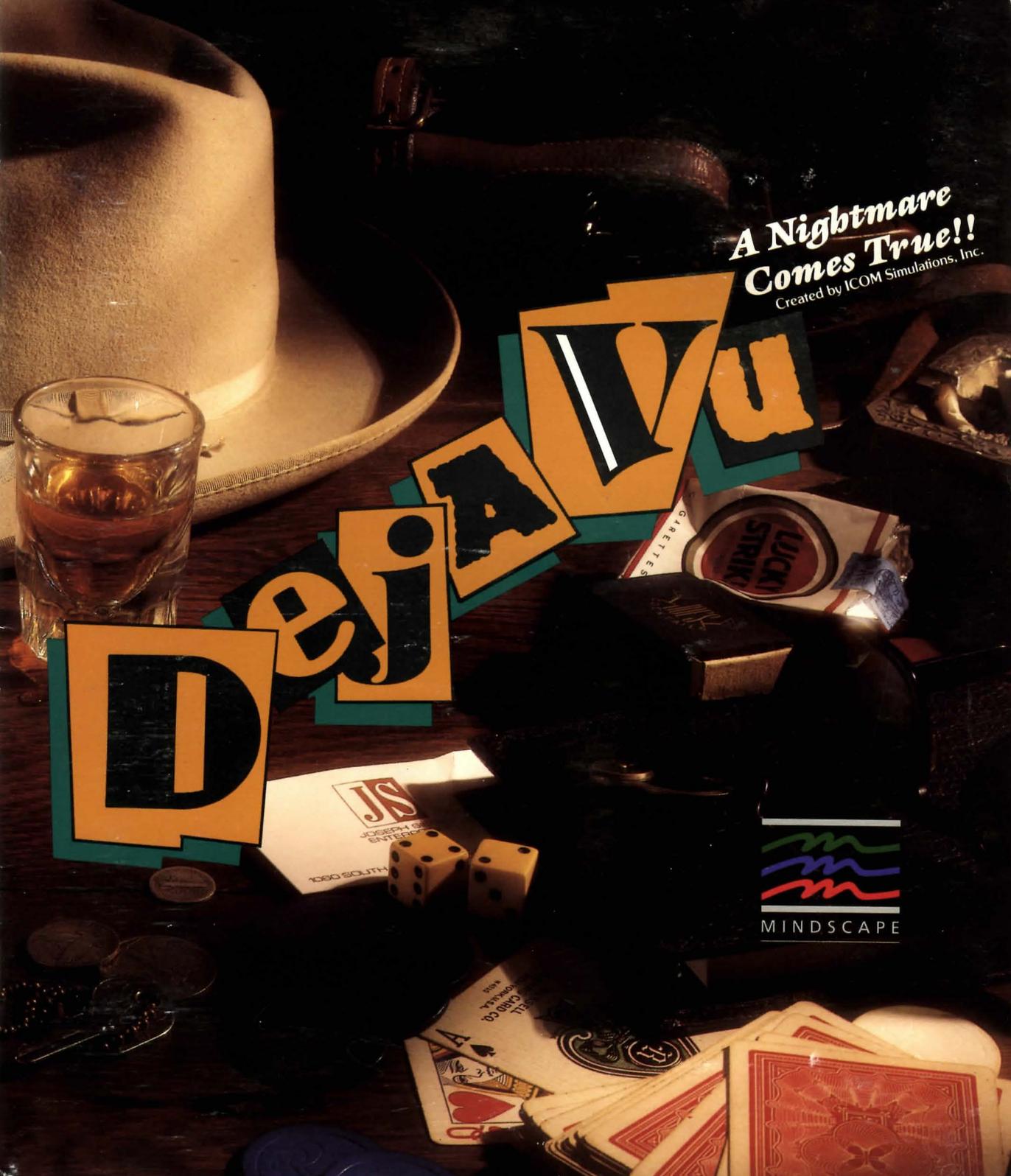


*A Nightmare
Comes True!!*
Created by ICOM Simulations, Inc.

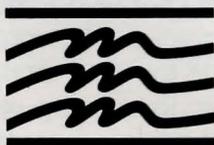
DEJA VU



DEJAVU

*A Nightmare
Comes True!!*

Created by ICOM Simulations, Inc.



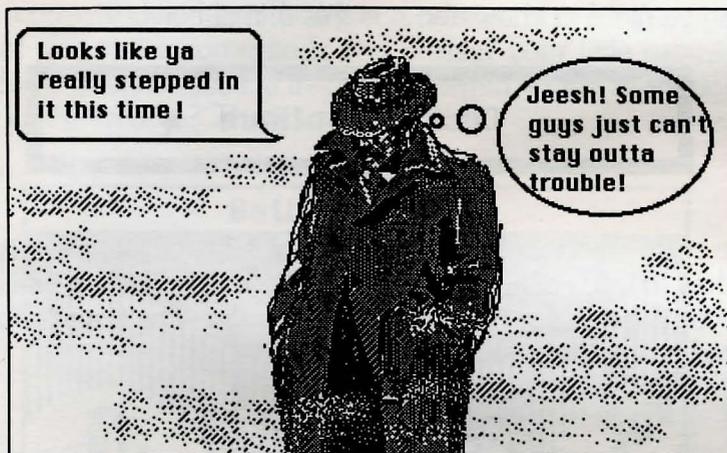
MINDSCAPE INC.

