

Leisure Suit LARRY

*Passionate Patti Does A
Little Undercover Work*

5



WARNING!
PARENTAL
DISCRETION
ADVISED



SIERRA®

SEX, THUGS AND ROCK 'N ROLL. They're back in their silliest, sexiest adventure ever. Larry teams up with Passionate Patti for a rollicking gender-bending romp through the sleazy underside of the underworld.

SWITCH SEXES ON THE FLY. Yes, every time you take a plane ride, you'll switch back and forth between Larry and Patti. Double the trouble, double the fun!

IT'S LARRY & PATTI vs. A GALLERY OF GOONS. Passionate Patti is a fledgling spy for the FBI, sent to ferret out corruption in the music industry. Larry, cult-hero of the computer age and certified fashion disaster, is auditioning hostesses for TV's syndicated steam-fest, *America's Sexiest Home Videos*. But watch out! The Mob wants to get pornography off the air and back onto their balance sheet. Help Larry and Patti take on organized crime, the FBI, and the *Citizens Against Nearly Everything* in their spiciest computer caper yet.

VGA / MCGA / MACINTOSH

VGA / MCGA / MACINTOSH

AMIGA

VGA / MCGA / MACINTOSH

VGA / MCGA / MACINTOSH

EGA / TANDY

VGA / MCGA / MACINTOSH

SEE
ANYTHING
YOU
LIKE
LARRY?

FANTASTIC FEATURES:

- Original score by Hollywood composer Craig Safan: "Emmy nominee." "Composer for the *Cheers* TV show." "Composer of movie scores for *The Last Starfighter*, *A Nightmare on Elm Street 4*, and many other films.
- Hand-painted digitized graphics in fabulous full color (including several of your favorite flesh tones).
- No-typing 'grope and click' interface for quick-feel, one-hand action scoring.
- Our most amazing and outrageous animation ever.

SIERRA®

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002313200

What does Larry say when he answers the phone?
AL LOWE? STATUE?
Game designer Al Lowe denies our allegations that he and Larry are one and the same. Al is a former school administrator and jazz musician who regularly practices safe sax. Larry is every girl's nightmare.
We rest our case.

WARNING!
PARENTAL
DISCRETION
ADVISED

Michaelangelo Lowe

"Love at first byte...
loaded with trashy jokes
and pick-up lines."
-PLAYBOY magazine

Leisure Suit LARRY™

5



ACTUAL SCREEN SHOT



ACTUAL SCREEN SHOT



SIERRA®

Leisure Suit



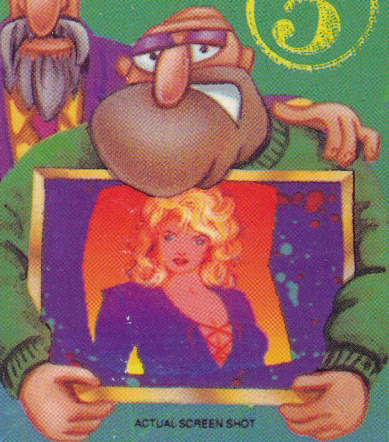
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SYSTEM REQUIREMENTS:

2MB FREE RAM, SYSTEM 6.07 OR ABOVE, 256 COLORS, APPLE SUPER DRIVE, HARD DRIVE.
REQUIRES 13" OR 14" MONITOR

**A
DOUBLE
DARING
3-D
ADVENTURE™**

*Vampire
Suits*



ACTUAL SCREEN SHOT



SIERRA®



MAC
3.5"
Hi-Density

Quick Reference Troubleshooting for Leisure Suit Larry 5 MAC

Problem: Lock up during installation

Solution: If the INSTALL program for LSL5 locks up, turn 32-Bit Addressing off. From the Apple pull down menu, choose CONTROL PANELS, then click on the Memory icon. In the 32-Bit Addressing section, click on the OFF radio button. You will need to restart your computer for the change to take effect. For a cleaner installation, restart your Macintosh with the extensions off and then click on the INSTALL icon on the startup disk.

TECHNICAL SUPPORT & WARRANTY

Thank you for purchasing this computer software. This product has been manufactured by SLASH Corporation under a licensing agreement with the publisher.

Important: To establish your warranty and to help SLASH provide better service, please complete the attached card and mail it promptly. SLASH warrants this media free from defect for a period of six months after the date of purchase. If during the six months following purchase a defect in this media should occur, SLASH will replace it free of charge. Under no circumstance will SLASH be liable for direct, indirect, or incidental damages resulting from any defect, malfunction, inability or omission in the software or manual or other related items and processes, including but not limited to service, loss of business, anticipated profit, or other consequential damages.

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Edina, Minnesota 55439

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Age

Address

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Name of Product

Date Purchased

Where did you purchase this software?

Recommendations

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STAMP
HERE

SLASH CORPORATION
7379 Washington Avenue South
Edina, Minnesota 55439

PLAYSPY



**For everything you do at the office
that has nothing to do with work!**

It's MONDAY...

You need a joke, want to send a funny fax, or just don't know where to go to lunch - and all your computer wants to do is **WORK!**

WAIT! Don't throw that expensive PC away! Now you can unleash its entertainment abilities with the **LAFFER UTILITIES!**

How much would **YOU** pay for a an interactive joke data base with a variable filth-o-meter? Would you pay \$50? **DON'T.** Cuz it's included with the amazing **LAFFER UTILITIES!** But **WAIT** - there's more!

You'd expect to pay hundreds of dollars for funny **FAX cover sheets**, humorous **office forms**, or programs that manage **party sign-up sheets**, **BUT YOU GET IT ALL** with the astounding **LAFFER UTILITIES.** But **WAIT** - there's more!

Stop throwing away thousands of dollars on funny sound effects, humorous screen savers, automatic birthday reminders, and those messy office betting pools, cuz **EVERYTHING YOU NEED IS INCLUDED IN THE UNBELIEVABLE LAFFER UTILITIES!**

The absolutely unbeatable **LAFFER UTILITIES** even tackles the **TOUGHEST** office dilemma - **WHERE TO GO FOR LUNCH!**

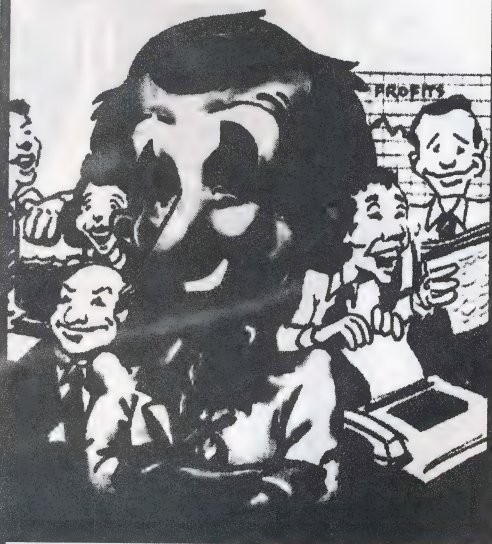
NOW how much would you pay for the **LAFFER UTILITIES?** \$2 million? \$3 million? Your government did! But **YOU** can get the amazing **LAFFER UTILITIES** for the unbearably low suggested retail price of just

\$34.95.

RUSH OUT IN A BUYING FRENZY NOW!

THE LAFFER UTILITIES

**America's first
non-productivity tool.**



PLAYSPY

vol. xx. no. x - october

THE OFFICIAL HOUSE ORGAN OF THE FBI

THE GIRLS OF THE MAFIA - Pictorial.....2

*Beautiful but deadly, these ladies can
put a hit on us any time they want.*

TIGHT SECURITY - Pictorial.....4

*Meet Supersleuth Passionate Patti,
our Center Spread for October.*

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This Month:

Silas Scruemall, President of PornProdCorp.

COLDINGER (THE SPY WHO GLOVED ME) - Fiction.....10

*Necking for your country isn't just patriotic,
it's a great way to make a little extra
on the side!*

COMPANY SHOP - Technology.....12

*Our friends at the CIA reveal 5 hot new
gadgets and gimcracks to help you out
of tight spots...or into them!*

PLAYSPY (ISNT 11743) is published monthly or whenever a new *LEISURE SUIT LARRY 5* version is released (in other words, once in your lifetime IF you're lucky) by Josh Mandel, Kurt Busch, Terry Robinson, Bridget McKenna and Al Lowe, working strictly undercover for Sierra On-Line, Inc., a wholly owned subsidiary of Dynamix...or maybe it's the other way around, it's so confidential we can't say, P.O. Box 485, Coarsegold, CA 93614. Ken Williams, President. Second-class postage unnecessary in Oakhurst, where Postmistress Velma will deliver anything for free if you'll simply whisper the words "Your place or mine, hotcakes?" in her ear, particularly on a Friday afternoon when she's been standing around on her dogs all day and hasn't heard a pleasant word from anybody all week long. U.S. Subscriptions unavailable, but show us the color of your money and we'll strongly consider it. Hell, send us a million bucks right now and we'll get down on our knees and give you a big ol' "Thank You," corporate-style. Send all problems concerning subscriptions or content to: Santa Claus, The North Pole, The Arctic.

