GAMER
PACK

GAME DOCUMENTATION

CAESAR

GABRIEL KNIGHT
Sins of the Fathers

KING'S QUEST V
Absence Makes the Heart Go Yonder

LEISURE SUIT LARRY
In the Land of the Lounge Lizards

QUEST FOR GLORY IV
Shadows of Darkness

RED BARON/A-10

SierraOriginals

GAMER PACK
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Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR <ENTER>

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*.*C:\SIERRA\KQ5< <ENTER> >

NOTE: The above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown
Corporate Quality Assurance

CAESAR I

GAME INSTALLATION INSTRUCTIONS:

1. To install this game, go to your CD-ROM prompt in MS-DOS and type:
   INSTALL<ENTER>

   For example, if your CD-ROM drive is labeled as your D drive, you would type:

   D:<ENTER>
   INSTALL<ENTER>

2. Once the install program is launched, follow the on-screen instructions for complete installation and sound card configuration.

   NOTE: If you configure the sound options
   for default settings and you do not hear any music or sound effects, try manually select-
   ing IRQ 5. Older Sound Blaster cards had a default of IRQ 7. The Sound Blaster cards
   (such as the SB-16) default to IRQ 5.

VIEWING GAME DOCUMENTATION:

1. To access on-line documentation, go to your CD-ROM prompt and type:
   README<ENTER>

   For example, if your CD-ROM drive is labeled as your D drive, you would type:
   D:README<ENTER>

GABRIEL KNIGHT®:
SINS OF THE FATHERS™

INSTALLATION PROCEDURE FOR MS-DOS

This program will create an install file on your hard drive.

Running the INSTALL program saves your sound configuration in the install file.

Also, once you have installed the game, you will be able to save your game in progress on a floppy or hard disk.

TO RUN THE INSTALL PROGRAM:

1. Insert the CD into the CD-ROM drive.

2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].

3. Type **install** and press [ENTER].

Follow the instructions of the INSTALL program.

TO RUN THE GAME USING THE INSTALL FILE:

1. Place your CD game disc into your CD-ROM drive.

2. Type the name of the drive you installed the game to (for example: c:), and press [ENTER].

3. Type **cd\sierra** and press [ENTER].*

4. Type **GKCD** and press [ENTER].

* If you have installed *Gabriel Knight I* to a directory other than the default setting, please type **GKCD** from the directory where you installed the game.

INSTALLATION PROCEDURE FOR
MULTIMEDIA WINDOWS®

From the CD

1. Insert the game CD into the CD-ROM drive.

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

3. Select "Run" from the "File" menu.

4. Type **e:setup** where **e** is the drive letter of your CD-ROM drive. Press [ENTER] or click on "OK."

5. The setup program will now run automatically. Include group and program icon so that you may play the game.

TO RUN THE GAME

1. Insert the game CD into the CD-ROM drive.

2. Invoke Windows®. This is usually done by typing **win** or **win/3**, but may be different for
   your installation.

3. Double-click on the "Sierra" group if it is not already open.

4. Double-click on the game icon.

USING A MOUSE:

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.

NORMAL GAME PLAY

THE GABRIEL KNIGHT ICON BAR AND ICON CURSORS.

   The interface you will be using through most of the game is the icon bar and the icon
   cursors you select from the icon bar.

   To access the icon bar, move your cursor to the top of the screen. You can also access
   the icon bar by pressing [ESC] on your keypad.

   You play the game by selecting an icon that represents an action, then clicking that icon
   cursor on a person, object, or location on the screen. To choose an icon from the icon
   bar, simply click on that icon. This will change your cursor to an icon cursor that looks
   just like that icon. You can now use that icon cursor on the main screen.

   The icons available in *Gabriel Knight* are listed next to their icon cursors below:

The WALK icon allows you to move Gabriel around on the screen.

The LOOK icon allows you to get a description of an object, person, or
location on the screen.
NOTE: Puzzle clues are often included in LOOK messages.

The ASK icon allows you to interrogate someone.

The TALK icon allows you to talk to someone.

The PICKUP icon allows you to pick up an object.

The OPEN/CLOSE icon allows you to open or close an object.

The OPERATE icon allows you to "use" an object that has an obvious function (chair, light switch, etc.).

The INVENTORY button will bring up the Inventory window. The Inventory window shows all of the inventory items that Gabriel is currently carrying.

The RECORDER button will allow you to access the Recorder screen. The Recorder screen allows you to play back any conversations Gabriel has had in the interrogation mode.
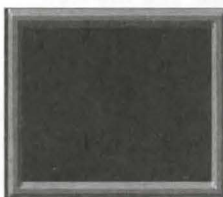
The window will show the inventory item that's currently active as the inventory cursor, if there is one (if not, this area will be blank). To use the active inventory item on the screen, click on the current inventory item window, then click the item's cursor on an object on the main screen.

This area shows your current score and the maximum points possible.

The HELP button will allow you to get on-line descriptions of what actions the other icons on the icon bar perform.

The CONTROLS button brings up the control panel.

All of the cursors in the game have "hot spots"– highlighted points on the cursor that indicate the "hot" area of the cursor. Position the hot spot highlight carefully so that it is exactly on top of the item you wish to use that cursor on.

INVENTORY

The Inventory window displays all of the inventory items that Gabriel is carrying. The Inventory window also has action icons. To choose an action from those available in the Inventory window, click on the icon that represents that action. This will give you an icon cursor which can be used on any inventory item in the Inventory window. The actions available in inventory are listed next to their icon cursors below:

The READ icon allows you to read printed materials.
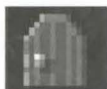
The OPEN icon allows you to open an inventory item.

The LOOK icon will give you a description of an inventory item.

The ARROW will allow you to select an inventory item to become the active inventory cursor.

The HELP button will allow you to get on-line descriptions of what actions the other icons in the Inventory window perform.

The PLAY icon will exit the Inventory window and return you to the game.

The SCROLL BAR will allow you to scroll through Inventory.

HOW TO OPERATE AN INVENTORY ITEM.

Some of your inventory items may have obvious functions, such as a radio or a pack of gum. To have Gabriel himself "use" that item, simply select the item from Inventory, then click that item's cursor on Gabriel on the main screen.

SPECIAL GAME INTERFACES
RECORDER

The Recorder allows you to replay, at any time, any and all conversations that Gabriel has had in the Interrogation mode.

NOTE: Normal main screen dialogue is not recorded.

1. Accessing the Recorder.

To access the Recorder, click on the Recorder button on the icon bar.

2. The Recorder Tapes Window.

To choose a tape to listen to, move the arrow cursor over that tape until it is highlighted, then click in that position.

3. The Recorder Topics Window.

Once you have selected a tape, you will get a list showing all of the topics Gabriel has already discussed with that particular character. To choose a topic to listen to, move the arrow cursor over that topic until it is highlighted, then click in that position.

4. The Recorder Dialogue Window.
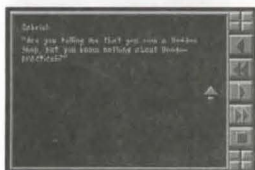
When you first bring up the Recorder Dialogue window you will see the first line of dialogue in the first conversation you had with this particular character about this particular topic. The buttons on the right side of the window work just like a real tape recorder.

VOODOO CODE INTERFACE

At a certain point in the game, Gabriel will need to use a Voodoo code to write a message.

To construct a message, select a symbol to be "written" in the next available slot on the right by moving the arrow cursor over the piece of paper on the left, positioning it over

one of the symbols, then clicking in that position. The symbol will appear on the right hand side. Symbols can be erased using the "Erase Letter" button. To view more symbols, click on the "Next Message" button on the icon bar. To leave the Voodoo Code interface, click on the "Exit" button on the icon bar.

