SIERRA

GAME MANUAL

Table of Contents

HOW TO READ THIS MANUAL

Throughout this manual we will use the following ways of representing information:

Menu Commands will be CAPITALIZED. Example: SAVE, RESTORE, QUIT, PLAY

Typed commands will appear as **bold type.**

Example: 'type **cd \sierra**'

Portions of the command line not meant to be typed will <u>not</u> appear in bold type. For example, in the line 'type **cd \sierra**', 'type' should <u>not</u> be typed.

[Keystrokes] will appear in brackets setting them off from the surrounding text.

Example: [Spacebar], [Tab], [PageUp]

The brackets are not keystrokes and should <u>not</u> be typed.

Two or more keys that should be pressed together will be separated by a hyphen (-). This hyphen is not a keystroke, and should <u>not</u> be typed.

Example: 'Press [Ctrl-I] to view your inventory.'

If a space appears between parts of a command, it is meant to be typed.

Example: 'type **cd \sierra**' (the space between **cd** and **\sierra** <u>should</u> be typed as part of the command)

The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

GETTING STARTED

README FILES

PLEASE NOTE: If there is a README file on your game diskette, it may contain important information and instructions that were not available at the time the documentation and other materials for this game were printed.

MS-DOS README Instructions

Note: The readme file is on the <u>STARTUP</u> disk.

You may read this file during installation on some games. For other Sierra games, do the following:

From DOS, change to the drive containing the startup disk. Then type **more<readme** to see the README file on-screen.

Example A: **more<readme** or
Example B: **more<read.me**

AMIGA README Instructions

Boot your system with Workbench. With the STARTUP DISK in your diskette drive, double-click on the **SIERRA** disk icon, then double-click on the **README.DOC** icon.

MACINTOSH README Instructions

With the STARTUP DISK in your diskette drive, double-click on the **README** icon.

ALL SYSTEMS

Make Back-ups

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

Create a 'Save Game' Disk

Even if you will be playing from a hard disk, you may want to format a blank diskette for saving games. Follow your computer's instructions to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see 'Saving Your Game' (page 19).

MS-DOS Systems

Installation Options

IMPORTANT: In order to play your Sierra Game, you MUST have a hard disk.

For some games there are two Hard Disk Installation options to choose from:

Complete Install

will copy the contents of all game disks to your hard disk. Choose *Complete Install* if you want to install the entire game.

Small Install

will copy only the contents of the STARTUP DISK onto your hard disk. As you play the game, you will be prompted to insert other game disks as necessary. The Install procedure will recommend *Small Install* if you do not have the minimum amount of storage space available on your hard disk for the entire game.

Note: this option is not available for all Sierra games.

Installing Your Sierra Game

1. Make copies of the set of disks you will be using to install and play the game.

2. Find the diskette entitled STARTUP DISK. Place this diskette in your floppy drive.

3. Type the letter of the drive containing the STARTUP disk followed by a colon and press [ENTER]. Then type INSTALL and press [ENTER].

   Example: **a:** and press [ENTER]. Type **install** and press [ENTER].

MS-DOS Systems

4. You will be asked to type the letter of the hard disk on which you want to install the game (usually c). Type the letter and press [ENTER].

5. The install program will then examine your system's equipment and select the best of the available options. If you're satisfied with the options selected for you, press [ENTER] to confirm those choices. If you wish to change any or all of the preselected options, highlight the option you wish to change and press [ENTER]. Follow the prompts at the bottom of the main window to complete the installation process.

NOTE: If you wish to view all the installation options, type install - m at step 3 above.

Loading Instructions

From the game directory, type the game initials (example: **sq4** for Space Quest IV) and press [ENTER].

NOTE: The game initials will ALWAYS be the same as the game subdirectory name.

Hard Disk Installation Options

PLEASE NOTE: RENAME your copies of all game disks to remove the words 'COPY OF' from the disk name. If the words 'COPY OF' are not removed from the disk names of ALL the copies, the system will continue to ask for the original disk, and will not run the game.

For some games there are two Hard Disk Installation options to choose from:

Complete Install

> will copy the contents of all game disks to your hard disk. Choose *Complete Install* if you want to install the entire game.

Small Install □

> will copy only the contents of the STARTUP DISK onto your hard disk. As you play the game, you will be prompted to insert other game disks as necessary. The INSTALL procedure will recommend *Small Install* if you do not have the minimum amount of storage space available on your hard disk for the entire game.

Installing Your Sierra Game

1. Boot your system with Workbench, and insert the STARTUP DISK into Drive DF0.
2. Double-click on the disk icon, then double-click on the **INSTALL** icon.
3. Follow the on-screen prompts to complete the installation.

Note: If your hard drive is not device DH0, be sure to change the default destination directory to the correct device. For instance, on the Amiga 3000, the default destination directory should be changed to WORK.

Loading Instructions

From Diskettes:

NOTE: FOR DISK PLAYABLE GAMES, YOU <u>MUST</u> HAVE TWO DISKETTE DRIVES TO PLAY FROM DISKETTES.

1. Insert the DUAL FLOPPY PLAY DISK into drive DF0:.
2. Turn on your system.
3. Insert GAME DISK 1 into drive DF1. You will be prompted to insert additional disks as required.

NOTE: THE <u>DUAL FLOPPY PLAY</u> DISK MUST REMAIN IN DRIVE DF0.

