

Indiana Jones® and the Fate of Atlantis™

IBM® REFERENCE CARD

Contents

YOUR *Indiana Jones and the Fate of Atlantis* package should contain the following:

- ✕ Your Game CD
- ✕ One User's Manual
- ✕ This CD-ROM Reference Card

NOTE: To provide the most enjoyable playing experience possible, we designed this game to take full advantage of the current state of the art: 256-color graphics, many popular sound cards, and a mouse. The game can, however, be played with the minimal configuration of internal speaker and keyboard. SoundBlaster, SoundBlaster Pro or compatibles are needed for voice.

Getting Started

1. At the DOS prompt, change the disk address to your CD drive. (For example, if your CD drive is drive S, type **S:** and press **ENTER**.)

2. Type **atlantis** and press **ENTER**. The game loads automatically.

Setting Preferences

WHEN LOADED, THE PROGRAM will check to see if you have a mouse driver or joystick installed, or one of the supported sound boards, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing **atlantis** when you start the game:

a	AdLib Music Synthesizer sounds
s	SoundBlaster sounds
r	Roland sounds
i	Internal speaker
m	Use mouse control
j	Use joystick control
k	Use keyboard control
t	Text only (no voice)

For example, to start the game in mouse mode with AdLib sounds, type:

atlantis m a

For a more complete list of options, type **atlantis help**.

Keyboard/Cursor Controls

YOU CAN USE A MOUSE for cursor control if you have installed a compatible mouse driver. Use the left mouse button to select objects on the screen for use in the sentence line, as well as to select a line of dialogue in a conversation. Press the right mouse button to use a highlighted verb with the object to which the cursor is pointing. When scrolling through your inventory, you can right-click on the up or down arrow to shortcut to the top or bottom row of the icon window. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the **CTRL** key and pressing **m** for mouse or **j** for joystick. You may also re-calibrate your joystick if the cursor is drifting across the screen by centering the joystick and pressing **CTRL j**.

For keyboard cursor control, use either the arrow keys or the keypad. The **ENTER** (or **5**) key corresponds to the left mouse button; the **TAB** key corresponds to the right mouse button.

Keyboard Controls

ALL OF THE VERBS used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

G	P	U
Give	Pick up	Use
O	L	S
Open	Look at	Push (Shove)
C	T	Y
Close	Talk to	Pull (Yank)

NOTE: in order for the keyboard controls to function properly, the CAPS LOCK key must be off.

Using the Keyboard in Fistfights

IF YOU'D RATHER use the keyboard to control Indy during a fistfight, press the **- f -** key to turn off the "fighting cursor" (pressing the **- f -** key again will re-enable the mouse or joystick). Keyboard fighting is controlled by the following keys:

If Indy is on the left:

7 Step back	8 Block high	9 Punch high
4 Step back	5 Block middle	6 Punch middle
1 Step back	2 Block low	3 Punch low

If Indy is on the right:

7 Punch high	8 Block high	9 Step back
4 Punch middle	5 Block middle	6 Step back
1 Punch low	2 Block low	3 Step back

o (Zero) Sucker Punch

To use the keyboard for fighting, you will need to make sure the Num Lock key is off.

Save/Load Instructions

PRESS **FI** WHEN YOU WANT to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on **SAVE**, **LOAD** or **PLAY**.

To SAVE:

CLICK ON THE **SAVE** option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to short-

cut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Press **ENTER** or click on **OK** to save the game. Click on **CANCEL** if you have changed your mind and do not wish to save it.

To LOAD:

CLICK ON THE **LOAD** option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Click on **CANCEL** if you have changed your mind and do not wish to load a saved game, or select a slot by pointing the cursor to it and clicking.

WARNING: When you load a previously saved game it will interrupt the game you are currently playing.

Function and Command Keys

Save or Load a Game	FI
Bypass a Cut-Scene or Exit Some Special Interfaces	ESC or press both mouse/ joystick buttons at once.
Restart a Game	F8
Pause the Game	SPACE BAR
Sound Control:	<i>internal speaker sound board</i>
[off softer
]	on louder
Message Line Speed (text mode only):	
Faster	+
Slower	-
Mouse On	CTRL m
Joystick On	CTRL j
(Be sure to center joystick first.)	
Exit Game	ALT x, CTRL c, or ALT q
Toggle text on and off	CTRL t



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