap prompts to complete the copy procedure.

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 mouse button.
3. Drag the mouse cursor to the back-up disk icon and release the button.

LOADING INSTRUCTIONS (from floppy disk)

1. Power up the system and insert the original program disk or a back-up copy you have made into the drive.
2. Open the game disk icon if it is not already opened.
3. Double click the mouse button on the game icon. If you are loading from a back-up copy you will be prompted to briefly insert the original disk. If the game has more than one disk, you will be prompted to insert the other game disks so that the game knows where to find all of its data. You will be prompted when additional disk swaps are required.
4. To bypass the opening sequence, press any key or the mouse button.

INSTALLATION AND LOADING INSTRUCTIONS (hard disk)

1. Turn on the computer, allowing the hard disk to boot.
2. Insert the master program disk 1 in the drive.
3. Place the mouse cursor on the game icon.
4. Hold down the mouse button and drag the game icon onto the hard disk icon. Release the mouse button. Respond to screen prompts if any are displayed. A new folder will be created at this time to contain the game copy. If your game has more than one disk, you will be prompted to insert subsequent disks the first time you boot the game from hard disk (steps 5-9).
5. Double click the mouse button on the hard disk icon if it is not already open.
6. Double click the mouse button on the game folder if it is not already open.
7. Double click the mouse button on the game icon.
8. You will be prompted to briefly insert your original game disk 1 to verify copy protection if it is not already inserted.
9. You will be prompted to insert subsequent disks so that their data will be added to the game folder on the hard disk. When all disks are copied to the hard disk, your game will start automatically.
10. After the game is installed on the hard disk, to boot the game repeat steps 5-8.

NOTE FOR HARD DISKS USING FINDER 4.1

If your hard disk has the old flat file system (MFS Finder version 4.1), installing the game by dragging the disk's icon to your hard disk will write over the hard disk's System Folder. Simply drag the game's icon and the game's data folder to the hard disk to avoid this problem.

COMMANDS FOR YOUR HERO

There are several ways to move the main character around the screen. Using the mouse, start movement by clicking the mouse button. The character will move to the point where the mouse button was clicked and stop there. Double clicking the mouse will halt the character. In many games if you hold down the mouse button, the character will follow the cursor as you drag it through the scene. The character stops moving whenever he runs into an obstruction.

The keyboard number pad or "letter pad" moves the main character north, south, east, west, and diagonally. To halt the character's steps with the keyboard, press the last direction key again or the center key in either key cluster, 5 on the number pad or S on the "letter pad." When using the "letter pad," the Caps Lock or Shift Key must be depressed. Thus, when you type in a command, start with the Space Bar or Backspace key so your first letter is not taken as a "letter pad" direction input. If your keyboard has arrow keys you may use them to move in any of the four main directions.

TALKING TO YOUR COMPUTER

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. Here are some examples:

You may meet others who have messages for you. Command them to speak. Type: TALK TO (THE PERSON)

You may need objects you see along the way. Type: GET (THE OBJECT)

Pay attention to details. To see an object closely, type: LOOK AT (THE OBJECT)

Use the objects you find along the way. Examples:

GIVE THE BASKET TO THE GIRL

EAT THE PIECE OF CANDY

PUT THE GLASS ON THE TABLE

If you feel things are moving too fast or too slow, you can change the speed of the animation. To change the speed, type "slow" or "fast" and press RETURN. To return to the original speed, type "normal" and press RETURN. Also, you may select Animation Speed from the Special menu.

Command and control keys shortcut these common commands:

- ⌘1 Shows a list of icons and control keys (including some specific to your game which may not be mentioned here) which will help you play the game.
- ⌘2 Toggle sound on/off.
- ⌘3 Echo (repeat) previous command.
- ⌘5 Save game.
- ⌘7 Restore game.
- ⌘9 Restart game.
- TAB Inventory/Status screen.
- ⌘ Pause/resume game.

USE OF MENUS AND ICONS

Many common commands may also be accessed through the pull down menus along the top of the screen or the icons at the left of the screen. Help may be accessed under (1) "Help Screens" in the Apple icon menu, (2) by pressing command ⌘ 1 or (3) by typing "help." The Edit menu is disabled but the command equivalents may be used to edit the command line using Macintosh interface conventions.

SAVING YOUR GAME

To allow for creative exploration (and errors in judgment), we make it possible for you to save and restore the game. To save your progress periodically, or before you try something that looks dangerous, save your game.

You may either save your game on your game disk (original or back-up) or to a formatted "save game" disk.

You can save your game by (1) selecting Save Game from the File menu, (2) by typing "save game" and pressing RETURN, or (3) by pressing ⌘5. When the dialog box appears, follow the directions below to complete your save.

Single disk drive users

If you are saving your game to the game disk, type the name you wish to title your saved game and press RETURN or click on the "save" button. If you are using a "saved game" disk, eject the program disk by clicking on the eject button, and insert your "saved game" disk. Type the name you wish to title your saved game and press RETURN or click on the "save" button.

Two disk drive users

If you are saving your game to the disk, type the name you wish to title your saved game and press RETURN or click on the "save" button. If you are using a "saved game" disk, place it in the other drive and its directory will be shown. Type the name you wish to title your saved game and press RETURN or click on the "save" button. You may select the drive by clicking on the drive button.

IN GENERAL

Saved game titles will be listed in the dialog box in alphabetical order and you may continue to save games until you are prompted that the disk is full.

After you have saved a game, when you boot up, you may double click on a saved game icon at the desk top and immediately restore that game without having to go through the regular boot up process.

RESTORING A GAME

To restore a previously saved game you may (1) select Restore Game from the file menu, (2) type "restore game" and press Return, or (3) press ⌘ 7. When the dialog box appears, all the titles of games you have saved on the disk will be shown. If you have one drive and are using a "save game" disk, click on the eject button or press ⌘ E and insert your "save game" disk, insert it into the other drive and the directory for the new disk will be shown. To select the game you wish to restore, scroll through the list of saved game titles and double click the mouse button on the game you wish to restore. By selecting the "revert" option in the File Menu, you automatically will restore the last game that was either saved or restored.

Games are stored alphabetically per Macintosh convention, and pressing the first letter of a saved game title will highlight the first game beginning with that letter.

WHEN YOU ARE DONE

When you want to quit playing the game please select either Quit from the File menu, ⌘ Q, or type "quit" and press RETURN.

When you want to turn off the Macintosh, select Shut Down from the Special menu.



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