Girls of the

Da Vinci's Mona Lisa. Venus de Milo. All women of classical beauty, shrouded in mystery, all wearing the same sign: Don't Touch. So it is with our Girls of the Mafia. Our photographer, Len Scap (whom we now refer to around the office as "Three Fingers") learned the hard way that as sexy as these ladies are, they're dedicated to remaining chaste until the knot is tied. And judging from the way they look, they're chaste all over the place!

Luciana Bananas

Lucky Luciana insists that there IS no Mafia. We'd like to say, "We'll show you our evidence if you'll show us yours!" As you can see, she obliged, and we must admit that her evidence is eye-popping. Even so, if she does threaten to put out a contract on us...whatta way to go!



Francesca Alfredo

Hubba, hubba! This hot dish comes to us all the way from Sicily, where she says she's involved in family counseling. We're sure that's "Family" with a capital "F." She loves horses (or parts of them, anyway), parties and preparing gourmet cuisine. We promise to eat everything she puts in front of us...we'll even lick the platter clean.



Pia Priapus

"I was always my Godfather's favorite," says Pia of her illustrious and infamous family patriarch. "I remember sitting on his knee when I was a little girl, and all my uncles and cousins and brothers would come in and ask for favors. Sometimes he wouldn't say anything, he'd just kiss them goodbye when they left. I guess we're a very affectionate family...too bad about all those accidents." We wouldn't mind bouncing you on OUR knee, Pia...ho ho ho!



Isabella Pepper

Spicy Isabella was born in Southern Italy and claims to be 100% American, but no matter how hard she tries to cover it up, her Naples keeps poking through. She loves water skiing, sailing, swimming, and Italian seamen. We're jealous; we wouldn't mind getting into some hot water ourselves with this Mafi-oh-so-fine!



Sophia Carbonara

Saucy Sophia may be part of a rather large and important family, but she insists she's just a poor, unspoiled young woman...in fact, she adds, "Don't be misled by appearances. My parents are poor, my brothers are poor, the butler is poor, the maid is poor, the chauffeur is poor, the groundskeeper is poor, the bodyguards are poor...we're all very, very poor and unspoiled." We wouldn't mind spoiling Sophia just a little bit!

TIGHT

Passionate Patti

knows glamour from the inside-out.

Part-time undercover agent, part-time jetsetting entertainer, Patti has a leglock on two of the three most glamorous jobs in the world according to a recent Tenfoot Poll. (The only position of the top three that Patti can't lay claim to is 'Software Designer.') Is it any wonder that we chose this leggy, brilliant, multi-talented agent to grace our centerfold this month?



We found Patti to be as mysterious as she is beautiful, as enigmatic as she is sexy, as concubitant as she is sesquipedalian. (Her words, not ours!) She's currently single — good news, men! — but made several veiled references to a man she called "Larry," who clearly means, or meant, a great deal to her. (Fair warning, boys, that there may be a little competition here!) The relationship is detailed in computerized form in an expose with the unlikely title *Leisure Suit Larry 4: The Missing Floppies*, but Patti refused to tell us where we could locate this compu-parable, and not a single software store we contacted had any knowledge of the game. In any case, there were certainly no floppies anywhere to be seen around Patti, who eschews the label "Passionate" even though her sensuality pours forth like milk from a ripe coconut.

As a performer, Patti is a multifaceted one-person lounge act: she sings, she plays piano, she jokes with the crowd. Having entertained in lounges all across the northern hemisphere, Patti's act goes over as well with the tourists as it does with the natives. Her act was particularly well-received by the owners of a luxurious casino-hotel in the South Seas islands (the fabulous Nontoonyt Resort), where she met her former beau in a torrid tale of danger and romance known as *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals*. Prior to that, Patti tickled the ivories in the private lounge of the evil Dr. Nonnookee, whom some agents will remember as having connections with the KGB before being defeated by an unknown amateur agent.

This earlier connection to the KGB was cause for concern to our Fearless Leaders in HQ before it was determined that Patti had been completely uninvolved in Dr. Nonnookee's secret doings. (For those interested in reviewing the facts of the case, reference *Leisure Suit Larry 2: Looking for Love in Several Wrong Places*. Personally, we prefer to go over Patti's dossier over and over again, just to remind ourselves of her outstanding points.)

Her induction to the Bureau is a relatively new development in Patti's life. Her established musical career and her well-documented previous ties to organized crime give her a perfect cover. At the moment, she's working to help us eradicate corruption in the music industry in a sting operation bound to make the headlines. (For the time being, boys, keep this operation under wraps. 'Nuff said?) Meanwhile, she's made headlines around the PLAYSPY offices as one of the sexiest babes ever to grace our Centerfold.

We salute you, Patti!

PLAYSPY





SPYMATE DATA SHEET

Name: PASSIONATE PATTI

Bust: YES, HADN'T YOU NOTICED?

Waist: 21 **Hips:** 2 **Weight:** 122 **Height:** 5'8"

Birth Date: YEAH, RIGHT...NICE TRY!

Birthplace: WHAT, AND ENDANGER THE LIVES OF MY PARENTS CARL AND EDIE, MY BROTHERS PETER AND DICK, AND EVERY MAN, WOMAN AND CHILD IN PETALUMA? WHOOPS! (SORRY, GUYS!)

Ambitions: TO ACHIEVE HAPPINESS AS A FAMOUS ENTERTAINER, INTERNATIONAL SPY, CHAMPION OF THE AMERICAN WAY, MILLIONAIRE BY AGE 40, MOTHER TO TWIN GENIUSES, GOURMET COOK, LOVER TO A FABULOUS GUY (WHO MUST NATURALLY BE AS SUCCESSFUL AS I AM), AND TO REMAIN TOTALLY STRESS-FREE FOR THE REST OF MY LIFE.

Turn-Ons: LOUNGE LIZARDS, ASPARAGUS TIPS WITH MELTED BUTTER, BANANAS, SNAKES, TRAIN RIDES THROUGH TUNNELS, WATCHING ROCKETS TAKE OFF, WASHINGTON MONUMENT, PEOPLE WHO BUY ME REALLY EXPENSIVE GIFTS.

Turn-Offs: OVERLY AMBITIOUS PEOPLE, SUBMISSIVE MEN, COOKING ON CAR ENGINES, GOING TO BRIDES, PEOPLE WHO BUY ME REALLY EXPENSIVE GIFTS AND THEN EXPECT THANK-YOU CARDS.

Favorite Movies: BRUNCH OF THE LIVING DEAD; MY DINNER WITH ERNEST; BONZO GOES TO WASHINGTON; MY TWO LEFT FEET; STAR TREK VIII: THE WRATH OF CHAKA KHAN.

Favorite Actors: RUE LALENSKA; CARMELITA POPE; CAROL MERRILL; BETTY FURNESS

My Moral Philosophy: "GENIUS IS 1% INSPIRATION, 90% PERSPIRATION, AND 15% MATHEMATICAL ABILITY."

Special Thanks To: RAY KROC, A MAN WHO DEDICATED HIS LIFE TO SERVING PATTIS.

PLAYSPY'S PARTY PUNCHLINES

"Surprise, surprise! That wasn't my finger, either!"

"Head in Ditch. D-I-T-C-H."

"Gee, most guys just ride the mule into town."

"Boy, if that last engine goes out we'll be up here all day!"

"And third: I'm a little short on cash. Can I pay you the \$50 next payday?"

"You stupid horse! I said POSSE!"

"Well, okay, but do you have to hit me with that stick?"

"No thanks. If 12 won't kill the taste, nothing will."

SILAS SCRUEMALL

The name Silas Scruemall has been familiar for years to pornography industry insiders, but only recently is it becoming known to the general public and to the Bureau. In his earlier years, he headed up the largest pornography syndicate in the world, and produced such unforgettable Triple-X features as Willy's Wonka and the Chocolate Fantasy. Pervertigo. When Buns Collide. It's a Wanda-full Life. and others (which you may have seen during our semi-annual Pornography Briefing Sessions). He was also responsible for publishing vast numbers of truly tasteless (but nicely bound) hardcore magazines, such as Dog. Melon & Basket World. Twins on Fire. Redhot Mamas. and Redhot Twin Mamas on Fire.
Nowadays, Scruemall has

gone legit. As head of PornProdCorp, Scruemall is out of the hardcore and into, of all things, network television. We found him in a small, dirty booth with a grimy little window in one of the stores that used to carry his products.

1.

PLAYSPY: What are these holes down here for?

SCRUEMALL: Midgets.

2.

PLAYSPY: Ah-ha. Tell us, why did you get out of the pornography industry?

SCRUEMALL: Money, basically. Y'know, I think people have this idea that pornographers are really wealthy, driving around in imported sports cars and throwing their money around. Nothing could be further from the truth. Pornographers are into it because they really love what they do, and because they feel it provides a valuable service to the community, or those people in the community who

prefer to live in their bathrobes with the shades pulled down and a hundred empty pizza boxes stacked on the floor.

3.

PLAYSPY: So why did you stop?

SCRUEMALL: Well, as much as I loved providing service to these people, it's a dead-end job, y'know? I mean, I hafta think of myself once in awhile.

4.

PLAYSPY: I think most people would be surprised to learn that there's no money in pornography. Our estimates say it's a multi-million-dollar industry.

SCRUEMALL: No, no, no, no, no, no. No.

