INDIANA JONES®

and the

FATE OF ATLANTIS™

TECHNICAL REFERENCE
MANUAL

PLEASE NOTE: All component paper parts that are required to play this game are
incorporated within this product.

INDIANA JONES and the FATE of ATLANTIS

Reference Card

Getting Started

First, make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected! If you use an Amiga with Workbench to copy the disks, Workbench will insert the words "Copy of" in front of each copy disk name. In order for Indiana Jones and the Fate of Atlantis to function properly, you will need to rename each copy to the original name.

PC Loading instructions

Indiana Jones and the Fate of Atlantis will need at least 9.4 megabytes of hard drive storage (plus approximately 50K per saved game). The game requires 540K of available RAM in order to run smoothly.

(If you are using drive B, substitute b: for a: and B> for A>.The hard drive installation utility will also work from drive B.)

We have provided an installation utility that will copy the program to your hard disk from the floppies included in the package. To run it, start your computer, then insert Disk 1 in drive A, type a: and press ENTER.

When you see the A> prompt, type the word install and press ENTER. Answer the prompts and follow the on-screen instructions. This will install the game in a directory called atlantis on your hard disk.

To play the game from your hard disk use these commands:

Switch to the correct drive (for example, type c: and press ENTER).

Type cd\atlantis and press ENTER (to change to the correct directory).

Type atlantis and press ENTER (to start the game).

Setting Preferences

When loaded, the program will check to see if you have a mouse driver or joystick installed, or one of the supported sound boards, and will set up the game appropriately. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing atlantis when you start the game:

a	AdLib Music Synthesizer sounds
s	SoundBlaster sounds
r	Roland sounds
i	Internal speaker
m	MCGA graphics mode
v	VGA graphics mode
mo	Use mouse control
j	Use joystick control
k	Use keyboard control

For example, to start the game in MCGA graphics mode with AdLib sounds, type: atlantis m a

Amiga Installation Instructions

Playing from Floppy Disk Drive

Insert Atlantis Disk 1 in drive Df0: and boot off this disk. The game will start automatically.

At various points in the game, you will be prompted to insert other Atlantis disks. You may use any of your disk drives to do so.

Installing on a Hard Disk Drive

1) Boot your hard disk as you normally do.
2) Insert Atlantis Disk 1 into any disk drive.
3) In Workbench, double-click on the Atlantis disk 1 icon to open this window.
4) Double-click on the "Install" icon to install Atlantis. A window will open, asking for the name of a place on your hard drive to install Atlantis. This place can be either a drive partition or an existing subdirectory on a partition.
5) To install into the root directory of a drive or drive partition, simply enter the name of the drive followed by a colon (for example, 'DH0:'). To install into an existing directory on a drive, type the full path to the directory (for example, 'FUN:Games/Adventure").
6) Follow the instructions that appear on screen. You will be prompted to insert each of the Atlantis disks in order.

Playing from Hard Disk Drive

To load the game from your hard disk, open the "Atlantis" drawer on your hard disk and double-click on the "Atlantis" icon inside.

Keyboard/Cursor Controls

You can use a mouse for cursor control if you have installed a compatible mouse driver. Use the left mouse button to select objects on the screen for use in the sentence line, as well as to select a line of dialogue in a conversation. Press the right mouse button to use a highlighted verb with the object to which the cursor is pointing When scrolling through your inventory, you can right-click on the up or down arrow to shortcut to the top of bottom row of the icon window. If you have both a mouse and a joystick installed, you may select one as your controller by holding down the CTRL key and pressing m for mouse or j for joystick. You may also re-calibrate your joystick if the cursor is drifting across the screen by centring the joystick and pressing CTRL j.

For keyboard cursor control on PC's, use either the arrow keys or the keypad. On Amiga's use the Amiga key with the arrow keys. On both computers the ENTER key corresponds to the left mouse button; the TAB key corresponds to the right mouse button.

Keyboard Controls

All of the verbs used in the game can also be selected by using keyboard commands. The keys are mapped as follows:

G	P	U
Give	Pick up	Use
O	L	S
Open	Look at	Push (Shove)
C	T	Y
Close	Talk to	Pull (Yank)

PC User's Note: in order for the keyboard controls to function properly, the CAPS LOCK key must be off.

