A Nightmare Comes True!!

DejaVu

Created by ICOM Simulations, Inc.

MINDSCAPE INC

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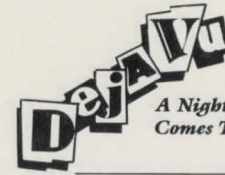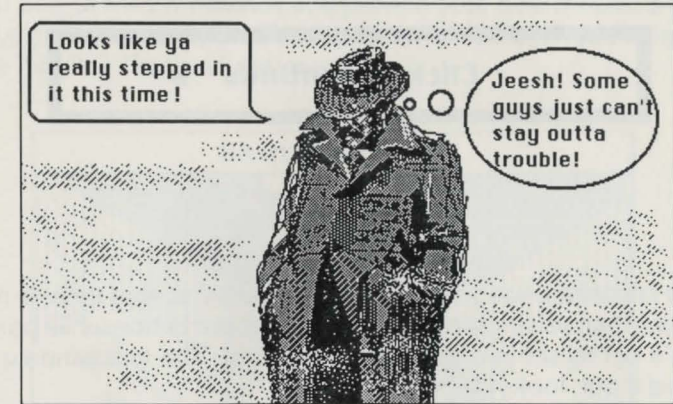
Well, just ta get ya started

The first thing ya gotta do is stick that little plastic thing labeled Déjà Vu One in the little hole on the fronta your Mac. Then turn the thing on. Go ahead, I'll wait.

Okay now, when it's good and ready, the Mac'll spit out the first disk thingy and tell ya to stick in the other one (labeled Déjà Vu Two—hey! I'm a poet!) in the hole. Ya gotta do this a coupla times right at the start, but ya probably won't hafta worry about it again until ya quit the game. Just do what Mac here tells ya, and you'll be aces.

Of course, if you're a wiseacre ya probably got TWO drives, and ya's can just stick the first disk in the disk in the Mac, and the other in the other one, and ya'll get along just fine.

Now, ya probably ain't never seen nothin' like this before, so listen up...I'm only gonna go through this once.

Most adventure games want ya to talk to 'em real nice and then maybe they'll tell ya what ya need to know. Well, in this game, ya don't talk nice—ya just do what needs to be done. This here's a sample screen from the game. Look it over, then we'll go through it real slow and careful so ya don't miss nothin'.
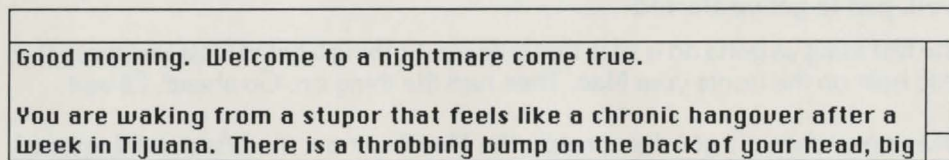
The first thing ya need to know about is this thingy here:

```
Click to continue    ▶
```
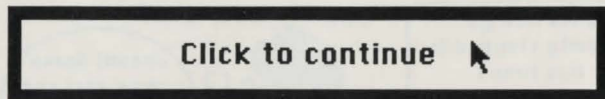
It's called the command window. Right now, its tellin' ya that there is more text in the text window than ya can see. If ya click the mouse button while pointing in the window, you'll get to see more of the description. The text window, in case ya haven't figured it out, looks like this:

```
Good morning.  Welcome to a nightmare come true.

You are waking from a stupor that feels like a chronic hangover after a
week in Tijuana.  There is a throbbing bump on the back of your head, big
```

We'll talk about the text window later. For now, just click the mouse button until the command window looks like this:

Examine	Open	Close	Speak
Operate	Go	Hit	Consume
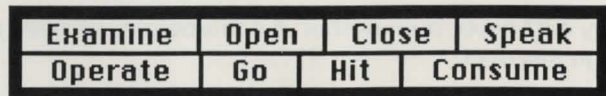
They call it the command window for a good reason. You tell the game what to do by pointin' at one of the commands and pressin' your little mousie's button. The commands ya give will usually involve somethin' in the room you're in. Ya see the picture in the middle? That's where ya are.

