

ELECTRONIC ARTS PRESENTS
CD-ROM CLASSICS
THE LOST FILES
OF SHERLOCK HOLMES

The system requirements and procedure for starting and playing *The Lost Files of Sherlock Holmes* are listed below. Please refer to the on-line documentation for all other gameplay information (see *Using the On-line Documentation* below).

Getting Started

The Lost Files of Sherlock Holmes comes on 1 CD. You need 571K of free RAM to install and play the game.

Installing the Game

After booting your system with DOS, do the following:

1. Insert the CD in your CD drive.
2. Type d: (or the letter of your CD drive, if different) and press ↵ (ENTER) to move to the CD drive.
3. When you see the "D:" prompt, type **install** ↵.
4. The installation menu appears. Follow the menu prompts to install the game(s) and on-line documentation reader.
 - To highlight a menu item, press the arrow cursor keys up/down.
 - To activate the highlighted item, press ↵.

You can install the game and documentation reader separately or at the same time.

Documentation and a preview of new EA titles are provided on-line.
If you would like to receive the printed manual, please see the order form
on the back cover.

Starting the Game

System requirements:

- 571K (584,704) base RAM
- EMS for digital speech
- 15/29 (minimum/fast) MB hard disk space
- DOS 3.3 or greater
- Mouse recommended, keyboard and joystick supported
- Adlib®, Sound Blaster®, and Roland sound cards supported

1. Move to the directory where the game is installed. By default it is installed in C:\EA\HOLMES, so you would type

```
c:~  
cd\ea\holmes~
```

2. Before running Sherlock Holmes for the first time type **install** ↵ at the C:\EA\HOLMES prompt. This will bring you to the installation option screen.

3. To start the program type **holmes** ↵ at the C:\EA\HOLMES prompt.

•To bypass the introduction, type **game** ↵ at the C:\EA\HOLMES prompt.

Note: If your mouse is connected to Com 2 *and* you have a sound card on your system, you may need to use the keyboard controls on the first screen of the game. When the second screen appears, you will be able to use your mouse. If you are experiencing other mouse difficulties, we recommend updating your driver, or obtaining a true Microsoft mouse driver.

The Installation Options Screen

The options you can select from this screen are:

•Change Sound Devices.

1. Use the Arrow Keys to highlight Change Sound Devices and press ENTER. The Change Sound Devices submenu will appear.
2. There are two sound devices for which you may choose options: A Musical Device and a Digital Device. The musical device will play the music, and the digital device will play all sound effects and voices.
3. When selecting the Musical Device, use the Arrow Keys to select the sound device installed in your computer system. The soundboard your computer is equipped with will be highlighted.

The available options are:

No Music
Adlib Sound Board
Sound Blaster
Roland MT-32 or LAPC-1

4. When selecting the Digital Device, use the Arrow Keys to select the sound device installed in your computer system. The sound board your computer is equipped with will be highlighted.

The available options are:

No Sound
Sound Blaster
Tandy SL, TL, RL
Tandy TX, EX, HX, SX

5. When you have selected the Music Device and Digital Device you want, highlight Return to Main Menu and press ENTER.

Note: If your computer is equipped with Sound Blaster but you are not getting any sound while playing Holmes, make sure that the sound card is set at either Interrupt 7 or Interrupt 5. For information on setting the sound card interrupt, see your Sound Blaster manual. Please note that only certain sequences in the game contain recorded voices.

•Change Input Device

1. Use the Arrow Keys to highlight Change Input Device and press ENTER. The Change Input Device submenu will appear.
2. This option chooses which input device you will use to play Holmes. Use the Arrow Keys to highlight the input devices you want to use to play Holmes.
3. When you have highlighted the input device options you want, press ENTER.
4. Use the Arrow Keys to highlight Return to Main Menu and press ENTER to leave the Change Input Device submenu at any time.

•Change Memory Usage

1. Use the Arrow Keys to highlight Change Memory Usage and press ENTER.
2. This option is important if your computer has expanded memory capacity. If it does, use the Arrow Keys to highlight Use Expanded Memory and press ENTER. Your computer will use this memory to store graphics files that it would otherwise have to load from your hard drive. This will make the game play faster.

Note: If you are using DOS 5's EMM386 expanded memory manager, and want to hear the digitized speech in Holmes, the default DMA setting of 16 will have to be increased. Support for EMM386 can be achieved by adding the parameter `d=40` after the EMM386 entry in the CONFIG.SYS file as shown here:

```
device=c:\dos\emmm386.exe d=40
```

See your DOS manual for information about editing files.