Function and Command Keys

	PC	Amiga
Save or Load a Game	F1	F5 or F1
Bypass a Cut-Scene or Exit Some Special Interfaces	ESC or press both mouse/joystick buttons at once	ESC or press both mouse buttons at once
Restart a Game	F8	F8
Pause the Game	SPACEBAR	SPACEBAR

	internal speaker	sound board	
Sound Control:			
[	off	softer	softer
]	on	louder	louder

Message Line Speed:

Faster	+	+
Slower	-	-
Clear Dialogue line		. (period)
Heap Space		CTRL K
Left Mouse Button		ENTER or ALT Amiga (on the left side of the keyboard)
Right Mouse Button		TAB or ALT Amiga (on the right side of the keyboard)
Cursor movement		Amiga key and Arrow keys (not keypad keys)
Mouse On	CTRL m	
Joystick On (Be sure to centre joystick first.)	CTRL j	
Exit Game	ALT x, CTRL c, or ALT q	CTRL c
Version Number	CTRL v	CTRL v

PC User's Save/Load Instructions

Press F1 when you want to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD or PLAY.

Amiga User's Save/Load Instructions

If you are playing from floppy disks, you will need to prepare a blank, formatted disk BEFORE you start to play. This disk will become your save/load disk. Hard disk players will have their games saved in the directory with the game files.

Press F5 when you want to save or load a game. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD, PLAY or QUIT.

If you are playing from floppy disks, you should insert your save/load disk when prompted.

Using the Keyboard in Fistfights

If you'd rather use the keyboard to control Indy during a fistfight, press the — f — key to turn off the "fighting cursor" (pressing the — f — key again will re-enable the mouse or joystick).

Keyboard fighting is controlled by the following keys:

If Indy is on the left:			If Indy is on the right:		
7	8	9	7	8	9
Step back	Block high	Punch high	Punch high	Block high	Step back
4	5	6	4	5	6
Step back	Block middle	Punch middle	Punch middle	Block middle	Step back
1	2	3	1	2	3
Step back	Block low	Punch low	Punch low	Block low	Step back

0 (Zero) Punch out/Wimp out

To use the keyboard for fighting, you will need to make sure the Num Lock key is off.

Amiga Memory Management

Atlantis is a HUGE game, so you may encounter memory problems if you have only one megabyte of RAM, particularly if you are playing from a hard disk. The absolute minimum heap space required to play the game is 380K.

To find out how much available memory ("heap space") you have for Atlantis, press CTRL-k while playing the game. Insufficient or fragmented memory will result in "Out of heap space" messages during play or constant disk access during animation. To diagnose or avoid such problems, try:

1) Booting from the Atlantis floppy. The Atlantis floppy had a trimmed down startup sequence designed to free-up as much memory as possible.

2) disconnecting your external disk drive. This will free up about 15-20k that Amiga DOS allocates for each connected disk drive.

3) trimming your hard disk startup sequence. Remove resident commands, all references to RAM:, and any utilities which run in the background. As a last resort, use the minimal startup-sequence.

   LOADWB
   ENDCLI

4) reducing your hard disk buffers. Follow the instructions that came with your hard disk. This may require running a utility program that came with your hard disk or altering a mountlist entry.

Indiana Jones and the Fate of Atlantis

About Indiana Jones and the Fate of Atlantis

In Indiana Jones and the Fate of Atlantis, you play the role of Indiana Jones, fames archaeologist-adventurer, as he attempts to discover and explore long-fabled Atlantis. Nazi agents, eager to unleash the powers of Atlantis against an unsuspecting world, are hot on Indy's heels... or have they already passed him?

Here's where you come in: you direct the actions of Indy (and, occasionally, his one-time colleague turned psychic, Sophia Hapgood) in his search for Atlantis. Periodically, Indy will be called upon to drive a car, ride a camel, pilot a balloon, operate a submarine, and repair and use Atlantean machinery. When the time comes, check the appropriate section below to learn how to operate each of them.

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or find and use an object. But hang in there and use your imagination... you and Indy will eventually discover the true Fate of Atlantis!

