

## **3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR MS -DOS**

### **GETTING STARTED: FLOPPY DRIVE(S)**

Note: If you will be playing from floppy disks (not hard disk), before starting to play you should format one or more saved game disks and make backup copies of your program masters. Sierra's 3-D animated adventures support both 5 1/4" and 3 1/2" disk drives.

### **FORMATTING A DISK**

1. Load MS -DOS.
2. At the prompt, with the DOS disk in drive a:, type: format b: (even if you have one drive) and press ENTER (some systems may respond only to the command "format"). When prompted, insert the disk you want to format into the drive indicated and press ENTER. Note: formatting will destroy any data that may be on the disk.

### **BACKING UP YOUR PROGRAM MASTERS**

1. Format a disk using MS-DOS (described above).
2. At the prompt type: copy a:\*. \* b:
3. If you have one drive, insert the source disk first, then enter the copy command. If you have two drives, insert the source disk in drive a and the formatted disk in drive b, then enter the copy command.
4. Repeat procedure to copy all program masters.
5. If you are using a 5 1/4" and a 3 1/2" drive, you may copy the contents of two 5 1/4" disks onto one 3 1/2" disk.

### **LOADING INSTRUCTIONS (from floppy disk)**

1. Load MS-DOS. It is recommended that you enter the current date and time information.
2. At the prompt, insert your backup program disk 1, label side up, into the drive. Close the door to the drive.
3. Type: sierra and press ENTER.
4. To bypass the opening sequences, press any key.
5. If the picture isn't centered on your screen, hold down the CTRL and ALT keys and press the left or right arrow keys (on number pad) to center the graphic display.

### **GETTING STARTED: HARD DISK**

#### **INSTALLATION AND LOADING**

1. Turn on the computer and allow DOS to boot.
2. Insert the original program disk 1 in a floppy drive. Change the DOS prompt to the letter of the floppy drive containing the original program disk 1 by typing the letter of the drive followed by : and press ENTER.
3. From the floppy drive containing your original disk 1, enter the command: installh C: where your hard disk is designated as drive C:. If your hard disk has a letter designation other than C:, use it instead.
4. Follow the screen prompts to begin the hard disk installation. You will be prompted to insert subsequent game disks, one at a time, to complete the transfer.
5. You will receive booting instructions on screen after the installation. Please note those instructions for later use.

### **COMMANDS FOR YOUR HERO**

A joystick or the number pad/arrow keys on your keyboard moves the main character, north, south, east, west or diagonally. Tandy users must depress their NUM LOCK key to use the number pad. To halt your character's steps with the keypad, press the last direction key again or the number 5.

During the game you may change control modes by stopping the main character (see above) and resuming either joystick or keyboard control. (If you've never used the joystick before in the game, press Control-J to activate it.)

### **POP UP MENUS**

Press ESC and a menu bar will appear at the top of your screen. Use the left or right arrow keys to choose a menu. Use the up or down arrow keys to highlight a menu item. Press ENTER to select a highlighted item or press ESC to go back to the game.

<b>ESC</b>	Pops up menus
<b>ARROW KEYS</b>	Highlights menus/menu items
<b>ENTER</b>	Chooses highlighted item

### **SAVING AND RESTORING THE GAME**

To allow for errors in judgment, and also for some pretty creative exploration, we make it possible for you to save and restore the game. Before you try something that looks dangerous, or just because you've been playing awhile and you don't want to lose what progress you've made through some chance encounter, save your game.

If you're playing from floppy disks, you must already have formatted a saved game disk before you can save a game.

### **SINGLE DISK DRIVE USERS**

When you receive the prompt asking which directory to save your game location, press ENTER and follow the prompts. You will be asked to substitute your game disk for a formatted disk on which your game location may be saved. Make sure you FORMAT a blank disk before you begin play.

### **TWO DISK DRIVE USERS**

When you receive the prompt asking which directory to save your game location, backspace through the suggested \ and enter b: instead. This will cause your game location to be saved onto the disk in drive b. Make sure you FORMAT a blank disk and put it into drive b before you begin. You may save to any valid drive on your system. If you want to save more than 12 games, create additional saved game directories on your saved game disk (or just start another saved game disk). Consult your DOS manual to make multiple directories on your saved game disk.

### **HARD DISK USERS**

You need only to press ENTER when prompted about the directory in which to save your game position. If you want to save more than 12 games, create additional saved game directories. Consult your DOS manual to make new directories on your hard disk.

### **IN GENERAL**

Although your game position is stored on disk as a normal DOS file, we do not require you to follow MS-DOS file naming conventions in identifying your saved game position. If you are standing before a tree when you save a game, call your saved game "STANDING BEFORE A TREE" or whatever has meaning to you. You are permitted to save up to 12 different game locations per directory.

If you "run out" of saved game positions (you want to save more than 12 games), just use a different saved game directory, saved game disk, or reuse (save over) one of the 12 positions you've already saved. To change the name of a previously saved game, just enter Control-C and type a new name.

### **RESTORING A GAME**

You will be asked where you saved the game. To accept the default directory, press ENTER. Otherwise, clear the line with Control-C, type the drive or directory on which you saved the game (example: b: ), and press ENTER. Now select the game you wish to restore by moving the pointer and pressing ENTER.