3. If your computer does not have expanded memory, or you don't want to use its expanded memory, use the Arrow Keys to highlight No Expanded Memory and press ENTER.
4. Use the Arrow Keys to highlight Return to the Main Menu and press ENTER to leave the Change Input Device submenu at any time.

Saving, Loading, and Quitting a Game

Note: To highlight or select options throughout Holmes while using the keyboard, press ENTER.

Saving a Game

1. Press F or use the mouse or joystick to highlight and click on the Files box.
2. When the Files Menu appears, press S or use the mouse or joystick to highlight Save.
3. Use the pointer to highlight the Saved Game File in which you want to store the game you are saving. There are 30 Saved Game Files; so, for example, if you wanted to save a game in file 1, you would highlight file 1. To scroll up and down through the Saved Game Files, highlight the Up or Down Arrow Buttons.
4. Enter a name for the game you are saving, such as Game 1, Game A, etc., and press ENTER. The game is saved and you then are returned to the game.

Note: If a game is Saved in a file that already contains a Saved game, the new Saved game will overwrite the old one.

Note: You may press E or use the mouse or joystick to highlight Exit the Files Menu and return to the game *only* before highlighting a Saved Game file. If you make an error while typing a name for your Saved Game file, press the ESC key.

Note for Keyboard Users: A shortcut has been provided to help you quickly save games 1-9. When the Files Menu is on screen, you may simply type the number (1-9) of the game you want to save and enter a name for it. To save games 10-30, you must move the pointer to the slot in which you want to save a game and press the space bar. You can then type the name you want to save the game under.

Loading a Saved Game

1. Press F or use the mouse or joystick to click on Files.
2. When the Files Menu appears, press L or use the mouse or joystick to highlight Load.
3. Use the pointer to highlight the Saved Game File you want to Load. That game will load immediately. If you change your mind about Loading a Saved Game, press E. Use the mouse or joystick to click on Exit *only* before highlighting a Saved Game file.

Note: If you Load a Saved Game while you are playing another game without saving the game in progress, the game in progress will not be Saved.

Quitting a Game

1. Press F or use the mouse or joystick to click on Files.
2. When the Files Menu appears, press Q or use the mouse or joystick to highlight Quit.
3. You will be asked "Are you sure you want to Quit?" Press Y or use the mouse or joystick to click on Yes if you do want to Quit, or press N or use the mouse or joystick to click on No if you don't. If you do Quit, you will return to the DOS screen.

Note: If you Quit a game without Saving it first, the game state will be lost.

4. Press E or use the mouse or joystick to highlight EXIT to leave the File menu and return to the game *only* before selecting Quit.

Commands

Note: In the following instructions, when told to click the left button you may also press ENTER or the space bar; and "left joystick button" refers to Button 1 and "right joystick button" refers to button 2.

Autohelp

The game is equipped with an Auto Help feature. If Auto Help Left is selected from the Set Up menu and no other commands are highlighted, the Look, Talk, Open, and Close Commands will become highlighted when the on screen pointer passes over an object or person one of those commands can be used upon. If Auto Help Right is selected from the Set Up menu, the right mouse button must be held down for Auto Help to work. See the explanation of the Set Up submenu for more information on how to use Auto Help.

Selecting Objects

An object can be selected if its name appears in the strip near the bottom of the screen when the on screen pointer is over the object. When Auto Help Left has been selected from the Set Up menu, objects can be selected by using the mouse or joystick to move the on screen pointer over the object and clicking the left joystick or mouse button; or by using the arrow keys to move the on screen pointer over the object and pressing ENTER or the spacebar. If Auto Help Right has been selected from the Set Up menu, objects can be selected by using the mouse or joystick to move the on screen pointer over the object and releasing the right joystick or mouse button.

Selecting Commands

When Auto Help Left has been selected from the Set Up menu, commands are selected with pressing the left mouse or joystick button and deactivated with the right mouse or joystick button. When Auto Help Right has been selected from the Set Up menu, commands are selected with the right joystick or mouse button. Commands can always be selected by using the cursor keys to move the on screen pointer over a command button and pressing ENTER.