Getting Started

To start the game please use the reference card at the front of this manual. It contains all the instructions specific to your computer. PC only - Once you've started the program, a screen will appear displaying three concentric locking stones, arranged on a spindle. You will be asked to align the locking stones to match the illustrations found at the back of this manual, in page number order. To do so, refer to the page number indicated on screen and check the referenced illustrations. Click on the edges of each locking stone until its alignment is correct. Once you have aligned all three stones, click on the central spindle.

☼
Sun

☾
Moon

⋏
Volcano
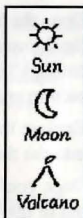
This manual assumes that you are using a joystick or mouse. See your reference card for keyboard equivalents.

Playing the Game

As the story opens, Indy is searching Barnett College for a mysterious statue. At this stage, as Indy proceeds from room to room, you can examine an object more closely — and in some cases, make use of it — simply by clicking on the item. Try clicking on the gargoyle in the foreground.

After you've found the statue, Indy will return to his office, where the next part of the story will unfold in a "cut-scene". Cut-scenes are short, animated sequences — like scenes from a movie — which can provide clues and information. They're also used to show special animated sequences, as when an unsuspecting jungle rodent helps Indy get rid of a snake. When you are viewing a cut-scene, your cursor disappears and — for the moment — you do not control events.

You begin directing Indy's actions as he arrives in New York City. The display is divided into the following sections:

• The Action Screen is the largest part of the display. This is where the animated action takes place. Dialogue spoken by the characters also appears here.

orichalcum, n. (or•i•kal'kum) [L *orichalcum,* mountain bronze: Gk. *oros,* a mountain, and *chalkos* copper]: **1.** a golden-hued metal thought to be a primitive form of brass, possibly in use among the early Greeks. **2.** a mythical substance of unknown character. **3.** a material first described by Plato that 'glittered like fire

• The Sentence Line is directly below the Action Screen. You use this line to construct sentences that tell Indy what to do. A sentence consists of a verb (action word) and one or two nouns (objects). Some examples of sentences you might construct on the Sentence Line are "Use whip with statue" or "Use arrowhead with rag". Connecting words like "on" or "with" will automatically be inserted by the program.

• Available Verbs are listed in the lower left side of the display. To select a verb, position the cursor over the word and press the left mouse/joystick button or the ENTER key. The game has a "quick verb" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when Indy is near a door that can be opened, positioning the pointer over the door will highlight the verb Open. Pressing the right mouse/joystick button or the TAB key (to emulate the right button) will use the quick-verb with the object, which in this case opens the door. Don't worry: this feature won't give away solutions to any puzzles. Keep in mind that even though a verb is highlighted, it may not be the only way to use an object. Try the other verbs as well!

• Nouns (objects) can be selected in two ways. You may select a noun by placing the cursor over an object in the Action Screen. Many objects in the environment, and all usable objects in the game, have names. If an object has a name, it will appear on the Sentence Line when you position the cursor over it. If no name appears for an object on the screen, you can be sure that it has no significance other than as part of the background. You may also select nouns by clicking on them in the Inventory.

| 1 | THE ACTION SCREEN | 3 | AVAILABLE VERBS |
| 2 | THE SENTENCE LINE | 4 | THE INVENTORY ICONS |

• The Inventory icons are located to the right of the Verbs. At the beginning of the game, Indy's inventory is limited to whatever he has retained from the first cut-scene. When he picks up or is given an object to use during game play, an icon for that object is added to the Inventory. There is no limit to the number of objects Indy can carry. When there are more than ten objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

• The Indy Quotient Display will help you keep track of your progress through the game. Press the Inventory/IQ Point key — i — to view your point totals. (See "Indy Quotient (IQ) Points" below for a full explanation of IQ Points.)

To move Indy around, position the cursor where you want him to go, and click. Notice that Walk is the default verb in the Sentence Line — this is because moving around is what Indy will be doing most often.

Things to Try in New York

Look at the newspaper at the stand next door to the theatre. Place the cursor over the newspaper. You will notice that the verb Look at is highlighted. Press the right mouse/joystick button or TAB key and Indy will walk to the newspaper and tell you what he sees. To pick up the newspaper, select the verb Pick up by placing the cursor over the verb and pressing the left mouse/joystick button or the ENTER key. Notice that the words "Pick up" appear on the Sentence Line. Position the cursor over the newspaper and press the left mouse/joystick button or the ENTER key. This completes the sentence "Pick up newspaper" on the Sentence Line. If Indy is not already standing by the

newspaper, he will walk over to it and pick it up. The newspaper's icon will be added to your inventory.