5.

PLAYSPY: No?

SCRUEMALL: No. No, you see, it used to be a fairly big thing. But now along comes Cable TV, offering all this disgusting, prurient programming 24 hours a day for, what, pennies a day. I couldn't compete with that.

Continued on page 11



COLDFINGER

(The Spy Who Gloved Me)

A True Adventure by Mata Harakiri

I knew it was going to be one of those mornings when I broke a fingernail transmitter trying to pick the lock to the back door of the Guatamalan consulate. I had just finished hurling a string of obscenities in five languages at the offending lock when my compact rang. It was Tomlinson - my secretary and occasional dinner date.

"I thought I told you never to call me here!" I growled into the natural sponge cosmetic applicator.

"Sorry, Harakiri, but the Director wants to see you in his office right away. I think it might have something to do with the Tarantella investigation." I snapped the receiver shut and hurried over to headquarters.



The Director filled me in on the Tarantella case, but I hardly listened; I knew it all by heart anyway. Harry Tarantella was the most wanted gangster on the Director's list. He was up to his jockey shorts in every kind of crime, contamination and corruption this wonderful country of ours had to offer. He made a habit of killing a man every morning before breakfast just to keep in shape. Not only that, but he was 6 foot 2, 180 pounds of pure muscle, better-looking than Tom Selleck and, if rumors were to be believed, built like a brick pizzeria. However bad the Director wanted Harry Tarantella, it was a safe bet I wanted him worse.

"So what do you say, Harakiri? Do you want the job?"

"You want me to get close to Tarantella, is that it?"

"Not just close - real close." He winked as he passed the case files over to my side

of the desk. "It's an undercover operation, if you take my meaning."

Did I ever. "You know I'll do anything for my country, Mr. Director," I replied, picking up the case files from his desk. "Anything."

"That's the spirit, Harakiri. Stop by the Tech Department for a briefing before you go and see what kind of special gadgets Commander Twit's been cooking up for you."

"We're going to have you equipped with this miniaturized super-heterodyne, charge-coupled transceiver coil," Twit explained when I showed up for my tech briefing. "With this gadget in place, we'll be able to monitor everything Tarantella says while he's with you."

"Looks more like an I.U.D. to me," I replied. "So tell me, Twit, where does it go?"

(Continued on Page 198)

PLAYSPY INTERVIEW: SILAS SCRUEMALL *(continued from page 9)*

6.

PLAYSPY: So you went legit.

SCRUEMALL: I went legit. Didn't want to, you understand, but there it was. Filthy, nasty stuff on everybody's TV, in their face. And you know what galls me the most?

7.

PLAYSPY: You're going to tell us.

SCRUEMALL: You're damn right, guy. There is NO legislation currently under consideration to bring a halt to this sort of slime. You would think somebody would say, "Hey, we've gone a little too far." You'd think somebody would say, "Hey, let's take the pornography AWAY from the cable companies and TV networks, let's take it out of the faces of our children, let's stop spreading it across the airways, and give it back to the pornographers where it belongs." Keep the stuff on

videotapes and magazines where Joe Q. Congressman can buy it discreetly, don't give it away for free."

8.

PLAYSPY: But now you've got your own television production company, so aren't you sort of joining the ranks of those you blame for the downfall of legitimate pornography?

SCRUEMALL: <pause> I've surrendered. I'm not going to try and buck the system any more. I'm too old and feeble. Well, not feeble, but I'm too old to fight it. I figure, if you can't lick 'em, join 'em. So I formed *PornProdCorp*, and we're in the middle of producing what will undoubtedly be the highlight, the premiere, of next season's TV...once we find a network who'll buy off.

9.

PLAYSPY: Care to give us a sneak peak?

SCRUEMALL: I'd love to, but

you know how it is, right? If I tell you, I gotta tell everybody, and that would spoil the surprise. Let's just say it's gonna be the pinnacle of good taste and lighthearted entertainment, and it'll be all the more fun because it'll involve YOU, the viewer.

10.

PLAYSPY: Sounds terrific, Silas.

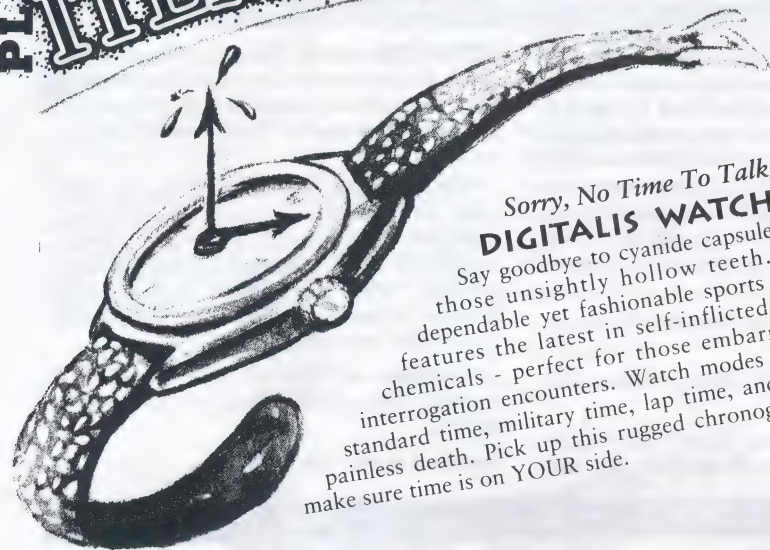
SCRUEMALL: It will be.

11.

PLAYSPY: Thank you for taking the time to talk to *Playspy* about your upcoming project, and rest assured we'll all be pulling for you in front of our TV sets this fall.

SCRUEMALL: Perfect.

ITEMS FROM THE

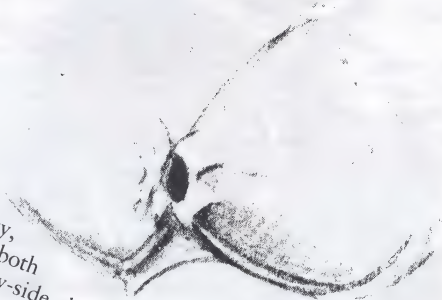


Sorry, No Time To Talk.
DIGITALIS WATCH

Say goodbye to cyanide capsules and those unsightly hollow teeth. This dependable yet fashionable sports watch features the latest in self-inflicted lethal chemicals - perfect for those embarrassing interrogation encounters. Watch modes include standard time, military time, lap time, and quick, painless death. Pick up this rugged chronograph to make sure time is on YOUR side.

Pack a pair o' .38s!
**DOUBLE BARREL
HOOTER SHOOTER**

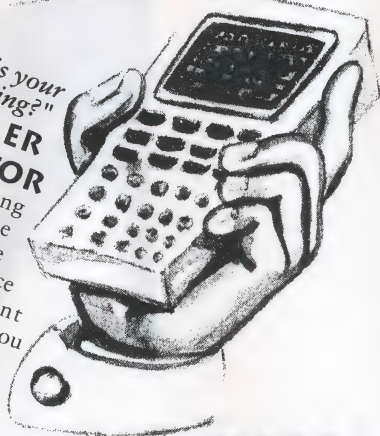
In the race for superior weaponry, you'll be way out in front. Give'em both barrels with this underwired side-by-side shotgun. It's a dangerous profession, so don't let your defenses sag. With the hooter shooter, you're more than a handful!



COMPANY STORE

"Hello, is your refrigerator running?" **CRANK AUTO DIALER TRANSLATOR**

Perfect for killing time on those long overseas stakeouts. Palm-sized machine randomly dials grocery stores all over the world and translates "Do you have Prince Albert in the can?" into 54 different languages. Add-on modules include "Do you have cotton balls?" and the ever-popular "Does Dr. Pepper come in a bottle?"



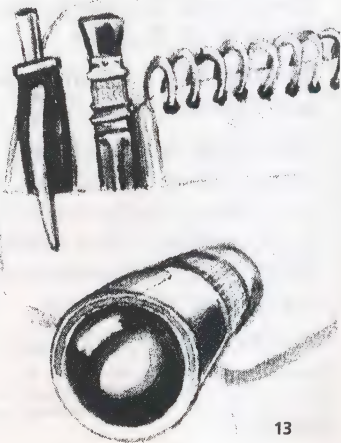
Here comes the bribe. **THE EASY GREASER**

Do overseas officials cross their eyes when you cross their palms? Are your stoolies steamed by your paltry payola? Avoid those foreign finance faux pas. This pocket-sized data base will give you up-to-the-minute recommendations for government gratuities in most countries. Don't look bad when you put 'em on the pad.



Is that a lens in your pocket or are you just glad to see me? **POCKET PROTECTOR VIDEO CAMERA**

The pen-ultimate in concealed camcoders and a fountain of fun for filming friends and family. This clever video camera comes with a .5 lux lens for ball-point... er... pin-point accuracy and definition. Put a peeper in your pocket today!



LEWSAR'S PROFILES

(Pronounced Loser's "White Leisure Suit")



LARRY LAFFER

HOME: Hollywood Hills, CA

AGE: 40

PROFESSION: Software Salesman, VP of Marketing, Videotape Eraser, Talent Scout

HOBBIES: Walking around, looking at things, picking up objects, trying to score (points) and doing Dan Quayle impersonations.