DRUM CODE INTERFACE

1. Translating.

At a certain point in the game, Gabriel will need to translate a drum code. The drum code consists of three pitches; high, medium, and low. There are also three strikes; a single, a double, and a triple. On the left side of the screen is the book of drum codes. **NOTE:** This book has three pages of codes!

To turn to the next page, position the arrow cursor over the page edges on the right-hand side of the book. To turn back to the previous page, position the arrow cursor on the far left of the screen, near the crease in the book.

On the right side of the screen are two boxed areas. The upper area is the translation you are forming. The lower area shows the drum beats that Gabriel is currently hearing.

To translate a message, look at the drum beats being displayed in the lower right hand box on the screen. If a message is being sent via the drums, random beats will be broken on occasion by "real words" in the drum code. Watch the drum beats until you see what you believe is the start of a word. Match the word with one in the book. To put that word in the translation area, move your gray up-arrow cursor over the book page with the correct phrase, then over the phrase itself. Click on that phrase. It will appear in the translation area on the upper right corner of the screen. Continue to interpret the message phrases until you have translated the entire transmission. You can erase the last phrase entered in the translation area by clicking on the "Erase Phrase" button. To leave the drum code interface, click on the "Exit" button on the icon bar.

2. Sending.

To send a message, select phrases from the book on the left by positioning the arrow cursor over a phrase, then clicking on that phrase. The phrase will appear in the upper right-hand window on the screen. You can select and/or erase phrases until you are happy with the message that appears in that window. To send the message, select the "Exit" button. Gabriel will play the message after you exit the drum code screen.

CONTROL PANEL & GAME CUSTOMIZING OPTIONS

The SPEED slider allows you to adjust the speed of Gabriel's walking.

The MUSIC slider allows you to adjust the volume of the music in the game.

The SOUND slider allows you to adjust the volume of the sound effects and voice (audio) in the game.

NOTE: Your sound device may not support volume change from within the game.

The TEXT slider allows you to adjust the speed at which the text is displayed in the game.

NOTE: If voice is being played—with or without text on—this slider will not affect the text speed.

The DETAIL slider allows you to adjust the amount of animation detail in the game.

NOTE: We recommend turning down the detail if the game is running slowly on your machine.

The QUIT button will exit the game. Make sure you save first!

The ABOUT button will give you information about this game.

The RESTORE button will bring up the Restore window and allow you to restore a previously saved game.

The SAVE button will bring up the Save window and allow you to save your current position in the game.

The HELP button will allow you to get descriptions of what functions the other buttons and sliders on the control panel have. Click on the HELP button, then move the HELP cursor over the button or slider you want a description for.

The RESTART button will restart the game at the beginning (day 1), losing your current place in the game. Make sure you save first!

PLAY   The PLAY button will erase the control panel and return you to the game. Any changes in game options you've made on the control panel will be saved.

NARRATOR VOICE   This button will allow you to display NARRATOR messages as either voice or text in the game.

HIDE ICON   This button will allow you to choose between having the icon bar visible at all times and having it normally hidden from view.

TEXT OFF   This button will allow you to turn printed text on or off.

VOICE ON   This button will allow you to turn spoken voices on or off.

OTHER FEATURES

BYPASSING NON-INTERACTIVE SEQUENCES.

All of the computer-controlled scenes in Gabriel Knight are there for a reason. Every scene in Gabriel Knight includes important game information and we highly recommend that you view each scene at least once all the way through and listen to and/or read the accompanying dialogue. However, if you are replaying sections of the game and have already gleaned all of the information from a given scene that you intend to, you may bypass it.

To bypass non-interactive scenes, hit the [space bar] at any time during the scene. If the scene is one that can be bypassed (the longer ones can be bypassed, shorter ones cannot), a box will come up asking you if you really mean it. Select the "Cancel" button to continue with the scene or the "Skip It" button to skip the scene and return to player control.

KING'S QUEST® V
ABSENCE MAKES THE HEART GO YONDER!

MS-DOS INSTALLATION

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk or floppy disk. In order to save games, you **must** create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

PLAYING DIRECTLY FROM THE CD

To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD.

To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].

Type **readme** and press [ENTER].

PLAYING WITH AN INSTALL FILE (RECOMMENDED)

To play the game using an install file, you will need to run the INSTALL program.
This program will create an install file using either a floppy disk or a hard disk.
Running the INSTALL program saves your sound configuration in the install file.
Also, once you have installed the game, you will be able to save your game in progress on the floppy or hard disk containing the install file.

TO RUN THE INSTALL PROGRAM:

1. Insert the CD into the CD-ROM drive.
2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: e:), and press [ENTER].
3. Type **install** and press [ENTER].
   Follow the instructions of the INSTALL program.

TO RUN THE GAME USING THE INSTALL FILE:

1. Place your CD game disk into your CD-ROM drive.
2. Type the name of the drive you installed the game into (for example: c:) and press [ENTER].
   Note: If you installed to a floppy disk, you will need to place that disk in the drive.
3. Type **cd\sierra** and press [ENTER].
4. Type **KQ5** and press [ENTER].

INSTALLATION PROCEDURE FOR
MULTIMEDIA WINDOWS (MPC)

1. Insert the game CD into the CD-ROM drive.

2. Invoke Windows in Standard mode. This is usually done by typing "win/s," but may be different for your installation.

3. Select "Run" from the "File" menu.

4. Type "x:setup" where "x" is the drive letter of your CD-ROM drive. Press Return or click "OK."

5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then set up a program group and program icon so that you may play the game.

FROM THE SETUP FLOPPY
(IF THERE IS ONE IN YOUR GAME PACKAGE)

1. Insert the game CD into the CD-ROM drive.

2. Insert the Setup diskette into the A: drive (or B: drive).

3. Invoke Windows in Standard mode. This is usually done by typing "win/s," but may be different for your installation.

4. Select "Run" from the "File" menu.

5. Type "a:setup" (or "b:setup") and press Return or click "OK."

6. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level or for an extended synthesizer (see below). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

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.

The channel assignments are 13 thru 16 for the former and 1 thru 10 for the latter. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.

Sierra's 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.

TO RUN THE GAME

1. Insert the game CD into the CD-ROM drive.

2. Invoke Windows in Standard mode. This is usually done by typing "win/s," but may be different for your installation.

3. Double-click on the "Sierra" group if it is not already open.

4. Double-click on the game icon.

KING'S QUEST® V STORYLINE
QUEST FOR THE CASTLE

Long ago, in the kingdom of Daventry, there were three magical treasures that kept the kingdom strong and prosperous: a magic mirror that foretold the future, an enchanted shield with the power to overthrow any invaders, and a treasure chest that was never empty. These treasures were taken from Daventry by deception and stealth, and without them Daventry grew poor and weak and King Edward, once a stout-hearted and vigorous ruler, had become powerless and sickly. Edward had no heir, and everyone feared the chaos that would result on his death.

King Edward asked his bravest knight, Sir Graham, to embark upon a quest to recover the three treasures. Graham's quest was successful, and as his reward, King Edward named Sir Graham his heir and granted him the throne of Daventry. *The chronicles of Graham's search for the royal treasures of Daventry are recounted in* **King's Quest® I: Quest for the Crown**.

King Graham was a wise and kindly monarch, and with his great wisdom and the return of the three treasures, Daventry prospered once again. But Graham knew that he must soon marry and establish his own royal line with an heir to his throne. He searched far and wide, but no maiden in the kingdom possessed the qualities he sought in a queen.