From Hard Disk:

1. Load Workbench and double-click on your hard disk icon.
2. Double-click on the **SIERRA** drawer.
3. Double-click on the **Sierra Game** drawer.
4. Double-click on the **Sierra Game** icon.

Amiga 1000

Loading Instructions Without Hard Disk

1. Boot your system with Kickstart.
2. When the Workbench disk appears on-screen, insert the DUAL FLOPPY PLAY DISK in Drive DF0.
3. Insert GAME DISK 1 in Drive DF1.
   You will be prompted to insert additional diskettes as required.

NOTE: THE <u>DUAL FLOPPY PLAY DISK</u> MUST REMAIN IN DRIVE <u>DF0</u>.

Note for experienced Amiga users: This game will search all drives for game information. If you have more than two floppy drives and/or a RAM disk, you may load additional game disks in these drives to save time.

MACINTOSH

Hard Disk Installation

You must have a Hard Disk in order to play this Sierra game. For some games, there are two Hard Disk Installation options to choose from:

Complete Install

will copy the contents of all game disks to your hard disk. Choose *Complete Install* if you want to install the entire game. This option is most desirable since you will not be required to switch game disks back and forth during game play.

Small Install

will copy only the contents of the STARTUP disk onto your hard disk. As you play the game, you will be prompted to insert other game disks as necessary. The INSTALL procedure will recommend *Small Install* if you do not have the minimum amount of storage space available on your hard disk for the entire game. Choose *Small Install* if you want to install STARTUP files to your hard disk for ease of play, but do not have enough disk space to install the entire game.

NOTE: this option is not available for all Sierra games. Many of the newest Sierra releases require that you use the *Complete Install* option.

1. Place the back-up copy you have made of the STARTUP Disk in the diskette drive.
2. Double click on the INSTALL icon, and follow the on-screen prompts to complete the installation.

Starting Instructions

After completing the INSTALL procedure:

1. Double-click on the **Sierra** folder.
2. Double-click on the **Sierra Game** folder.
3. Double-click on the **Sierra Game** icon.

PLAYING YOUR SIERRA GAME

ALL SYSTEMS:

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.
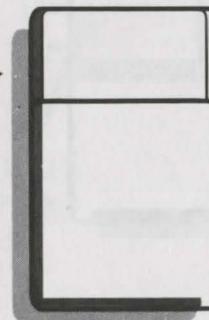
To execute a command, click the mouse button (multi-button mouse users, click the *left* button).

NOTE: TANDY USERS: Be sure to install your mouse driver before booting the game if playing outside the Deskmate environment.

For more detailed mouse instructions, see below.

One - Button Mouse

|ENTER| ➡
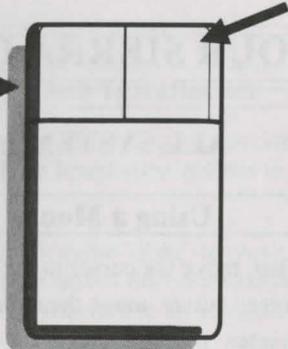
[SHIFT - CLICK]
[OPTION - CLICK]
Cycle through available cursors.

[CTRL - CLICK]
[COMMAND - CLICK]
Toggle between WALK and last cursor chosen.
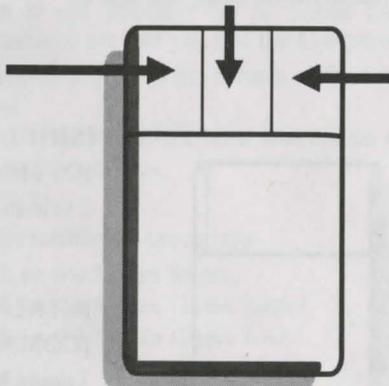
Two - Button Mouse

[ENTER]

Right-click
Cycle through available cursors

[CTRL - CLICK]
Toggle between WALK and last cursor chosen.

Three - Button Mouse

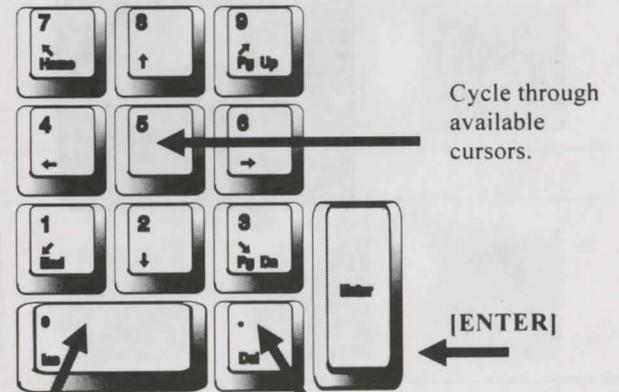**Middle-click** Toggle between WALK and last active cursor.

[ENTER]

Right-click
Cycle through available cursors.