LAST ACCOMPLISHMENT: Who, me?

MOST MEMORABLE BOOKS: *The Klutz's Guide to Committing Suicide* by Ima Goner; *The Illustrated Guide to Polyester Fabrics* from the Editors of Gentlenerds Quarterly; *How to Say No When You Really Mean Yes... Well, Maybe* by N. D. Sysiv

QUOTE: "It's truly an honor to be asked to come up with a pithy quote for your advertisement, sir."

PROFILE: A man of many contradictions...in fact, all of them. Exuding an aura of cheap sleaze, slick without being classy, he sees himself as the consummate ladies' man, yet only rarely does he manage to consummate anything at all. He's affable and easy-going, eager to please, loyal, affectionate, and obnoxiously talkative; in fact, he has just about all the same qualities as a Pekingese.

SCOTCH: No, Californian.

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AERODORK AIRLINES



"Fly the Proud Dork!"

Passengers are limited to 3 articles of baggage: 1 (1) carry-on which must be no larger than 24"x18"x20" to fit beneath the seat or in the overhead compartment and containing no more than 2 (2) magazines, 1 (1) mini-packet of tissues, which will no doubt end up stuffed into the seat pocket in front of you or jammed permanently into the little ashtray set into the armrest, 4 (four) snack items including half-melted chocolate bars, stale peanuts, or roll candy marked up to five times its usual street price by greedy and unscrupulous airport concession owners, 1 (1) paperback novel of up to 1000 pages, either Stephen King or Robert Ludlum (no V.C. Andrews, Anne McCaffrey or Louis L'Amour), up to 10 (10) rolls of film and/or 10 (5x2) computer diskettes, all destroyed by repeated passes through the X-ray machine by cavalier and holier-than-thou security personnel just DYING to inconvenience you to the maximum extent of the law, pen and pencil for filling out the crossword puzzle in the in-flight magazine (said crossword puzzle already having been 95% solved by the last jerk who didn't take the magazine with him), assorted analgesics (buffered or unbuffered), chewing gum in order to ineffectively combat the physical agony of changes in air pressure, causing your head to apparently swell to several times its original size as your eardrums bulge painfully outward until they begin to dislodge from your ear canals, address book with the phone numbers of the people you're supposed to call when you arrive at your destination and find that nobody's there to meet you, and your ticket stub to show to the idiot who waltzes down the aisle and accuses YOU of sitting in HIS seat, only to find that he has the seat NEXT to you instead (his mistake, and does he even bother to apologize? Well, yes, but it doesn't make YOU feel any better for having been embarrassed in public like that) and you can just bet he'll be picking his nose in his sleep throughout the flight, tipping over until his disgusting cheek is pressing against your shoulder, but you can't wake him or else he'll want to talk to you and ask "So, where are you going?" or other ludicrously obvious questions; 2 (to) pieces of checked baggage which may or may not be pretentiously labelled with the name of some clothing or perfume designer who's under the delusion that he or she knows the first thing about what makes for intelligently designed luggage, and insurable in case of loss by somebody other than this airline who might be willing to give you two cents on the dollar for your so-called estimation of the value of your belongings, which is sure to be at least twice their actual value but who cares, we're an airline, we can afford it, isn't that what you're thinking, but the truth is we're as close to bankruptcy as any of the other major airlines that've gone down the toilet in the past few years (ever since that splendid deregulation the government thought would be so lovely), and containing at least one (won) nice suit just in case you get to go to a good restaurant or a show, but you probably won't, which is just as well since the suit doesn't fit particularly well ever since you gained back that 7 (seven) pounds you spent last year trying to work off, two (too) pairs of good shoes which you just know are going to end up giving you blisters when you find yourself wearing them 14 (fourteen) hours a day instead of just to (2) dinner or cocktails like you originally thought, one (the loneliest number) sweater which won't be enough when the temperature drops to a new all-time low, even though your friends assured you that all you'd need would be maybe one light jacket and oh, be SURE to bring plenty of shorts and bathing suits because it's supposed to be very warm all week, shows how much they know, doesn't it, and one (one) pair of headphones stolen from your last flight, but of course weren't you surprised when you got home and found they're not really headphones at all, they're just hollow plastic tubes that direct the sound towards your ears, so you didn't really need them in the first place, you could have just turned the volume up all the way and scrunched down in your seat and put your ear near the two little holes and listened to the whole movie for free, but no, you stole the cheap headphones and you'd better be discreet because the flight attendant knows perfectly well you didn't pay for those, since they're clearly marked with the name of a different airline that doesn't just HAND OUT headphones for you to keep, so maybe she'll take them away from you and send them back to the other airline, oh come on you're just being paranoid, even so maybe you'd better just forget the movie or the in-flight music (static) and thumb through the catalog of miniature airplanes and hundreds of doo-dads all with AERODORK printed on them, but as it turns out, there IS no catalog in the seat pocket in front of you, the only one is in the seat pocket of the seat NEXT to you, which means you run the risk of waking and/or irritating the guy who's sleeping on your shoulder, not really worth it, is it, but after all, they HAVE asked you to close your window for the benefit of those who DO want to watch the movie, but where's the justice in that, after all it's your seat and you have a perfect right to look out the window if you want to, this is NOT a movie theatre, so you leave the window open anyway, not because you want to see what's outside but because it's your little way of getting back at the airline which unceremoniously bumped you from a previous flight because they stupidly overbooked by 90 (ninety) people and then had to tell 50 (fifty) of them to get up and vacate their seats, gee, we're terribly sorry for the minor inconvenience, but we'll give you a free ticket anywhere we fly, but of course you could just as easily end up being bumped from THAT flight, and on and on until you've got hundreds and hundreds (100s + 100s) of free tickets and haven't been able to go on a single (1) flight without being bumped, anyway, that's an exaggeration but it COULD happen, especially the way this airline treats you, so why don't you just show them a thing or two and send back your Frequent Masochist card cut in half and take the TRAIN, I'll tell you why, because the train costs just as much and takes 10 times longer, that's why, and besides, like they're really going to care if one (1) of their passengers takes the train instead, why fight it, just take the plane and once, maybe just this once, the plane will take off and land on time, instead of just sitting on the runway for an hour-and-a-half (90m) while they decide if the plane is in good enough condition to take you, and you look out the window and can see the maintenance men standing around shaking their heads, uh-oh, this flight is doomed, but I'd feel too (2) silly getting off the plane in front of everybody now, God, why are they even DEBATING about it, if they're not sure, why are they going to take the chance, after all we're human beings in here, well, most of us are anyway except for that couple with the squalling infant, don't they know better than to bring a baby on an airplane, the baby will hate it and will ruin the flight for everybody else, why didn't they just check the damn baby with the baggage, oh, wait a minute — baggage, that's right, you can bring two (2.0) items checked through and one (1/1) carry-on and that's it, and the airline will repay you \$100 (one hundred) for every bag lost, but they'll take their own sweet time paying you that \$100 (like that's even going to begin to replace ANYTHING in the bag, I bet these airlines just rip off the bags and sell the contents and even if they get around to paying the person \$100 for their "lost" (oh-ho) baggage they still make a major profit, I bet that's exactly what they do, son-of-a-gun, I'm going to write a letter to the President of this airline and tell him exactly what I think of his racket, that's just what I'm going to do, I mean what the hell, I've got this whole flight and I can give the letter right to the Flight Attendant to pass directly to the Airline President, but who am I kidding, they'll probably just read it to each other in the galaxy back there and laugh at me and then throw the letter out, I'm never going to write this letter, I might as well just plug in my illegal headphones and watch the movie).

AeroDork Airlines Travel Schedule

Time	Destination	Code
9:00	New York City, NY.	0 0 0 0 0
9:10	Intercourse, PA.	0 0 0 0 0
9:20	Atlantic City, NJ.	0 0 0 0 0
9:30	Los Angeles, CA.	0 0 0 0 0
9:40	Oakhurst, CA.	0 0 0 0 0
9:50	Miami, FL.	0 0 0 0 0
10:00	Sequim, WA .	0 0 0 0 0
10:10	New York City, NY.	0 0 0 0 0
10:20	Climax, MI.	0 0 0 0 0
10:30	Atlantic City, NJ.	0 0 0 0 0
10:40	Los Angeles, CA.	0 0 0 0 0
10:50	Miami, FL.	0 0 0 0 0
11:00	Spread Eagle, WI.	0 0 0 0 0
11:10	Los Angeles, CA.	0 0 0 0 0
11:20	New York City, NY.	0 0 0 0 0
11:30	Bowlegs, OK.	0 0 0 0 0
11:40	Miami, FL.	0 0 0 0 0
11:50	Atlantic City, NJ.	0 0 0 0 0
12:00	Atlantic City, NJ.	0 0 0 0 0
12:10	Hazardville, CN.	0 0 0 0 0
12:20	Fish Camp, CA.	0 0 0 0 0
12:30	Miami, FL.	0 0 0 0 0
12:40	New York City, NY.	0 0 0 0 0
12:50	Los Angeles, CA	0 0 0 0 0