One day King Graham saw in his magic mirror a vision of a lovely young woman held prisoner in a crystal tower. The mirror told him that her name was Valanice, a girl both beautiful and good, who had been stolen from her home and taken to a far land. Graham vowed to find her and set her free. After a long journey with many trials, he did, and asked her to be his queen. *The chronicles of Graham's perilous journey to rescue the lovely Valanice are related in* **King's Quest® II: Romancing the Throne**.

In time, Queen Valanice and King Graham became the parents of twins, a son and a daughter. Life in Daventry was peaceful and good - for a time.

In a land far away lived an evil and powerful wizard named Manannan. It was his wont to kidnap infant boys and raise them to be his slaves, killing each in turn before he was full-

grown and could pose a threat to the wizard's dominance. His most recent vassal, a boy he called Gwydion, was, however, unusually bright and perceptive. He mastered several of Manannan's spells and turned them against him to gain his freedom.

After a time, Gwydion's travels brought him to Daventry, not the lovely and peaceful Daventry of days gone by, but a land devastated by a terrible affliction. The kingdom had fallen victim to the ravages of a dreadful three-headed dragon, which had burned the land all around and killed many people.

Gwydion was able to use his newfound magical powers to destroy the dragon and rescue an intended victim from its lair. He was taken before the King and Queen and regarded in such a way as he never could have imagined in his life as Manannan's slave. *The chronicles of Gwydion, his trials and his journeys, are told in* **King's Quest® III: To Heir is Human**.

In later years, King Graham's health began to fail, and the royal physicians were powerless to help him. Only a magical fruit from the faraway land of Tamir could bring about a cure and restore the health of Daventry's monarch. Graham's daughter, Princess Rosella, set off in pursuit of this healing magic for her father. On her journey, she performed many brave deeds, and had many great adventures. *The chronicles of Rosella's travels and experiences in Tamir are described in* **King's Quest® IV: The Perils of Rosella**.

With the king's health fully restored, and his family together once more, it was a happy and fulfilled Graham who set out for a walk in the forest one spring day almost a year since Rosella had returned from Tamir. The kingdom was peaceful and prosperous again, and the people were content. Birds were singing in the trees. It seemed an auspicious sign. As Graham was contemplating his good fortune, a sharp wind blew into the woods from the east, whirling up sticks and leaves into his path, and startling the birds into silence. The air grew suddenly colder. It seemed an unexpected storm was approaching. Graham began to walk back toward the castle, his joyful mood broken by a dark foreboding. When he reached the top of the gentle rise overlooking his home, he was horrified to see only empty space where the royal castle of Daventry had stood only minutes before. Cold fear gripped his heart. Where was his family? What had happened to them?

"Whoo-hoo...whoo-hoo." An owl hooted behind him, but Graham scarcely heard it over the pounding of his heart. "I can tell you what happened," came a voice behind him, and Graham spun around to confront a large owl in a blue vest and spectacles. "I know what happened to our castle. I saw it all," said the owl.

Journey into the magical world of **King's Quest®** *once again on a quest for the missing castle and the royal family of Daventry.*

ICONS AND CURSORS

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you.

To open the icon bar, press [ESC] or move the mouse cursor all the way to the top of your screen.

Some icons will have a menu of choices. Use the [Tab] key to move between choices within an icon menu.

THE WALK ICON

Choose **Walk** when you want to move the character from place to place on-screen. A walking character will move until it encounters an obstacle in its path, then stop.

THE WALK CURSOR
(MOUSE MODE ONLY)

When you choose **Walk,** the cursor will change to a <u>walking figure</u>. Place the feet of the figure at the place where you want to move the character and click the mouse button. If there are no obstacles in the path, the character will move to that spot.

NOTE: *In Keyboard and Joystick mode, the 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. There will not be a special cursor on-screen.*

THE TRAVEL ICON

Choose **Travel** when you want to travel longer distances without stopping. A traveling character will move as far as the edge of the screen, avoiding obstacles in its path.

THE TRAVEL CURSOR

When you choose **Travel**, the cursor will change to a <u>striding figure</u>. Place the feet of the figure at the place where you want to move the character and click the mouse button. The character will move to that spot, avoiding any obstacles in its path.

THE LOOK ICON

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

THE LOOK CURSOR

When you choose **Look**, the cursor will change to an <u>eye</u>. Place the eye at the desired place on the screen and press [ENTER]. If there is something to be seen at this place, a message will be displayed.

THE ACTION ICON

Choose **Action** when you want the character to perform an action on an object (Example: getting a drink from a pond, jumping onto a rock, etc.)

THE ACTION CURSOR

When you choose **Action**, the cursor will change to a hand. Place the <u>hand</u> at the desired place on-screen and press [ENTER]. The necessary action for this screen position 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 <u>talking head</u>. Position the mouth on the person (or thing) you want to speak to and click the mouse button or press [ENTER]. If conversation is possible, the 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 see or use this item.

THE INVENTORY ICON

Choose **Inventory** when you want to see and select from the items you are currently carrying.

THE SAVE/RESTORE ICON

Choose **Save/Restore** when you want to save your game, or restore a previously saved game.

THE STOP ICON

Choose **Stop** when you want to pause your game, quit playing, or restart the game from the beginning.

THE CONTROLS ICON

This icon allows three game variables to be adjusted:

Speed - Adjusts the speed of the game animation.

Volume - Adjusts the sound volume.

Game Detail - 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. Choose **Controls** when you want to adjust one of these areas.

THE INFORMATION ICON
Choose **Information** when you need to be reminded what the various icons do in the game.

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 press [ENTER]. 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 press [ENTER].

USING CURSORS IN THE INVENTORY SCREEN

To use cursors in the inventory screen, choose an icon from the icon bar, then position the cursor on the inventory item, and press [ENTER].

Choose the **Look** icon and use the **Look** cursor to see a description of the item on the inventory screen.

Choose the **Action** icon and use the **Action** cursor to use an inventory item to take action on another inventory item (Example: putting jewels into a pouch).

LEISURE SUIT LARRY® I
IN THE LAND OF THE LOUNG LIZARDS™

WINDOWS™ INSTALLATION:

1. Insert the *Leisure Suit Larry® In the Land of the Lounge Lizards*™ CD into your computer's CD-ROM drive.
2. Start Windows.
3. In Program Manager, pull down the [File] menu and select [Run].
4. At the command bar, type the letter of your CD-ROM drive, followed by ":\SETUP.EXE" and click OK or press [Enter].
5. Click on [Install] and follow the on-screen prompts.
6. Click on the "Readme" icon for the latest information.

MS-DOS INSTALLATION:

1. Insert the *Leisure Suit Larry® In the Land of the Lounge Lizards*™ CD into your computer's CD-ROM drive.
2. Type "X" where X is the letter of your CD-ROM drive, (for example, "D:"). Press [Enter].
3. Type "INSTALL" and press [Enter].
4. Follow the on-screen prompts.

KEYBOARDS, MICE AND JOYSTICKS
USING A KEYBOARD

To position the on-screen cursor or move your game character using a keyboard, press a direction key or the numeric keypad.

To stop your character, press the same direction key again, or press 5 (the key in the middle).

To execute a command, type it and press [Enter].

Access the menu bar by pressing [Esc]. Use the arrow keys to move through the different menu selections, then press [Enter] to choose one.