**Mindscape, Inc.
3444 Dundee Road
Northbrook, Illinois 60062**



Copyright © 1987 Mindscape, Inc.
Software copyright © 1987 ICOM Simulations, Inc.
All Rights Reserved.
Atari is a registered trademark of Atari Corp.
520 ST, 1040 ST, and Mega ST are trademarks of Atari Corp.

Printed in the U.S.A.



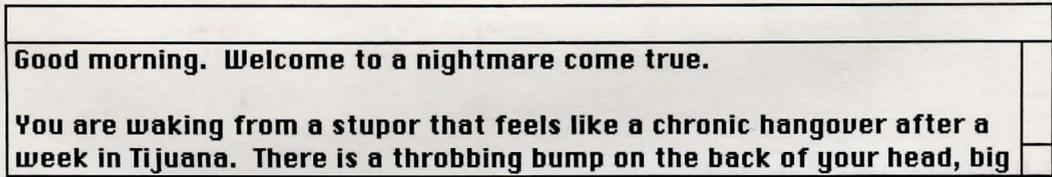
Well, just ta get ya started

The first thing ya gotta do is turn on your disk drive (if ya got two, turn 'em both on) and your monitor. Next, stick the disk labeled *Deja Vu 1* in disk drive A. Now, if ya got two drives, stick the disk labeled *Deja Vu 2* in disk drive B. If ya only got one drive, keep your shirt on for a second and I'll tell ya what to do with the *Deja Vu 2* disk. Now turn on your computer. When some stuff shows up on the screen, use the mouse to position the cursor over the Disk Drive A file icon and double-click the mouse button. Then move the cursor over the file named "AV.PRG" and double-click the mouse button. If ya got two drives, just hang around and the program will load. If ya only got one drive, an on-screen prompt tells ya when ta eject the *Deja Vu 1* disk and replace it in the disk drive with the *Deja Vu 2* disk.

The first thing ya need to know about is this thingy here:



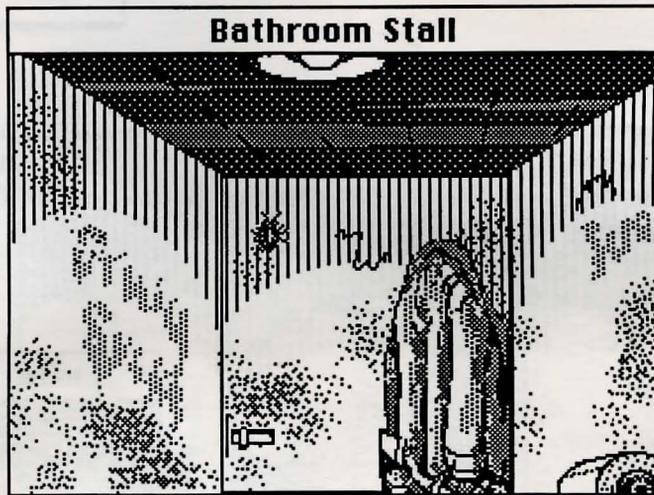
It's called the command window. Right now, its tellin' ya that there is more text in the text window than ya can see. If ya click the mouse button while pointing in the window, you'll get to see more of the description. The text window, in case ya haven't figured it out, looks like this:



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



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.



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.

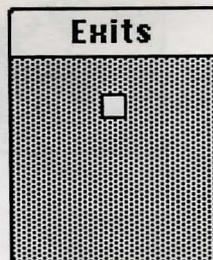
Like I said, any time there's more to say than there's room for, the command window'll change so it says "Click to Continue." Ya just click the button and the rest of the words'll pop up. Ya can scroll back through the last few things what's been said by using the scroll bar. You know, point to the little 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.



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.



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, 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 left-hand button.



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.

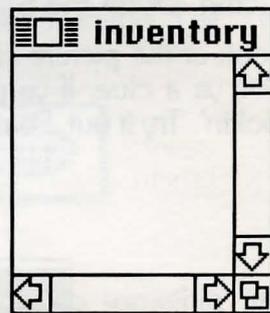
The window called **Inventory** shows what you got on ya. You can move the Inventory around the screen 'til it's outta your way. You can also stretch it out so you can see more—just like all those other windows you've used. If ya ain't sure how that works, see your ST User's Guide or cheat and look in the back of this book for help.