Open the theatre's back door. See if you can talk your way past the doorman without getting into a fistfight (see the section entitled "Talking to Characters" for more information — and the section entitled "Fighting"... just in case).

Explore the alley a bit further... maybe there's another way to get into the theatre.

Once you're in the theatre, try to distract the stagehand. With him out of the way, you should have plenty of opportunity to try to attract Sophia's attention!

The Paths

At a certain point in the game, you will find yourself back in Indy's office, with a decision to be made: should you persuade Sophia to continue with Indy on your search (the Team path)? Do you want to proceed on your own, using your intellect to overcome the obstacles in your way (the Wits path)? Or would you rather spice up your quest with a little more action (the Fists path)?

There are three ways to proceed from this point. The choice you make will influence the course of the story. While the Team, Wits and Fists paths cross one another at times, many of the puzzles and their solutions — as well as the places you can visit — will be different. The paths re-converge when you reach Atlantis.

We suggest you reserve a Save Game slot for this decision (see Game Controls below, to learn how to save your game). That way, once you've successfully completed the path of your choice, you can return to the point of decision to sample a different path.

Special Interfaces

Occasionally, you will find the standard interface replaced by specialized controls:

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone Indy meets will have something to say, whether friendly or unfriendly... helpful, or unhelpful! Often, you can talk with someone and then return later for new information.

In a conversation, you select what Indy says from the list appearing at the bottom of the screen. Just click on the phrase you want him to say. Of course, your choice will affect how other people respond. And, as conversations continue, you may be presented with a new array of dialogue choices.

Occasionally, you may find yourself unable to resist a particularly amusing statement. Keep in mind that, just as in real life, some of Indy's wisecracks can lead to trouble. Fortunately, in Indiana Jones and the Fate of Atlantis, you can save a game before surrendering to temptation...

Fighting

Remember, picking a fight is dangerous. Losing can lead to the game's abrupt end. If you choose the Action Path, you will find it necessary to fight your way out of several situations.

NOTE: In most cases, you can 'sucker punch' your opponent and win the fight (see your reference card for the appropriate key on your computer). Keep in mind that you don't get IQ Points for using this option.

Notice the displays for Health and Punch Power, both for Indy and, below that, for his opponent. If either combatant is hit, his Health decreases. When Health drops to a dangerous level, the display will change to a warning yellow. When the drop in Health becomes critical, the display will become red. When a combatant's Health is entirely used up, he will be knocked unconscious. If Indy rests between fights, he will 'heal' and his Health Power will return to normal.

The Punch Power display shows how powerful Indy's swing will be. Each time Indy tries to hit, his Punch Power takes a few moments to build back up to its maximum. If Indy swings again too quickly, he will not hit with maximum power. Of course, it may be more important to keep his enemy off balance than to hit for maximum effect. Indy can punch High, Middle, or Low, to try to get past his opponent's defences. Each enemy has his own individual strengths and weaknesses.

To punch your opponent, position the cursor on him (either High, Middle or Low) and press either mouse button (you can switch to keyboard control for fistfights, if you wish — see your reference card for details).

Indy also has some defensive moves. His opponents often set their fists a moment before they try to punch. If you watch for this and have Indy block at the same level — by positioning the cursor on Indy (either High, Middle, or Low) and clicking — you can successfully block the punch. Also, Indy can step back to increase the distance between himself and his opponent. This can be used to buy a little time for Indy to recover some of his Punch Power. If you don't like the way the fight is going, you can make your escape by repeatedly backing Indy away from his opponent.

The Lost Dialogue of Plato

Key pages in Plato's Lost Dialogue have been marked by paper clips. To turn to a marked page, simply click on the appropriate paper clip. To close the book and return to the game, click anywhere else on the screen (or press the ESC key).

Camel

Use the mouse to direct your camel through the desert. Try to keep rock outcroppings between yourself and trouble — if you're caught, you're apt to wind up back in the city.