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 your character, position the WALK icon at the desired screen location and click the mouse button.
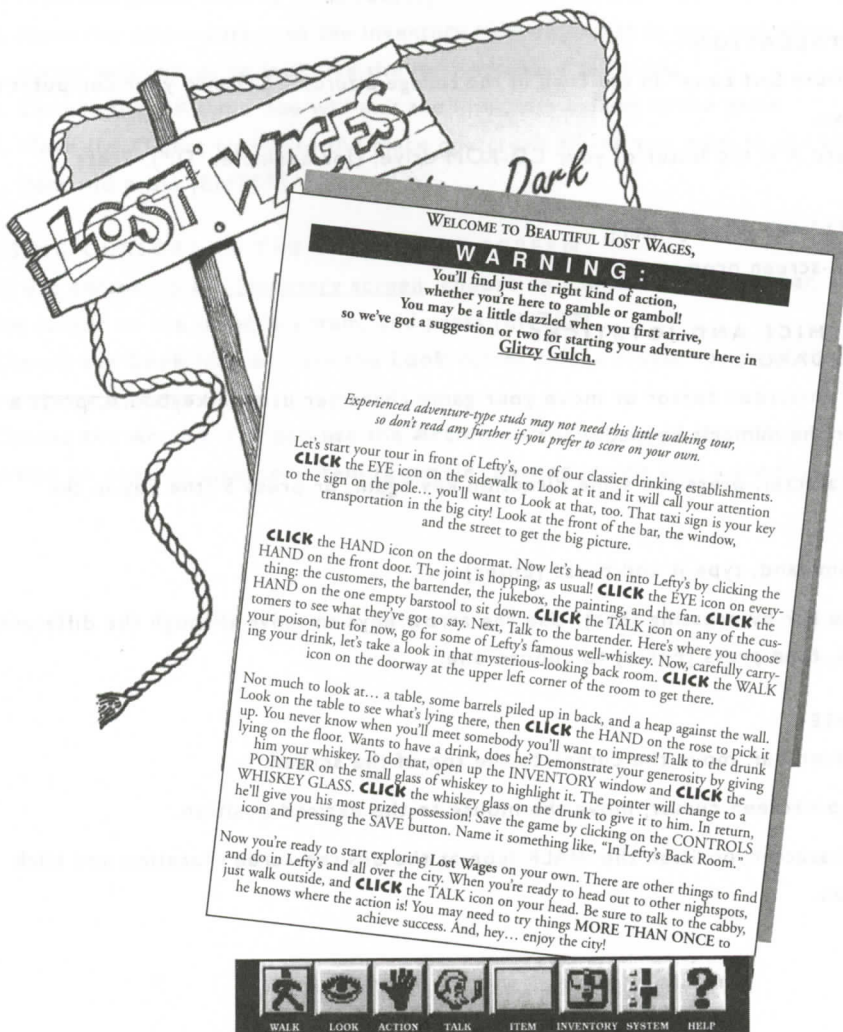
To execute a command, click the left mouse button.

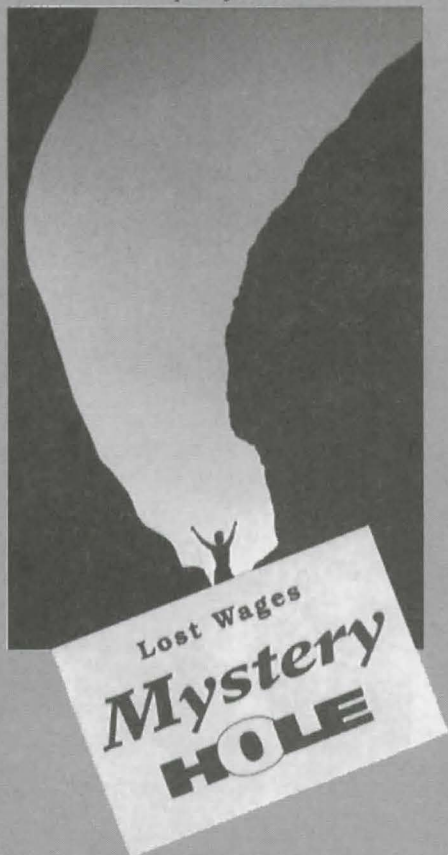Try the right and center buttons too. They help you change cursors.

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.

WELCOME TO BEAUTIFUL LOST WAGES,

WARNING:

You'll find just the right kind of action,
whether you're here to gamble or gambol!
You may be a little dazzled when you first arrive,
so we've got a suggestion or two for starting your adventure here in
<u>Glitzy Gulch.</u>

*Experienced adventure-type studs may not need this little walking tour,
so don't read any further if you prefer to score on your own.*

Let's start your tour in front of Lefty's, one of our classier drinking establishments.
CLICK the EYE icon on the sidewalk to Look at it and it will call your attention
to the sign on the pole... you'll want to Look at that, too. That taxi sign is your key
transportation in the big city! Look at the front of the bar, the window,
and the street to get the big picture.

CLICK the HAND icon on the doormat. Now let's head on into Lefty's by clicking the
HAND on the front door. The joint is hopping, as usual! **CLICK** the EYE icon on every-
thing: the customers, the bartender, the jukebox, the painting, and the fan. **CLICK** the
HAND on the one empty barstool to sit down. Next, Talk to the bartender. Here's where you choose
tomers to see what they've got to say. **CLICK** the TALK icon on any of the cus-
your poison, but for now, go for some of Lefty's famous well-whiskey. Now, carefully carry-
ing your drink, let's take a look in that mysterious-looking back room. **CLICK** the WALK
icon on the doorway at the upper left corner of the room to get there.

Not much to look at... a table, some barrels piled up in back, and a heap against the wall.
Look on the table to see what's lying there, then **CLICK** the HAND on the rose to pick it
up. You never know when you'll meet somebody you'll want to impress! Talk to the drunk
lying on the floor. Wants to have a drink, does he? Demonstrate your generosity by giving
him your whiskey. To do that, open up the INVENTORY window and **CLICK** the
POINTER on the small glass of whiskey to highlight it. The pointer will change to a
WHISKEY GLASS. **CLICK** the whiskey glass on the drunk to give it to him. In return,
he'll give you his most prized possession! Save the game by clicking on the CONTROLS
icon and pressing the SAVE button. Name it something like, "In Lefty's Back Room."

Now you're ready to start exploring **Lost Wages** on your own. There are other things to find
and do in Lefty's and all over the city. When you're ready to head out to other nightspots,
just walk outside, and **CLICK** the TALK icon on your head. Be sure to talk to the cabby,
he knows where the action is! You may need to try things **MORE THAN ONCE** to
achieve success. And, hey... enjoy the city!

WALK   LOOK   ACTION   TALK   ITEM   INVENTORY   SYSTEM   HELP

On your trip to
Lost Wages,

Experience the Thrill of a lifetime!
Plumb the depths of the Fabulous

Lost Wages
Mystery
HOLE

HOW DID
THE MYSTERY HOLE
COME TO BE?

Nobody's quite sure.

Psychic Investigators have studied the Mystery Hole and left scratching themselves. Scientists have probed the Mystery Hole with their instruments and emerged shaking their heads.
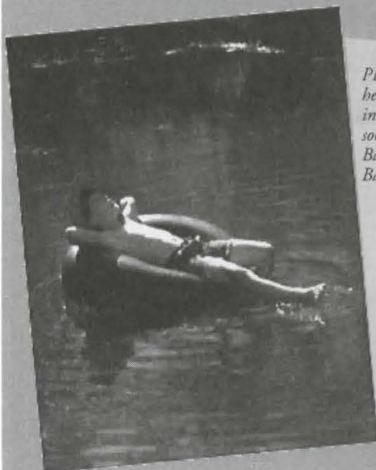
All we know is that everybody who explores the MYSTERY HOLE'S secret crevices wants to come again and again and again!

"over 5,000,000 serviced"

21

Nestled in the bush just shooting distance from warm, inviting Beaver Creek, the bizarre yet strangely satisfying MYSTERY HOLE beckons.

