SHERLOCK HOLMES

Command Summary Card
for IBM& Compatibles

Getting Started

The Lost Files of Sherlock Holmes (hereafter referred to as Holmes) comes on ten 5.25" disks labelled 1-10, or nine 3.5" disks labelled 1-9. The game cannot be played from floppy disks; you must install it on your hard drive to play the game. You will need 571K of free RAM to install and play the game.

Installing the Game

After booting your system with DOS, do the following:

1. Put Disk 1 in any drive, then type the drive letter followed by a colon (:) and press **Enter**. (For example, if you put Disk 1 in drive A, you'd type **A:** and press **Enter**.)

2. Type **Install** and press **Enter**.

3. The Installation Options Screen will appear.

Note: Some computers with unusual configurations may have difficulties with the Install program in Holmes. If you have problems installing Holmes, substitute **Install /d** in step 2. This will turn off the Auto Detect feature of the installation process.

The Installation Options Screen

The options you can select from this screen are:

Change Sound Devices

1. Use the Arrow Keys to highlight Change Sound Devices and press **Enter**. The Change Sound Devices submenu will appear.

2. There are two sound devices for which you may choose options: A Musical Device and a Digital Device. The musical device will play the music, and the digital device will play all sound effects and voices.

3. When selecting the Musical Device, use the Arrow Keys to select the sound device installed in your computer system. The sound board your computer is equipped with will be highlighted. The available options are:

No Music

Adlib Sound Board

Sound Blaster

Roland MT-32 or LAPC-1

4. When selecting the Digital Device, use the Arrow Keys to select the sound device installed in your computer system. The sound board your computer is equipped with will be highlighted. The available options are:

No Sound

Sound Blaster

Tandy SL, TL, RL

Tandy TX, EX, HX, SX

5. When you have selected the Music Device and Digital Device you want, highlight Return to Main Menu and press **Enter**.

> **Note**: If your computer is equipped with a Sound Blaster but you are not getting any sound while playing Holmes, make sure that the sound card is set at either Interrupt 7 or Interrupt 5. For information on setting the sound card interrupt, see your Sound Blaster manual. Please note that only certain sequences in the game contain recorded voices.

Change Input Device

1. Use the Arrow Keys to highlight Change Input Device and press **Enter**. The Change Input Device submenu will appear.

2. This option chooses which input device you will use to play Holmes. Use the Arrow Keys to highlight the input devices you want to use to play Holmes.

3. When you have highlighted the input device options you want, press **Enter**.

4. Use the Arrow Keys to highlight Return to Main Menu and press **Enter** to leave the Change Input Device submenu at any time.

Change Memory Usage

1. Use the Arrow Keys to highlight Change Memory Usage and press **Enter**.

2. This option is important if your computer has expanded memory capacity. If it does, use the Arrow Keys to highlight Use Expanded Memory and press **Enter**. Your computer will use this memory to store graphics files

that it would otherwise have to load from your hard drive. This will make the game play faster.

> **Note**: If you are using DOS 5's EMM386 expanded memory manager, and want to hear the digitised speech in Holmes, the default DMA setting of 16 will have to be increased. Support for EMM386 can be achieved by adding the parameter d=40 after the EMM386 entry in the config.sys file as shown here:
>
> **device=c:\dos\emm386.exe d=40**
>
> See your DOS manual for information about editing files.

3. If your computer does not have expanded memory, or you don't want to use its expanded memory, use the Arrow Keys to highlight No Expanded Memory and press **Enter**.

4. Use the Arrow Keys to highlight Return to the Main Menu and press **Enter** to leave the Change Input Device submenu at any time.

Change Hard Disk Usage

1. Use the Arrow Keys to highlight Change Hard Disk Usage and press **Enter**. The Change Hard Disk Usage submenu will appear.

2. There are two options you can select from this submenu:

Save Disk Space

Save Play Time

Save Disk Space will install Holmes on your hard drive using 15 megabytes of disk space, and Save Play Time will install Holmes on your hard drive using 29 megabytes of disk space. Save Disk Space will take up less disk space, but Save Play Time will make the game run much faster.

