SIERRA®

3-D ANIMATED ADVENTURE GAME
REFERENCE CARD FOR APPLE IIGS

Sierra's 3-D Animated Adventure Games represent a totally new approach to computer gaming — a third generation in computer adventure. They feature colorful hi-res graphics, with animated characters moving through three-dimensional background screens. The improved parser lets you talk to the computer in whole sentences, and the mouse or an optional joystick can be used to help control your on-screen character.

Sierra's new series of adventure games are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game, and the experience is both intriguing and enjoyable. It's the most fun you can have playing an adventure game!

GETTING STARTED: FLOPPY DRIVE(S)
If you will be playing from floppy disks (not hard disk), before starting to play you may wish to format a "saved game" disk. If you use this disk, you will not have to write saved game information to your original program disk and will be able to write-protect your original program disks. To format a blank disk, see the instruction manual that came with your Apple IIGS computer.

LOADING INSTRUCTIONS (from floppy disk)
1. With the computer off, insert program disk 1 (label side up) into the disk drive.
2. Turn on the computer. The program will boot automatically.

### GETTING STARTED: HARD DISK

INSTALLATION
1. Turn on your computer and allow ProDOS to load.
2. Insert program disk 1 into the disk drive and close the door.
3. Use the desktop or utilities to copy the files on the disk to the hard disk. Repeat for each program disk. Each data folder must be combined into one data folder on your hard disk.

LOADING
1. Turn on your computer and allow ProDOS to load.
2. Boot your adventure game from the desktop.
3. Before play can begin, you will be prompted to insert your program disk 1 into the drive to verify you are an authorized user. All other information from the game will be loaded off of your hard disk.

COMMANDS FOR YOUR HERO
There are several ways to move your character around the screen. Using the mouse, start movement by clicking the mouse button. The character will move to the point where the mouse cursor was when you clicked and stop there (unless there is an obstruction in its path). You may also manipulate your character with the joystick. If you have not used the joystick in the game, press CTRL-J to activate it. You may also use the number pad and direction keys (see the diagrams below).
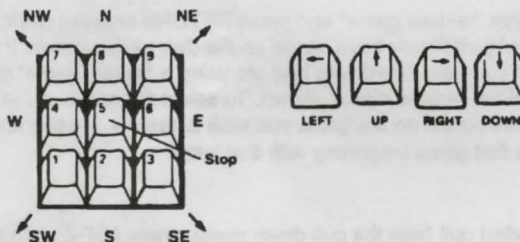
Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the RETURN key.

You may meet others who have messages for you. Command them to speak. Type:	TALK TO THE GNOME (RET)
You may need objects you see along the way. Type:	GET THE KEY (RET)
Pay attention to details. To see an object closely, type:	LOOK AT THE KEY (RET)
Use objects along the way. Type:	INSERT THE KEY IN THE LOCK

GAME CONTROLS AND OPTIONS

You may exercise various options by using the pull-down menus either with the mouse or function keys. Use the mouse to access the pull-down menus by moving the cursor to the top of the screen and pressing the mouse button.

Options on the menus can also be accessed through these function keys:

(Shift) 1	Help: Shows list of function keys (including some that may be specific to your game and not mentioned here)
(Shift) 2	Toggle sound on/off (access the IIGS control panel to adjust volume).
(Shift) 3	Echo (repeat) previous command
(Shift) 5	Save game
(Shift) 7	Restore game
(Shift) 9	Restart game
CTRL-C	Cancel typed input
CTRL-J	Activate joystick
ALT-Z	Quit game
TAB	List inventory (what your character is holding)

SAVING AND RESTORING THE GAME

To allow for errors in judgment, and also for some creative exploration, we make it possible for you to save and restore your game at almost any point. Before you try something that looks dangerous, or just because you have been playing awhile and you don't want to risk losing the progress you've made, SAVE YOUR GAME!

You must save your game on a ProDOS-formatted save game disk, not on your program disk. At almost anytime during a game you may select Save Game from the pull-down menu, type "save game" and RETURN or press (shift) 5 to save your game. At the dialog box, follow the directions below to save your game.

SINGLE DISK DRIVE USERS

If you are saving your game to the game disk, type the name you wish to title your saved game and press RETURN. Eject the program disk by pushing the eject button on the disk drive and insert your "save game" disk into the drive. Click the DISK button on the dialog box. Type the name you wish to title your saved game and click the SAVE button on the dialog box. You will be prompted to return your original program disk when the save is complete.

TWO DISK DRIVE USERS

If you are saving your game to the game disk type the name you wish to title your saved game and press RETURN. Place the "save game" disk in the other drive and click the DISK button on the dialog box until the desired disk name is shown. Type the name you wish to title your saved game and click the SAVE button on the dialog box.

IN GENERAL

If your character is standing beside a tree when you save a game, title your saved game "BESIDE.TREE" or whatever has meaning to you. Saved game titles will be listed in the dialog box in alphabetical order. If you wish to store your games chronologically name them "A.NAME, AA.NAME, B.NAME, BB.NAME," etc. to "Z.NAME, ZZ.NAME." After saving 48 games start a new directory and begin again. You may continue to save games until you are prompted that the disk or directory is full. Each directory will store up to 51 games. To create a new directory (folder) access the disk you are using to save games. Type in the name of your new directory but do not press RETURN. Click the mouse on "New Folder." To open this new directory click the mouse on "Open."

RESTORING A GAME

Select Restore Game from the file menu, type "restore game" and press RETURN or press (shift) 7 to restore a previously saved game. When the dialog box appears, all the titles of games you have saved on the disk will be shown. If you have one drive and are using a "saved game" disk, click the DISK button. If you have two drives and are using a "saved game" disk, insert it into your other drive and click the DISK button on the dialog box until the desired disk is shown. To select the game you wish to restore, scroll through the list of saved game titles and double click the mouse button on the game you wish to restore. Games are stored alphabetically. Pressing the first letter of a saved game title will highlight the first game beginning with that letter.

WHEN YOU ARE DONE

When you want to quit playing the game select quit from the pull-down menu, press ALT-Z or type "quit" and press RETURN.

MAKING BACKUPS

You may make back-up copies of your original disks. You can use any disk-to-disk copy program such as the GS System Finder. At the end of the disk copy, you may receive a bad block read error. This is part of the copy-protection and is normal. Disregard this message and press RETURN.

ACCESSING THE CONTROL PANEL

While running the game you may access the control panel by pressing CTRL/OPENAPPLE/ESC. The control panel will allow you to adjust features such as sound, volume, etc.