To position the on-screen cursor or move your game character using a keyboard, press a direction key on the *numeric keypad*. To stop your character, press the same direction key again. To execute a command, press [ENTER]. To move the on-screen cursor or game character in smaller increments for exact positioning, hold down the [SHIFT] key and use the arrow keys. For more detailed keypad instructions, see below.
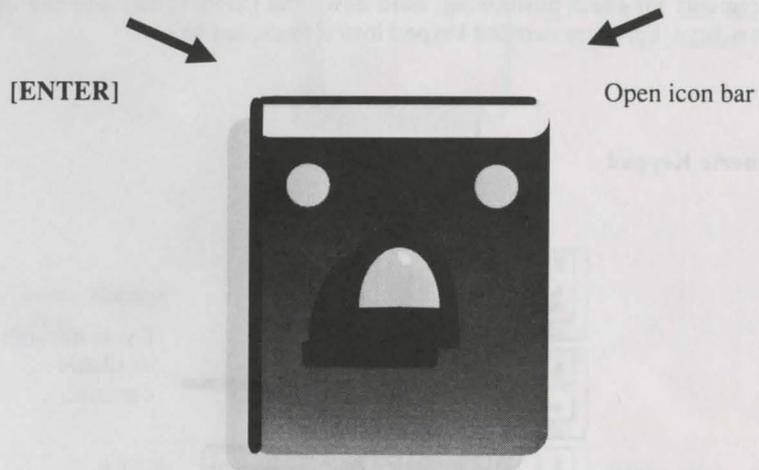
Numeric Keypad

Cycle through available cursors.

[ENTER]

Toggle between WALK and last cursor chosen.

Open icon bar.

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. For more detailed joystick instructions, see below.

[ENTER]   Open icon bar

PLEASE NOTE: With the exception of mouse-only items, all playing instructions beyond this point are for keyboard. Mouse or joystick commands may also be used. Please reference the section above for mouse and joystick equivalents to keyboard commands.

Using Icons and Cursors*

Note: Listed below are standard Sierra icons and cursors. Additional icons and cursors may be available in your game — for more information, please use the HELP icon and cursor explained below.

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, on the Macintosh, press either [ESC] or press [tilde]) 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, arrow keys or mouse cursor to move between choices within an icon menu.
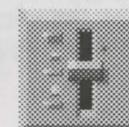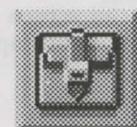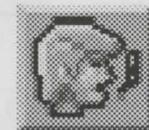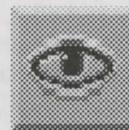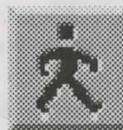
*Note: There may be a slight variation in the appearance of this icon from game to game. If you are unsure of an icon's purpose, click on the icon with the HELP icon (the question mark located at the right end of the icon bar).
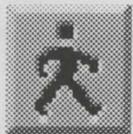
The *Walk* Icon*

Choose *Walk* when you want to move your character from place to place on-screen. A *walking* character will move as far as the edge of the screen, avoiding obstacles in its path.

The *Walk* Cursor*
(mouse mode only)

When you choose **Walk**, the cursor will change to a walking figure. Place the feet of the figure at the place where you want to move your character and click the mouse button or press [ENTER]. Your character will move to that spot, avoiding any obstacles in its path.

On the Macintosh, double-click near the edge of the screen to walk off that edge.

PLEASE NOTE: In keyboard mode your 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.
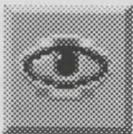
The *Look* Icon*

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

*Note: There may be a slight variation in the appearance of this icon from game to game. If you are unsure of an icon's purpose, click on the icon with the HELP icon (the question mark located at the right end of the icon bar).

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 click the mouse button or 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 your character to manipulate an object.

The *Action* Cursor*

When you choose *Action*, the cursor will change to a <u>hand</u>. Place the hand at the desired place on-screen and click the mouse button or press [ENTER]. The necessary action will be performed.

The *Talk* Icon*

Choose *Talk* when you want to initiate a conversation between game characters.

*Note: There may be a slight variation in the appearance of this icon from game to game. If you are unsure of an icon's purpose, click on the icon with the HELP icon (the question mark located at the right end of the icon bar).

The *Talk* Cursor*

When you choose *Talk*, the cursor will change to a <u>talking head</u>. Position the TALK cursor on the person (or thing) you want to speak to, and click the mouse button or press [ENTER]. If conversation is possible, your character will talk, or a conversation will begin.
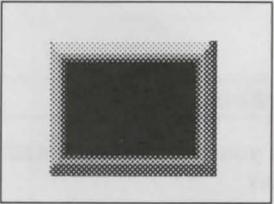
The *Item* Icon*

The *Item* icon shows the last inventory item you selected. Choose *Item* when you want to see or use this item.
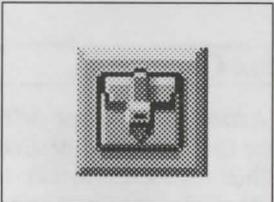
The *Inventory* Icon*

Choose **Inventory** when you want to see and select from the items you are currently carrying. Within the Inventory screen are several options: **?, Look, Action,** and **OK.**

Choose **?** and click on any menu icon to learn the function of the icon.

Choose Look and click on any inventory item to get a description of that item.

Choose Action and use the *Action* cursor to use an inventory item to take action on another inventory item (Example: putting jewels into a pouch). To select an item for use, click on the arrow icon, then click on the desired inventory item. (See Inventory Object Cursors, below.)

Choose OK to leave the Inventory screen and return to the game.