Bathroom Stall

If ya want a description of the room just click the button on the word **Examine** and then click in the picture of the room.

The description'll show up in the text window.

Like I said, any time there's more to say than there's room for, the command window'll change so it says "Click to Continue." Ya just click the button and the rest of the words'll pop up. Ya can scroll back through the last few things whats been said by using the scroll bar—just like MacWrite.™ You know, point to the little white box on the right side of the window, hold down the mouse button, and move it up or down. Boy, you are a rookie, ain't ya?

The other two windows on the screen are a little tricky, so pay attention. The one marked **SELF** is you.

SELF

I didn't think you'd get that. What I mean is, if you wanna do somethin' like **Examine** yourself or **Open** yourself (some might call that taking an inventory) you use the little **SELF** button as the object of the command. Get it? Well, I'll show ya in a minute.

The other dohickus is the **Exits** window.

Exits
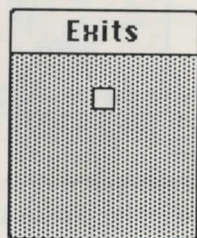
That shows ya where you can go. Somethin' I've wanted to tell ya for years! The little white box is an exit. In this case, it's the stall door right in front of you. You could just use the door in the picture, but in some places there may be a way out that's outta your line of fire—uh, I mean outta your line of sight.

Now, just ta get ya started, I'm gonna talk through gettin' ya outta this stall. Once ya got that down, you'll be fine. Just in case ya get inta trouble, though, I'm gonna give ya a list of what all the different commands do. If you're real nice, I may even let ya in on some shortcuts.

Gettin' Outta the Stall

Look at the picture carefully. Ya see anythin' that you want to take with ya? I'll give ya a clue. If ya point to somethin' and press the button, it'll go all funny lookin'. Try it out. Point the cursor at the overcoat and press the button.

Bathroom Stall

See that? That means that the coat is somethin' you can work with.

You probably wanna take the coat with ya. So ya need to put it in your inventory.

The window called **Inventory** shows what you got on ya. You can move the Inventory around the screen 'til it's outta your way. You can also stretch it out so you can see more—just like all those other Mac windows you've used. If ya ain't sure how that works, see your Mac User's Guide or cheat and look in the back of this book for help. In fact, I'll tell ya a secret: if ya wanna make the window fill up the screen, just double-click (that means click the mouse button twice in a row) on the title bar. When the window is all puffed up, the little grow-box in the lower right corner will be inverted (that means it'll be white on black). Double-click on the title-bar again and it'll shrink back down—pretty neat, huh?

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

+

SELF

=
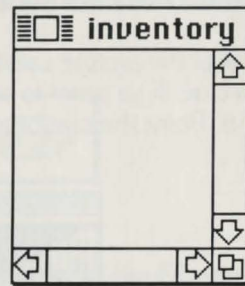
▤□ inventory

The Inventory is where ya put stuff ya want to carry. To take the coat, just point to it and press the button. Now hold the button down and drag the coat over to the Inventory. When ya let go of the coat it will be in your Inventory. Ya probably can't see all of it in the window, but if ya think it ain't all there, try scrolling up and down with the little elevator thing. You should probably take the shoulder holster while you're at it—never know who you'll run into.

You can close the Inventory window by clickin' in the little "close box." Ya get it back again by clickin' on **Open** and then on **SELF**.

Open is important for more than just yourself, you know. Coats have pockets, and guns have cylinders, and you'd probably be interested in what's inside 'em.

Now, let's get ya outta the stall. First you should click on **Open**.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Then click on the door in front of you. That should open the door.

Listen up! Don't go gettin' antsy and try movin' the mouse when ya click on the door. Ya can't move the door around, and ya don't wanna try. The same goes for anything ya wanna open, examine, talk to, etc. Get it? Good.

You could just use the **Exits** window as well. If ya want, you can just click on the little white box instead of on the actual door.

Now just click on **Go**

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

and then click in the open doorway or on the white square in the Exit window. TA-DA! You're outta the stall an' inta the john.