PLUNGE
headfirst
into the
soothing
Backdoor
Basin!

SPEND 5 minutes in the disorienting Tumbling Tunnel…when you get home, you'll swear to your friends it took you an hour-and-a-half!

SQUEEZE into the wonderful Mossy Furrow at the end of Skidmark Trail!

SEE objects swell to
5 TIMES THEIR ORIGINAL size…
Then, just as mysteriously, wither back again!

You've never seen anything like it!

SALMON - COLORED
SUNSET →

BRONCO RIDER
↓

at THE

PALAMINO

ranch

23

ACTIVITIES

Located in scenic Lost Wages just 5 miles from the Humongous Tetons, two miles from the pouting Bodacious Tetons, and just down the road from the Small-Yet-Pert-Tetons.

Get a long little dogie! At the Palamino Ranch, you kin practice all your dude ranchin' skills, like:
*Ropin' fillies
*Bareback ridin'
*Cow pokin'
*And every Tuesday, enter our
  CANYON YODELIN' contest!

:an lick every mare on the spread"

EATIN' OUT

You'll enjoy real down-home campfire cookin'. For lunch, cornbread and chili (and hey, blame it on the cows… that's what we do!) For dinner, tuna tacos and hot buns. And if you like jugs o' Moonshine, our cowgirls have some of the smoothest you've ever set yer lips on.

For you wimmenfolk, we'll akshully show ya how to make some real frontier treats! Just imagine pulling your own taffy under the stars, shuckin' corn in the barn, churning butter and packin' fudge in yor very own crock. You'll be pleasin' yer greenhorn in no time flat.

ACCOMMODATIONS

Remember, whether it's a day of horseplay or a Bronco-bustin' weekend, grease up your saddlebag and give us a call at 1-800-ZIP-DOWN. We'll set you up with your own filly, bed roll and chaps. Before you can say "Yippie-ay-yay," we'll have you back in the saddle!

Available for Bar-Mitzvahs, Bachelor Parties, Conventions and CEO birthdays.

Hourly rates.
Reins extra; no spurs allowed.

MAKE BORDER
BLUE GRAY
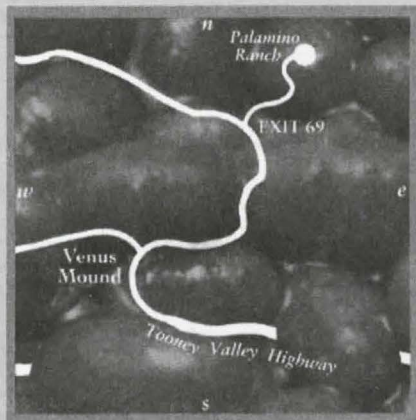
Also visit:
*Carla's Bad Caverns (see the drippin'
turgid stalagmites and oozing paint pots.
Openings available year 'round!)
*Moaning Glory Acres (where the
pussywillow blooms!)
*Old Faceful (Imagine...an eruption
every 35 minutes! Could you do better?)

Gettin' to the Palamino Ranch is
easier'n pickin off a saddlesore. Jes' head
on down the Tooney Valley Highway and
turn off at Venus's Mound O' Used Tires
and RV Waste Sump. Take Exit 69 and
be sure to pull out when you come to the
sign of the Giant Palamino. We'll keep a
light on for ya!

NO ADDRESS ON BACK!

WHOSE WHOM IN AMERICA

4 N. Kate Place
Salt Lick City, Utah 82110
From the desk of Mr. Muhweeny

RED LINE ←

Dear Mr. Laffer,

Frankly, I'm puzzled.

I don't understand why you haven't responded to the *FABULOUS* offer we recently made you!

Let's face it, **Lawrence**. Men have it rough in today's world. What with the so-called "Women's Liberation" movement, it's getting harder and harder. To find a suitable mate. Even for fabulouso, studly, sensitive guys like yourself, **Lawrence**.

But we want you to know that *WE* appreciate your finer qualities. After all, you're in the full flower of your manhood...a young, active **40** years old (barely out of your teens!). We know that you've got a solid, established career as a **traveling software salesman** and make more than $ **n/a** a year. You've resided in one of America's finer neighborhoods, **Anytown**, for **40** years...long enough to have established a reputation as a **adequate** credit risk.

So why *WOULDN'T* any woman leap at the chance to throw herself on your strapping, muscular **65"** frame?

We'll tell you why. They *WOULD*! But it's so hard to *MEET* the kind of woman you deserve!

That's why we know you'll *JUMP* at the chance to be included in this once-in-a-lifetime opportunity...an opportunity to have *YOUR* face and *YOUR* vital statistics included in what's sure to be this year's most sought-after book: **WHOSE WHOM IN SINGLE MEN In The Southwestern United States** .

Imagine, women all over the country will be receiving this volume of **the Southwestern United States's** most eligible bachelors. And not just *ANY* women, **Lawrence**. The kind of women we know that *YOU* like, women with the **medium handfuls** you've told us you so love to look at...to touch...to nuzzle! Single, attractive, available women with **any length** legs, beautiful **clean** hair and **yes** derrieres.

Don't waste another minute, **Lawrence**! Fill out the form at the bottom of this page and include your check or money order (or just use your **none** credit card). And you'll be on your way to a lifetime of babes!

Enthusiastically,

SIGNATURE IN RED INK → ~Adolph Muhweeny~
Adolph Muhweeny
Vice President, Direct Male Dept.

DOTTED LINE BLUE INK

----------------------------------cut along dotted line--

QUEST FOR GLORY IV®
SHADOWS OF DARKNESS™

INSTALLATION FOR MS-DOS CD-ROM
TO RUN THE INSTALL PROGRAM:

1. Insert the CD into the CD-ROM drive.

2. Type the letter of the CD-ROM drive where you have placed the disk followed by a colon (for example, e:), and press [ENTER].

3. Type **install** and press [ENTER].

Follow the instructions of the INSTALL program.

TO PLAY:

1. Place your CD game disk into your CD-ROM drive.

2. Type the letter of the drive where you installed the game (for example, e:) and press [ENTER].

3. Type **cd\sierra** and press [ENTER].

4. Type **QG4CD** and press [ENTER].

* If you have installed *Shadows of Darkness* to a directory other than the default setting, please type **QG4CD** from the directory where you installed the game.

INSTALLATION FOR WINDOWS

1. Insert the game CD into the CD-ROM drive.

2. Invoke Windows in Enhanced mode. The game will not run in Standard mode.

3. Select "Run" from the "File" menu.

4. Type e:\setup where e is the drive letter of your CD-ROM drive. Press [ENTER] or click "OK".

5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CD-32L). It will then set up a program group and program icon so that you may play the game.

LOADING INSTRUCTIONS:

After completing the INSTALL,

1. Double-click on the game folder that was created on the hard disk.

2. Double-click on the game icon inside the game folder.

* Windows is a trademark of Microsoft Corp.

* Logitec Cyberman Mouse not supported

ALKAZOTZ

BETAZENE

CRANOMEAL

DESERTIX

ELKORN

FLIEGNITZ

GARGOIL

HINTLINE

ICKYUCKGOOP

JOLLENE

KICKAPTUI

LAXABIFF

MEXICALISH

NOXIPYU

OSSIPYE

PENTICKLE

QUIXOAT

ROMBURN

SUMTHIN

TAMLIN

ULTIMO

VOLTOFFEN

YAMMER

ZOTZBRUE

WHAMMBO

XASPARIL

RED BARON/A-10®
MISSION BUILDER

TO INSTALL:

From a DOS prompt (C:\) change drives to your CD-ROM drive (i.e. D:\). Change directory and go into the Red Baron directory and type "INSTALL" and press the "ENTER" key.

