THE

LucasArts Archives

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VOL. I

MANUAL

The LucasArts Archives
• Vol. I •

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1

Indiana Jones and the Fate of Atlantis

This manual assumes that you are using a joystick or mouse. See the reference card section for keyboard equivalents.

About Indiana Jones and the Fate of Atlantis

In Indiana Jones and the Fate of Atlantis, you play the role of Indiana Jones, famed 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!

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 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.

▶ **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

❶ THE ACTION SCREEN   **❸** AVAILABLE VERBS
❷ THE SENTENCE LINE   **❹** THE INVENTORY ICONS

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.

▶ **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 10 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 theater. 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 theater'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 theater.

Once you're in the theater, 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

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."

mind that, just as in real life, some of Indy's wise-cracks 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 the Reference Guide on page 12 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 defenses. 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 the Reference Guide on page 12 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, maneuver 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 maneuver through the streets of Monte Carlo as you attempt to intercept the Nazis' 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:
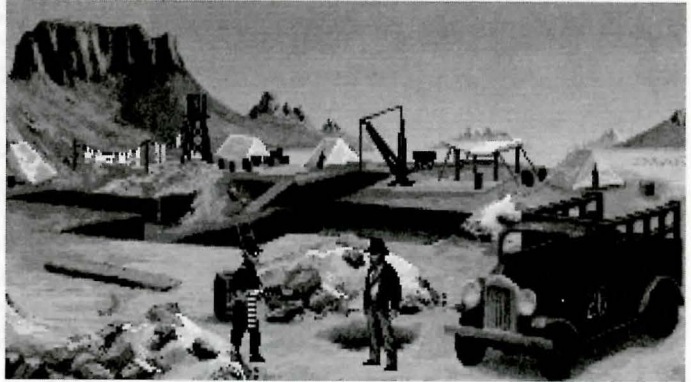
Depth Click at the top to ascend; at the bottom to descend. To level off, center the lever.

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, click the right mouse button to 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 Guide for more information).

To load a game you have saved, use the

Give   Pick up   Use   Path: Fists
Open   Talk to   Push   Current: 327
Close Look at   Pull   POINTS   Total: 442

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 the Reference Guide on page 12 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 in the Reference Guide (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 in the Reference Guide (+ 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 braces — [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 fine-tune 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 (described in "The Paths" above). The number labeled Current measures how well you are doing in the current game. The number labeled 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.

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Additional Art and Animation by Mark J. Ferrari, Sean Turner, Martin "Bucky" Cameron, and Brent E. Anderson
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Indiana Jones and the Fate of Atlantis IBM® Reference Guide

NOTE: To provide the most enjoyable playing experience possible, we designed this game to take full advantage of the current state of the art: 256-color graphics, many popular sound cards, and a mouse. The game can, however, be played with the minimal configuration of internal speaker and keyboard. SoundBlaster, SoundBlaster Pro or compatibles are needed for voice.

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 Use mouse control

J Use joystick control

K Use keyboard control

T Text only (no voice)

For example, to start the game in mouse mode with AdLib sounds, type:

Atlantis m a

For a more complete list of options, type Atlantis help.

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 or 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 centering the joystick and pressing CTRL j.

For keyboard cursor control, use either the arrow keys or the keypad. The ENTER (or 5) 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. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over

FUNCTION & COMMAND KEYS		
Save or Load a Game	**F1**	
Bypass a Cut-Scene or Exit Some Special Interfaces	**ESC** *or press both mouse/ joystick buttons at once.*	
Restart a Game	**F8**	
Pause the Game	**SPACE BAR**	
Sound Control:	*internal speaker*	*sound board*
[	off	softer
]	on	louder
Message Line Speed (text mode only):		
Faster	**+**	
Slower	**–**	
Mouse On	**CTRL m**	
Joystick On *(Be sure to center joystick first.)*	**CTRL j**	
Exit Game	**ALT x, CTRL c,** or **ALT q**	
Toggle text on and off	**CTRL t**	

the verb and pressing the controller button. 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)

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

SAVE/LOAD INSTRUCTIONS

Press F1 or 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 or PLAY.

To SAVE Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name. Press ENTER or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Click on CANCEL if you have changed your mind and do not wish to load a saved game, or select a slot by pointing the cursor to it and clicking.

Warning: When you load a previously saved game it will interrupt the game you are currently playing.

TROUBLESHOOTING

Please refer to the Troubleshooting Guide included in your LucasArts Archives box.

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:

7	**8**	**9**
Step back	Block high	Punch high
4	**5**	**6**
Step back	Block middle	Punch middle
1	**2**	**3**
Step back	Block low	Punch low

If Indy is on the right:

7	**8**	**9**
Punch high	Block high	Step back
4	**5**	**6**
Punch middle	Block middle	Step back
1	**2**	**3**
Punch low	Block low	Step back

0 (Zero) Sucker Punch

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

2

Maniac Mansion: Day of the Tentacle

This manual assumes that you are using a joystick or mouse. See the reference section for keyboard equivalents.

About Maniac Mansion: Day of the Tentacle

The trouble began when Purple Tentacle drank that pesky toxic waste. Once evil but harmlessly slow-witted, he became an evil supergenius, bent on WORLD DOMINATION! His creator, fidgety mad scientist Doctor Fred Edison, realized the threat to all humanity and captured Purple Tentacle, along with his good-natured brother Green Tentacle, and plans to have them put to sleep.

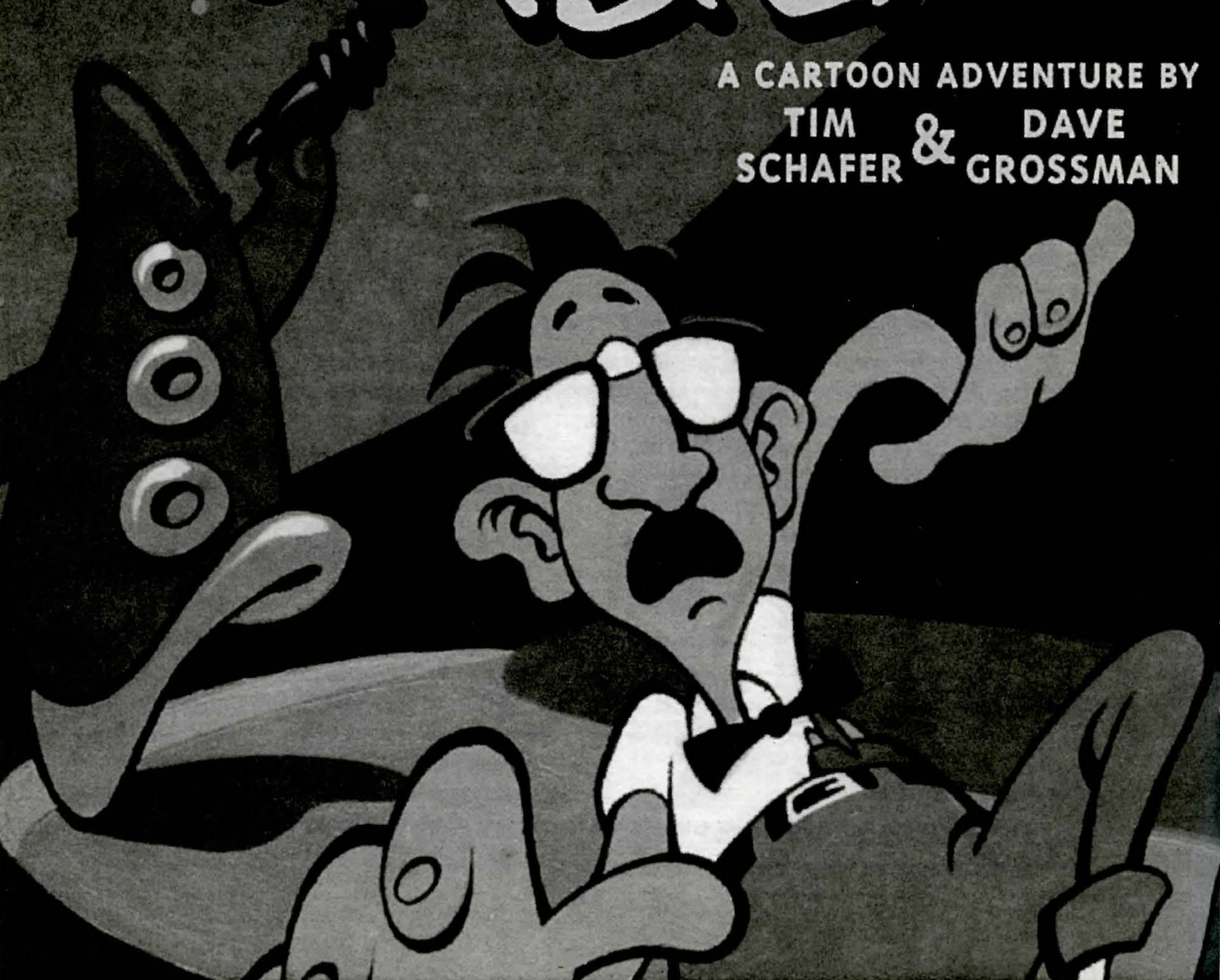Bernard, the computer geek with a heart of gold, must free his old friend Green Tentacle! But at what cost? This time, he may be in over his head. His roomates Hoagie, a heavy metal roadie, and Laverne, a slightly twitchy medical student, are along to help, unaware of what lays in store. Time travel, tax evasion, talking horses, beauty pageants, skunk-tossing, and even a little clown-fu—an adventure spanning four-hundred years—all crammed into one fateful night. They were relaxing at home when the hamster knocked on the door...

Stopping this menace is up to you! You direct the actions of all three kids, cavorting though time in a frantic quest to return to yesterday and stop this Tyrannical Tentacle before he can even get started on his promise to make the world bow down to... The Day of the Tentacle!

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 a new object. Stick with it and use your imagination... you and the Gang will eventually prevail!