Interactive Commands

Use the Interactive Commands in Holmes to interact with people or objects. These commands are Look, Move, Talk, Pick Up, Open, and Close. Interactive Commands can be activated with a Key Command, or by pointing and clicking on the command with your mouse or joystick. The target or subject of a command can be chosen by moving the on-screen pointer with the arrow keys, mouse, or joystick. But to give a Command, you must click the mouse or joystick button when the Command is active and the target or subject of the command has been chosen.

Note: The ESC key on your keyboard will cancel most commands and back you out of the Text Entry boxes.

Key Commands

Press the letter keys below to give the indicated commands.

Look

L Look at an object or person. Gives a brief description of what you're Looking at. The on-screen pointer will become a magnifying glass when this Command is active.

Move

M Move an object

Talk

T Talk to someone

- U Scroll Up through messages. This option will be available only when there are more than one message, or when there is one message but it is too long to fit in the Dialog Box.
- D Scroll Down through messages. This option will be available only when there are more than one message, or when there is one message but it is too long to fit in the Dialog Box.
- 1-6 Select a dialog message. If there is more than 1 dialog message to choose from, press the number key that corresponds to that dialog message or select the message you want with the pointer.

Pick Up

P Pick Up an object.

Open

O Open a door, drawer, cabinet, etc.

Close

C Close a door, drawer, cabinet, etc.

Inventory Commands

Use the Inventory Commands in Holmes to affect an object in Holmes' inventory or in 221B Baker Street. These commands are Inventory, Use, and Give. To activate an Inventory Command, click on it using the Mouse or use the following key commands:

Key Commands

Press the letter keys below to give the indicated commands.

Inventory

I Display the Inventory of everything Holmes' is carrying. You can use the following subcommands when the Inventory command is active. To select a subcommand, use the Key Command given below, or point and click on it using the joystick or mouse:

L Look at and get a description of an object in Holmes' inventory .

U Use an object.

G Give an object to someone else.

E Exit the Inventory command.

Use

U Use an object, either by itself or in conjunction with another object. You must select the object you want to Use, then select the recipient by pointing and clicking with the mouse or joystick. You can use the following subcommands when the Use command is active. To select a subcommand, use the Key Command given below, or point and click on it using the joystick or mouse:

- L Look at and get a description of an object in Holmes' inventory .
- U Use an object.
- G Give an object to someone else.
- E Exit the Use command.

Give

- G Give an object to a person. You must select the object you want to Give, then select the recipient by pointing and clicking with the mouse or joystick. You can use the following subcommands when the Give command is active. To select a subcommand, use the Key Command given below, or point to it and click using the joystick or mouse:
 - L Look at and get a description of an object in Holmes' inventory .
 - U Use the object.
 - G Give the object to someone else.
 - E Exit the Give command.

The Journal

Press J, or select Journal with the mouse or joystick, to open Watson's Journal. The Journal is Dr. Watson's record of the investigation. You can use the journal to refresh your memory about past conversations and where those conversations took place. You cannot change the journal itself; you cannot erase Watson's records nor can you enter other information in the Journal.

- D Go forward one page
- U Go back one page
- F Go to the First Page
- L Go to the Last Page
- A Go Ahead 10 pages
- B Go Back 10 pages
- S Search the Journal entries for a particular word or phrase. This command brings up the Search Box. Enter the word or phrase you want to search for in the requester on the right hand side of the Box. Click on the following commands using the mouse or joystick to activate the command:
 - Forward** Search Forward through the journal
 - Backward** Search Backward through the journal
 - Exit** Exit the Search Box and return to the Journal commands
- P Print Text. This command calls up the Print Text box. The commands in the Print Text box must be selected with the pointer; they have no key commands.
 - Print will print a text version of the journal on your printer. Printing will automatically exit the Print Text box.

NOTE: If you experience difficulties in printing, first make certain that your printer is turned on and connected properly. If you continue to experience problems, save the Journal. Then, Save your game and Quit to get to the DOS prompt. Next, type the following command from the DOS prompt (Be sure to Save your game before quitting!):

COPY <filename>.PRN PRN

For example: If you saved the Journal with the name SHERLOCK, you would type the following: **COPY SHERLOCK.PRN PRN** and press ENTER. The Journal is then printed on your printer.

Consult your DOS Manual for more information.

- Save will save the Journal to a specified file name; you must enter a name in the requester box before you can save the Journal. Saving will automatically exit the Print Text box
- Exit will exit the Print Text box.