PATH POINTS

Button 1 selects or adds a path point. (More points can be added by moving the cursor and pressing button 1.)

MOVING PATH POINTS

Hold down button 1 to drag a path point to a new location.

DELETING PATH POINTS

Click on point with button 2.

OBJECT PATH DISPLAY

To adjust a path point altitude, place the cursor on an altitude button and press button 1 or 2.

SELECTING A GROUP

Click on group with button 1.

DELETING A GROUP

With the cursor on the group's map icon, press button 2.

SELECTING AIRCRAFT GROUPS

Moving the cursor over map icons highlights them with brackets.

A group that has been selected by pressing button 1 will have a box around it.

A group or path point that is about to be deleted with button 2 will display a box with a X.

German Zeppelin [grey]	Allied Areodrome
Allied Balloon [gold]	German Aerodrome
German Balloon [grey]	Supply Dump
Allied Plane [gold]	Train Station
German Plane [grey]	Artillery
Town	Factory

MISSION BUILDER HOT KEYS

MAIN SCREEN

F	File
M	Mission
N	New Group
A	All Groups
D	Display
G	Group Assignment
?	About RBMB
F1-F8	Highlight current group's pathpoint 1-8
1-8	Altitude of path points 1-8

FILE MENU

N	New
L	Load
S	Save
D	Delete
F	Fly
E	Exit

MISSION MENU

M	Map
C	Clouds
T	Time of Day
B	Briefing Text

DISPLAY MENU

G	Grid On/Off
S	Show One/All paths

EXITING TO DOS

Pressing CONTROL-ESC or ALT-Q will quit to DOS at any time.

DUAL JOYSTICK AND RUDDER SUPPORT

To disable press ALT-J.

REQUIREMENTS FOR SPECIFIC MISSION TYPES

MISSION TYPE	PLAYER'S TARGET
Dogfight	Enemy Scouts
Escort Bombers	Friendly Bombers
Stop Bombers	Enemy Bombers with a bombing target
Destroy a Zeppelin	Enemy Zeppelin without a bombing target
Intercept a Zeppelin	Enemy Zeppelin with a bombing target
Escort Reconnaissance	Friendly Recon Planes
Balloon Defense	Friendly Balloons
Balloon Busting	Enemy Balloons
Patrol	Any other target or no target

POSSIBLE ORDERS FOR EACH GROUP TYPE

GROUP TYPE	TARGET	ORDERS
Scouts	Enemy Airplane group	Dogfight
		Intercept
		Destroy
	Friendly Airplane group	Escort
		Protect
	Enemy Balloon group or Zeppelin	Destroy
	Friendly Balloon group or Zeppelin	Protect
All Planes	Friendly Airplane group	Escort
Bombers or	Enemy Factory, Supply Dump, Train Station	Bomb
Zeppelins	Friendly Factory, Supply Dump, Train Station	Bomb
Recon Planes,	No target	Traverse
Bombers, Zeppelins		
Scout groups	No target	Patrol

Balloons are stationary, so they aren't able to target objects or receive new orders.

QUICK REFERENCE SECTION

Mouse controls are identical to those of the joystick.
Joystick button #1 = left mouse button
Joystick button #2 = right mouse button

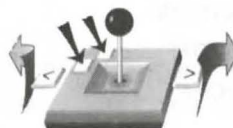## FLIGHT MOVEMENTS

RUDDER
while in cockpit view

< Left Rudder
> Right Rudder

THROTTLE
while in cockpit view

Throttle Control 1..9 keys
Increase Throttle + key
Decrease Throttle - key

VIEW COMMANDS
COCKPIT VIEWS

F1	Look Forward
F2	Look Back
F3	Look Left
F4	Look Right
F5	Look Up
F6	Look Down

EXTERNAL VIEWS

F1	View front
F2	View rear
F3	View left side
F4	View right side
F5	View bottom
F6	View top
F7	Chase view

FIRE MACHINE GUN

Press Spacebar from keyboard.
Press Button #1 from joystick.
Press Left Button from mouse.
Press 'U' key to unjam machine gun.

FLIGHT LEADER COMMANDS

Drop Below	Press D
Join	Press J
Attack	Press A
Minor Wing Attack	Press M
Warning	Press W

KEYBOARD HOT KEYS

ESC	End Mission
Alt-R	Realism Menu
F-10	Preferences Panel
Alt-S	Sound Effects ON/OFF
Alt-M	Music ON/OFF
Alt-C	Calibrate Joystick
Alt-J	Joystick ON/OFF
Alt-D	Mouse ON/OFF
P	Pause
C	Time Compress ON/OFF
U	Unjam Gun
Alt-Q	Quit to DOS

VIEW COMMANDS

Switch between external/internal views:
Press Button #2 from joystick.
Press ENTER from the keyboard.

From any outside view, press Ctrl-F1..F10 to save off the current view. To switch to any of these saved views use Alt-F1..F10.
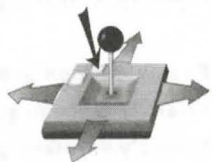
Press & hold button #2 while inside to look left, right, fore & aft.

Press & hold button #2 while outside to move viewpoint around plane.

Press & hold both buttons to move viewpoint toward and away from plane.

MISSION MENU

M	Map
C	Clouds
T	Time of Day
B	Briefing Text

DISPLAY MENU

G	Grid On/Off
S	Show One/All Paths

EXITING TO DOS

Pressing CONTROL-ESC or alt-Q will quit to DOS at any time.

DUAL JOYSTICK AND RUDDER SUPPORT

To disable press alt-J.

A-10 TANK KILLER™ VERSION 1.5
QUICK REFERENCE

TO INSTALL:

From a DOS prompt (C:\) change drives to your CD-ROM drive (i.e. D:\). Change directory and go into the Red Baron directory and type "INSTALL" and press the "ENTER" key.

VIEW COMMANDS - Preset Views

COCKPIT		EXTERNAL	
F1	Look Forward	F4	Front View
F2	Look Left	F5	Left Side View
F3	Look Right	F6	Right Side View
		F7	Rear View
		F8	Victim View
		F9	Engagement View

FLOATING CAMERA VIEWS

Use Alt-V on the keyboard or the Control menu (F10) to toggle the Floating Camera on/off. Re: When Floating Camera is **ON**, only Backspace key will fire weapon.

WITH THE JOYSTICK
FROM WITHIN THE COCKPIT

Press button #2 and move the joystick to change views.

Pressing and releasing button #2 with the joystick centered will switch to outside rear view.

Press & hold button #2 while in the cockpit to look left, right & forward.

FROM OUTSIDE THE AIRCRAFT

Press button #2 while moving the joystick to pan the view around the aircraft. Hold down both buttons while moving the joystick to move the camera closer to or away from the aircraft. Pressing and releasing button #2 with the joystick centered will switch to the cockpit view.

Press & hold button #2 while outside to move viewpoint around plane.

WITH THE KEYBOARD

To use the previous commands from the keyboard, the numeric keypad will function like the joystick, the Space Bar will function like button #1, and the Enter key will function like button #2.

Mouse controls for view commands are identical to those of the joystick.
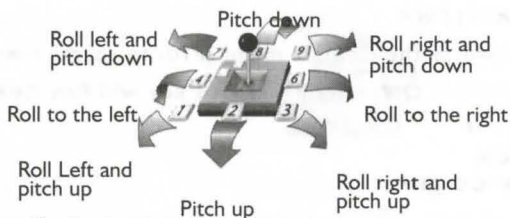
Joystick #1   = Mouse
Button #1   = Left Button
Button #2   = Right Button

FLIGHT CONTROL

MOVEMENT

Pitch down

Roll left and pitch down

Roll right and pitch down

Roll to the left

Roll to the right

Roll Left and pitch up

Roll right and pitch up

Pitch up

The mouse is self-centering.