*Note: There may be a slight variation in the appearance of this icon from game to game. If you are unsure of an icon's purpose, click on the icon with the HELP icon (the question mark located at the right end of the icon bar).
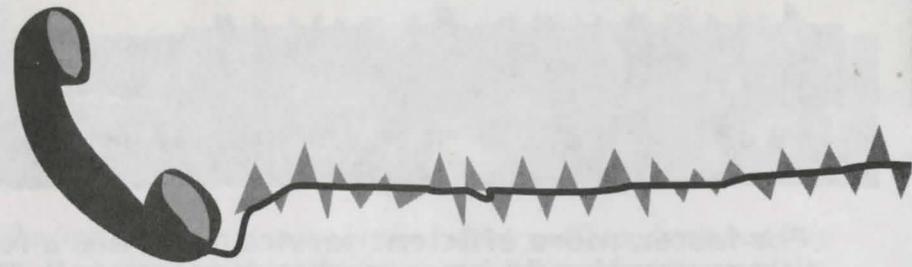
EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT CUSTOMER SERVICE....

SIERRA®

Dynamix®
PART OF THE SIERRA FAMILY

CUSTOMER SERVICE

For faster, more efficient service, here are a few things you should have ready when you call. This will help you get the proper answer on your first call and save you time and money.

1. **Know the type of computer you own.** Consult your owner's manual, label on the back of your computer, or your sales invoice. It is very important that Sierra's representatives know what type of computer you own.
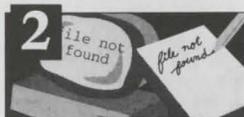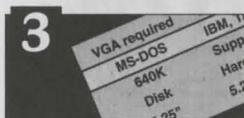
2. **Try to be as specific as possible.** Read the error message on your screen and write it down if necessary. The customer service people at Sierra are trained to handle most computer problems, but they'll need to know exactly what's not working in order to help you.

3. **Always check the label on your game box.** Make sure it is compatible with your computer equipment. Many times people receive games as gifts from friends who don't know if the game's system requirements match the computer of the person receiving the gift. If this happens to you, no problem. If the dealer it was purchased from does not have the type of game for your computer, send it directly to Sierra On-Line with your computer specifications and they'll send you a replacement, no charge.

4. **Have the phone near your computer.** This way the representative can 'lead' you through solving your problem. If you can't bring the phone near your computer, take notes.

5. **CUSTOMER SERVICE WILL NOT GIVE OUT ANY GAME HINTS, OVER THE PHONE.** Sorry, but this is the only way Customer Service can offer efficient support for all its customers. See next page for more information on how to get hints.

24 Hour Technical Support Line
U.S. (209)683-8989

Sierra On-Line, in our commitment to provide the best Customer Service in the industry, offers a 24 hour automated Technical Support line. This system is designed to supply the most common solutions to problems that may arise in the use of your Sierra software. In order to use this system you must have a touch tone telephone. The phone number for the 24 hour automated Technical Support line is (209) 683-8989.

In the U.K., although there is no automated voice response system at this time, technical answers to many questions are available on the Bulletin Board, (0) 734 304227. Or you may speak to a Technical Support Representative at (0) 734 303171 Monday through Friday, 9 a.m. to 5 p.m.

Write on to Sierra Service...

The best customer service in the industry..."You don't just buy our games, you buy the support of the whole company."

Sierra On-Line is dedicated to helping their customers with each and every question or problem. Whether it's memory shortages, software compatibility, or any other issue that has to do with their products, Sierra will go to any length to solve, repair and guarantee your satisfaction.

To ensure prompt and efficient service, direct your requests to the appropriate department below:

CUSTOMER SERVICE

Direct your inquiries to the Customer Service department for issues pertaining to returned merchandise, back orders, defective merchandise, company policy, and general game information.

TECHNICAL SUPPORT

Hardware and software compatibility questions that are specific to Sierra games, sound cards, modems, etc. (including computer free-memory problems). Technical assistance is only a telephone call away. If you choose to write or fax us with your request, please include your address and telephone number should we need further information.

ORDERS

Order games or hardware directly from Sierra On-Line, redeem coupons, use special discounts, or to get a list of software dealers in your area where you can purchase Sierra games.

PATCH DISKS

If you have spoken to a Sierra Technical Support Representative or have read about an available patch disk in our InterAction Magazine, please send in your request for a patch (repair) disk to the "Patch Disks" address below. Please let us know the game and disk size you are having problems with.

HINTS

Game hints are available by mail. Please specify the name of the game and what version it is. Describe where you're at in the game, and what situation you're hung up on. If you want an immediate response, you can call our 24 hour Hint Line.

$.75 1st minute, $.50 each additional minute. Long distance charges are included in the fee. U.K. customers will be charged the normal rate for U.K. telephone calls. Callers under the age of 18 must get their parent's permission before calling the hint line. ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES. At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

CUSTOMER SERVICE

SIERRA
Customer Support
P.O. Box 600
Coarsegold, CA
93614-0600

1-800-SIERRA-5

TECHNICAL SUPPORT

SIERRA
Technical Support
P.O. Box 800
Coarsegold, CA
93614-0800

Monday-Friday (U.S.)
8:15 a.m.- 4:45 p.m.
Call (209) 683-8989
Fax (209)683-3633

Monday-Friday (U.K.)
9:00 a.m.-5:00 p.m.
Call (0) 734 303171
Fax (0) 734 303201

ORDERS

SIERRA
Sales Dept.
P.O. Box 978
Oakhurst, CA
93644-0978

For direct orders:
Call 1-800-326-6654
Fax (209) 683-4296

Intl. orders:
Call (0) 734-303171
Fax (0) 734 303201

PATCH DISKS

SIERRA
Dept. 10
P.O. Box 485
Coarsegold, CA
93614-0485

HINTS

SIERRA
Hint Dept.
P.O. Box 200
Coarsegold, CA
93614-0200

24 hour Hint Line:
U.S.
900-370-5583
California
900-370-5113
U.K.
(0) 734 304004

NEED A HINT?

