

Déjà Vu II

Lost in Las Vegas

IBM® PC

Machine Specific Reference Card

This card provides information on how to run **Déjà Vu II™** on your IBM PC or IBM compatible computer. Read this card along with the **Déjà Vu II** manual which explains how to play.

What You Need

- IBM PC, Tandy® 1000 family or 100% IBM compatible computer with at least 512K of RAM
- EGA or VGA adaptor (for non-Tandy 1000 computers)
- One or more 3.5-inch or 5.25-inch disk drives
- DOS version 2.1 or higher
- Color monitor
- Mouse (Microsoft® or Compatible) or keyboard
- IBM Personal Graphics Printer or Epson® Printer (optional)
- Initialized disk for saving games (recommended)

Loading

Boot your computer as normal. Insert **Déjà Vu II** disk 1 in drive A, type A: and press ENTER. Next type DEJAVUII and press ENTER. The program will load into your computer's memory and the game screen will appear.

Menus

The following operations are available from the menus within the IBM PC version of **Déjà Vu II**.

About

About Déjà Vu II...

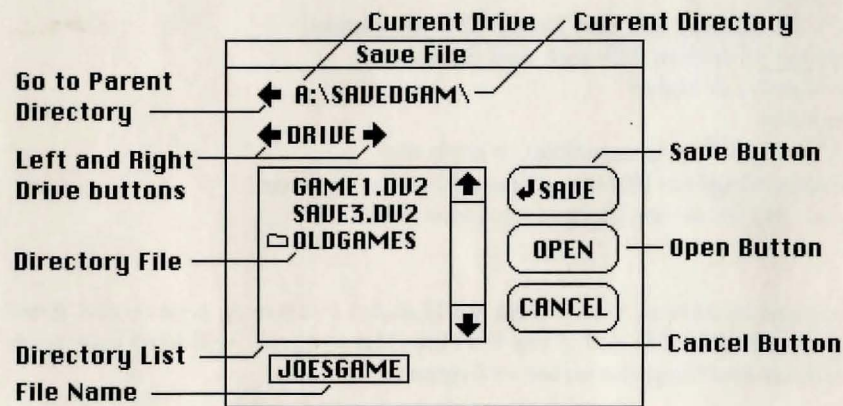
The **About Déjà Vu II** menu item under the **About** menu introduces you to the team that brought you **Déjà Vu II**.

File	
New	Alt N
Open...	Alt O
Save	Alt S
Save As...	
Quit	Alt Q

Saving a Game

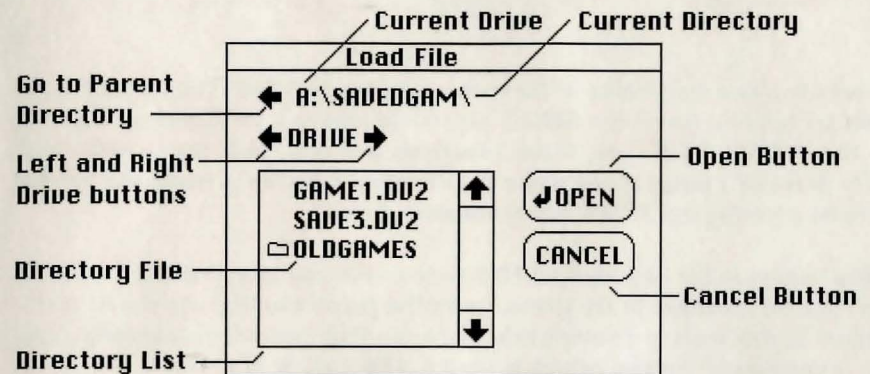
You can save your game in progress at any point except while the "Click to Continue" message is visible. To do so, you will need an initialized disk. Follow the standard procedure for initializing a disk as outlined in your computer's User's Guide **before** you start the game. You will not be able to initialize a disk once the game has started.

When you want to save a game, select **Save** or **Save As...** from the **File** menu. Use **Save As...** whenever you wish to save a game with a new name. **Save** will save your current game with whatever name you gave the last time you used **Save As...** To move to a different drive use the left and right drive buttons. To move to the parent directory, click the directory button. To move to a subdirectory in the current directory, select the directory from the directory list and click on the open button.



Loading a Saved Game

Select **Open...** from the **File** menu, and the game will prompt you for a saved game to load. Select the saved game you want and click on **Open** in the dialog box. To move to a different drive, use the left and right drive buttons. To move to the parent directory, click the directory button. To move to a subdirectory of the current directory, select the directory from the directory list and click on the open button.



Use **Clean Up** if your inventory window or any other contents window is too messy. Use **Mess Up** if you think it's too neat.

Special

Clean Up
Mess Up

Select **No Sound** from the **Options** menu if you wish to turn the sound off. **Loud Sound** enables you to hear the standard quality of sound at a higher volume while **Quality Sound** enables you to hear sound at a higher quality but a lower volume.

Options

No Sound
Loud Sound
Quality Sound

Installing Déjà Vu II on a Hard Disk Drive

Insert Disk 1 into drive A. Type A: and press ENTER. Next type INSTALL and press ENTER. Then, simply follow the instructions on the screen.

Controlling the Game

You may use any of the following control devices to play Déjà Vu II:

1. **Mouse.** Make sure the mouse is plugged in and the mouse driver is installed.

2. **Keyboard.** To move the pointer around the screen, use the keys on the numeric keypad:

Up Left	[7]	Up	[8]	Up Right	[9]
Left	[4]			Right	[6]
Down Left	[1]	Down	[2]	Down Right	[3]

Press these keys to move the pointer in the corresponding direction. You can move the pointer faster by holding down the **SHIFT** key while pressing the direction keys. (If you press the **NUMLOCK** key, these functions are reversed, the pointer will automatically move at a faster speed when the direction keys are pressed and can be slowed down by pressing the **SHIFT** key at the same time.)

Your selection button is the key marked **INS** — it works just like a mouse button. If you wish to click on an object in the game, move the pointer to that object and press the **INS** button. If you wish to double-click, press the **INS** button twice quickly. You also have a “mouse lock” button, which is your **CAPS LOCK** key. When you press this key, your selection button is locked in the down position: press it again to “unlock.” This feature is useful when moving items from one area of the screen to another.

When using the **Speak** command, a dialog box will appear asking you if you wish to say anything to the selected object. If you wish to edit the text that you have written in, you can do so by holding down the **CONTROL** key and pressing the left or right **ARROW** keys. This will allow you to move the cursor to the place you wish to begin editing.

Selecting Commands

In addition to moving the pointer to the command window and clicking the selection button to give a command, IBM users have another option: To select **Examine**, press **F1**; to select **Open**, press **F2**; to select **Close**, press **F3**; to select **Speak**, press **F4**; to select **Operate**, press **F5**; to select **G o**, press **F6**; to select **Hit**, press **F7**; to select **Consume**, press **F8**.

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