Balloon

When you're flying the balloon, you'll have to contend with prevailing winds, which shift direction whenever you change altitude (the weather vane in the lower right corner of the screen
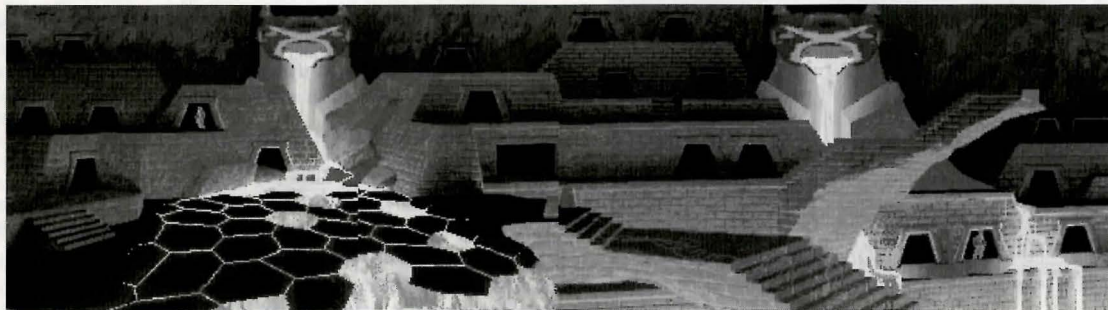
indicates your current heading). Up- and downdrafts can also affect the course of your flight.

Use the cursor to identify points of interest at which you might want to land. Use the on-screen verbs or the right and left mouse/joystick buttons to control the balloon's altitude: to ascend, drop ballast; to descend, open the vents. To land at a point of

interest, manoeuvre the balloon over the site and keep venting hydrogen until you're back on the ground.

Automobile

Should Monsieur Trottier fall into the hands of Nazi agents, it will be up to you to rescue him. The Nazis drive fast, but their sense of direction is weak. Use the mouse to manoeuvre through the streets of Monte Carlo as you attempt to intercept the Nazi's car.

Surveyor's Instrument (Transit)

Use the larger left and right knobs for coarse control; fine-tune the alignment using the smaller middle knobs.

Submarine

There are four controls on the submarine; on the Team Path, you'll have to find each one and learn how to use it. From left to right, they control:

Depth Click at the top to ascend; at the bottom to descend. To level off, centre the lever.

Steering Click to the left or right of the wheel to turn the submarine 180° left or right (the sub will move nearer and farther away as you turn).

Direction After zeroing the sub's engine speed, click here to reverse the engines.

Speed Click near the top to increase engine speed; near the bottom to decrease speed. The lowest setting will stop the submarine dead in the water.

Atlantean Machinery

Even the wondrous machinery of Atlantis is vulnerable to the ravages of time. Here's your chance to restore some of it to good working order: The parts that you've collected will be arrayed at the bottom of the screen. The remainder of the screen shows the interior of a sentry statue. To pick up a part, click once on it with the left mouse button: it will now follow the cursor around the screen. Position the part over one of the pegs, then click the left mouse button again to install it on the peg. When you have a part selected, clicking the right mouse button will de-select it.

Game Controls

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, simply press the Save/Load Game function key (F1 on most computers - see your Reference Card for more information).

To load a game you have saved, use the Save/Load Game function key any time after the game has begun.

NOTE: during close-ups the Save/Load Game function may not operate.

To bypass a cut-scene, press both mouse/joystick buttons at once, or press the ESC key. See your computer reference card for details. After you've played Indiana Jones and the Fate of Atlantis several times, you may want to use this function to skip over scenes you have seen before.

To restart the game from the beginning, press the key indicated on your reference card (F8 on most computers).

To pause the game, press the SPACE BAR. Press it again to resume play.

To adjust the speed of the Message Line to suit your reading speed, press the keys indicated on your reference card (+ and - on most computers). When you've finished reading a line of dialogue, you can press the Done key (the period — . — on most computers) to clear the line and proceed.

Use the keys indicated on your reference card to adjust the sound volume (open and close brackets — [and] — on most computers). If you are using the internal speaker, these controls will turn the sound off and on. If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to finetune the volume level.