Let's face it, even the most experienced gamer needs a hint once in a while. Sierra games are challenging, and we know it. Next time you need a hint, give the Sierra Bulletin Board Service [BBS] a try. To use the Sierra BBS you must have a modem set to 8 Data; N Parity; 1 Stop Bit. The Sierra BBS phone number is: U.S. [209] 683-4463; U.K. (0734) 304227. Compuserve users can quickly access the Sierra BBS by typing GO SIERRA while in Compuserve. Many other bulletin boards can provide hints for Sierra games. For more information on these various BBS lines, you can call the following toll-free numbers:

Compuserve	[800] 848-8199
Prodigy	[800] 822-6922
PCLink	[800] 827-8532
America Online	[800] 827-6364
GEnie	[800] 638-9636

THE SIERRA NO RISK GUARANTEE!

If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5" or 5.25") to:

U.S.
Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

U.K.
Sierra On-Line Limited
Attn: Returns
Unit 2, Theale Technology Centre,
Station Road
Theale, Berkshire RG7 4AA
United Kingdom

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 (£6.00) charge for 5.25" or 3.5" diskettes.

THE PROMISE: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...EVEN IF YOU BOUGHT IT RETAIL! (Hardware ordered direct must be returned within 10 days.)

THE ONLY CATCH: You gotta tell us why you don't like it. Otherwise we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt).

Inventory 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].
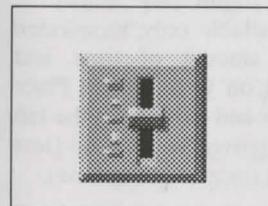
The *System* Icon*

When you choose the *System* icon, several options will be displayed: **SAVE, RESTORE, RESTART, QUIT, PLAY, TEXT** (in some games), **VOLUME, SPEED** and **DETAIL.**

Choose **SAVE** when you want to save your game in progress.

Choose **RESTORE** to restore a previously saved game. For more instructions on saving and restoring games, see page 19 through 21.

Choose **RESTART** to begin the game again.

Choose **QUIT** to stop playing and return to DOS.

The **SPEED** lever adjusts the speed of your character's on-screen movement. Place the cursor on the lever and hold down the left mouse button as you move the lever up (faster) or down (slower).

*Note: There may be a slight variation in the appearance of this icon from game to game. If you are unsure of an icon's purpose, click on the icon with the HELP icon (the question mark located at the right end of the icon bar).

The **VOLUME** lever adjusts the sound volume of the game music. Place the cursor on the lever and hold down the left mouse button as you move the lever up (louder) or down (softer). NOTE: On systems using only an internal speaker, VOLUME will not adjust sound level, but will toggle sound on (up) and off (down).

The **DETAIL** lever 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. Place the cursor on the lever and hold down the left mouse button as you move the lever up (more detail) or down (less detail).

The **TEXT** lever, available only in selected games, adjusts the amount of time text messages will remain on your screen. Place the cursor on the lever and hold down the left mouse button as you move the lever up (less reading time) or down (more reading time).

The *Help* Icon

Choose **?** and click on any menu icon to learn the function of the icon.

Pausing Your Game

If you wish to pause the game, select the *System* icon from the icon bar. The game will pause until you select PLAY to resume play. Alternatively, just bringing up the icon bar will also cause the game to pause.

SAVING YOUR GAME

IMPORTANT!! If you do not wish to save to your hard drive, you must have a separate formatted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, in order to assure adequate space for save game storage. To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress. You may name your saved games using standard English phrases. For example, if you are standing on a beach, you might call your game 'standing on beach', or simply 'beach'.

Saving to a Floppy Disk

1. Choose the *System* icon (slide lever) from the icon bar, then select SAVE. The Save Game menu will appear.
2. If you are playing from a hard drive and saving to a floppy drive, you will be prompted to insert your Save Game diskette into your floppy drive (example: a:).
   PLEASE NOTE: The first time you attempt to save a game to a floppy disk while playing from the hard drive, you will need to change your default save game directory as follows: using your [Tab] key, select CHANGE DIRECTORY*.
3. Press [Ctrl-C] to clear the command line, and type the name of your floppy drive.
4. Insert a blank formatted diskette in your floppy drive.
5. Select OK, and press [ENTER].
6. Type the description of your saved game, and press [ENTER] to save the game.

* The term 'directory' refers to directories, drawers and folders.

Saving to Hard Disk

NOTE: If you choose to save games to your hard disk, we suggest that you create one or more save game directories or folders on your hard disk. See your computer's instructions for creating directories.

1. Choose the *System* icon (slide lever) from the icon bar, then select SAVE. The Save Game menu will appear.
2. If you wish to save the game to a directory* other than the one you are currently playing on, select CHANGE DIRECTORY*. Press [Ctrl-C] to clear the command line, and type the drive and name of the new directory*.
3. Select OK and press [ENTER].
4. Type the description of your saved game, and press [ENTER] to save the game.