So, what're ya goin' to do now?

Baby, you are in it but deep! You're sittin' in some dive. There's a stiff upstairs. Somebody's out ta get ya—and I don't mean just the cops! I don't know if ya iced the guy, or if ya did, why, but I do know one thing: you ain't got long to get clear. I know you. You're tough, street-smart, and quick-thinkin'. Well—two outta three . . .

Remember—there's no love lost with the cops, or the mob either. Don't take no chances. Ya hear a siren, ya better run unless ya know you're in the clear. Good luck kid, you're gonna need it ta get offa this hook!

From here on out you're on your own. I'm gonna give ya a list of all the commands, but that's it from me.

Commands

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Lets ya look real close at somethin'. Click on **Examine** and then click on the thing ya wanna look at.
SHORTCUT: Everything except exits will be examined if ya double-click on 'em. In case ya ain't been payin' attention, that means point to the thing then click the mousie twice in a row. Ya get it? If ya double-click right on the thing ya wanna examine, ya don't have to use this-here command window at all to examine somethin'.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Open doors, safes, boxes, etc., if they ain't locked. Click on **Open** then on the door or whatever (either in the picture or in the Exits window). **Open SELF** to see your inventory.
SHORTCUT: Doors'll usually open if ya double-click 'em. Other things may or may not.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Pretty obvious, huh? It's the opposite of Open. Jeesh, do I gotta spell out everything?
SHORTCUT: Some things close by themselves. Other than that, all ya got is the regular way. (Did I say there was a shortcut for everything?)

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

You may haveta talk to somebody. Click on **Speak,** then on the person ya wanna talk to.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

This is a doozy! If ya wanna work somethin' or use a tool or a key or whatever on somethin' else, ya gotta use **Operate.** For instance, to dial a phone ya need to click on **Operate** then double-click on the phone. To push a button, click on **Operate** and then double-click on the button. To use one thing on another, ya need to pick the two things. For instance, if ya wanna plug a rat what's messin' with you, just click on **Operate,** then on the gun, then on the guy ya wanna shoot. If ya wanna unlock a door, click on **Operate** then on the key then on the door.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

Use **Go** to use a door or exit. Click on **Go,** then on the exit in the picture or in the Exits window.
SHORTCUT: Double-click on the doorway or exit in either the picture or the **Exits** window.

Examine	Open	Close	Speak
Operate	Go	**Hit**	Consume

You oughta be good at this one. Click on **Hit,** then on the Hittee. By the way, be sure you know what you're gettin' into.

SHORTCUT: Hey, with your reputation, we figured ya didn't need one.

Examine	Open	Close	Speak
Operate	Go	Hit	**Consume**

Even tough guys get hungry. Click on **Consume** then on the food, drink, or whatever.

The Menus

If ya already know about menus, ya might wanna skip this; it's just for the rookies in the crowd.

If ya wanna see all the menus choices ya got commin' to ya, point the little arrow at one of the words at the top of the screen and hold down the button on yer mouse. To pick one of the commands just keep the button down and move the pointer 'til the word ya want inverts. Then just let up on the button. The command'll happen as soon as ya let up on the button.

File

New	Starts a new game.
Open...	Opens a previously saved game.
Save	Saves the current game.
Save As...	Saves your game under a new name.
Quit	Give up and go home.

Use **Save As** whenever ya wanna save a game with a new name. **Save** will save your current position as whatever filename you gave the last time you used **Save As.** This is just like MacWrite™ and MacPaint.™ You can start a saved game by either running it from the Finder's desktop, or by selecting **Open** from the file menu and choosing your saved game from the list displayed.

Ya should always use **Quit** when you are done playin.' That way, you are given a chance to save your game before you leave.

Edit

Undo	⌘Z
Cut	⌘K
Copy	⌘C
Paste	⌘V
Clear	

The Edit menu is used to interact with the desk accessories.

For instance, if ya have a shaky memory, you can **Copy** and **Paste** the text from the text window into the Scrapbook or Notepad so ya won't forget important stuff.