3. Use the Arrow Keys or mouse to highlight the Hard Disk Usage option you want and press **Enter**.

4. Use the Arrow Keys or mouse to highlight Return to Main Menu and press **Enter** to leave the Change Input Device submenu at any time.

Change Install Directory

1. Use the Arrow Keys to highlight Change Install Directory and press **Enter**. The Change Install Directory submenu will appear.

2. There are three options you can select from this submenu:

Change Drive Letter

Change Directory

Return to Main Menu

Change Drive Letter will change the letter of the drive on which Holmes is installed. Change Directory will change the name of the directory in which Holmes is installed. Return to Main Menu will do just that.

3. To change the drive letter, highlight Change Drive Letter using the Arrow Keys or mouse and press **Enter**. Enter a new hard drive letter when prompted, or press **Esc** to Exit this option if you decide you don't want to change the drive letter after all.

4. To change the directory name, highlight Change Directory using the Arrow Keys or mouse and press **Enter**. Enter a new directory name letter when prompted and press **Enter**, or press **Esc** to Exit this option if you decide you don't want to change the directory name after all.

Abort Install

1. If you want to abort the installation process, use the Arrow Keys to highlight Abort Install and press **Enter**.

Begin Install

When you have chosen the options you want, use the Arrow Keys to highlight Begin Install and press **Enter** to install Holmes on your hard drive. Insert each disk as prompted, then press **Enter**.

Changing Options After Installation

The options you selected when you installed Holmes can later be changed, even after several sessions of gameplay.

1. Type **C:** and press **Enter**. (We're assuming that you installed the game to drive C; if not, substitute the appropriate drive letter.)

2. Type **CD\HOLMES** and press **Enter**. (We're assuming that the game was installed on the Holmes directory. If it wasn't, enter the correct directory name.)

3. Type **INSTALL** and press enter. When the Installation screen appears, press any key, or click the mouse button.

4. When the Installation Main Menu appears, the current Sound Device, Input Device(s), Memory Usage, Hard Drive Usage, and Install Directory will appear at the top of the screen. You can change all these options except the Install Directory from this screen.

5. To change an Installation Option, highlight the appropriate Change button by using the Arrow Keys and pressing **Enter** or by clicking on it using the mouse. For instance, to change the Sound Device, highlight Change Sound Device and press **Enter** or click the mouse button.

6. Use the same procedures to change Installation Options you used to select them.

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Starting the Game

1. Type **C:** and press **Enter**. (We're assuming that you installed the game to drive C; if not, substitute the appropriate drive letter.)

2. Type **CD\HOLMES** and press **Enter**. (We're assuming that the game was installed in the Holmes directory. If it wasn't, enter the correct directory.)

3. Type **HOLMES** and press **Enter**. (To bypass the opening sequence and go right to the game, type **GAME** instead of **HOLMES.**)

    Note: If your mouse is connected to Com 2 *and* you have a sound card on your system, you may need to use the keyboard controls on the first screen of the game. When the second screen appears, you will be able to use your mouse.

Saving, Loading, and Quitting a Game

Note: To highlight or select options throughout Holmes while using the keyboard, press **Enter**.

Saving a Game

1. Press **F** or use the mouse or joystick to highlight and click on the Files box.

2. When the Files Menu appears, press **S** or use the mouse or joystick to highlight Save.

3. Use the pointer to highlight the Saved Game File in which you want to store the game you are saving. There are 30 Saved Game Files; so, for example, if you wanted to save a game in file 1, you would highlight file 1. To scroll up and down through the Saved Game Files, highlight the Up or Down Arrow Buttons.

4. Enter a name for the game you are saving, such as Game 1, Game A, etc., and press **Enter**. The game is saved and you then are returned to the game.

    Note: If a game is Saved in a file that already contains a Saved game, the new Saved game will overwrite the old one.

    Note: You may press **E** or use the mouse or joystick to highlight Exit the Files Menu and return to the game *only* before highlighting a Saved Game file. If you make an error while typing a name for your Saved Game file, press the **Esc** key.

Note for Keyboard Users: A shortcut has been provided to help you quickly save games 1-9. When the Files Menu is on screen, you may simply type the

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number (1-9) of the game you want to save and enter a name for it. To save games 10-30, you must move the pointer to the slot in which you want to save a game and press the space bar. You can then type the name you want to save the game under.