RUDDER

Control the rudder with the keyboard or second joystick.

Joystick #2

Keyboard

| < | Left Rudder

| > | Right Rudder

THROTTLE

Control the throttle from the keyboard.

| ! 1 | @ 2 | # 3 | $ 4 | % 5 | ^ 6 | & 7 | * 8 | (9 | − - | + = |

no throttle   to full throttle

Decrease & Increase

WEAPONS CONTROL

JOYSTICK #1

Button #1 = Fire Avenger Cannon

Button #2 = Fire Select Weapon

JOYSTICK #2

Button #1 = Chaff Release

Button #2 = Flare Release

KEYBOARD

SPACEBAR	= Fire Avenger Cannon
BACKSPACE	= Fire Selected Weapon
ENTER	= Fire Selected Weapon or Control Floating Camera View

WEAPON SELECT

H Maverick	**L** Durandal	**C** Release Chaff
J Lgb	**;** Sidewinder	**[** **]** Weapons Cycle
K Rockeye	**F** Release Flare	**Tab** Target Cycle

35

ADDITIONAL CONTROL

G	Landing Gear up/down	**Esc**	Quit mission requestor
P	Pause Game	**Alt M**	Music on/off
M	Bring up strategic map	**Alt S**	Sound effects on/off
S	Bring up status screen	**Alt J**	Joystick(s) on/off
D	Display message log	**Alt C**	Calibrate joystick(s)
Q	Quit mission requestor	**Alt D**	Mouse on/off
F10	Display control menu	**Alt Q**	Quit to DOS

War Map of the Western Front
in the
PARIS REGION

EXPLANATION

German Aerodromes..................

British Aerodromes...................

Factories.....................................

Artillery.....................................

Cities And Towns ....

Zeppelin Bases ....

Supply Bases ....

Railways ....

Railway Stations ....

Roads.......................................

Rivers ....
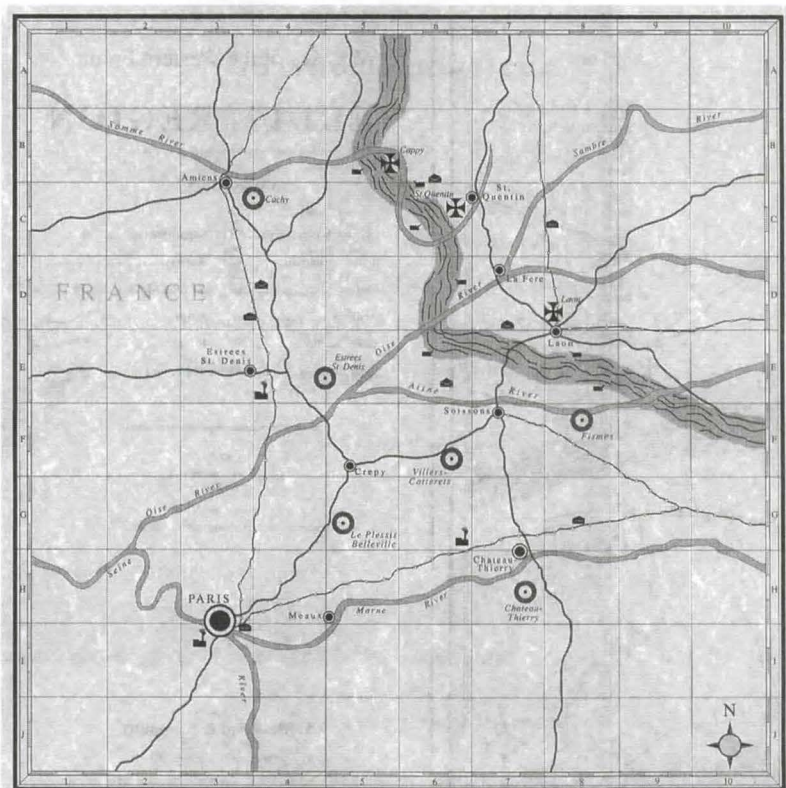
The Front Line...................

War Map of the Western Front

in the

VERDUN REGION

EXPLANATION

German Aerodromes...................

British Aerodromes...................

Factories................................

Artillery.................................

Cities And Towns ....

Zeppelin Bases ....

Supply Bases ....
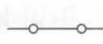
Railways ....

Railway Stations ....

Roads ....

Rivers ....
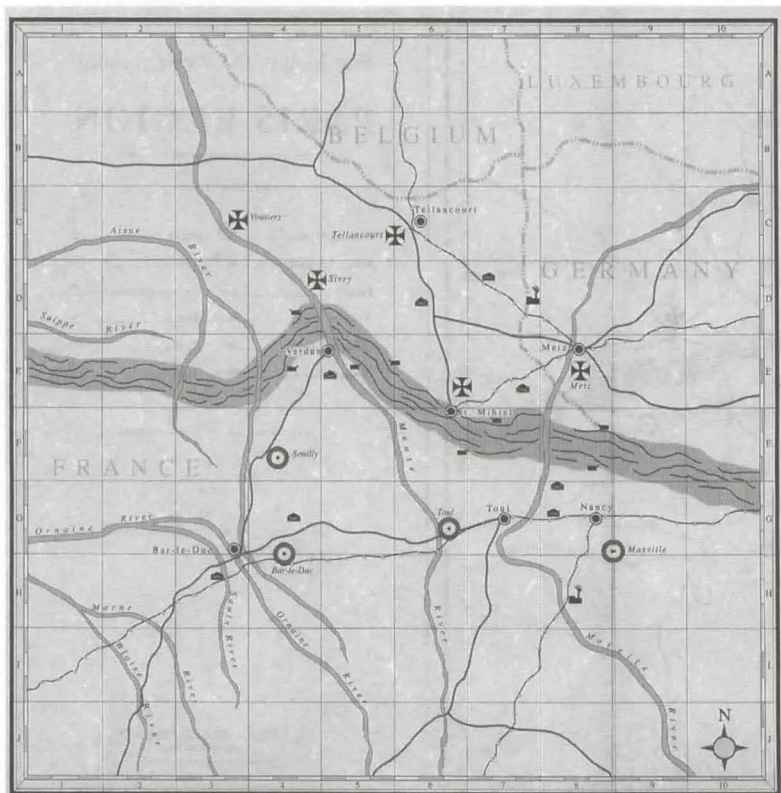
The Front Line..................