Continued on next flap

AeroDork Airlines Travel Schedule

continued from previous flap

Time	Destination	Code
1:00	Atlantic City, NJ.	W X 3 5 2
1:10	Oral, SD.	3 3 3 3 3
1:20	Miami, FL	W 3 7 3 3
1:30	New York City, NY.	W W W W W
1:40	Los Angeles, CA.	3 3 W W W
1:50	Hardwick, VT.	W X W 2 W
2:00	Bunn, NC.	7 2 5 W 3
2:10	Atlantic City, NJ.	7 W W 5 3
2:20	New York City, NY.	5 W 5 W 3
2:30	Los Angeles, CA.	W 3 W W W
2:40	Miami, FL.	W 5 3 2 3
2:50	Four Holes, SC.	W 5 5 5 W
3:00	Succasunna, NJ.	W 3 W 2 5
3:10	Atlantic City, NJ.	2 W 5 3 W
3:20	Los Angeles, CA.	W 5 5 3 3
3:30	Miami, FL.	W 2 3 3 2
3:40	New York City, NY.	3 W 3 W 2
3:50	Loveland, OH.	5 3 2 5 3
4:00	Los Angeles, CA.	W 3 5 W 3
4:10	Atlantic City, NJ.	W W 5 3 5
4:20	Grundy, VA .	W 5 3 W W
4:30	Miami, FL.	2 W 3 5 W
4:40	New York City, NY.	3 3 3 3 3
4:50	Sugar Notch, PA .	5 3 W 3 2
5:00	Loveladies, NJ	W 5 3 W W

NOTE: For your
convenience, all flights
to all destinations leave
at precisely the same time
from every city of origin
(Example: Flight      
to New York City leaves
all airport locations at
9:00 a.m. daily.) How
can we bring you this
extraordinary level
of customer service?
Easy, we're a tax shelter.

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(slightly unstable; some fuel line damage)
Weekends and Weekdays Only!
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Rent-A-Gas-Guzzling-Poorly-
Aligned-Smells-Like-A-Wet-Dog-
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vehicles. YOU can own a genuine Rent-A-Gas-
Guzzling-Poorly-Aligned-Smells-Like-A-Wet-Dog-
Demolition-Derby-Reject Quality Motorpiece!
From only \$12.95/mo****!

*Steering column, tires, gasoline, engine, and keys all available
at a slight extra charge. CDW (Collision Damage Waiver)
also available at only \$39.95/day.

**In fact, we'll pay YOU up to \$49.95 a day
just to take these items off of our hands!

***The Department of Transportation requires that we call
your attention to the phrase "Pre-Broken-In," which, like
"Pre-Driven" and "Pre-Owned," is a euphemism for old,
used, and devalued. Senior citizens beware!

****\$12.95/mo Rent-To-Own contract applies to
84-year purchase plan ONLY.

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SIERRA GAME MANUAL

HOW TO READ THIS MANUAL

Throughout this manual we will use the following ways of representing information:

Menu Commands will be CAPITALIZED. Example: SAVE, RESTORE, QUIT, PLAY

Typed commands will appear as **bold type**.

Example: 'type **cd \sierra**'

Portions of the command line not meant to be typed will not appear in bold type. For example, in the line 'type **cd \sierra**', 'type' should not be typed.

[Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [Spacebar], [Tab], [PageUp]

The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed together will be separated by a hyphen (-). This hyphen is not a keystroke, and should not be typed.

Example: 'Press [Ctrl-Q] to quit your game.'

If a space appears between parts of a command, it is meant to be typed.

Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** should be typed as part of the command)

The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

GETTING STARTED

README FILES

PLEASE NOTE: If there is a README file on your game diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed.

MS-DOS README Instructions

Note: The readme file is on the STARTUP disk. You may read this file during installation on some games. For other Sierra games, do the following:

From DOS, change to the drive containing the startup disk. Then type **more<readme** to see the README file on-screen.

Example A: **more<readme** or

Example B: **more<read.me**

MACINTOSH README Instructions

With the STARTUP DISK in your diskette drive, double-click on the **README** icon.

BACK-UPS FOR ALL SYSTEMS

Make Back-ups

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instruction manual to make copies of all game diskettes.

Create a 'Save Game' Disk

Even if you will be playing from a hard disk, you may want to format a blank diskette for saving games. Follow your computer's instruction manual to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see 'Saving Your Game' (page 16).

INSTALLATION

MS-DOS Systems

Installing Your Sierra Game

IMPORTANT: In order to play your Sierra Game, you MUST have a hard disk.

1. Make copies of the set of disks you will be using to install the game.

2. Find the diskette entitled STARTUP DISK. Place this diskette in your floppy drive.

3. Type the letter of the drive containing the STARTUP disk followed by a colon and press [ENTER]. Then type **install** and press [ENTER].

Example: Type **a:** and press [ENTER]. Type **install** and press [ENTER].

4. You will be asked to type the letter of the hard disk on which you want to install the game (usually c). Type the letter and press [ENTER].

5. The install program will then examine your system's equipment and select the best of the available options. If you're satisfied with the options selected for you, highlight the option "Accept these choices and begin installation" and press [ENTER] to confirm those choices. If you wish to change any or all of the preselected options, highlight the option you wish to change and press [ENTER]. Follow the prompts at the bottom of the main window to complete the installation process.

*NOTE: If you wish to view all the installation options, type **install - m** at step 3 above.*

Loading Instructions

From the root directory or from the game directory that the program was installed to, type the game initials (example: **sq4** for Space Quest IV) and press [ENTER].

NOTE: When using the default directory name, the game initials will ALWAYS be the same as the default game subdirectory name.

Installation Procedure for Windows

1. Insert the STARTUP / Disk 1 into your disk drive (A or B).

2. Invoke Windows in Standard mode or Enhanced mode. This is usually done by typing **win /s** or **win /3**, but may be different for your installation. If you are unsure, please refer to your Windows documentation.

3. From the Windows Program Manager, open the FILE menu and select the "RUN" command.

4. In the File Run dialog box, Type **a:setup** where "**a**" is the letter of your disk drive and press [ENTER] or click "OK".

5. Follow the prompt to enter the installation drive and path name. This is the location on your hard disk where your Sierra game will be installed. When you press Enter after specifying the path, the program will begin the installation procedure to your hard disk.

6. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Sound Blaster, Pro Audio Spectrum Plus or 16, Thunderboard) or for an extended synthesizer (i.e., Roland SCC-1 or Sound Canvas, Turtle Beach Multi-Sound, Yamaha TG-100 or any other General MIDI supported synthesizer or module). It will then set up a program group and program icon so that you may play the game.

PLEASE NOTE: For Roland MT-32 and compatible sound modules, select the extended synthesizer option during the setup program. After the game installation is complete, select the MIDI Mapper option under the Control Panel and change the sound mapping option to MT-32.

IMPORTANT: If you wish to play the MS-DOS version after installing for the Window's version, please refer to MS-DOS installation procedures on page 4.

WINDOWS FEATURES

Small/Large Windows

When playing your game as a Window's application, an option to select the size of your screen is available (640x480x256 mode only). To use this feature, open the system menu and select the size of window that you would like to use during game play. This feature may be changed at any time during game play.

Multitasking And Task Switching

Multitasking and Task Switching is a computer's ability to run more than one application at the same time while having the ability to switch between them. When playing a Sierra game as a Window's application, Multitasking and Task Switching capabilities are available. Please Note: This feature is not available for playing two Sierra games simultaneously under Windows. For more information on this feature, please refer to your Window's Manual.

Note About Synthesizers

Multimedia Windows defines two types of synthesizers: "Base-Level" which includes three melodic channels and one percussive channel, and "Extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). You may wish to reference the Windows Help menu in the Control Panel. Use the Index to find help on changing your **MIDI** setup.

The channel assignments are 13 thru 16 for "Base-Level" and 1 thru 10 for the "Extended". You may need to configure the system depending upon the type of sound equipment installed by using the **MIDI Mapper** option in the Control Panel.

Sierra games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.

If you have for example a Sound Blaster, Thunderboard, Pro Audio Spectrum Plus or a Pro Audio Spectrum 16, select the "Base-Level" synthesizer.

If you have for example a Roland SCC-1 or Sound Canvas, Turtle Beach Multi-Sound, Yamaha TG-100 or any other General Midi supported synthesizer or module, select the Extended synthesizer option.

PLEASE NOTE: For Roland MT-32 and compatible sound modules, select the extended synthesizer option during the setup program. After the game installation is complete, select the Midi Mapper option under the Control Panel and change the sound mapping option to MT-32.

INSTALLATION

MACINTOSH

Installing Your Sierra Game

IMPORTANT: In order to play your Sierra Game, you MUST have a hard disk.

1. Place the back-up copy you have made of the STARTUP Disk in the diskette drive.
2. Double click on the INSTALL icon, and follow the on-screen prompts to complete the installation.

Loading Instructions

After completing the INSTALL procedure:

1. Double-click on the Sierra folder.
2. Double-click on the Sierra Game folder.
3. Double-click on the Sierra Game icon.

PLAYING YOUR SIERRA GAME

ALL SYSTEMS:

Exploring New Worlds

The following section explains how to use the Sierra Interface. Please take a moment to read this section if you have never played a Sierra game.