Restoring Your Game

1. Choose the *System* icon (slide lever) from the icon bar, then select RESTORE. You will be prompted to select the game you wish to restore.
2. Highlight the desired game and select RESTORE.
3. If the game you wish to restore is in a different directory, select CHANGE DIRECTORY, then type the name of the directory* you wish to restore from.

* The term 'directory' refers to directories, drawers and folders.

Quitting Your Game

To stop playing, choose the *System* icon from the icon bar (slide lever) and select QUIT.

Restarting Your Game

To restart your game at any time during play, choose the *System* icon (slide lever) from the icon bar and select RESTART.

Message Windows

Message windows will appear at various times during the game. When you have read the message, press [ENTER] to remove the window and resume play.

NOTE: Some message windows are program controlled, and cannot be cleared by pressing [ENTER]. These windows will clear automatically, dependent on your text speed setting (see TEXT LEVER, page 18).

TIPS FOR ADVENTURERS

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully, and **DRAW A MAP** as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

GET objects you think you will need. You can see an inventory of items on hand by choosing the *Inventory* icon at any time.

USE the items you have picked up to solve problems in the game. Different approaches to a puzzle may bring about a different outcome.

BE CAREFUL, and remain alert at all times — disaster may strike in the most unlikely of places!

SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points, so you will always be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish.

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier.

If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path.

If all else fails, refer to the "HINT" section in the Customer Service Centerfold for options on obtaining hints for Sierra games.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

PROBLEM DISK
Technical Help (MS DOS only)

If you receive any of the following messages while playing your Sierra game:

CRC ERROR: This message means you have a bad disk. It stands for Cyclic Redundancy Check, a way to check for disk errors.

DATA ERROR READING DRIVE A or B: This message means you have a bad disk.

GENERAL FAILURE READING DRIVE A or B: This message means you probably have a low density floppy drive and are trying to read incompatible high density disks.

INSERT DISK #__: (When you have inserted that disk) This message means you may need to create a boot disk. See BOOT DISK INSTRUCTIONS ON THE FOLLOWING PAGES.

YOU NEED "____" MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME: This message means that there is not enough free memory to successfully run the program. You may need to boot your system with a Boot Disk. See BOOT DISK INSTRUCTIONS ON THE FOLLOWING PAGES.

OUT OF HUNK: This message means you may be running RAM-resident programs such as Windows, Sidekick, a DOS shell, or other programs that remain resident in your computer's memory even when you are not using them. Booting your computer with a BOOT DISK will solve this problem. See BOOT DISK INSTRUCTIONS ON THE FOLLOWING PAGES.

PACKED FILE IS CORRUPT: This error occurs primarily when using DOS 5.0. Typing **LOADFIX** before running either the install procedure or starting the game with the BAT file will correct this error message (i.e., LOADFIX INSTALL [ENTER] OR LOADFIX SQ4.BAT[ENTER]).

SECTOR NOT FOUND READING DRIVE A: (While reading any MS-DOS game disk) This message means you have a bad disk. See centerfold for more information on disk replacement.

SHARING VIOLATION "CAN'T FIND RESOURCE.CFG": This error message means that the file RESOURCE.CFG was never created. Running the install procedure again from the game sub-directory on your hard drive (i.e. C:\SIERRA\SQ4) should correct this error.

MEMORY REQUIREMENTS

Sierra's programs require a large amount of memory (RAM) in order to function properly. If you are encountering difficulties and want to see how much memory is available through DOS, type CHKDSK [ENTER]. An example of a typical system is:

> 655,360 Bytes Total Memory (640K)
> 597,842 Bytes Free (584K)
> If the "Bytes Free" line is below 570K, please use a boot disk.

BOOT DISK INSTRUCTIONS

Booting your computer system with a Boot Disk before you play your Sierra game will keep any TSR (Terminate-and-Stay-Resident) programs from being loaded into memory.

PLEASE NOTE: THE FORMAT COMMAND MUST BE USED WITH CARE TO AVOID ERASING ALL STORED INFORMATION ON YOUR HARD DISK. PLEASE FOLLOW THE INSTRUCTIONS BELOW EXACTLY.

Formatting From A Hard Disk

1. Insert a blank disk into Drive A:.
2. At the C: prompt, type: **FORMAT A:/S** [ENTER].
    Note: If your A: drive is a 3.5" high density drive, using a low density disk, type: **FORMAT A:/S/T:80/N:9** [ENTER]
    Note: If your A: drive is a 5.25" high density drive, using a low density disk, type: **FORMAT A:/S/T:40/N:9** [ENTER].
3. Follow the DOS prompts.

Formatting From A Diskette Drive

1. Insert your original MS-DOS system disk in Drive A:.
2. At the A: prompt, type: **FORMAT A:/S** [ENTER]
3. When prompted, insert a blank disk into Drive A: and follow the DOS prompts.

NOTE: If you are going to use a mouse with your Sierra game, please refer to the mouse driver section prior to making the Boot Disk.

FOR MS-DOS 5.0 USERS

Now you need to create a CONFIG.SYS file for your boot disk.