Playing the Game

To start the game on your computer, please refer to the reference card section included with the game. It contains all the instructions specific to your computer.

As the story opens, Bernard and his friends are hanging out at the house when a little hamster shows up with a note. These non-interactive sequences are known as "cut-scenes" — short, animated sequences, like
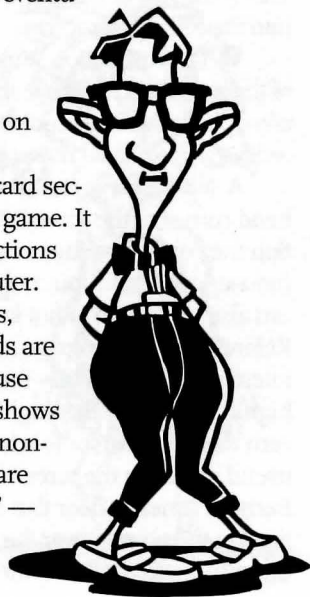
scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Bernard gives Oozo the Clown a bop on the nose. When you are viewing a cut-scene, you do not direct the action.

You begin directing Bernard's actions as soon as he sends Hoagie and Laverne off to search the rest of mansion. The screen is divided into the following sections:

❶ The **Animation Window** is the largest part of the screen and is where the animated action takes place. Dialogue spoken by the characters, as well as game-related messages, also appear here.

Available verbs are listed in the lower left-hand corner of the screen. To select a verb, position the cursor over the word and press the left mouse/joystick button or the ENTER key. You can also use a verb's "hot key" to select it (see the Reference Guide on page 20 for these keys). The interface you use to play the game has an "auto-highlight" feature that highlights an appropriate verb when the cursor touches an interesting or useful object on the screen. For example, when Bernard 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 will use the highlighted 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, that one verb may not be the only way to use an object. Try the other verbs as well!

❷ The **Sentence Line** is directly below the Animation Window. You use this line to construct sentences that tell the kids 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 text book with pay phone" or "Use flier with Chuck the Plant." Connecting words like "on" or "with" will automatically be inserted by the program.

Once you've selected a verb, objects can be selected in two ways. You may select an object by placing the cursor over it in the Animation Window and clicking. 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 (see next paragraph). When an object is selected that can be used with another object (from either the Animation Window or the Inventory), the cursor will become that object. To use the object with another, simply place the object over the target object and click your left mouse button. For example, if you want to use the textbook with lever, click on the verb USE, then click on the textbook in your inventory. The cursor is now a textbook. Place the textbook over the lever and click. As an extra shortcut for your convenience, clicking with the left mouse button on any object in your inventory will automatically default

to the verb USE. Isn't that thoughtful?

❸ The **Inventory icons** are located to the right of the Verbs. At the beginning of the game the kids' inventory is pretty slim pickings. When they pick up or are 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 they can carry. When there are more than six objects in the Inventory, arrows appear to the left of the icons. Click on them to scroll the icon window up or down.

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

Using the Kids

You'll begin the game controlling only Bernard, but as the game progresses you will gain control of the other two kids; first Hoagie, then Laverne. You'll know when this happens because their faces will flash on the far right side of the screen, next to the Inventory zone. Once their picture has appeared, you can switch from kid to kid by simply clicking on the face of the kid you want to control.

To transfer an object from one kid to another, you must "flush" it through time using the Chro-O-John. There are two ways to do this. First, you can walk all the way to the Chron-O-John and place the object inside. Next click on the kid you want to receive the object. Walk that kid all the way to his or her Chron-O-John and pick up the item inside. A lot of work, you say? No problem. The fastest way to transfer items is to simply click on the item you want to give, and click on the picture of the kid you want to give it to. Presto, Chango! Pretty slick, huh?

Things to Try in the Mansion

While Hoagie and Laverne are searching the rest of the mansion, let's take a look around. Hmm...that pink blob on the floor looks interesting. Place the cursor over it. Notice that the verb

Look at is highlighted. Press the right mouse/joystick button or TAB key and Bernard will walk to the blob and tell you what he sees. A genius of Bernard's caliber knows that all things may come in handy: try to pick up the gum with a dime stuck in it. Select the verb Pick up with the cursor by 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 gum and press the left mouse/joystick button or the ENTER key . This completes the sentence "Pick up gum with a dime stuck in it" on the Sentence Line. If Bernard is not already standing by the gum, he will walk over to it and try to pick it up. If it can be picked up, an icon will be added to your inventory.

To commence your exploration of the Mansion, walk to the right edge of the screen. While there are a number of areas which you will wish to investigate, let's start with Dr. Fred's office: walk to the door found to the right of the Animation Window.

Look around by moving the cursor around and noting the objects that highlight. Pick up everything you can. Try all the verbs with items you can't pick up at first.

Try looking behind the portrait. Here's one of many obstacles that will be strewn in the kids' paths...

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone the kids meet will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk
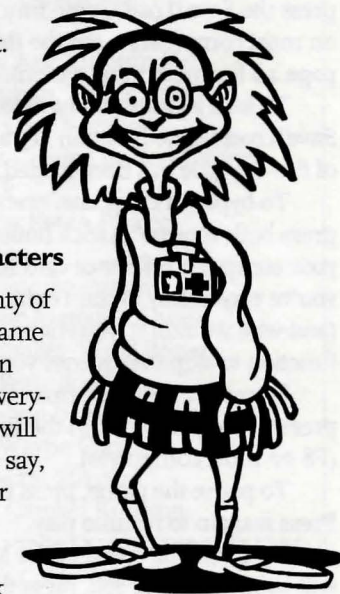
with someone at one point in the game, and then return to him or her later to get new information. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. To talk with characters, position the pointer on them and press the right mouse/joystick button or the TAB key to use the Talk to verb automatically, or select Talk to from the verb zone and click on the character you want to speak to.

During a conversation, you select what the kids say from among the possible phrases at the bottom of the screen. Just click on the phrase you want them to say. Of course, what the kids say will affect how other people respond. And, as conversations continue, you could be presented with a new array of dialogue choices. Don't worry – we'll never punish you for selecting the "wrong" or funny dialogue response. After all, you're playing this game to have fun, aren't you? Well, aren't you?!?!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (F1 or F5 on most computers – see the Reference Guide on page 20 for more information).

To load a game you have saved, use the Save/Load Game function key any time after Day of the Tentacle has been loaded.

To bypass a cut-scene, press the ESC key, or press both mouse/joystick buttons at once. See your computer reference card for details. After you've played Day of the Tentacle several times (and who wouldn't?), 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 in the Reference Guide (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

in the Reference Guide (+ 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 music volume (hard brackets — [and] — on most computers). If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to fine-tune the volume level. Sound effects and voice have no keyboard volume control. You'll need to use your sound card volume control.

To quit the game, press the key combination indicated on your reference card (Alt-X on most computers). If you plan to return to the game you're presently playing, remember to save the game before quitting.

Our Historical Accuracy Policy

We don't have one. This game is not intended to teach the history of our country nor its possible future. Please don't get into an argument at school or at a party and say, "Well, LucasArts says that John Hancock wrote his name big because it impressed girls." We're both going to look silly.

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 will put you back on track.

If you get stuck in one time period, move to a different kid. Remember, objects found in one time may be needed by a kid in another time.

But Wait! That's Not All...
Original Maniac Mansion!!!

As an extra added additional bonus at no extra added additional charge, you also get the original Maniac Mansion. You'll find it while controlling Bernard, upstairs in Weird Ed's room. Simply use the computer on the desk in front of Ed. Don't worry. Playing Maniac Mansion does not affect Day of the Tentacle. It's just there for extra fun, and for those who may want to know a little more about Bernard and the Edisons. When you exit from Maniac Mansion, you will be returned to Day of the Tentacle, not to DOS.

There are some differences between the original Maniac Mansion and its sequel. After all, the original is five years old and we've had a lot of good ideas since then.

To execute a sentence, you must click the mouse button once the sentence is completed on either the object or the sentence line. For exam-ple, to pick up the bush, you must click on Pick up then click on the bush, then click again on the bush to execute. Also, the verbs have different "hot keys." Refer to the Reference Guide on page 20 for details.

Objects do not automatically highlight. You must first click on What is, then move the cursor around the screen. All important objects will then highlight.

You only get one save game. To go to the SAVE / LOAD menu, press F5. Click on the SAVE THIS GAME button to save where you currently are. To load the game you last saved, click on the LOAD THIS GAME button. The save game is stored separately from the Day of the Tentacle save games so they won't be affected.

To switch kids, click on New kid, then the name of the kid you wish to control.

To escape out of cut-scenes press F4.

Maniac Mansion: Day of the Tentacle
IBM Reference Guide

Setting Preferences

When loaded, the program will check to see if you have a mouse driver or joystick installed, or an AdLib™ or SoundBlaster™ sound board, and will set up the game appropriately. If you are using a Roland™ or General MIDI sound board you must tell the computer by typing dott r or dott g. If you wish to override these default settings, you may do so by adding the following letters (separated by spaces) after typing dott when you start the game:

A	AdLib/SoundBlaster music	**G**	General MIDI music
R	Roland music	**I**	Internal speaker
M	Use mouse control	**J**	Use joystick control
K	Use keyboard control	**T**	Text only *(this will turn off all digitized sound & speech)*

s220/7/8 Set SoundBlaster address/int/k bufsize

For example, to start the game with AdLib sounds and using a joystick, type: dott a j

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. 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 recalibrate your joystick if the cursor is drifting across the screen by centering the joystick and pressing CTRL j.

For keyboard cursor control, use either the arrow keys or the keypad. The ENTER (or 5) key corresponds to the left mouse button; the TAB key corresponds to the right mouse button.

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

Day of the Tentacle:

1	Switch to Hoagie	**2**	Switch to Bernard
3	Switch to Laverne		

Note: When talking with a character, keys 1-6 will select the different dialogue choices, 1 being the top choice and 6 being the bottom choice.