Every Sierra game presents an exciting world of adventure for you, the player, to explore. In order to make your exploration exciting and easy, we have developed a standard interface for all our Sierra games. This interface is designed to allow you to simply point and click to explore this world and interact with it.

You can use a mouse, keyboard or joystick to play your Sierra game. The term click is a generic term. If you have a mouse, it simply means clicking the mouse button (or the left-most mouse button on mice with more than one button). If you are playing with the keyboard, press the [Enter] key to click. Using the Joystick, press the Fire button to click. See instructions on pages 8-11 for more details.

Using a Mouse

To activate the icon bar, move the cursor to the top of the screen.

To position the on-screen cursor, move the mouse to the desired position. To move

One Button Mouse Mouse Button [ENTER]

{SHIFT-CLICK}

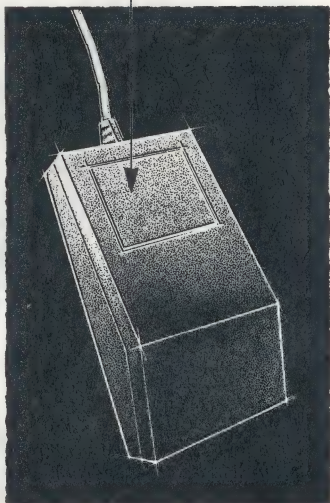
{OPTION-CLICK}

Cycle through available cursors.

{CTRL-CLICK}

{COMMAND-CLICK}

Toggle between WALK and last cursor chosen.



your character, position the Walk Icon at the desired screen location and click the mouse button.

To execute a command, click the mouse button (multi-button mouse users, click the left button).

For more detailed mouse instructions, see illustrations below.

NOTE: For MS-DOS Systems: In order to have mouse control with your Sierra program, a mouse driver must be installed through DOS prior to starting your Sierra program.

Two Button Mouse

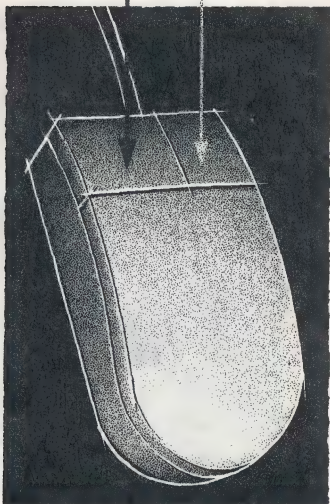
Left Mouse Button [ENTER]

RIGHT MOUSE BUTTON

Cycle through available cursors.

{CTRL-CLICK}

Toggle between WALK and last cursor chosen.



Three Button Mouse

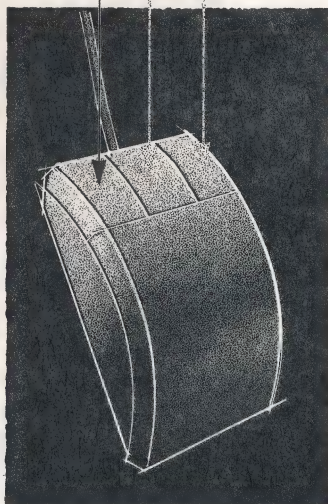
Left Mouse Button [ENTER]

RIGHT MOUSE BUTTON

Cycle through available cursors.

MIDDLE MOUSE BUTTON

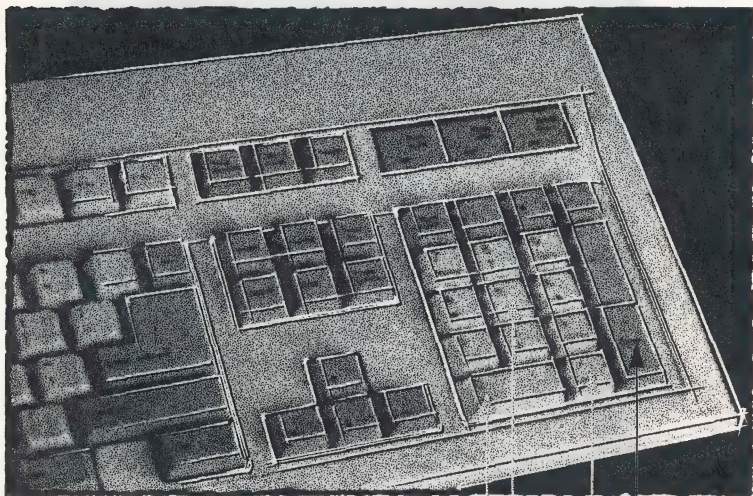
Toggle between WALK and last cursor chosen.



Using a Keyboard

To position the on-screen cursor or move your game character using a keyboard, press a direction key on the numeric keypad. To stop your character, press the same direction key again. To execute a command, press [ENTER]. To move the on-screen cursor or game character in smaller increments for exact positioning, hold down the [SHIFT] key and use the arrow keys. For more detailed keypad instructions, see illustration below.

Numeric Keypad



*Toggle between WALK
and last cursor chosen.*

*Cycle through available
cursors.*

Open Icon Bar.

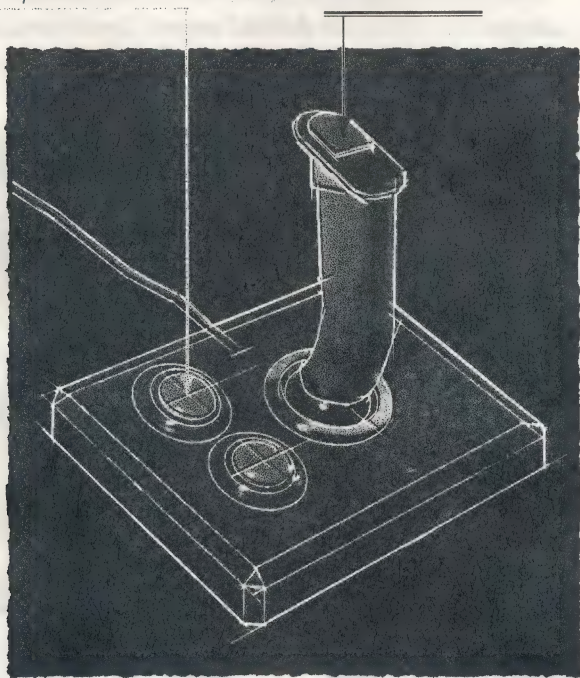
[ENTER]

Using a Joystick

To position the on-screen cursor using a joystick, move the stick in the desired direction. To execute a command, press the FIRE button. The secondary button opens the Icon Bar. For more detailed joystick instructions, see illustration below.

Open Icon Bar.

FIRE BUTTON



PLEASE NOTE: All playing instructions beyond this point are for mouse. Keyboard or joystick commands may also be used. Please reference the section above for keyboard and joystick equivalents to mouse commands.

Game Commands

All of the games commands are located in an icon bar which is normally hidden at the top of the screen. To access the icon bar, move the cursor to the top of the screen. You can also access the icon bar by pressing [Esc] on the keyboard.

To choose an action, click on the icon that represents that action. Then click on the area on the screen where you want to perform that action. For example, to look at an object, access the icon bar and click on the LOOK icon. Then click on the LOOK cursor on the object you want to LOOK at. The following paragraphs describe each of the available actions in more detail. Note: Some Sierra games offer additional actions you may perform. Consult the game-specific documentation for more information on these actions.

The Walk Icon

Choose **Walk** when you want to move your character from place to place on-screen.

PLEASE NOTE: In keyboard mode, your character's destination will be assumed to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped.



The Walk Cursor (mouse mode only)

When you choose **Walk**, the cursor will change to a WALK icon that varies from game to game. Place the feet of the figure at the place where you want to move your character and click. Your character will move to that spot, avoiding any obstacles in its path.



On the Macintosh, you can double-click to exit the screen where your character currently is. To exit the screen, move the cursor near the edge of the game screen and double-click. When using the double-click, you need only to have the cursor **near** the edge of the screen to exit, rather than trying to find the exact edge of the screen.

The Look Icon

Choose **Look** when you want to have your character look at something on-screen.



The Look Cursor

When you choose **Look**, the cursor will change to an eye. Place the eye at the desired place on the screen and click. If there is something to be seen there, a message will be displayed.



The Action Icon

Choose **Action** when you want your character to manipulate an object.



The Action Cursor

When you choose **Action**, the cursor will change to a hand. Place the hand at the desired place on-screen and click. The appropriate action will be performed.



The Talk Icon

Choose **Talk** when you want to initiate a conversation between game characters.



The Talk Cursor

When you choose **Talk**, the cursor will change to a Talk Icon which varies from game to game. Position the TALK cursor on the person (or thing) you want to speak to, and click. If conversation is possible, your character will talk, or a conversation will begin.



The Item Icon

The **Item** icon shows the last inventory item you selected. Choose **Item** when you want to use this item.



The Inventory Icon

Choose **Inventory** when you want to see and select from the items you are currently carrying. Within the Inventory screen are several options: **?**, **Look**, **Action**, and **OK**.



Choose **?** and click on any menu icon to learn the function of the icon.

Choose **Look** and click on any inventory item to get a description of that item.

To use that item on another item, the item must first be selected with the **Arrow** icon and then clicked on the second item. (Example: putting jewels into a pouch). To select an item for use, click on the **Arrow** icon, then click on the desired inventory item. (See Inventory Object Cursors, below.)