Loading a Saved Game

1. Press **F** or use the mouse or joystick to click on Files.

2. When the Files Menu appears, press **L** or use the mouse or joystick to highlight Load.

3. Use the pointer to highlight the Saved Game File you want to Load. That game will load immediately. If you change your mind about Loading a Saved Game, press **E**. use the mouse or joystick to click on Exit *only* before highlighting a Saved Game file.

   Note: If you Load a Saved Game while you are playing another game without saving the game in progress, the game in progress will not be Saved.

Quitting a Game

1. Press **F** or use the mouse or joystick to click on Files.

2. When the Files Menu appears, press **Q** or use the mouse or joystick to highlight Quit.

3. You will be asked "Are you sure you want to Quit?" Press **Y** or use the mouse or joystick to click on Yes if you do want to Quit, or press **N** or use the mouse or joystick to click on No if you don't. If you do Quit, you will return to the DOS screen.

   Note: If you Quit a game without Saving it first, the game state will be lost.

4. Press **E** or use the mouse or joystick to highlight Exit to leave the File menu and return to the game *only* before selecting Quit.

Commands

   Note: In the following instructions, when told to click the left button you may also press **Enter** or the space bar; and "left joystick button" refers to Button 1 and "right joystick button" refers to button 2.

Autohelp

The game is equipped with an Auto Help feature. If Auto Help Left is selected from the Set Up menu and no other commands are highlighted, the Look, Talk,

Open, and Close Commands will become highlighted when the on screen pointer passes over an object or person one of those commands can be used upon. If Auto Help Right is selected from the Set Up menu, the right mouse button must be held down for Auto Help to work. See the explanation of the Set Up submenu for more information on how to use Auto Help.

Selecting Objects

An object can be selected if its name appears in the strip near the bottom of the screen when the on screen pointer is over the object. When Auto Help Left has been selected from the Set Up menu, objects can be selected by using the mouse or joystick to move the on screen pointer over the object and clicking the left joystick or mouse button; or by using the arrow keys to move the on screen pointer over the object and pressing **Enter** or the spacebar. If Auto Help Right has been selected from the Set Up menu, objects can be selected by using the mouse or joystick to move the on screen pointer over the object and releasing the right joystick or mouse button.

Selecting Commands

When Auto Help Left has been selected from the Set Up menu, commands are selected with pressing the left mouse or joystick button and deactivated with the right mouse or joystick button. When Auto Help Right has been selected from the Set Up menu, commands are selected with the right joystick or mouse button. Commands can always be selected by using the cursor keys to move the on screen pointer over a command button and pressing **Enter**.

Interactive Commands

Use the Interactive Commands in Holmes to interact with people or objects. These commands are Look, Move, Talk, Pick Up, Open, and Close. Interactive Commands can be activated with a Key Command, or by pointing and clicking on the command with your mouse or joystick. The target or subject of a command can be chosen by moving the on-screen pointer with the arrow keys, mouse, or joystick. But to give a Command, you must click the mouse or joystick button when the Command is active and the target or subject of the command has been chosen.

Note: The **Esc** key on your keyboard will cancel most commands and back you out of the Text Entry boxes.

Key Commands

Press the letter keys below to give the indicated commands.

Look

L Look at an object or person. Gives a brief description of what you're Looking at. The on-screen pointer will become a magnifying glass when this Command is active.

Move

M Move an object.

Talk

T Talk to someone.

U Scroll Up through messages. This option will be available only when there are more than one message, or when there is one message but it is too long to fit in the Dialogue Box.

D Scroll Down through messages. This option will be available only when there are more than one message, or when there is one message but it is too long to fit in the Dialogue Box.

1-6 Select a dialogue message. If there is more than 1 dialogue message to choose from, press the number key that corresponds to that dialogue message or select the message you want with the pointer.

Pick Up

P Pick Up an object.

Open

O Open a door, drawer, cabinet, etc.

Close

C Close a door, drawer, cabinet, etc.

Inventory Commands

Use the Inventory Commands in Holmes to affect an object in Holmes' inventory or in 221B Baker Street. These commands are Inventory, Use, and Give. To activate an Inventory Command, click on it using the Mouse or use the following key commands:

Key Commands

Press the letter keys below to give the indicated commands.