Maniac Mansion (the old one):

U	Scroll inventory list up	**I**	Select upper left inventory item
O	Select upper right inventory item	**J**	Scroll inventory list down
K	Select lower left inventory item	**L**	Select lower right inventory item
F1 **F2** **F3**	Switch kids		

Memory Alert

Day of the Tentacle requires 2 megabytes free EMSRAM to run smoothly. If your computer does not have sufficient memory to run Day of the Tentacle, the game will alert you after starting. You can still play the game, but your hard drive will be accessed more frequently. This activity could cause certain parts of the game to slow down noticeably. If this happens, quit the game (save game first!) and make a bootdisk. {See bootdisk instructions below}

Bootdisk Instructions:

Insert your CD into the CD-ROM drive. Change to your CD-ROM drive. Then type "bootdisk" & follow the instructions. {Example: type d: and press enter, then type "BOOTDISK"}

Note: You will need a clean unformatted floppy disk to make a bootdisk.

Save/Load Instructions

Press F1 or F5 when you want to save or load a game. Saved games are stored to a directory on your hard drive called DOTT.CD. Once the save/load screen is displayed, you can move the cursor and click on SAVE, LOAD, PLAY (to return to the game as it was before you pressed F1) or QUIT (to quit the game).

To SAVE: Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name and save over a previously saved game. Press ENTER or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD: Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Click the cursor on OK to load the game, or CANCEL if you change your mind and do not wish to load it.

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you pressed F1, be sure to SAVE the game before LOADing a different one.

Troubleshooting

Please refer to the Troubleshooting Guide included in your LucasArts Archives box.

Function and Command Keys	
Save or Load a Game	F1 or F5
Bypass a Cut-Scene	ESC or press both mouse/joystick buttons at once.
Restart the Game	F8
Pause the Game	SPACE BAR
Sound Control (music only):	
[	softer
]	louder
Message Line Speed:	Faster +
	Slower −
Clear dialogue line	. (period)
Mouse On	CTRL m
Joystick On (Be sure to center joystick first.)	CTRL j
Toggle text on/off	CTRL t
Exit Game (without saving)	ALT x or CTRL c
Version Number	CTRL v

Day of the Tentacle

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

Maniac Mansion (the old one)

Q	W	E	R	T
Push	Open	Walk to	New kid	Turn on
A	S	D	F	G
Pull	Close	Pick up	Unlock	Turn off
Z	X	C	V	B
Give	Read	What is	Use	Fix

3

Sam & Max Hit the Road

This manual assumes that you are using a joystick or mouse. See the reference section for keyboard equivalents.

About Sam & Max Hit the Road

Welcome, Crimestompers! Before we hit the road with Sam & Max™ in pursuit of hyperthyroid thugs and sinister Sasquatch-nappers, you need a few facts on the case from the files of the Freelance Police:

It started simply enough with a call from the Commissioner. Soon Sam & Max were screaming down the highway (they have to scream since their siren broke) to the Kushman Bros. Carnival, where they learned that Bruno the Bigfoot and Trixie the Giraffe-Necked Girl had disappeared. They soon discovered this was part of a larger pattern of bigfoot disappearances, and all the clues would take them on a meandering romp across tacky U.S. tourist traps.

Solving this case is up to you! You direct the actions of Sam & Max, tearing down the road with mayhem on their minds and Corn Duds™ on their breath, on a peril-fraught mission to make the world safe for Sasquatches and sentient mammals everywhere!

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 want to

solve another puzzle first, find and use a new object, or highway surf for a while. Stick with it and use your imagination... you and the Freelance Police will eventually bag your perpetrator!

Playing the Game

To start the game on your computer, please refer to the reference card section included with the game. It contains all the instructions specific to your computer.

As the story opens, Sam & Max are hanging out at their office when the phone rings . These non-interactive sequences are known as "cutscenes" — short, animated sequences, like scenes from a movie — which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Sam & Max deliver the goods in Bosco's Market. When you are viewing a cut-scene, you do not direct the action.

You begin directing Sam's actions as soon as the phone call is over. Max sort of does his own thing and follows along. If you have played an adventure game before, you may be saying, "Where's my inventory? Where's my interface?" Don't worry. We wouldn't leave you without an interface or inventory. Start clicking the right mouse button to cycle through the various verb icons:

Verb Icon	Function
	Go in/out of inventory box
	Look at
	Cannot look at
	Pick up
	Cannot pick up
	Talk to
	Cannot talk to
	Use
	Cannot use
	Walk (default)
	Stand still
	Use Max

These verb icons are also located in the inventory box (except the "walk" verb).

If you run any of the verb icons over a "hot spot" on the screen, the icon will animate. For example; move the closed eye icon over the TV set in the office. The eyeball will open. Now click your left mouse button and see what happens. Try the "use" icon with the TV.

To pick up an item, click the right mouse button until the pick-up icon comes up, and then click the left mouse button on the object you wish to pick up. The cursor will then become the object and you may then place it in your inventory box.

You can also use an object in your inventory either with another inventory object or with an object on the screen.

The Max verb icon has a special function, as it enables Sam to enlist Max's help at certain points in the game. With the "Max" cursor, click on any object (inanimate or animate) that you think needs Max's help.

Talking to Characters

There are plenty of characters in the game with whom you can converse. Nearly everyone Sam & Max meet will have something to say, whether friendly or unfriendly...helpful, or unhelpful! Often, you can talk with someone at one point in the game, and then return to him or her later to get new information. What you learn and discover in another area may open more conversational topics with someone to whom you've previously spoken. You may even have more than one question to ask certain characters. To talk with characters, right click through the cursor options until you see the mouth, or TALK TO option. Move it to the character you wish to talk to, and, when the mouth opens, left click on the character.

During a conversation, you select what Sam may say by choosing icons.

Dialogue Icon	Function
	Question
	Declaration
	Non-sequitur
	Stop

You may also see other icons on the dialogue icon line. These represent subjects for conversations. For instance, if Sam is talking to someone and you click on the Bruno the Sasquatch icon, Sam will ask about Bruno.

Don't worry – we'll never punish you for selecting the "wrong" or funny dialogue function. After all, you're playing this game to have fun, aren't you? Well, aren't you?!?!

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (F1 or F5 on most computers – see the Reference Guide on page 28 for more information).

To load a game you have saved, use the Save/Load Game function key any time after Sam & Max Hit the Road has started.

To bypass a cut-scene, press the ESC key, or press both mouse/joystick buttons at once. See the Reference Guide for details. After you've played Sam & Max Hit the Road several times (and who wouldn't), 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 in the Reference Guide (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 (this does not work if the characters are speaking in digitized voice).

Use the keys indicated in the Reference Guide to adjust the music volume (hard brackets — [and] — on most computers) and the digital sound volume (semicolon – ; and apostrophe – ' on most computers). If your sound card has a volume control, make sure it is set higher than level zero before using the keyboard controls to fine-tune the volume level.

To quit the game, press the key combination indicated in the Reference Guide (Alt-X on most computers). If you plan to return to the game

you're presently playing, remember to save the game before quitting.

Normal Interface Keys

W cursor changes to walk-to

T cursor changes to talk-to

U cursor changes to use

P cursor changes to pick-up

L cursor changes to look-at

O if there's an object on the cursor cycle, the cursor will change to it

E if there's an object on your cursor, Sam will look (eyeball, if you will) at it. (This saves the trouble of having to put objects back in the inventory to look at them.)

I toggle inventory off and on

D cycle cursor forward through the inventory

A cycle cursor backward through the inventory

S jump cursor to end of inventory

Z jump cursor to start of inventory

Generally Useful Keys

B flip game in and out of film noir (black & white) mode

V flip game in and out of dummy verb mode, where verb cursors have names under them.

Q quits mini-games (Wak-A-Rat,™ Hiway Surfin',™ CarBomb,™ etc.)

-/= decrease/increase text speed

[/] decrease/increase music volume

;/' decrease/increase sfx volume

Esc bypass cut scenes (where applicable)

. (period) - skips text speech

[F1] OR [F5] save/load game   [F8] restart game

[Ctrl] [C] OR [Alt] [X] quit (without saving)

[Ctrl] [V] displays the version number

[Spacebar] pause game
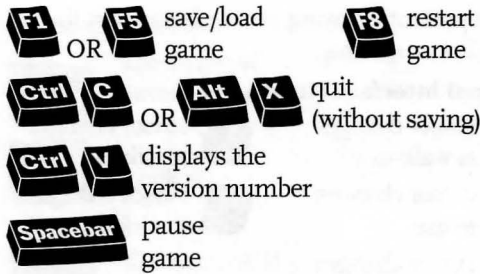
Screen Savers

Don't panic if you get up to answer the phone and when you come back it looks as if your screen is melting or has been invaded by tiny Sams & Maxes. We have included as a *special free feature* a number of entertaining screen savers to protect your monitor. Merely move your mouse, and everything should return to normal. If not, then you can panic.

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 will put you back on track.

Using Binoculars

Any good detective should know how to use binoculars, especially the electric kind you find in tourist hangouts. You never know when you will want to track down a miscreant in a Winnebago. Once you have made sure that the binoculars are in good operating condition, look through them. You will see a needle like the one under the screen picture below. When the needle is at dead center, the binoculars will stop. You can speed up or slow down the binoculars by using the right or left mouse buttons. Click on the right or left side of the needle to switch direction. Happy peeping!

But Wait! That's Not All... Perceptive Crimestompers Discover Hidden Games!!!

Because Sam & Max believe crimestomping should be fun, as an extra added additional bonus at no extra added additional charge, we have included a decorative assortment of entertaining mini-games. Here are some instructions and hints for these added diversions. Press "Q" to quit any mini-game.

WAK-A-RAT™ *At the carnival*

Experienced rat-whackers know to click on the hole as the rat is on the way up, not down. 20 rats whacked win you a keen prize!