- E Exit the Journal screen and return to gameplay

Set Up Options

You can use the Set Up submenu to modify Sound, Control, and other options during game play. You can change a Set Up option by selecting it using the Joystick or Mouse or with the following key commands (for more details, see your manual):

- M Toggle Music On/Off
- P Toggle Portraits On /Off
- J Toggle the Joystick On/Off
- N New Font Style; toggles between 3 font styles
- S Toggle the Sound Effects On/Off
- V Toggle Voices On/Off
- W Windows Slide/Appear
- C Calibrate Joystick
- A Auto Help Left/Right.
- F Fade By Pixel/Directly
- K Keypad Slow/Fast
- E Exit Set Up options screen, return to gameplay

Files

You can use the Files box to Save Games, Load Saved Games, and Quit Holmes. These options are explained in detail in the Load, Save, and Quitting the Game section in this Command Summary Card.

- S Save a game. You must enter a name for a Saved Game.
- L Load a Saved game. You must select the Saved Game you want to Load.
- U Scroll Up through the Saved Game Files.
- D Scroll Down through the Saved Game Files.
- Q Quit the game. When the requester appears, press Y if you do want to Quit, or press N if you don't.
- E Exit the Files box and return to game play.

Using the On-Line Documentation

DOS USERS:

System requirements for DOS:

- 386- or 486-based PC (486 recommended), DOS 3.3 or higher
- 2 MB of available RAM (4 MB or more recommended)
- 4 MB hard disk space
- Microsoft-compatible mouse
- VGA graphics
- Postscript or LaserJet printer supported

To install the DOS Adobe Acrobat on-line document reader:

1. Insert the CD in your CD drive.
2. Type **d:** (or the letter of your CD drive, if different) and press ↵ (ENTER) to move to the CD drive.
3. When you see the "D:" prompt, type **install** ↵.
4. The installation menu appears. Follow the menu prompts to install the on-line documentation reader.
 - To highlight a menu item, press the arrow cursor keys up/down.
 - To activate the highlighted item, press ↵.

NOTE: If you have Microsoft® Windows™ installed, we recommend that you install the Windows version of the Adobe Acrobat reader for greater ease of use when reading the on-line manuals. See below for instructions on installing Acrobat for Windows.

To start Adobe Acrobat for DOS:

1. The CD must be in the drive to run the program.
2. Move to the directory where Adobe Acrobat is installed. By default, it is installed in C:\EA\ACROBAT, so you would type:
c: ↵
cd \ea\acrobat ↵
3. Type **acrobat** ↵ to start the program.

NOTE: If you receive an "ACROBAT.INI" error message when running Acrobat, see *Making a DOS Boot Disk* below.

WINDOWS USERS:

System requirements for Windows:

- 386- or 486-based PC (486 recommended)
- 4 MB RAM
- Microsoft Windows 3.1 or greater

To install Adobe Acrobat for Windows:

1. Insert the CD in your CD drive. The CD must be in the drive to install and run the program.
2. Start Windows.
3. From the Windows Program Manager, choose RUN... from the File menu. The Run dialog box appears.
4. Type **d:\acroread.exe**. (If your CD-ROM isn't drive D:, substitute the appropriate letter for 'd'.)
5. Click OK or press ENTER and follow the instructions on your screen.

To start Adobe Acrobat for Windows:

1. Start Windows and ensure that the CD is in the drive.
2. If the *Acrobat Reader 2.0* icon is not visible in the Program Manager window, double-click on the Acrobat program group icon. The Acrobat window opens.
3. Double-click the *Acrobat Reader 2.0* icon. The program begins.

To open a document file (DOS and Windows):

- Select Open from the File menu. Use the dialog box to select the directory of the file (The on-line documents are in the \DOCS directory on the CD). Double-click on a file to open it. The files are:

HOLMES.PDF
HOLMESRE.PDF
GAMES.PDF

Holmes player's guide.
This reference card.
Information on other game titles. Not all titles may be available in your area.

To learn how to use Adobe Acrobat:

- Open the file HELPREAD.PDF in the \DOCS directory on the CD. Complete Acrobat instructions are contained in this file.

Quick Acrobat Tips:

- Each document file contains bookmarks that function as an electronic table of contents. To view bookmarks, select Bookmarks and Page from the View menu. The bookmarks appear to the left of the document window.
- To jump to the page associated with a bookmark, double-click on the page icon next to the bookmark.
- To show or hide any subordinate bookmarks, click the triangle to the left of bookmark.
- To move through the document one page at a time, click the Previous or Next Page buttons or press the **left/right** arrow cursor keys.
- To move through a document one screen at a time, click above or below the scroll box in the scroll bar or press the **PAGE UP/PAGE DOWN** keys.