Choose **OK** to leave the Inventory screen and return to the game.

Inventory Object Cursors

Each item in your inventory has a special object cursor associated with it. Each of these cursors looks like the **Object** it represents. OBJECT cursors can be used to perform game actions with your inventory items.

To use an OBJECT cursor in the game, follow the steps below:

1. From the game, choose the **Inventory** icon from the icon bar, or press the [Tab] key.
2. Move the arrow cursor to the inventory item you want to use, and click. The cursor will change to look like the item you have selected.
3. Choose the **OK** icon. You will exit the inventory screen to the game.
4. Move the **OBJECT** cursor to the place on-screen where you want to use the inventory item and click.

The Control Panel Icon

When you choose the CONTROL PANEL icon, several options will be displayed: **SAVE, RESTORE, RESTART, QUIT, HELP, ABOUT** (Sierra icon), **PLAY, TEXT** (in some games), **VOLUME, SPEED and DETAIL**.

Choose **SAVE** when you want to save your game.

Choose **RESTORE** to restore a previously saved game. For more instructions on saving and restoring games, see page 16 through 17.



Choose **RESTART** to begin the game again.

Choose **QUIT** to stop playing.

The **SPEED** lever adjusts the speed of your character's on-screen movement. Place the cursor on the lever and hold down the left mouse button as you move the lever up (faster) or down (slower).

The **VOLUME** lever adjusts the sound volume of the game music. Place the cursor on the lever and hold down the left mouse button as you move the lever up (louder) or down (softer). *NOTE: On systems using only an internal speaker, **VOLUME** will not adjust sound level, but will toggle sound on (up) and off (down).*

The **DETAIL** lever adjusts the amount of non-essential animation in the game; if your computer system is running the game too slowly, you may want to adjust the game detail to eliminate non-essential animation. Place the cursor on the lever and hold down the left mouse button as you move the lever up (more detail) or down (less detail).

The **TEXT** lever, available only in selected games, adjusts the amount of time text messages will remain on your screen. Place the cursor on the lever and hold down the left mouse button as you move the lever up (less reading time) or down (more reading time).

The Help Icon

Choose ? and click on any menu icon to learn the function of the icon.



Pausing Your Game

If you wish to pause the game, select the **CONTROL PANEL** icon from the icon bar. The game will pause until you select **PLAY** to resume play. Alternatively, just bringing up the icon bar will also cause the game to pause.

SAVING YOUR GAME

IMPORTANT!! If you do not wish to save to your hard drive, you must have a separate formatted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, in order to assure adequate space for save game storage. To allow for errors in judgment and creative exploration, we recommend that you frequently save your game, and that you save at several points during game play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress. You may name your saved games using standard English phrases. For example, if you are standing on a beach, you might call your game 'standing on beach', or simply 'beach'.

Saving to a Floppy Disk

1. Choose the **CONTROL PANEL** icon (slide lever) from the icon bar, then select **SAVE**. The Save Game menu will appear.

2. If you are saving to a floppy drive, you will be prompted to insert your Save Game diskette into your floppy drive (example: **a:**).

*PLEASE NOTE: The first time you attempt to save a game to a floppy disk while playing from the hard drive, you will need to change your default save game directory as follows: click on **CHANGE DIRECTORY***.*

3. Press [Ctrl-C] to clear the command line, and type the name of your floppy drive

4. Insert a blank formatted diskette in your floppy drive.

5. Click on **OK**.

6. Type the description of your saved game, and press [ENTER] to save the game.

■ ●
* The term 'directory' refers to directories, drawers and folders.

Saving to Hard Disk

NOTE: If you choose to save games to your hard disk, we suggest that you create one or more save game directories or folders on your hard disk. See your computer's instruction manual for creating directories.

1. Choose the **CONTROL PANEL** icon from the icon bar, then select **SAVE**. The Save Game menu will appear.
2. If you wish to save the game to a directory* other than the one you are currently playing on, select **CHANGE DIRECTORY***. Press [Ctrl-C] to clear the command line, and type the drive and name of the new directory*.
3. Click on **OK**.
4. Type the description of your saved game, and press [ENTER] to save the game.

Restoring Your Game

1. Choose the **CONTROL PANEL** icon from the icon bar, then select **RESTORE**. You will be prompted to select the game you wish to restore.
2. Highlight the desired game and select **RESTORE**.
3. If the game you wish to restore is in a different directory, select **CHANGE DIRECTORY**, then type the name of the directory* you wish to restore from.

Quitting Your Game

To stop playing, choose the **CONTROL PANEL** icon from the icon bar and select **QUIT**.

Restarting Your Game

To restart your game at any time during play, choose the **CONTROL PANEL** icon from the icon bar and select **RESTART**.

** The term 'directory' refers to directories, drawers and folders.*

Message Windows

Message windows will appear at various times during the game. When you have read the message, click to remove the window and resume play.

NOTE: Some message windows are program controlled, and cannot be cleared by clicking. These windows will clear automatically, dependent on your text speed setting (see TEXT LEVER, page 15).

TIPS FOR ADVENTURERS

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully, and **DRAW A MAP** as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

GET objects you think you will need. You can see an inventory of items on hand by choosing the Inventory icon at any time.

USE the items you have picked up to solve problems in the game. Different approaches to a puzzle may bring about a different outcome.

BE CAREFUL, and remain alert at all times — disaster may strike in the most unlikely of places!

SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points, so you will always be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish.

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier.

If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path.

If all else fails, refer to the "HINT" section on page 30 of this manual.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

TECHNICAL HELP

(MS-DOS only)

You may receive one or more of the following messages when playing your Sierra game or during installation. The following paragraphs show the possible error messages in bold with explanations and solutions detailed afterwards.

CRC ERROR: This message means you have a bad disk. It stands for Cyclic Redundancy Check, a way to check for disk errors.

DATA ERROR READING DRIVE A or B: This message means you have a bad disk. See "The Sierra No Risk Guarantee" on page 32 for more information on disk replacement.

GENERAL FAILURE READING DRIVE A or B: This message means you probably have a low density floppy drive and are trying to read incompatible high density disks.

YOU NEED "_____" MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME: This message means that there is not enough free memory to successfully run the program. You may need to boot your system with a Boot Disk. See BOOT DISK INSTRUCTIONS on the following pages.

OUT OF HUNK: This message means you may be running RAM-resident programs such as Windows, Sidekick, a DOS shell, or other programs that remain resident in your computer's memory even when you are not using them. Booting your computer with a BOOT DISK will solve this problem. See BOOT DISK INSTRUCTIONS on the following pages.

PACKED FILE IS CORRUPT: This error occurs primarily when using DOS 5.0. Typing LOADFIX before running either the install procedure or starting the game with the BAT file will correct this error message (i.e., LOADFIX INSTALL [ENTER] or LOADFIX SQ4.BAT[ENTER]).

SECTOR NOT FOUND READING DRIVE A: (While reading any MS-DOS game disk) This message means you have a bad disk. See "The Sierra No Risk Guarantee" on page 32 for more information on disk replacement.

SHARING VIOLATION "CAN'T FIND RESOURCE.CFG": This error message means that the file RESOURCE.CFG was never created. Running the install procedure again from the game sub-directory on your hard drive (i.e. C:\SIERRA\SQ4) should correct this error.

MEMORY REQUIREMENTS

Sierra's programs require a large amount of memory (RAM) in order to function properly. If you are encountering difficulties and want to see how much memory is available through DOS, type CHKDSK [ENTER]. (DOS 5.0 users may type MEM.) An example of a typical system is:

655,360 Bytes Total Memory (640K)

597,842 Bytes Free (584K)

If the "Bytes Free" line is below 583,680 (570K), please use a boot disk. (Minimum memory requirements may vary per game.)

BOOT DISK INSTRUCTIONS

Booting your computer system with a Boot Disk before you play your Sierra game will keep any TSR (Terminate-and-Stay-Resident) programs from being loaded into memory.

Boot Disk Creator

If the program you have was released after May 1992, your program contains an option to create a boot disk automatically for you. To use this option, run the install procedure from either your game sub-directory or from your STARTUP/ Disk 1 program disk and select the "Make Bootable Floppy Disk" option. Follow the on-screen prompts to complete the boot disk procedure. Once your boot disk is made, follow the steps in the "Technical Tips" section of this manual.

NOTE: If your program does not contain the "Make Bootable Floppy Disk" option, please follow the instructions on the next page on creating a Boot Disk.

CREATING A BOOT DISK

PLEASE NOTE: The format command must be used with care to avoid erasing all stored information on your hard disk. Please follow the instructions on the following pages exactly.

Formatting From A Hard Disk

1. Insert a blank disk into Drive A:.
2. At the C: prompt, type: **format a:/s** [ENTER].

*Note: If your A: drive is a 3.5" high density drive, using a low density disk, type: **format a:/s/t:80/n:9** [ENTER]*

*Note: If your A: drive is a 5.25" high density drive, using a low density disk, type: **format a:/s/t:40/n:9** [ENTER].*

3. Follow the DOS prompts.

Formatting From A Diskette Drive

1. Insert your original MS-DOS system disk in Drive A:.
2. At the A: prompt, type: **format a:/s** [ENTER]
3. When prompted, insert a blank disk into Drive A: and follow the DOS prompts.