HIWAY SURFIN'™ *Southwest corner of map*

Use the right mouse button to change lanes, the left mouse button to jump. Jump as many highway signs as possible. Scoring is 5 points for jumping over a sign. If Max jumps off the top of a sign he gets 20 points. If he jumps off several signs in a row, 20 points are added with each new sign, (40 for the second, 60 for the third, etc.) Crashing into them loses time for Max.

GATOR GOLF™ *Southeast corner of map*

There are two ways to play this game. One is to use golf balls to hit the various targets on the miniature golf course and see what happens. Click with "use" icon on the ball bucket and your cursor should become crosshairs. Your cursor becomes a golf flag anytime it's in an area Sam can hit with a golf ball. Move the flag where you want the ball to land, then left click. Now click on the "swing" button.

With the other variation, you are trying to attract gators for a specific purpose. Here you must provide your own gator lure, and use the golf flag to select a spot in front of the gators where you want them to swim. Otherwise, game play is exactly the same.

CAR BOMB™ *Snuckey's spin rack*

This game is played just like that stupid strategy board game you used to play with your kid brother. First click on a car and drag it over to the lefthand grid on the bottom. Cars can be rotated 90û by clicking the right mouse button. Place the

rest of your cars in the same manner. You also have trampolines to place. These are single squares that are "parked" in the same area as your cars, and, when placed, will bounce your opponent's bombs back to their home territory. Now pick your bombs—either the conventional bombs to the left which take out one square, or one of the two nukes on the right, that take out nine squares. Place your bombs on the top grid where you think Max's cars are.

SAM & MAX DRESS-UP BOOK™

Snuckey's spin rack

Here are lovable but naked Sam & Max, waiting for YOU to provide them with their new wardrobes. Click on either the left or right arrows, then click on the wardrobe item(s) you want Sam or Max to wear. Click on the arrow again to see how they look. If you want to change clothes, click again on the item of wardrobe you wish to discard, then pick out your new clothes.

MAX'S WAX PAINT BY NUMBERS BOOK™ *Snuckey's spin rack*

Click once to see Max's crayon box. Move the crayon's tip over the color you want to use, then click to select that color. Now move your crayon to the area you want to color, and click there. If you want to move the box to reveal other parts of the picture, click on the center of the box to turn it into an icon, then move the icon to a new part of the picture. Click on the crayon lid to quit. Continue the coloring process until you have created a masterpiece, then frame your monitor, take it to a gallery and sell it for BIG BUCKS! (Sam & Max make no guarantee as to the marketability of such a dubious item. In fact, they think it's a dumb idea.)

Sam & Max Hit the Road
IBM Reference Guide

Keyboard/Cursor Controls

You can use a mouse for cursor control if you have installed a compatible mouse driver. The right mouse button toggles through the verbs (or actions modes). These are WALK TO, LOOK AT, PICK UP, TALK TO and USE. The left mouse button activates the verb (or action mode) currently visible on the cursor. You may also have an inventory item on your cursor that you may use with an on-screen item by clicking the left mouse button. 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.

For keyboard cursor control, use either the arrow keys or the keypad. The ENTER (or 5) key corresponds to the left mouse button; the TAB key corresponds to the right mouse button.

All of the verbs used in the game can also be selected by using keyboard commands. Each key corresponds to one verb. Pressing the appropriate key once is equivalent to moving the cursor over the verb and pressing the controller button. The keys are mapped as follows:

Normal Interface Keys

W cursor changes to walk-to

T cursor changes to talk-to

U cursor changes to use

P cursor changes to pick-up

L cursor changes to look-at

O if there's an object on the cursor cycle, the cursor will change to it

E if there's an object on your cursor, Sam will look (eyeball, if you will) at it. (this saves the trouble of having to put objects back in the inventory to look at them)

I toggle inventory off and on

D cycle cursor forward through the inventory

A cycle cursor backward through the inventory

S jump cursor to end of inventory

Z jump cursor to start of inventory

Generally Useful Keys

B flip game in and out of film noir (black & white) mode

V flip game in and out of dummy verb mode, where verb cursors have names under them.

Q quits mini-games (Wak-A-Rat,™ Hiway Surfin',™ CarBomb,™ etc.)

Memory Alert

Sam & Max requires at least 570K (580K recommended) of free conventional memory to run. If your computer does not have sufficient memory to run Sam & Max, the game will alert you after starting. You should make a bootdisk.

Save/Load Instructions

Press F1 or 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 (to return to the game as it was before you pressed F1) or QUIT (to quit the game).

To SAVE Click on the SAVE option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Now you will be able to type a new name for that slot or use the backspace key to change the existing name and save over a previously saved game. Press ENTER or click on OK to save the game. Click on CANCEL if you have changed your mind and do not wish to save it.

To LOAD Click on the LOAD option. The current list of saved games will be displayed in slots along the left side of the screen. Click on the up and down arrows to scroll through the list; right-click on the up or down arrow to shortcut to the first or last save game slot. Select a slot by pointing the cursor to it and clicking. Click the cursor on OK to load the game, or CANCEL if you have changed your mind and do not wish to load it.

Function and Command Keys

Function and Command Keys	
Save or Load a Game	F1 or F5
Bypass a Cut-Scene	ESC or press both mouse/joystick buttons at once.
Restart the Game	F8
Pause the Game	SPACE BAR
Music Volume:	Softer [Louder]
Digital Sound Volume:	Increase ' Decrease ;
Text Line Speed:	Faster + Slower –
Clear Dialogue Line	. (period)
Mouse On	CTRL m
Joystick On *(Be sure to center joystick first.)*	CTRL j
Toggle Text On/Off	CTRL t
Exit Game (without saving)	ALT x or CTRL c
Version Number	CTRL v

Warning: Loading a previously saved game will cause you to lose the game you are currently playing. If you think you will want to return to the game as it was before you pressed F1, be sure to SAVE the game before LOADing a different one.

Troubleshooting

Please refer to the Troubleshooting Guide included in your LucasArts Archives box.

4

Star Wars Screen Entertainment for Windows

Featuring the INTERMISSION™ engine.

About Star Wars Screen Entertainment

Welcome! We hope you enjoy this unique screen utility, offering a peek behind the scenes of George Lucas' Star Wars, one of the most popular films ever made.

There are 14 modules included with this screen utility. Some will give you background information about the Star Wars universe, such as the Cantina and Blueprints modules. Others are more action-packed, such as the Jawas and Space Battles modules.

The screen entertainment uses Delrina's Intermission engine which allows you to add even more modules from other screen saver products, such as Opus 'n Bill from Delrina. If you're already familiar with Delrina's Intermission product, or if you just want to get started quickly, see the reference card for installation instructions.

Starting Screen Entertainment

Once Star Wars Screen Entertainment has been successfully installed, you should now see a program group called LucasArts. In this window will be an icon for the Intermission program.

Double-clicking on the icon will load intermission and place another icon on your desktop (note: If you would like Intermission to load auto-

matically, drag the Intermission icon into your Startup program group window. Once loaded, if the Intermission icon has a red "X" over it, then Intermission is loaded but not turned on). Double-clicking on the icon on the desktop will bring up the Intermission control panel.
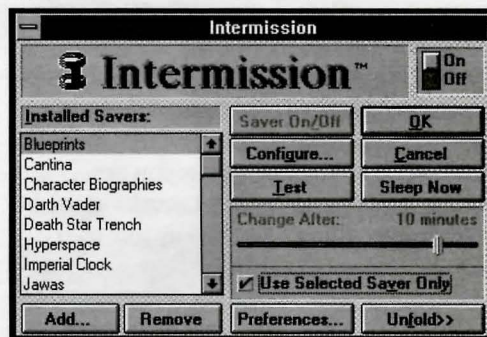
From this control panel you can customize how long the screen saver will wait before activating, which module or modules will activate when the screen saver "sleeps," what will wake it again, and more. You can also configure each module to its own specific settings described later in the section, The Modules.

Customizing Screen Entertainment

The control panel has many choices to help you customize the screen entertainment to your liking. Each option and its function is described

below. To select an option, simply click on the button corresponding to that option. Once all choices are made and you're satisfied with the configuration, click on OK and the control panel will close. If you do not click OK you will lose your settings. The Intermission icon will be on your desktop.

On / Off Button: This turns the screen saver on or off. Click next to On or Off to change the setting. Once again, when you click OK, you will see the icon on the desktop. If the screen saver is turned off, it will still be in memory, but the icon will have a red "X" on it.

Saver On/Off: Click here to toggle an individual module highlighted in the Installed Savers box on or off. A check mark will appear to the left of the module if it is on. Intermission will choose from only the modules that are on when it sleeps.

Configure: This is used to customize each module separately. Highlight the module you want to configure by clicking on it, then click on the Configure button. A dialog box will appear with options specific to that module. We'll get into the details later.

Test: This will run the selected module as it's currently configured. As the module runs, a dialog box will be present with all of that module's configuration options. From there you can change the options and see most results immediately. When everything's set the way you want, click on OK, and you'll return to the control panel with the settings saved. If you want to return to the control panel without saving the changes you've made, click on Cancel. The screen saver does not have to be switched on to test a module.

Sleep Now: This puts the screen saver immediately into sleep mode, activating the highlighted module. The screen saver must be switched On to use this option. The modules will not change if you have the Intermission Control Panel on the screen when it blanks.

Change After: This specifies the amount of time a module will play before the next selected screen saver activates. To increase or decrease the time, drag the slide bar right or left until the

amount of time you want is shown. The modules will not change if you have the Intermission Control Panel on the screen when it blanks.

Use Selected Saver Only: If you want to use only one module, click on the box to the left. A check will appear, and all other modules except the currently highlighted module will be turned off.

Add: Clicking on this will bring up the Add Saver Modules dialog box. From there you can import modules from other screen savers compatible with the Intermission engine. For more information, see "Adding New Screen Savers" later in this manual.