MAKING A DOS BOOT DISK

If you are having trouble installing your program, experiencing lockups or other problems, we suggest you try starting up your system with a DOS boot disk. Here are the steps for creating a DOS boot disk. Please follow these steps exactly.

IMPORTANT: To create a DOS boot disk you need a blank disk the same size as your A: drive.

1. Type **C:** and press **ENTER**.
2. Insert a blank disk into drive **A:**.
3. Type **Format a:/s** and press **ENTER**.

Note: If you are formatting low density disks on a high density drive, use the following commands in place of Step 3:

5.25" low density disk: Type **Format a:/s/n:9/t:40** and press **ENTER**.

3.5" low density disk: Type **Format a:/s/n:9/t:80** and press **ENTER**.

4. You are prompted to insert a blank disk into drive **A:**. Do so if you haven't already, and press **ENTER**.
5. Once the disk is finished formatting, you are asked to label (name) the disk. Type in a label or press **ENTER** for no label.
6. You are now asked whether you wish to format another disk. Type **N** and press **ENTER**.
7. You must now create a **CONFIG.SYS** file on your boot disk by typing the following at the **C:** prompt:
edit a:\config.sys ↵

When the blue edit screen appears, type in:

```
device=c:\dos\himem.sys
device=c:\dos\emm386.exe 2048 RAM
dos=high, umb
files=25
buffers=25
devicehigh=(INSERT THE PATH OF YOUR CD ROM DRIVER)
```

ACROBAT NOTE: *If you receive any "ACROBAT.INI" error messages from the DOS Acrobat document reader program, add or modify the following lines to the CONFIG.SYS file on your boot disk:*

```
FILES=30
BUFFERS=30
```

8. Exit and save this file by typing:
ALT-F
X
Y
9. You will also need an **AUTOEXEC.BAT** file on you boot disk. To create one, type:
edit a:\autoexec.bat <ENTER>

When the blue edit screen appears, type:

```
prompt $p$g
path=c:\dos
lh c:\(PATH)\mscdex.exe (all parameters from the original AUTOEXEC.BAT on drive C:)
lh c:\mouse\mouse
```

Note: If your mouse driver is named something else or is not in a directory called **MOUSE**, alter this last line accordingly.

10. Exit and save this file by typing:
ALT-F
X
Y

IMPORTANT: Remember to boot your PC from the DOS boot disk whenever you install the game, and every time you play *Sherlock Holmes* (see below).

To start your machine using the DOS boot disk:

1. Insert the DOS boot disk into drive **A:** then restart you machine. The computer boots up to the **A:>** prompt.

2. Type C: and press ENTER to return to you hard drive.

For more information consult your DOS users manual.

Technical Support

If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- Product name
- Type of computer you own
- Amount of and configuration of memory
- Any additional system information (like type and make of monitor, video card, printer, modem etc.)
- Type of operating system or DOS version number
- Description of the problem you're having

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 am and 4:30 pm, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact:
Electronic Arts Ltd., P.O. Box 835, Slough SL3 8XU, UK. Phone (044) 753546465

In Australia and New Zealand, contact:
Electronic Arts Pty. Ltd., P.O. Box 432, Southport Qld 4215, Australia

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Phone: +61 75 711 811 between 9am-5pm Eastern Standard Time

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To make a warranty claim under this limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address, and a statement of the defect. **OR** send the disk(s) to us at the above address within 90 days of purchase. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. EA or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue you with a credit equal to the purchase price.

To replace defective media **after** the 90-day warranty period has expired, send the original disk(s) to the above address. Enclose a statement of the defect, your name, your return address, and a check or money order for \$7.50.

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Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468) In CANADA, dial 900-451-4873
75c per minute (95c for first minute). \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a Touch-Tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

NOTE TO HOTLINE CALLERS:

To help you quickly locate the information you need, Electronic Arts will gladly send you printed menus. To receive a copy, please send your **name, address, title of game** you want the menu to, and the **hardware** (Genesis, Super NES, IBM, etc.) to:

Hotline Menus, P.O. Box 7578, San Mateo, CA 94403-7578

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The Lost Files of Sherlock Holmes

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