War Map of the Western Front
in the
LONDON REGION

EXPLANATION

German Aerodromes.................. ✠

British Aerodromes................... ◉

Factories.................................. ◻

Artillery.................................. ◣

Cities And Towns .... ◉

Zeppelin Bases .... ⬯

Supply Bases .... ✉

Railways .... —○—○—

Railway Stations .... 🏛

Roads..................................... ⌇

Rivers .... ⌇
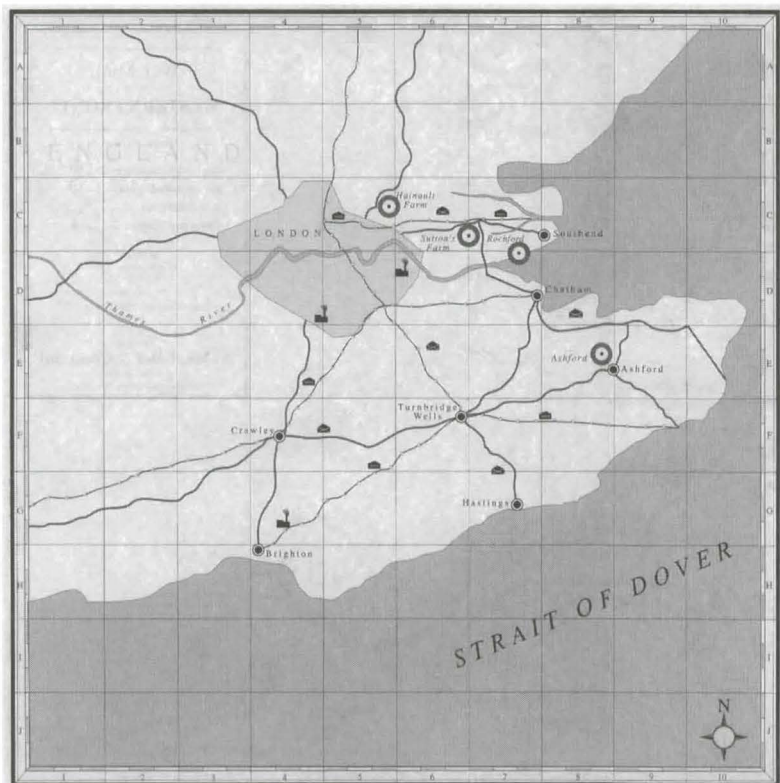
The Front Line.................... ⌇

War Map of the Western Front
in the
SOMME REGION

EXPLANATION

German Aerodromes..................	✠	Supply Bases	✉
British Aerodromes...................	◉	Railways	—○—○—
Factories..............................	⬤	Railway Stations	—○—○—
Artillery...............................	◢	Roads.................................	〜
Cities And Towns	◉	Rivers	〜
Zeppelin Bases	◄❋	The Front Line..................	〜
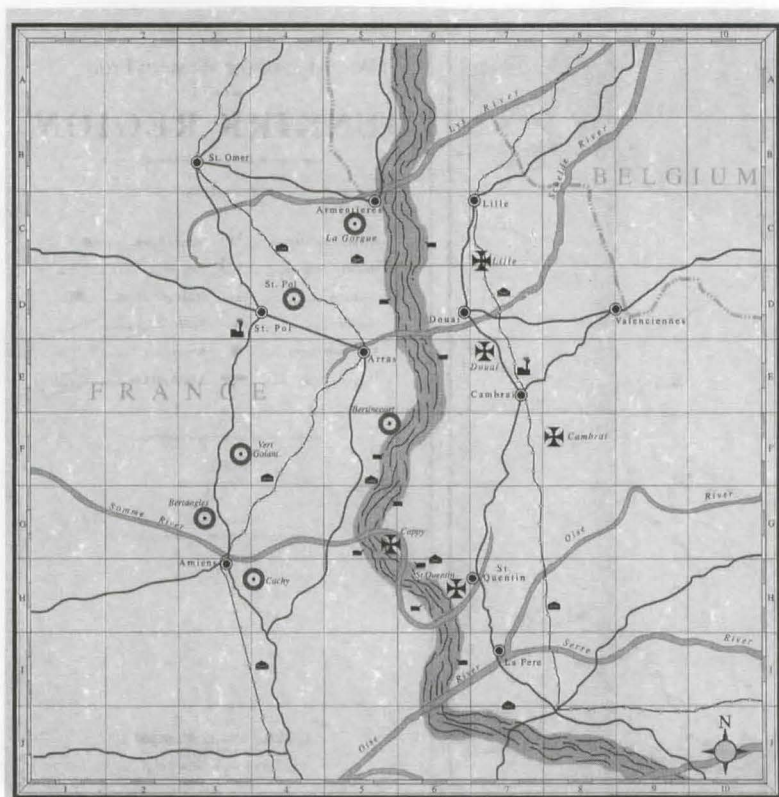
War Map of the Western Front

in the

DUNKIRK REGION

EXPLANATION

German Aerodromes................... ☩
British Aerodromes................... ⊙
Factories................................
Artillery................................
Cities And Towns .... ◉
Zeppelin Bases ....

Supply Bases .... ✉
Railways .... ○—○
Railway Stations ....
Roads....................................
Rivers ....
The Front Line.................

War Map
of the
WESTERN FRONT

EXPLANATION

German Aerodromes
British Aerodromes
The Front Line
Cities and Towns

SCALE
35 miles to one inch
(1:2,217,600)
Statute Miles

Printed by
A. MacLeod & Company
(INCORPORATED)
(Engravers, Printers, Publishers)

N

GERMANY

LUXEMBOURG

BELGIUM

FRANCE

North Sea

English Channel

Strait of Dover

NETHERLANDS

Rivers and places:

River Ourthe River
Meuse River
Scheldt River
Sambre River
Lys River
Somme River
Aisne River
Oise River
Marne River
Moselle River
Seine River

Metz
Nancy
Toul
St. Mihiel
Fresnes-en-Woëvre
Thiaucourt
Verdun
Souilly
Bar-le-Duc
Pont-à-Mousson
Châlons-sur-Marne
Rheims
Fismes
Château-Thierry
Laon
La Fère
St. Quentin
Soissons
Villers-Cotterêts
Crépy
Meaux
PARIS
Estrées St. Denis
La Plessis Belleville
Cuchy
Amiens
Bergnigles
St. Pol
Vert Galant
Berteaucourt
Arras
Cuffroy
Coppy
Cambrai
Douai
Lille
La Gorgue
St. Marguerite
Aire
St. Omer
Armentières
Ypres
Furnes
Dunkirk
Ostend
Oxelaëre
Ghent
Courtrai
Mons
Valenciennes

London
Southend
Rochford
Sutton's Farm
Hainault Farm
Turnbridge Wells
Crawley
Brighton
Hastings
Ashford
Chatham

U.S. TECHNICAL SUPPORT & DIRECT SALES

U.S. TECHNICAL SUPPORT
Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (e.g., sound card configuration and memory management). Technical assistance is available by phone, fax, on line or mail.

Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Phone: (206) 644-4343
(M-F, 8:15 am - 4:45 pm)
(24 Hour Automated)
Fax: (206) 644-7697

MODEM SUPPORT
For on-line support and hints:
CompuServe: GO SIERRA
America Online: Keyword SIERRA
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Sierra On-Line
Direct Sales
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Salinas, CA 93912
24 Hour Phone:
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INTERNATIONAL TECHNICAL SUPPORT & CUSTOMER SERVICE

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Customer Support
4 Brewery Court
The Old Brewery
Theale, Reading, Berkshire
RG7 5AJ United Kingdom
Phone: (44) 1734-303-171 (M-F, 9:00 am - 5:00 pm)
Fax: (44) 1734-303-362
Modem: (44) 1734-304-227
(Disk/CD replacements in the UK are £6.00, or £7.00 outside the UK).

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Immeuble "Le Newton"
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92366 Meudon La Forêt Cedex
France
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(7 jours sur 7 de 9h a 21h)
Fax: (33) 1-46-31-7172
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Robert-Bosch-Str. 32
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Germany
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Fax: (06103) 99 40 35
Mailbox (49)6-103-99-4041

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For adventure games released after January 1, 1993. Charged 39p/minute cheap rate, 49p/minute at other times. Maximum call length: 7.5 minutes. Maximum charge cheap rate: £2.92, £3.67 other times. Must have permission of the person who pays the phone bill before calling (line available UK only).

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New Games Hint Line:
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(0) 891-660-660

Old Games Hint Line: (within UK):
(0) 1734-304-004

Old Games Hint Line (outside UK):
(44) 1734-304-004

FRANCE HINTS
Hint Line: (33) 1-36-68-4650
Costs 2,19F la minute; tarif
en vigueur au 20 mai 1994
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