CONFIG.SYS
FOR 286 COMPUTERS WITH 1 MEG OR GREATER

4. Insert your formatted blank disk into Drive A:.
5. Type: **A:** [ENTER]
6. Type: **COPY CON CONFIG.SYS** [ENTER]
7. Type: **DEVICE=C:\DOS\HIMEM.SYS** [ENTER]
8. Type: **DOS=HIGH** [ENTER]
9. Type: **FILES=30** [ENTER]
10. Type: **BUFFERS=30** [ENTER]
11. Type: **STACKS=0,0** [ENTER]
12. Type: **BREAK=ON** [ENTER]
13. Press the [F6] key, then press [ENTER]. You should see the message: 1 Files(s) copied.

CONFIG.SYS
FOR 386 OR 486 COMPUTERS

4. Insert your formatted blank disk into Drive A:.
5. Type: **A:** [ENTER]
6. Type: **COPY CON CONFIG.SYS** [ENTER]
7. Type: **DEVICE=C:\DOS\HIMEM.SYS** [ENTER]
8. Type: **DEVICE=C:\DOS\EMM386.EXE RAM** [ENTER]

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9. Type: **FILES=30** [ENTER]
10. Type: **BUFFERS=30** [ENTER]
11. Type: **STACKS=0,0** [ENTER]
12. Type: **BREAK=ON** [ENTER]
13. Type: **DOS=HIGH,UMB** [ENTER]
14. Press the [F6] key, then press [ENTER]. You should see the message: . 1 Files(s) copied.

Now you need to create an AUTOEXEC.BAT file for your boot disk.

AUTOEXEC.BAT

1. Type: **COPY CON AUTOEXEC.BAT** [ENTER]
2. Type: **PROMPT PG** [ENTER]
3. Type: **PATH=C:\DOS** [ENTER]
4. Press the [F6] key, then press [ENTER]. You should see the message: 1 Files(s) copied.

NOTE: For versions of MS-DOS below 5.0, follow the instructions below.

FOR MS-DOS VERSIONS BELOW 5.0

Now you need to create a CONFIG.SYS file for your boot disk.

CONFIG.SYS

4. Insert your formatted blank disk into Drive A:.
5. Type: **A:** [ENTER]
6. Type: **COPY CON CONFIG.SYS** [ENTER]
7. Type: **FILES=20** [ENTER]
8. Press the [F6] key, then press [ENTER]. You should see the message: 1 Files(s) copied.

IF YOU ARE USING MS-DOS VERSION 4.00 OR VERSION 4.01, FOLLOW THE STEPS BELOW TO CREATE AN AUTOEXEC.BAT FILE.

IF YOU ARE USING A VERSION OF MS-DOS BELOW 4.00 OR 4.01, GO TO MOUSE DRIVERS, BELOW.

NOTE: If you are using DOS 4.0 or 4.01, and your hard disk partition is greater than 32 megabytes, you may get a warning message which mentions SHARE.EXE. You may ignore this message; SHARE.EXE is not required by Sierra products.

CREATING AN AUTOEXEC.BAT FILE FOR MS-DOS 4.00 AND 4.01

AUTOEXEC.BAT

1. Type: **A:** [ENTER].
2. Type: **COPY CON AUTOEXEC.BAT** [ENTER].
3. Type: **SET COMSPEC=C:\COMMAND.COM** [ENTER].
4. Type: **PROMPT PG** [ENTER]
5. Type: **PATH=C:\DOS** [ENTER]
4. Press the [F6] key, then press [ENTER]. You should see the message: 1 File(s) copied.

MOUSE DRIVERS

If you will be using a mouse to play your Sierra game, you must copy your mouse driver onto your Boot Disk. The following are examples of statements that are required to be added to either the CONFIG.SYS and AUTOEXEC.BAT for the automatic loading of the mouse driver.

THE CONFIG.SYS FILE: (If MOUSE.SYS was copied to the Boot Disk)

If you're following the MS-DOS 5 boot disk instructions type:
DEVICEHIGH=MOUSE.SYS

If you're following the Boot Disk instructions for versions of DOS below 5.0 type:
DEVICE=MOUSE.SYS

THE AUTOEXEC.BAT FILE TYPE: (If MOUSE.COM was copied to the Boot Disk)

If you're following the MS-DOS 5 boot disk instructions type:
LH MOUSE

If you're following the Boot Disk instructions for versions of DOS below 5.0 type:
MOUSE

Refer to your mouse manual for further information on how to install your mouse driver. You may also call or fax Sierra Technical Support for assistance.

U.S.   Tel: (209) 683-8989   Fax: (209) 683-3633
U.K.   Tel: (0)734-303-171   Fax: (0)734-303-201

IMPORTANT!! After you have created a Boot Disk, you must REBOOT your computer with the disk. Leaving the boot disk in Drive A:, press [Ctrl]-[Alt]-[Del] at the same time. Your computer will now reboot, with a: as the default drive. Type **C:** [ENTER] to change back to your hard disk. Then Type **CD SIERRA** [ENTER] to change to the Sierra directory. Follow the instructions in the manual to start the game, and have a great time!

Boot Disk instructions for other DOS formats are also available for downloading from the Sierra BBS (U.S. 209-683-4463 or U.K. (0)734-304-227. Here is a list of the most commonly requested instructions:

DESCRIPTION	BBS FILE NAME
1. MS-DOS 5.0 WITH CD	MS5CDBD.EXE
2. MS-DOS 5.0 WITH QEMM	QEMMBD.EXE
3. MS-DOS 5.0 WITH STACKER	MS5STKBD.EXE
4. DR.DOS 6.0	DRD6BD.EXE
5. DR.DOS 6.0 WITH SUPERSTOR	DRD6SSBD.EXE
6. DR.DOS 6.0 WITH CD	DRD6CD.EXE

If you have created a Boot Disk and booted your system with it before playing your Sierra game, and your problem is still evident, something else may be wrong. Following are some trouble-shooting tips that Sierra's Technical Support Department recommends.