Inventory

I Display the Inventory of everything Holmes' is carrying. You can use the following subcommands when the Inventory command is active. To select a subcommand, use the Key Command given below, or point and click on it using the joystick or mouse:

    L Look at and get a description of an object in Holmes' inventory.

    U Use an object.

    G Give an object to someone else.

    E Exit the Inventory command.

Use

U Use an object, either by itself or in conjunction with another object. You must select the object you want to Use, then select the recipient by pointing and clicking with the mouse or joystick. You can use the following subcommands when the Use command is active. To select a subcommand, use the Key Command given below, or point and click on it using the joystick or mouse:

    L Look at and get a description of an object in Holmes' inventory.

    U Use an object.

    G Give an object to someone else.

    E Exit the Use command.

Give

G Give an object to a person. You must select the object you want to Give, then select the recipient by pointing and clicking with the mouse or joystick. You can use the following subcommands when the Give command is active. To select a subcommand, use the Key Command given below, or point to it and click using the joystick or mouse:

    L Look at and get a description of an object in Holmes' inventory.

    U Use the object.

    G Give the object to someone else.

    E Exit the Give command.

The Journal

Press **J**, or select Journal with the mouse or joystick, to open Watson's Journal. The Journal is Dr. Watson's record of the investigation. You can use the journal to refresh your memory about past conversations and where those conversations took place. You cannot change the journal itself; you cannot erase Watson's records nor can you enter other information in the Journal.

D   Go forward one page.

U   Go back one page.

F   Go to the First Page.

L   Go to the Last Page.

A   Go Ahead 10 pages.

B   Go Back 10 pages.

S   Search the Journal entries for a particular word or phrase. This command brings up the Search Box. Enter the word or phrase you want to search for in the requester on the right hand side of the Box. Click on the following commands using the mouse or joystick to activate the command:

> **Forward**   Search Forward through the journal.
>
> **Backward**   Search Backward through the journal.
>
> **Exit**   Exit the Search Box and return to the Journal commands.

P   Print Text. This command calls up the Print Text box. The commands in the Print Text box must be selected with the pointer; they have no key commands.

Print will print a text version of the journal on your printer. Printing will automatically exit the Print Text box.

> **NOTE**: If you experience difficulties in printing, first make certain that your printer is turned on and connected properly. If you continue to experience problems, save the Journal. Then, Save your game and Quit to get to the DOS prompt. Next, type the following command from the DOS prompt (Be sure to Save your game before quitting!):
>
> **COPY <filename>.PRN PRN:**
>
> For example: If you saved the Journal with the name **SHERLOCK**, you would type the following: **COPY SHERLOCK.PRN PRN:**and press **Enter**. The Journal is then printed on your printer.
>
> Consult your DOS Manual for more information.

Save will save the Journal to a specified file name; you must enter a name in the requester box before you can save the Journal. Saving will automatically exit the Print Text box.

Exit will exit the Print Text box.

E   Exit the Journal screen and return to gameplay

Set Up Options

You can use the Set Up submenu to modify Sound, Control, and other options during game play. You can change a Set Up option by selecting it using the Joystick or Mouse or with the following key commands (for more details, see your manual):

M   Toggle Music On/Off.

P   Toggle Portraits On /Off.

J   Toggle the Joystick On/Off.

N   New Font Style; toggles between 3 font styles.

S   Toggle the Sound Effects On/Off.

V   Toggle Voices On/Off.

W   Windows Slide/Appear.

C   Calibrate Joystick.

A   Auto Help Left/Right.

F   Fade By Pixel/Directly.

K   Keypad Slow/Fast.

E   Exit Set Up options screen, return to gameplay.

Files

You can use the Files box to Save Games, Load Saved Games, and Quit Holmes. These options are explained in detail in the Load, Save, and Quitting the Game section in this Command Summary Card.

S   Save a game. You must enter a name for a Saved Game.

L   Load a Saved game. You must select the Saved Game you want to Load.

U   Scroll Up through the Saved Game Files.

D   Scroll Down through the Saved Game Files.

Q   Quit the game. When the requester appears, press **Y** if you do want to Quit, or press **N** if you don't.

E   Exit the Files box and return to game play.