Remove: Clicking here allows you to delete the highlighted module in the list. An alert box will appear asking you to confirm the deletion. Click Yes to remove the module or No to cancel and return to the main panel. (Warning: This will delete that module from your hard drive and the only way to retrieve it is to copy the module from the Install.)
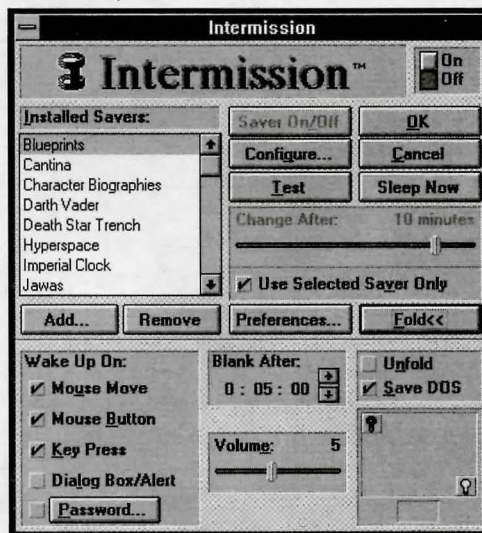
Preferences: This will bring up the Intermission Preferences panel. From there you can further customize the general operation of the Intermission engine. For details on using this panel, see "Setting Preferences" later in this manual.

Unfold>>: This will further expand the Intermission control panel to include more configuration options. When you choose this option, the Unfold button will change to the Fold button so you can return the control panel to its original size.

Wake Up On: In this box you can select what actions will wake up the screen saver.

Mouse Move: Selecting this option will wake the screen saver at any movement of the mouse. This option is on by default.

Mouse Button: Selecting this will wake up the screen saver when you press any mouse button. Again, this option is on by default.

Key Press: This option will wake the screen saver when any key (except alt and print scrn keys) is pressed. This option is also selected by default.

Dialog Box/Alert: Selecting this option will wake the screen saver when another program (such as e-mail) sends you a new dialog box or alert message. When this option is cleared (default), Intermission re-blanks the screen and informs you that another application needs your attention. This option is only available when you select any other option in the Wake Up On box. Otherwise, it is dimmed and unavailable.

NOTE: This option does not prevent Intermission from blanking the screen if a dialog box is already present- only if a new one is sent when the screen saver is active.

Password: This feature allows you to set a password that is required to wake up the screen saver. Clicking on the check box will activate the password and disable all other Wake Up On options. Clicking on the Password button will bring up the Set Password dialog box. See "Setting Passwords" later in the manual for details.

Blank After: Here you can specify how long the screen saver waits after the last key press or mouse movement to blank the screen with the selected module. You can set this delay from 1 second to 9 hours, 59 minutes, 59 seconds, in one-second increments.

To change the time, select the part of the

time you want to change, then type in a new value, or you can use the up and down arrows to increase or decrease the selected number.

Volume: This slide bar allows you to set the volume level for the modules' sounds and music. To raise or lower the volume, click and hold on the slide button and drag it right or left, respectively.

Unfold: Checking this option will force Star Wars Screen Entertainment to open in its expanded state. When this option is off, the screen saver will open in its folded state, hiding the lower section of the control panel.

Save DOS: This option is active and available only if you have installed the DOS Support Options during installation. When you select this option, the screen saver activates the 386 DOS Session Support (VXD) or the Intermission engine for DOS (TSR) and enables them to monitor and blank your DOS sessions.

The Save DOS option is available when running in 386 enhanced mode if the 386 DOS Session Support (VXD) is installed. It is also available in Real and Standard modes if the Intermission engine for DOS (TSR) is installed.

Monitor Corners: This allows you set a corner of your screen as either a Sleep Now or Don't Sleep corner. To set the monitor corners, use the rectangle with two light bulbs blinking.
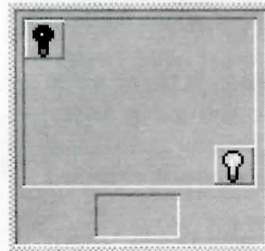
The rectangle represents your screen. The dark light bulb indicates the Sleep Now corner, and the bright light bulb indicates the Don't Sleep corner. Drag the light bulb of your choice to any of the four corners. If you now place and leave the cursor in the Sleep Now corner, the screen saver will immediately sleep. If you do the same for the

Don't Sleep corner, the screen saver will not sleep even after the wait time has elapsed.

If you do not wish to use either or any option, you can drag the icons to the "bullpen" below.

Adding New Screen Saver Modules

As explained before, you can add new screen saver modules to the screen saver or import modules from other screen savers compatible with the Intermission engine. Clicking on the Add... button will bring up the Add Saver Modules dialog box.

```
┌──────────────────────────────────────────┐
│ ═                Add Saver Modules        │
├──────────────────────────────────────────┤
│ Saver Filenames:   *.IMQ;*.IMX;*.AD;*.SCR │
│                                           │
│ Current Directory:  c:\saver              │
│                                           │
│ Saver Modules:      Directories:          │
│ ┌──────────────┐ ┌──────────┐             │
│ │battles.imx  ▲│ │[..]      │  ┌────────┐ │
│ │bios.imx      │ │[-a-]     │  │  Add   │ │
│ │bluprint.imx  │ │[-b-]     │  ├────────┤ │
│ │cantina.imx   │ │[-c-]     │  │ Cancel │ │
│ │hyperspc.imx  │ │          │  ├────────┤ │
│ │iclock.imx   ▼│ │          │  │  Help  │ │
│ └──────────────┘ └──────────┘  └────────┘ │
└──────────────────────────────────────────┘
```
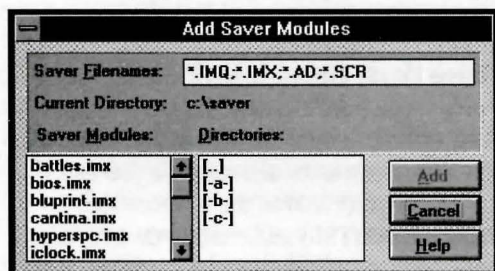
In the Saver Filenames box, the screen saver file extensions for the types of screen savers appear (for Intermission modules, these will have *.IMQ and *.IMX extensions). The available screen saver modules will be listed in the Saver Modules box.

Select the drive or directory containing the modules you want to add in the Directories box (the program's default directory is c:\saver). In order to add modules installed on the hard drive, click [..].

Select the modules you want to add in the Saver Modules box. Clicking on one or more modules will select it and clicking again will deselect it. Once all desired modules are selected, click on the Add button.

Listed below are the extensions for screen saver modules compatible with Intermission, and the source of the screen saver:

Extension	Source of Screen Saver
*.AD	After Dark 2.0 and earlier
*.IMX	Intermission
*.IMQ	Intermission

Extension	Source of Screen Saver
*.IW	IdleWild (from Microsoft Entertainment Packs)
*.SCR	Windows 3.0 & 3.1 with Multimedia Extensions
*.ASA	Intermission Animated Modules

Importing a Screen Saver Module

Intermission enables you to import modules from other screen saver applications. To do this, Intermission includes filters to support the screen savers listed above. Using these filters, you can add these screen savers just as if they were standard Intermission files. Although not seen in the Installed Modules box, these filters are still a form of Intermission module. The list of files that follows describes what each module filters.

Module	Filters these screen savers
IMXX_ADR.IMX	After Dark 2.0 and earlier versions filter
IMXX_SCR.IMX	Multimedia Windows and Windows 3.0 & 3.1 with Multimedia Extensions
IMXX_IWR.IMX	IdleWild screen savers

When these files are imported, they inherit Intermission features that are not common to their native program. These include improved DOS, and password support; more advanced configuration options; and SysMonitor support, among others. However, because of the differences of these modules, they cannot use some features.
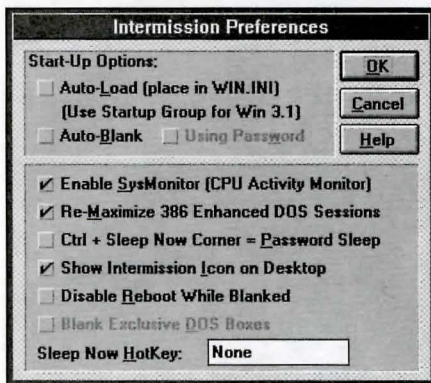
Setting Preferences

Clicking on the Preferences button will bring up the Intermission Preferences dialog box. These options allow you choose how you want to load the screen saver each time you run Windows, as well as how the screen saver will function in special circumstances.

Start-Up Options: With these options, you determine how you want to load the Intermission and the screen savers each time you run Windows.

Auto-Load (place in WIN.INI): Checking this option will place the Intermission engine on the LOAD= line in the WIN.INI file. This will automatically load and run the screen saver when you start Windows. For Windows 3.1, drag the Intermission icon into the Start-up Group.

Auto-Blank: Checking this option will cause the screen saver to sleep as soon as Windows is loaded. Used together with the Password option, this allows you to force users to enter a password to use Windows applications.

Using Password: This option is only available when you select the Auto-Blank option. After you select Using Password, you must enter the correct password to wake the screen saver up.

```
┌─────────────────────────────────────────────┐
│       Intermission Preferences                │
├─────────────────────────────────────────────┤
│ Start-Up Options:              ┌────────┐    │
│   □ Auto-Load (place in WIN.INI)│   OK   │    │
│     (Use Startup Group for Win 3.1)└────────┘  │
│   □ Auto-Blank  □ Using Password┌────────┐    │
│                                │ Cancel │    │
│ ☑ Enable SysMonitor (CPU Activity Monitor)    │
│ ☑ Re-Maximize 386 Enhanced DOS Sessions┌────┐ │
│ □ Ctrl + Sleep Now Corner = Password Sleep│Help││
│ ☑ Show Intermission Icon on Desktop  └────┘  │
│ □ Disable Reboot While Blanked                │
│ □ Blank Exclusive DOS Boxes                   │
│ Sleep Now HotKey:  [None          ]           │
└─────────────────────────────────────────────┘
```

Enable SysMonitor (CPU Activity Monitor): SysMonitor enables the Intermission engine to determine the amount of processing occurring in you system at any given moment. When you select this option, the engine will reduce the animation of the screen savers when the processor load becomes too heavy to permit normal operation. In this case, the screen saver will blank the screen without running a screen saver. NOTE: We recommend you select this option and leave it on all the time.