Examine	Open	Close	Speak
Operate	Go	Hit	Consume

+



=



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 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 square in the Exit window. TA-DA!
You're outta the stall an' into 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 menu choices ya got comin' to ya, point the little arrow at one of the words at the top of the screen. To pick one of the commands just move the pointer 'til the word ya want inverts. Then press 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.

Saving Games

You can save your game in progress at any point. To do so, you will need a blank, formatted storage disk. Follow the procedure outlined in the Atari ST documentation to format a blank disk *before* you start the game. You will not be able to format a disk once the game has started. **DO NOT SAVE TO YOUR PROGRAM DISK.**

When you want to save a game, select **Save** or **Save As** from the **File** menu. Enter a file name, if necessary.

Loading Games

Select **Open** from the **File** menu. You'll be prompted to choose from the saved games on the data disk. Select the saved game you want and click **OK**.

Special

Clean Up
Mess Up

Straighten up the contents of a window.
Mess up the contents of a window.

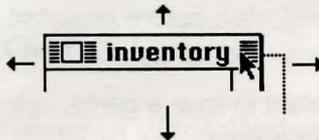
Use **Clean Up** if a contents window is too messy. Use **Mess Up** if ya think it's too neat.

The Windows

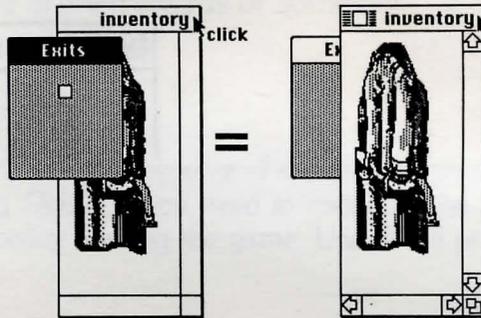
All of the windows in the game can be moved around the screen. If a window has a size-box (you know, that little dohickus in the lower right corner), then the window can be re-sized as well.

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.

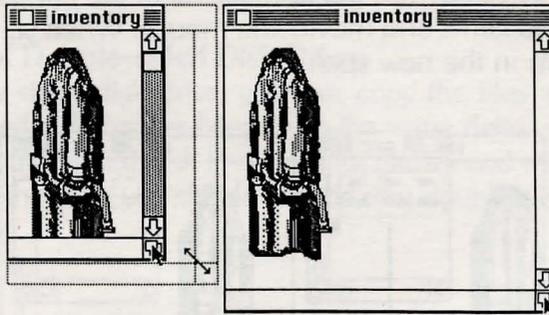
1) Move 'em around. All ya gotta do to move a window is point to the top part (in the title bar, if there is one), hold down the button, and move the mouse. When ya let go of the button, the window'll plop down right there.



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 mouse around. The window'll end up the size ya want when ya let go of the button.



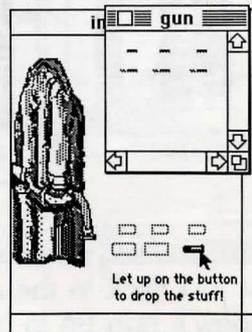
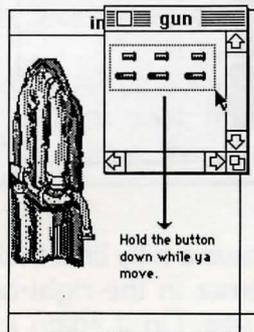
The Inventory, contents, and text windows have a nifty little trick to 'em. If ya want a full-screen window, just click in the zoomer in the right-hand corner of the window and the window'll pop up to full size. Do it again to shrink it back to normal.

4) **Close 'em.** If a window has a little box thing 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.



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'.

Printing

You may have occasion during the course of the game to use a printer. If you wish to use your printer during *Deja Vu*, you need to configure the printer with the printer setup desk accessory *before* loading the game. Use of the printer is not required or important to game play.

Taking Advantage of Hard Disk Drives

To speed up game play, files on the *Deja Vu 2* disk can be copied to a hard disk. To do this, drag the folder named **dejadata** from *Deja Vu 2* to the root directory of any hard drive. *Deja Vu* looks for a directory named **dejadata** on hard drives first and, if found, will access the data files from that directory instead of the *Deja Vu 2* disk. Disk swaps are eliminated if you take advantage of the hard drive.

Taking Advantage of Double-sided Disk Drives

If you have a double-sided disk drive, you can copy the files on *Deja Vu 2* to a formatted, double-sided disk that has been given the name **dejavu.2**. You can use the extra space on the double-sided disk to save more games and minimize disk swaps. Once you have made the copy, you should use the new, double-sided disk as the *Deja Vu 2* disk.





Copyright © 1987 Mindscape, Inc.
Software copyright © 1987 ICOM Simulations, Inc.
All Rights Reserved.
Atari is a registered trademark of Atari Corp.
520 ST, 1040 ST, and Mega ST are trademarks of Atari Corp.

Printed in the U.S.A.

MINDSCAPE, INC. 3444 Dundee Rd. Northbrook, IL 60062