Special	
Clean Up	Straighten up the contents of a window.
Mess Up	Mess up the contents of a window.

Use **Clean Up** if a contents window is too messy. Use **Mess Up** if ya think it's too neat.

Font
Changes the font used for all text displayed.

You can use this to change the font any time to anythin' ya want. The text'll pretty itself up to match whatever font ya pick, so's ya can always read it.

| **FontSize** |
|---|
| Changes the size of the current font. Only sizes which are in the system file will be displayed. |

The Windows

All of the windows in the game can be moved around the screen. If a window has a size-box (you know, that little dohickus in the lower right corner), then the window can be re-sized as well. This is all especially nice if you're a lucky Macintosh XL owner with lots of desktop to play with!

There are lots of things ya can do with windows, and, just in case ya aren't sure how ta do 'em, I'm gonna give ya the basics.

1) Move 'em around. All ya gotta do to move a window is point to the top part (in the title bar, if there is one), hold down the button, and move the mouse. When ya let go of the button, the window'll plop down right there.
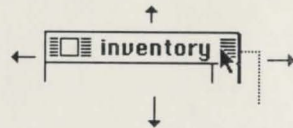
2) Bring 'em to the front. If there's a window behind another one, just click in the one that's behind and it'll come up top.
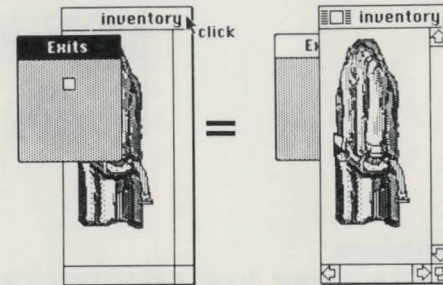
3) Resize 'em. See that little dohickus in the lower right corner? Just point to it, hold down the button, and drag the mousie around. The window'll end up the size ya want when ya let go of the button.
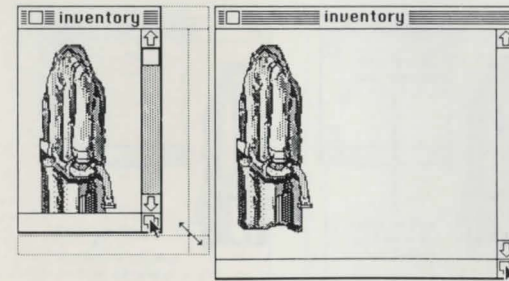

The Inventory, contents, and text windows have a nifty little trick to 'em. If ya want a full-screen window, just double-click in the title bar and the window'll pop up to full size. Do it again to shrink it back to normal. You'll know it's popped up when the little box in the lower right is black instead of white.

4) Close 'em. If a window has a little box thing like this in its top left corner, you can close the window by clickin' in the box.
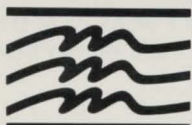
Multiple Selection in Windows

There's one last little trick that'll make things easy if ya gotta use or move more than one thing at a time in an "inventory" window. You can grab more than one thing by holdin' down the mouse button and dragging out a selection rectangle around the stuff ya wanna work with. When ya let up on the button, everything you picked will be selected. You get to move all of the things at once by pointin' to one of the selected items and movin' the mouse. When ya let go of the button, they'll all plop down in the new spot.

Hold the button down while ya move.

Let up on the button to drop the stuff!
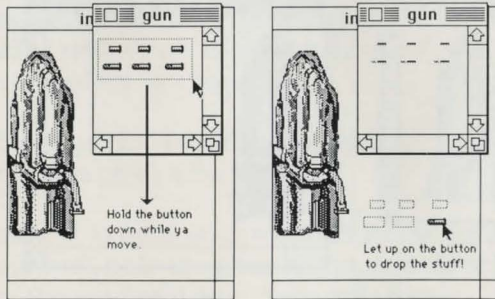
The Prize

What more could ya want? If ya play it right, you survive. But if that's not enough, keep your nose clean and turn the tables on the rats, and who knows? Ya just might get yourself one of them awards or somethin.'

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