Re-Maximize 386 Enhanced DOS Sessions: Checking this option will allow the screen saver to determine how it will handle the screen when you're running a DOS session in Windows while in 386 Enhanced mode. When you select this option, the screen saver reverts to a full-screen DOS application if the screen was originally saved from a full-screen application. Otherwise, the screen saver will minimize your DOS application to an icon and return to the Windows desktop.

Ctrl + Sleep Now Corner = Password Sleep: Check this option to immediately password protect your system without having to re-configure the screen saver for password protection. To use this option, hold down the CTRL key and place the mouse cursor in the Sleep Now corner (the Sleep Now corner must be active). Now you must enter your password to wake the screen saver.

Show Intermission Icon on Desktop: Check this option to display the Intermission icon on the Windows desktop when the screen saver is loaded. If you are running Windows 3.1 or Windows with Multimedia Extensions, the icon will also appear in Control Panel. If you don't select this option, the screen saver will still load and run, but to change any of the settings you have to run the screen saver from either the Program Manager, File Manager, or Control Panel.

Disable Reboot While Blanked: This prevents anyone from bypassing the password protection by rebooting, by disabling the CTRL-ALT-DEL reboot key combination.

Sleep Now HotKey: This allows you to set a combination of keys that will immediately cause the screen saver to sleep. Click in the field and type the keys you want to use. Be sure to choose a key combination that isn't used by the active program, or you may get unpredictable results.

Setting Passwords

Click on the Password button to bring up the Set Password dialog box. This will allow you to define a password that you'll have to enter to wake the screen saver. You can also specify other options to protect your PC from unauthorized access.
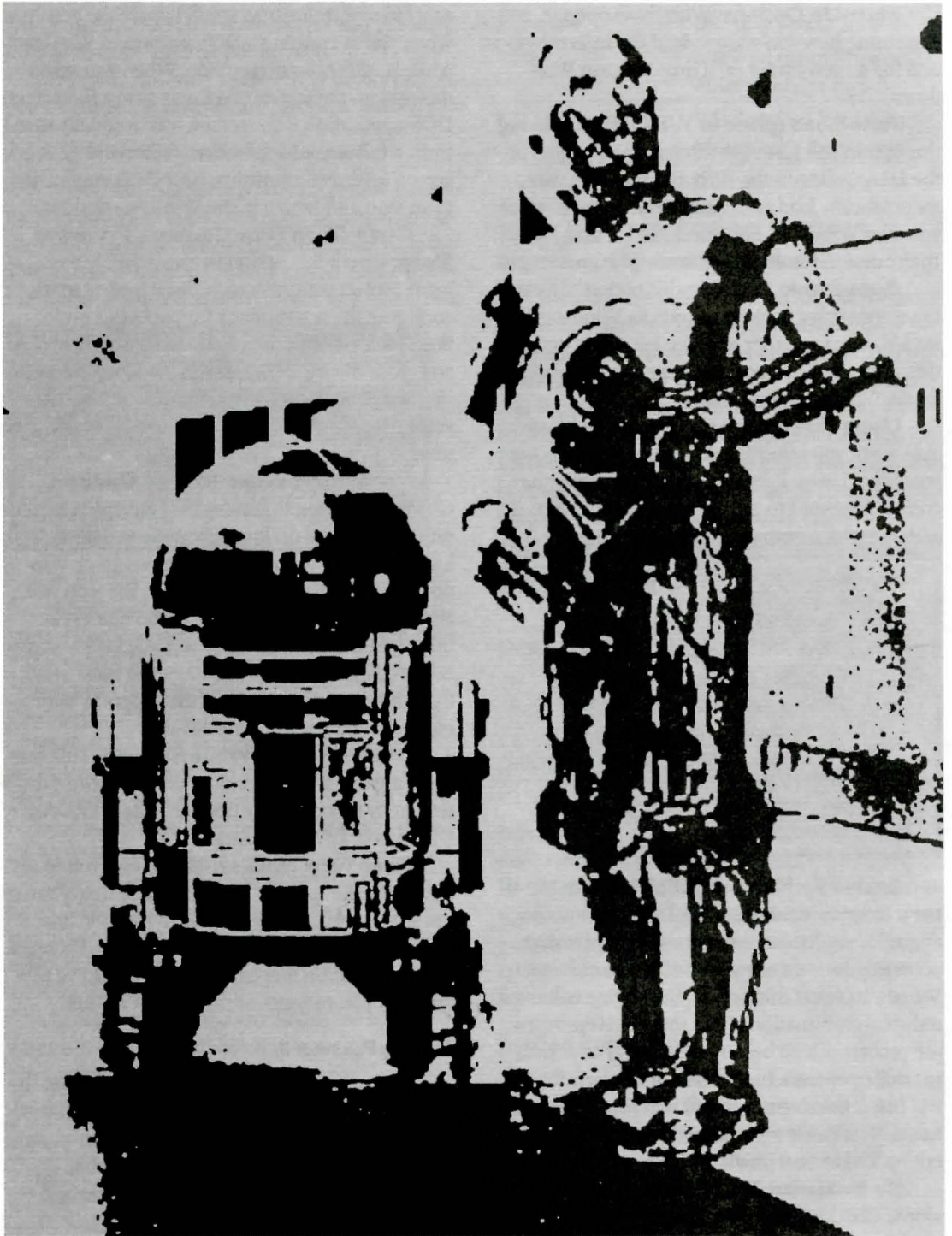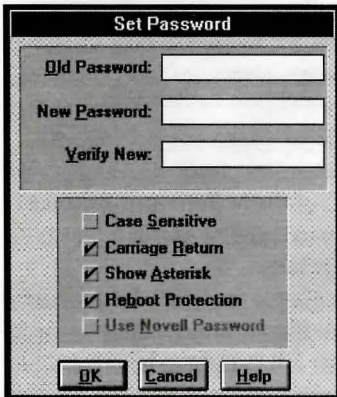
Once the password has been set and the screen saver is active, you can restore the screen by typing your password on the keyboard. There is no prompt or dialog box. Be sure to remember your settings for case sensitivity and carriage return when typing. WARNING: Remember your password! If you forget your password and there is no data you want to save, you can reboot your machine and delete the ANTSW.INI file from your Windows directory. However, all configuration information and your password will be lost.

To create or update a password, bring up the Set Password dialog box. In the Old Password field enter your old password (skip this step if you are entering a password for the first time). As you type your password, asterisks are displayed for each character you type.

Next, enter your password into the New Password field and press the tab key. Re-enter your password in the Verify New field to ensure you typed the word as you intended.

Select the desired password option (explained below). Press OK or ENTER to confirm your selection.

Set Password

Old Password: [   ]

New Password: [   ]

Verify New: [   ]

☐ Case Sensitive
☑ Carriage Return
☑ Show Asterisk
☑ Reboot Protection
☐ Use Novell Password

[OK] [Cancel] [Help]

Password Options

Case Sensitive: This forces the password to be typed exactly as it was entered with upper- and lower-case characters properly placed. If this option is off, there is no difference between the two.

Carriage Return: This forces you to hit ENTER or RETURN after the password is

entered. If this option is off, the screen wakes after the final character is typed.

Show Asterisk: This turns the asterisks on or off in the Old Password, New Password, and Verify New fields. This is helpful if you don't want anyone to see the number of characters in your password.

Reboot Protection: Select this option to prevent someone from attempting to bypass your password by rebooting the machine. If your screen is sleeping with the password enabled and the machine is rebooted, the screen will blank again with the password enabled.

Use Novell Password: This option is available if Novell Netware network or if Windows for Workgroups was detected during installation. Use this option to assign your existing Novell password to the screen saver. This allows you to use one password for both your screen saver and your network. Note that the Case Sensitive option is turned off and the Carriage Return option is turned on when this option is selected.

The Modules

Below is a description of each module and the different configuration options available to you to customize the module to fit your tastes and computer. Bring up each module's configuration screen by highlighting the module you wish to change, and clicking on the Configure... button. You can also double-click on the desired module and its configuration screen will appear. In all modules, clicking on Cancel will undo any configuration changes you've made, and clicking on OK will confirm any changes you've made.

BLUEPRINTS

Intercept transmissions of the schematics for the most complex and fiercest capital ships in the Star Wars galaxy, and learn the secrets behind the deadliest fleet in the Rebel and Imperial armadas.

Configuration Options

Sound Effects: Check the box to turn sound effects on; leave blank to turn them off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Image: Drag the bar left to right to change the image quality from Faster Update to Highest Quality. The higher the quality, the slower the screen saver will update.

Text Speed: Drag the bar right or left to increase or decrease the text print speed.

CANTINA

Take a walk on the seedy side and learn about the vilest scum in the galaxy. Hang out with the likes of Greedo and Ponda Baba in the infamous Mos Eisely Cantina, a bounty hunter's favorite stomping ground.

Configuration Options

Sound Effects: Check the box to turn sound effects on; leave blank to turn them off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Image: Drag the bar left to right to change the image quality from Faster Update to Highest Quality. The higher the quality, the slower the screen saver will update.

Text Speed: Drag the bar right or left to increase or decrease the text print speed.

CHARACTER BIOGRAPHIES

Who controls the fate of the galaxy? Learn about the saviors and destroyers who will influence the ultimate destiny of the Star Wars worlds.

Configuration Options

Sound Effects: Check the box to turn sound effects on; leave blank to turn them off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Image: Drag the bar left to right to change the image quality from Faster Update to Highest Quality. The higher the quality, the slower the screen saver will update.