Indy Quotient (IQ) Points

Press the Inventory/IQ Point key — i — to switch from the inventory icons to the IQ Points display (pressing the key again, or clicking in the display area, will return you to the inventory). The Path designation will be "None" until you have passed the point in the game in which you make the Path decision.

Give	Pick up	Use	**IQ**	Path: Fists
Open	Talk to	Push		Current: 357
Close	Look at	Pull	*POINTS*	Total: 439

The number labelled Current measures how well you are doing in the current game. The number labelled Total measures how well you have done in all the games you have played to that point. The maximum Total score, if you solve every variation of every puzzle on all three paths, is 1000. You score IQ points when you solve puzzles, get past obstacles, or find important objects. Your IQ points are saved when you finish a game, save a game, or load a game. When you start a new game you will have no IQ points until you load or save a game.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your

nose into a place you haven't visited before. Keep in mind, though, that Indiana Jones is an adventurous character who often finds himself in dangerous situations. We try to make it clear, however, when you're about to get yourself into a tight spot.

Save the game when you think you may be entering a dangerous area, but don't assume that every wrong step will result in death. Usually you'll get another chance.

A Few Helpful Hints

•   Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

•   If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Think about the places you've gone, and the people you've met. Chances are there will be a connection that'll put you back on track.

•   When you're with Sophia, she might have some good ideas on how to proceed.

•   There is more than one way to solve many of the puzzles.

Development Team

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Project Led by Hal Barwood
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iMUSE™ Electronic Music System by Michael Z. Land and Peter McConnell

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Manual Design by Mark Shepard
Package Illustration by William L. Eaken
Necklace Model by Milton Williams

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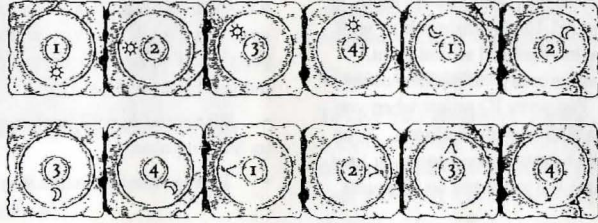
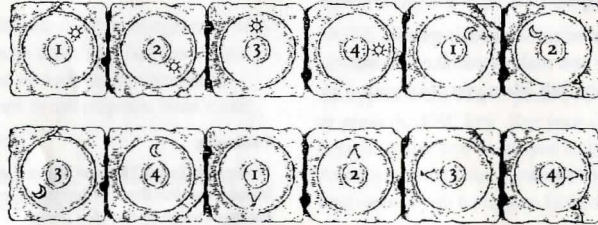*Special thanks to George Lucas and Steven Spielberg*

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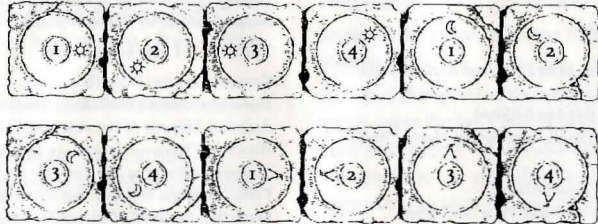**Page 2**
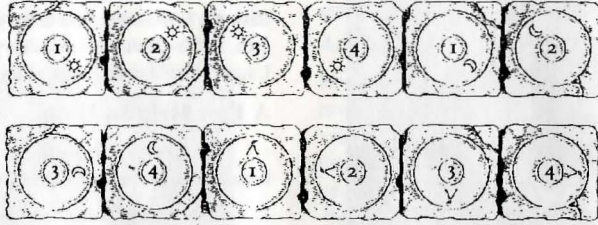
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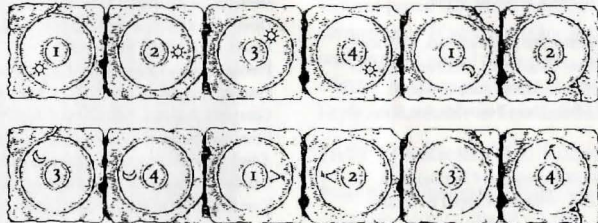# Copy Protection Information