NOTE: If you are going to use a mouse with your Sierra game, please refer to the mouse driver section prior to making the Boot Disk.

■ FOR MS-DOS BELOW 5.0

Now you need to create a CONFIG.SYS file for your boot disk.

CREATING A CONFIG.SYS FILE

4. Insert your formatted blank disk into Drive A:.
5. Type: **a:** [ENTER]
6. Type: **copy con config.sys** [ENTER]
7. Type: **files=20** [ENTER]
8. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

Now you need to create an AUTOEXEC.BAT file for your boot disk.

NOTE: If you are using DOS 4.0 or 4.01, and your hard disk partition is greater than 32 megabytes, you may get a warning message which mentions SHARE.EXE. You may ignore this message; SHARE.EXE is not required by Sierra products.

CREATING AN AUTOEXEC.BAT FILE

1. Type: **a:** [ENTER].
2. Type: **copy con autoexec.bat** [ENTER].
3. Type: **set comspec=c:\command.com** [ENTER].
4. Type: **prompt \$p\$g** [ENTER]
5. Type: **path=c:\dos** [ENTER]
6. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

FOR MS-DOS 5.0 USERS

Now you need to create a CONFIG.SYS file for your boot disk.

CREATING A CONFIG.SYS FILE

FOR 286 COMPUTERS WITH 1 MEG OR GREATER

4. Insert your formatted blank disk into Drive A:.
5. Type: **a:** [ENTER]
6. Type: **copy con config.sys** [ENTER]
7. Type: **device=c:\dos\himem.sys** [ENTER]
8. Type: **dos=high** [ENTER]
9. Type: **files=30** [ENTER]
10. Type: **buffers=30** [ENTER]
11. Type: **stacks=0,0** [ENTER]
12. Type: **break=on** [ENTER]
13. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

Now you need to create an AUTOEXEC.BAT file for your boot disk. Please follow the AUTOEXEC.BAT instructions on the next page (24).

CREATING A CONFIG.SYS FILE

FOR 386 OR 486 COMPUTERS

4. Insert your formatted blank disk into Drive A:.
5. Type: **a:** [ENTER]
6. Type: **copy con config.sys** [ENTER]
7. Type: **device=c:\dos\himem.sys** [ENTER]
8. Type: **device=c:\dos\emm386.exe ram** [ENTER]
9. Type: **files=30** [ENTER]
10. Type: **buffers=30** [ENTER]
11. Type: **stacks=0,0** [ENTER]
12. Type: **break=on** [ENTER]
13. Type: **dos=high,umb** [ENTER]
14. Press the [F6] key, then press [ENTER]. You should see the message: . 1 File(s) copied.

Now you need to create an AUTOEXEC.BAT file for your boot disk.

CREATING AN AUTOEXEC.BAT FILE

FOR 286, 386 OR 486 COMPUTERS

1. Type: **copy con autoexec.bat** [ENTER]
2. Type: **prompt \$p\$g** [ENTER]
3. Type: **path=c:\dos** [ENTER]
4. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

MOUSE DRIVERS

If you will be using a mouse to play your Sierra game, you must copy your mouse driver onto your Boot Disk. The following are examples of statements that are required to be added to either the CONFIG.SYS and AUTOEXEC.BAT for the automatic loading of the mouse driver.

THE CONFIG.SYS FILE: *(If MOUSE.SYS was copied to the Boot Disk)*

If you're following the MS-DOS 5 boot disk instructions type: **devicehigh=mouse.sys**

If you're following the Boot Disk instructions for versions of DOS below 5.0 type: **device=mouse.sys**

THE AUTOEXEC.BAT FILE TYPE: *(If MOUSE.COM was copied to the Boot Disk)*

If you're following the MS-DOS 5 boot disk instructions type: **lh mouse**

If you're following the Boot Disk instructions for versions of DOS below 5.0 type: **mouse**

Refer to your mouse manual for further information on how to install your mouse driver. You may also call or fax Sierra Technical Support for assistance.

U.S. Tel: (209) 683-8989 Fax: (209) 683-3633

U.K. Tel: (44) 734-303-171 Fax: (44) 734-303-201

IMPORTANT!! *After you have created a Boot Disk, you must REBOOT your computer with the disk. Leaving the boot disk in Drive A; press [Ctrl]-[Alt]-[Del] at the same time. Your computer will now reboot, with a: as the default drive. Type c: [ENTER] to change back to your hard disk. Then type cd sierra [ENTER] to change to the Sierra directory. Follow the instructions in the manual to start the game, and have a great time!*

Boot Disk instructions for other DOS formats are also available for downloading from the Sierra BBS (U.S. 209-683-4463 or U.K. (44) 734-304-227). Here is a list of the most commonly requested instructions:

DESCRIPTION	BBS FILE NAME
1.MS-DOS 5.0 WITH CD	BDMS5CD.EXE
2.MS-DOS 5.0 WITH QEMM	BDQEMM.EXE
3.MS-DOS 5.0 WITH STACKER	BDMS5STK.EXE
4.DR.DOS 6.0	BDDRD6.EXE
5.DR.DOS 6.0 WITH SUPERSTOR	BDDRD6SS.EXE
6.DR.DOS 6.0 WITH CD	BDDRD6CD.EXE

If you have created a Boot Disk and booted your system with it before playing your Sierra game, and your problem is still evident, something else may be wrong. Following are some trouble-shooting tips that Sierra's Technical Support Department recommends.

QUICK TROUBLE-SHOOTING TIPS

1. Boot your system with the Boot Disk you created.
2. Reinstall the game under a Boot Disk environment.
3. If you are experiencing any form of program hesitation or lockups during game play and are using a Sound Blaster or compatible sound card, the following information is a temporary solution to have you up and running quickly. For Sound Blaster or compatible sound card users, run the install procedure from the game sub-directory and select the "Ad Lib" or "PC Internal Speaker" option for music and select "No Audio/Speech Card" for speech where applicable. Please Note: This temporary solution does not give you the option to hear the sampled sounds or the speech that may be available in your game. For correct sound card functionality, a call to Sierra On-Line's Technical Support or your sound card manufacturer's Technical Support is recommended.
4. If applicable, select "Don't Use Extra Memory" option.
5. If you continue to encounter difficulties with your program please refer to the "Technical Support" section on the following page for available options concerning contacting Sierra On-Line's Technical Support Department.

NOTES

Software Publishers Association Q & A

Q. Is it okay to copy your friend's software?

A. No, it's not okay to copy your friend's software. Software is protected by copyright law, which says that you can't make copies without the permission of the copyright holder. Copyright law is written this way to protect software programmers and publishers and the investment they've made in their products. The creative teams that develop the software—programmers, writers, graphic artists and others—also deserve fair compensation for their work. Without the protection given by our copyright laws, they would be unable to produce the entertainment, educational and productivity software that adds so much to our daily lives.

Q. That makes sense, but what do I get out of purchasing my own software?

A. When you purchase authorized copies of software programs, you receive additional benefits, like user guides and tutorials, quick reference cards, the opportunity to purchase upgrades, and technical support from the software companies. For most software programs, you can read about user benefits in the registration brochure found in the product box.

Q. What exactly does the law say about copying software?

A. The law says that it is illegal to make or distribute copies of copyrighted material, including software, without authorization. If you pirate software, you may face not only a civil suit, but also fines of up to \$50,000 and jail terms of up to 5 years.

Q. So I'm never allowed to copy software for any reason?

A. No, you are allowed to make one backup copy if one wasn't included in the box with your original disk. Copyright law prohibits you from making additional copies of the software for any other reason without permission of the software company.

Q. What happens when I no longer want my software? Can I give my old programs to someone else to use?

A. If you have a legal copy of a software program, you can sell it or give it away. But if you do, be sure you pass on the documentation and back-up disks, and remember—you may not keep a copy for yourself.

Q. Do these rules apply to bulletin boards and user groups? I always thought that the reason they got together was to share software.

A. Many bulletin boards and user groups offer participants shareware or public domain software, which is a perfectly acceptable practice. Some software companies also offer special demonstration versions of their products through bulletin boards and user groups. In some instances, these may be copied. In any event, it is the responsibility of the bulletin board operator or user group to respect copyright law and to encourage participants to do the same.

Q. What about schools and professional organizations?

A. The same copyright responsibilities that apply to individuals also apply to corporations, schools, and professional organizations. No one is exempt from the copyright law.

Q. I'll bet most of the people who copy software don't even know that they're breaking the law.

A. Because the software industry is relatively new and because copying software is so easy, many people are either unaware of the laws governing software use or choose to ignore them. It is the responsibility of each and every software user to understand and adhere to copyright law. If you are part of an organization, see what you can do to initiate a policy statement that everyone respects. Finally, as an individual, help spread the word that responsible computer users should be "software legal."

For more information on ways to stay "software legal," write to:

Software Publishers Association

1101 Connecticut Avenue, NW

Suite 901

Washington, DC 20036



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Sierra On-Line, Inc. Coarsegold, California 93614

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Software Publishers Association
1101 Connecticut Avenue, NW
Suite 301
Washington, DC 20036