Text Speed: Drag the bar right or left to increase or decrease the text print speed.

DARTH VADER

The Dark Lord of the Sith would like to have some words with you. Listen and heed.

Configuration Options

Speech Delay: Drag the bar left to right to increase the amount of time between sound bites.

Breathing: Check the box to turn on Darth's breathing.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Image: Drag the bar left to right to change the image quality from Faster Update to Highest Quality. The higher the quality, the slower the screen saver will update.

DEATH STAR TRENCH

Scream down the trench of the Imperial Death Star in an X-wing with a TIE fighter hot on your tail. Now where's that exhaust port...?

Configuration Options

TIE fighter: Check to have the TIE fighter appear.

X-wing: Check to have the X-wing appear.

Sound Effects: Check the box to turn sound effects on; leave blank to turn them off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

HYPERSPACE

Input coordinates and punch it. Watch through the cockpit of the Millennium Falcon as you make the jump to light speed.

Configuration Options

Sound Effects: Check the box to turn sound effects on; leave blank to turn them off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Image: Drag the bar left to right to change the image quality from Faster Update to Highest Quality. The higher the quality, the slower the screen saver will update.

Jump In: Drag the bar left to right to increase the amount of time the saver will wait to drop into hyperspace.

Ship Interior Foreground: Check to turn the

cockpit on; leave box blank to turn the cockpit off.

Number of Stars: Drag the bar left to right to increase the number of stars in the star field. The more stars, the slower the saver will run.

IMPERIAL CLOCK

Target the renegade Alliance base for destruction, and get the time! From the Death Star, watch as the fourth moon of Yavin comes into range.

Configuration Options

Sound Effects: Check the box to turn sound effects on; leave blank to turn them off.

JAWAS

The little thieves of Tatooine descend on your desktop to fix, steal and generally wreak havoc on your folders. They're also joined by droids, stormtroopers and R2-D2 to turn your desktop into a galactic free-for-all.

Configuration Options

Number of Jawas: Drag the bar right or left to increase or decrease the maximum number of Jawas that will appear on your screen. The more Jawas, the slower the screen saver will run.

New Jawa Delay: Sets how long (in seconds) the module will wait before sending out the next Jawa.

Sound Effects: Check the box to turn sound effects on; leave blank to turn them off.

LIGHTSABER DUEL

Now, relive the classic struggle between good and evil as Obi-Wan Kenobi and Darth Vader recreate their famous lightsaber duel on the Imperial Death Star.

Configuration Options

Sound Effects: Check the box to turn sounds on; leave blank to turn off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Erase Screen: Check box to blank screen before module runs; leave blank to use the desktop as the background.

POSTER ART

Now you can see some of the beautiful poster and concept art that came out of the original Star Wars design. Images never before seen on electronic media by artists like Ralph McQuarrie and Howard Chaykin are now on your screen.

Configuration Options

Sound Effects: Check the box to turn sounds on; leave blank to turn off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Image: Click next to the level of quality you wish the Posters to appear. The higher the quality, the slower the screen saver will run.

Poster Delay: Drag the bar right or left to increase or decrease the amount of time the screen saver will wait before displaying the next poster.

Artist Credit Caption: Check the box to see poster information; leave blank for no information.

Text Speed: Drag the bar right or left to increase or decrease the text print speed.

REBEL CLOCK COUNTDOWN TO DESTRUCTION

Watch from the Rebels' point-of-view as the Death Star clears the planet and takes aim at the Rebel base on the fourth moon of Yavin.

Configuration Options

Sound Effects: Check the box to turn sounds on; leave blank to turn off.

SCROLLING TEXT

Now you can leave messages or create your own opening to Star Wars and see it scroll into the distance in the famous Star Wars opening tradition.

Configuration Options

Distance: Sets the position the text will start at. The closer the distance, the larger the text will appear at the start. This will also cause the screen saver to run slower.

Scroll Speed: This sets the speed in which the text will scroll into the distance.

Text File: Shows the currently selected text file.

Font: Shows the currently selected font.

Select Text File: Click on this button to select a custom text file that you've created.

Select Font: Click on this button and the font selection and style dialog box will come up.

Font: Click on the font type you want. The change will show in the Sample box.

Font Style: Click on the style you want the font to be. The change will show in the Sample box.

Size: Click on the size you want the font to be. The change will show in the Sample box.

Align Text: Check how you would like the text to be justified; left, right, or centered.

Music: Check to turn on music, leave blank for no music.

Use Edit Box: Check this option to highlight and type in your message in the Edit Box. When the box is highlighted, click in the box and type your text. When the module sleeps, it will use the text in the Edit Box.

SPACE BATTLES

From the bridge of a Star Destroyer, you can watch the struggle between the Empire and Rebellion rage on as X-wings, TIE fighters, and massive capital ships do battle on your monitor.

Configuration Options

Sound Effects: Check to turn sound on; leave blank to turn it off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Foreground Viewport: Check to see the window of the Star Destroyer; leave blank to get a full space view of the battle.

Small Planets Drift: Check here to see the small planets drift by; leave blank to make small planets stationary.

Large Planets Drift: Check here to see the large planets drift by; leave blank to make large planets stationary.

Starships Drift: Check here to see the capital ships drift by; leave blank to make capital ships stationary.

Max. Large Planets: Drag the bar left or right to set the maximum number of large planets that will be placed on your screen. The more planets, the slower the screen saver will run.

Max. Small Planets: Drag the bar left or right to set the maximum number of small planets that will be placed on your screen. The more planets, the slower the screen saver will run.

Max. Ships: Drag the bar left or right to set the maximum number of capital ships that will appear on the screen. The more ships, the slower the screen saver will run.

New Scene In: Drag the bar left to right to increase the amount of time the module will wait to refresh the Battle scene.

STORYBOARDS

Star Wars as George Lucas meant it to be. The entire original screenplay including scenes never seen on film are here with accompanying storyboards and actual stills from the movie.

Configuration Options

Sound Effects: Check to turn sound on; leave blank to turn it off.

Music: Drag bar left to right to hear music Seldom, Often, Always, Never or Once.

Start Script: Choose where you would like the storyboard to begin each time the module sleeps.

Image: Click next to the level of quality you wish the Posters to appear. The higher the quality, the slower the screen saver will run.

Text Speed: Drag the bar right or left to increase or decrease the text print speed.

Troubleshooting

Please refer to the Troubleshooting Guide included in your LucasArts Archives box.

5

Rebel Assault
Special Edition

Featuring three action-packed playable levels from the best-selling game:

Level One

Flight Training: Scream through Beggar's Canyon in a T-16 skyhopper, learning valuable flight techniques before you enter into full-fledged space combat with the Imperial Forces.

Level Two

Asteroid Field Training: Dart past deadly asteroids and destroy objects in your target sight in this fast-paced mission that tests your sharp-shooting skills. Learn your lesson well and be ready for true battle.

Level Three

Protect Rebel Transport: You are now a full-fledged pilot for the Rebel Alliance. You're in the cockpit of an X-wing, nothing but starfields all around you, and a squadron of TIE fighters heading straight for your starfighter. Defend yourself against the Imperial advance and protect the Rebel Transport at all cost!
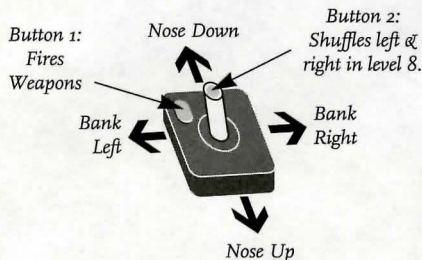
To Play

Insert Rebel Assault into your CD-ROM. Change to your CD-ROM drive and type: REBELSE and press enter.

{Example: **Type d:** and then press **enter**. Then type **rebelse** and press **enter**.}

Keyboard Commands

Spacebar Pause the game

Q Quit

J Joystick Calibration

Esc Skip through Cut Scenes

O Options Screen

Troubleshooting

Please refer to the Troubleshooting Guide included in your LucasArts Archives box.

Joystick Controls

Button 1: Fires Weapons

Nose Down

Button 2: Shuffles left & right in level 8.

Bank Left

Bank Right

Nose Up

Mouse Controls

Fire Weapons

Nose Down

Bank Left

Bank Right

Nose Up
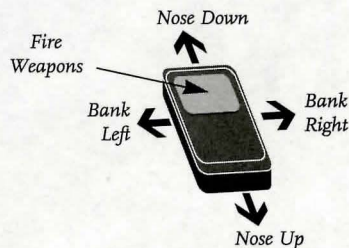
6

The LucasArts Super Sampler

Installing and Running the LucasArts Super Sampler Demos

1) Insert The LucasArts Archives' Super Sampler CD into your CD-ROM drive.

2) Change to your CD-ROM drive. (D: on most systems)

Example: From C:> type **D: <enter>**

3) Type ARCHIVE and press ENTER.

Example: From D:> type ARCHIVE <enter>

4) This will bring you to the Main Menu. From the Main Menu you can go to the Demo Menu, Instruction Menu or go to the bootdisk-maker program. (It is highly recommended to make and use a bootdisk before running or installing the demos.)

5) To run or install the demos simply go to the Demo Menu and then select the desired demo.

The first time you select a demo you will be required to set up your sound card. After you have selected a game you will automatically be brought to the sound setup program. Then just follow the simple instructions in the sound program. If you wish to change the sound setting just select "change sound settings" from the Main Menu. (Note: Dark Forces has a separate sound setup and can't be changed from this menu. Select the Dark Forces Instructions/Readme for more information on how to change sound settings.)

Making a Bootdisk

If you are experiencing problems running or installing the demos you should make a bootdisk. The bootdisk will maximize your system configuration and should allow the demos to run smoothly. To make a bootdisk select "Make a bootdisk" from the main menu on The LucasArts Archives Super Sampler demo CD. Then carefully follow the bootdisk instructions. Or type BOOTDISK from the CD drive.