QUICK TROUBLE-SHOOTING TIPS

1. Boot your system with the Boot Disk you created.
2. If you are using a Sound Blaster or compatible sound card, run the install procedure from the game sub-directory and select "Ad Lib" or "PC Internal Speaker" for music and select "No Audio/Speech Card" for speech where applicable.
3. If applicable, select "Don't Use Extra Memory" option.
4. Reinstall the game under a Boot Disk environment.

If the problem continues, call or fax Sierra Technical Support

U.S.   **Tel:** (209) 683-8989   **Fax:** (209) 683-3633
U.K.   **Tel:** (0)734-303-171   **Fax:** (0)734-303-201

ALL SYSTEMS:
Technical Help

Technical assistance is only a telephone call away. **Call (209) 683-8989** in the U.S. or **(0)734-303-171** in the U.K. for convenient, person-to-person service, or if you prefer, you may request assistance by **Fax (209) 683-3633** in the U.S. or **(0)734-303-201** in the U.K. or by mail. If you choose to write or fax us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information.

Send to:

U.S.	U.K.
Sierra On-Line	Sierra On-Line Limited
P.O. Box 800	Attention: Technical Support
Coarsegold, CA 93614-0800	Unit 2, Technology Centre
Attention: Technical Support	Station Road
	Theale, Berkshire RG7 4AA
	United Kingdom

Sierra Technical Support is also available through:

Sierra BBS: U.S. (209) 683-4463 or U.K. (0) 734-304-227
CompuServe - Gampub Forum (Technical Support ID - 76004,2143)
Prodigy (Technical Support ID - WBWW55A)
America's On-Line
GEnie

If you find that you need to send for replacement diskettes, send the original disk labeled "Disk #1" in the size you need (3.5" or 5.25") to:

U.S.	U.K.
Sierra On-Line	Sierra On-Line Limited
P.O. Box 485	Attention: Returns
Coarsegold, CA 93614	Unit 2, Technology Centre
Attention: Fulfillment	Station Road
	Theale, Berkshire RG7 4AA
	United Kingdom

Be sure to include a note stating your computer type, and the size of diskette you need (3.5" or 5.25").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days, there is a $10.00/£6.00 charge for 3.5" or 5.25" diskettes.

SOFTWARE PUBLISHERS ASSOCIATION

Questions and Answers

Q. Is it okay to copy your friend's software?

A. No, it's not okay to copy your friend's software. Software is protected by copyright law, which says that you can't make copies without the permission of the copyright holder. Copyright law is written this way to protect software programmers and publishers and the investment they've made in their products. The creative teams that develop the software — programmers, writers, graphic artists and others — also deserve fair compensation for their work. Without the protection given by our copyright laws, they would be unable to produce the entertainment, educational and productivity software that adds so much to our daily lives.

Q. That makes sense, but what do I get out of purchasing my own software?

A. When you purchase authorized copies of software programs, you receive additional benefits, like user guides and tutorials, quick reference cards, the opportunity to purchase upgrades, and technical support from the software companies. For most software programs, you can read about user benefits in the registration brochure found in the product box.

Q. What exactly does the law say about copying software?

A. The law says that it is illegal to make or distribute copies of copyrighted material, including software, without authorization. If you pirate software, you may face not only a civil suit, but also fines of up to $50,000 and jail terms of up to 5 years.

Q. So I'm never allowed to copy software for any reason?

A. No, you are allowed to make one backup copy if one wasn't included in the box with your original disk. Copyright law prohibits you from making additional copies of the software for any other reason without permission of the software company.

Q. What happens when I no longer want my software? Can I give my old programs to someone else to use?

A. If you have a legal copy of a software program, you can sell it or give it away. But if you do, be sure you pass on the documentation and back-up disks, and remember—you may not keep a copy for yourself.

Q. Do these rules apply to bulletin boards and user groups? I always thought that the reason they got together was to share software.

A. Many bulletin boards and user groups offer participants shareware or public domain software, which is a perfectly acceptable practice. Some software companies also offer special demonstration versions of their products through bulletin boards and user groups. In some instances, these may be copied. In any event, it is the responsibility of the bulletin board operator or user group to respect copyright law and to encourage participants to do the same.

Q. What about schools and professional organizations?

A. The same copyright responsibilities that apply to individuals also apply to corporations, schools, and professional organizations. No one is exempt from the copyright law.

Q. I'll bet most of the people who copy software don't even know that they're breaking the law.

A. Because the software industry is relatively new and because copying software is so easy, many people are either unaware of the laws governing software use or choose to ignore them. It is the responsibility of each and every software user to understand and adhere to copyright law. If you are part of an organization, see what you can do to initiate a policy statement that everyone respects. Finally, as an individual, help spread the word that responsible computer users should be "software legal."

For more information on ways to stay "software legal," write to:

Software Publishers Association
1101 Connecticut Avenue, NW
Suite 901
Washington, DC 20036

FOR ALL APPLE MACINTOSH PRODUCTS . . .

SIERRA®