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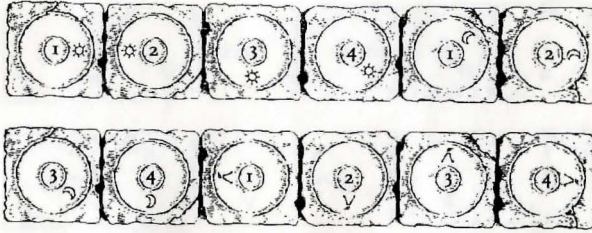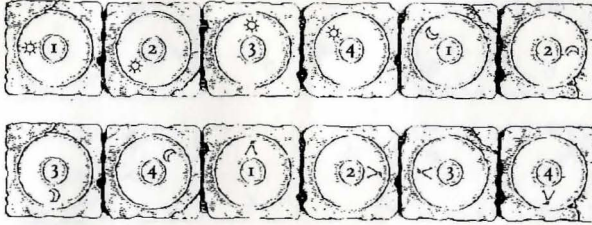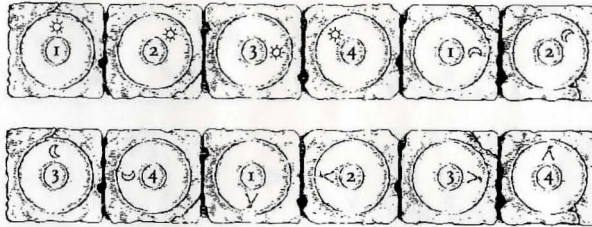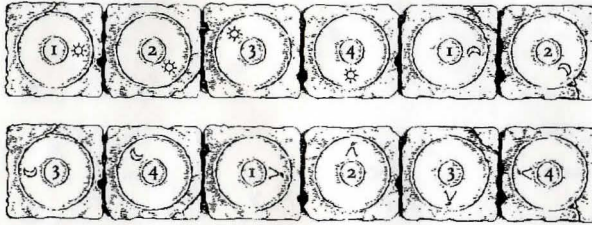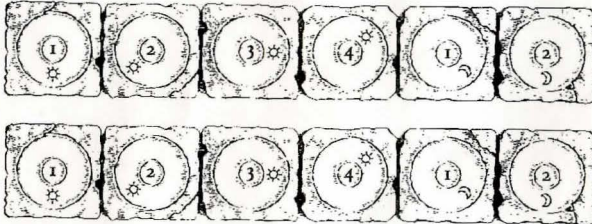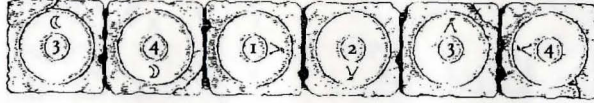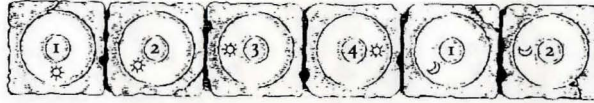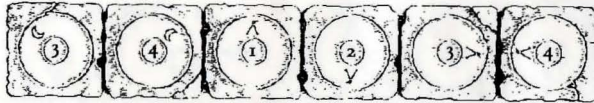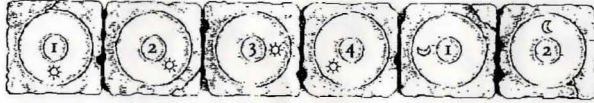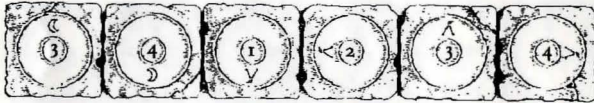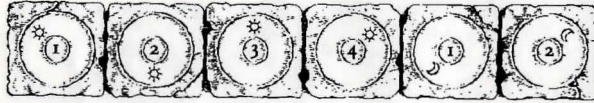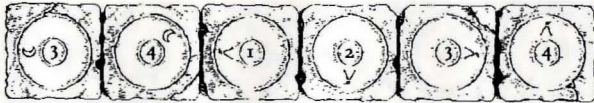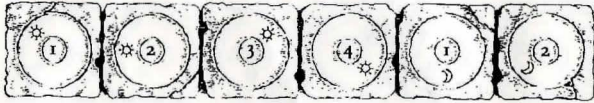
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