Example: Change to your CD drive. (D: return on most systems) then type BOOTDISK.

Additional Information

Any additional information for installing or running the demos can be found by going to the Instruction Menu on The LucasArts Archive Super Sampler CD and then selecting the information desired. Or you can view the README files by changing to the CD-ROM drive (D: on most systems), typing EDIT README.TXT and pressing the return key.

Dark Forces = DFREAD.TXT

Full Throttle = FTREADME.TXT

The Dig = DIGREAD.TXT

Rebel II = REBLREAD.TXT

TIE Fighter = TIEREAD.TXT
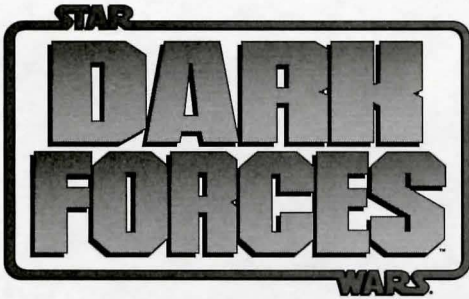
Installing Dark Forces

1) Insert The LucasArts Archives CD into your CD-ROM drive.

2) Change to your CD drive (D: on most systems).

Example: From C:> type D: <ENTER>

3) Type ARCHIVE and press RETURN.

Example: From D:> type ARCHIVE <ENTER>

4) From the Main menu select Demo Menu. (Or the Instruction Menu to obtain the latest information on the demos.)

5) From the Demo Menu select Install Dark Forces.

NOTE: The Standard Install will occupy about nine megabytes of hard drive space.

6) You will now see the Sound Setup Utility. Follow the instructions shown at the bottom of the screen in the box marked Description.

NOTE: At any time you can run the utilities listed in the Installation Utility Menu by typing setup from the directory to which Dark Forces has been installed (C:\lecdemos\DFdemo is the default).

Running Dark Forces

IMPORTANT: Dark Forces launches from the hard drive, but you will still need to have The LucasArts Archive CD in your CD-ROM drive.

1) Change to the directory on your hard drive where Dark Forces is installed (C:\lecdemos\DFdemo is the default) by typing CD\LECDEMOS\DFDEMO and pressing ENTER.

2) Type DARK and press RETURN.

The README.TXT File

Elite Rebel Intelligence agents risk their lives everyday to ensure that our knowledge of Imperial plans and capabilities is as up to date as possible. You'll find the latest information in the README.TXT file. To read it:

1) From the INSTALL menu select Read Readme File or select Dark Forces Information from The LucasArts Archives information screen.

2) Change to your Dark directory on your hard drive or CD-ROM drive (i.e. D:\LECDEMOS\DFDEMO and type EDIT README.TXT and press ENTER.

Want the Entire Game?

Visit your favorite software retailer or call 1-800 STARWARS.

Quick Reference Game Controls

[NOTE: Control devices can be configured in almost any combination by running the install/setup utility (see "Installing Dark Forces" above) and selecting Configure Controller Setup.]

Keyboard Commands

Movement

| | (up arrow) Forward | | (right arrow) Rotate Right |
| | (left arrow) Rotate Left | | (down arrow) Back |

Spacebar (open /push / pull / toggle P.D.A.)

> OR **Alt** + **→** Strafe/Dodge right

> OR **Alt** + **←** Strafe/Dodge left

C Crouch or Duck **X** Jump

Shift Speed mode

CpsLck Slow Mode (Caps Lock)

View

PgUp Look down

PgDn Look up
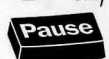
5 Center View (keypad)

Weapons

Ctrl Primary Fire

Z Secondary Fire

0 TO **9** Select weapon (0-9)

F8 Put weapon in holster

F9 / **F10** Cycle through weapons (backwards/forwards)

Feature Controls

Tab Overhead Map

+ / **-** Zoom map (in/out)

F1 Personal Digital Assistant (P.D.A.)

F2 Goggles on/off

F3 Cleats on/off

F4 Gas Mask on/off

F5 Head lamp on/off

F6 Head Wave on/off

F7 H.U.D. on/off

Pause Pause Game

Alt + **+** OR **-** Change screen size

Backspace Toggle current/last weapon

Alt **F8** Toggle automount on/off

Joystick

Stick forward . . . . .Move forward
Stick Back . . . . .Move backward
Stick Right .Rotate Right
Stick Left . . . . .Rotate Left

The Heads Up Display

The Heads Up Display (or HUD) shows certain vital information you will want to constantly monitor. The two green arcs on the left side show your shield status with corresponding numerical measurement below in green, and the the the red arc monitors your vital signs to give you an overall health reading, also with a corresponding numerical value below in red. The red number to the right represents your "lives." When a life is lost, continue play by pressing the space bar. The right side of the HUD displays your battery power/weapons status. The large red number displays either your power units (the equivalent of ammunition) for pistol/rifle type weapons, or the number of actual units in the case of grenades or mines (timed floor explosives). Certain accessories (such as light goggles) may cause a drain on your battery power, so use them sparingly. The smaller green number represents the number of rockets for your rocket launcher, and only appears when you use this weapon.

Troubleshooting

Please refer to the Troubleshooting Guide included in your LucasArts Archives box.

To Start

Follow the instructions for starting the Archive demo CD. (See The LucasArts Archives Demo instructions listed above.)

To play the Full Throttle demo, simply select Full Throttle from the The LucasArts Archives demo menu. (For more information select Demo Instructions from the Archive Main Menu. The instructions contain mouse controls and a general overview of the game.)

Full Throttle Key Commands

W Walk to

K Kick

P Pick up/Punch

E Examine

I Inventory

T Talk to

+ Speed up text display

− Slow down text display

] Increase music volume

[Reduce music volume

' Increase voice volume

; Reduce voice volume

Esc Escape cut scenes

Spacebar Pause game

Ctrl T Toggles text display on and off

Ctrl C OR

Alt X OR **Alt Q** Quit to DOS

NOTE: Pressing keys other than the ones indicated above may cause your the demo to lock up.

Performance Issues

The Full Throttle Demo contains a preview of an exciting new addition to this genre of game in the Biker Road Duel section. This part of the demo may appear somewhat slow on older computers that do not have accelerated video hardware (a VL or PCI Local Bus video card).

Joystick Control

There is currently NO support for joystick control in the demo. Please use your mouse to control Ben.

Additional information may be found by referring to the Instruction Menu on The LucasArts Archives demo CD. Or by typing EDIT README.TXT from the root directory of The Lucas Archives Super Sampler CD.

(Example: Type " D: " and press ENTER. Then type EDIT README.TXT and press ENTER)

THE DIG™

To Start Follow the instructions for starting the The LucasArts Archives demo CD. (See Installing and Running The Super Sampler Demo on page 45 of this manual.)

To play The Dig demo, simply select The Dig from Super Sampler demo menu. For more information select Demo Instructions from the Super Sampler Main Menu.

To Play To talk to other characters, simply point the cursor & left click the mouse button. This will bring up an option menu which will allow you to ask questions, make statements & end the conversation.

To look at objects or to pick up an item, simply left click on the desired object. You can now use this item or store it in your inventory box. The inventory box is located in the lower left corner of the screen. To open the inventory just click on the box or press the right mouse button. Once in the inventory box you can look at or use the stored items. To look at an item click on the magnify glass and then onto the desired item. To use an item, click on it and then. move the cursor outside of the inventory box or right click the mouse. The cursor will change to the inventory item. You can now use this item with surrounding objects by moving it around and left clicking the mouse button. To exit the demo, press Ctrl-C or press F5 and choose quit.

Viewing Rebel Assault II & TIE Fighter Demos

Both the Rebel Assault II and TIE Fighter demos can be viewed by simply selecting them from the LucasArts Archives demo menu. (See "Installing and Running Demos" for more details.) Note: these are non-interactive demos.

HOW TO REACH US

Please be certain you have read and checked each section of the Troubleshooting Guide before calling Technical Support. Although we are more than happy to assist you, we often find that many problems can be solved by simply checking the Troubleshooting Guide and the game's READ ME file. Please also be aware that due to the millions of software and hardware configurations possible, you may still have to refer to your computer dealer, hardware manufacturer, or software publisher to properly configure their product to run with our games.

When you call please be sitting in front of your computer with paper and pen, and gather as much pertinent information about your computer as you can assemble: make, model, peripherals, RAM and disk size, graphics card, monitor and the information in your CONFIG.SYS and AUTOEXEC.BAT files.

ANY QUESTIONS?
Call our Technical Support line at:
415-507-4545

Technical Support FAX
415-721-3482
Starting October 1, 1995, please fax us at 415-507-0300.

Technical Support BBS
415-257-3070
Starting October 1, 1995, please call 415-507-0400.

You can also write to Technical Support at:

LucasArts Entertainment Co.
P.O. Box 10307, San Rafael, CA 94912

Product Support hours are 8:30 am to 6:00 pm Pacific Standard Time, Monday-Thursday; 8:30 am to 5:00 pm Pacific Standard Time, Friday.

WHERE TO FIND US ONLINE

CompuServe
Game Publishers Forum A
(GO GAMAPUB)
section 7
Or send e-mail to ID# 75300,454

America Online
Keyword "LucasArts"
Or send e-mail to LUCASARTS3

Internet E-Mail
75300.454@compuserve.com
Or send e-mail to LucasArts3@AOL.com

NEED MORE HINTS?

Please do not call Technical Product Support for HINTS, as they do not give hints over the phone. However, you may call our 24-hour automated hint line at:
1-900-740-JEDI
(1-900-740-5334) This service costs 75 cents a minute, and you must be over 18 years old or have your parents' permission to call.

Hintbooks Available!

TO ORDER GAMES, STRATEGY GUIDES AND OTHER STUFF CALL:
1-800-STARWARS
(1-800-782-7927) United States/Canada
1-408-642-0212 International
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