SIERRA GAME MANUAL

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

Menu Commands will be **CAPITALIZED.**

>   Example: SAVE, RESTORE, QUIT, PLAY

Typed commands will appear as **BOLD TYPE.**

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

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

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

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

The brackets are **not** keystrokes and should **not** be typed.

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

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

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

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

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

ALL SYSTEMS:

READING FILES

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

MS-DOS README INSTRUCTIONS

NOTE: The README file is on the STARTUP DISK.

From DOS, type **more<readme** to see the **README** file onscreen.

ATARI ST README INSTRUCTIONS

NOTE: The readme file is contained on the STARTUP DISK.

To view the **README** file from the desktop, double-click on the **README.DOC** icon. You will see a message box with choices for **SHOW**, **PRINT**, and **CANCEL**. Choose **SHOW** to view the file on-screen one page at a time. Press [**ENTER**] to see the next screen. Choose **PRINT** to print the file. Choose **CANCEL** to escape the message box.

AMIGA README INSTRUCTIONS

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

MACINTOSH README INSTRUCTIONS

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

ALL SYSTEMS:
Getting Started

MAKE BACK-UPS

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

CREATE A 'SAVE GAME' DISK

Even if you will be playing from a hard disk, you may want to format a blank diskette for saving games. Follow your computer's instructions to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see **'Saving Your Game'** (page 15).

MS-DOS SYSTEMS:

Installing Your Sierra Game

> **IMPORTANT: In order to play your Sierra Game, you MUST have a Hard Disk.**

There are <u>two</u> Hard Disk Installation options to choose from:

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

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

1. Make copies of the set of disks you will be using to install and play the game.
2. Find the diskette entitled **STARTUP DISK.** Place this diskette in your floppy drive.
3. Type the letter of the drive containing the **STARTUP DISK** (Example: **a:**) and press enter. Type **install** and press [ENTER].
4. Answer the onscreen questions, using the up and down [Arrow] keys to move the highlight to the desired place. You will be asked if you wish to install the game on your hard disk. Enter the letter designation of your hard disk (usually c) and follow the prompts.

Loading Instructions

From the Sierra directory *(or the game directory)*, type the game initials

> Example: **sq4** for Space Quest IV

and press ENTER.

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

ATARI ST

Hard Disk Installation

There are two Hard Disk Installation options to choose from:

1. You may choose to copy the contents of all game disks to your hard disk. To copy the entire game to your hard disk, follow all six steps listed below.

2. If you don't have enough disk storage space to install the entire game, you may choose to copy only the contents of the **STARTUP DISK** onto your hard disk. As you play the game, you will be prompted to insert other game disks as necessary. To do this, follow only steps 1 thru 4 listed below.

> 1. Open the hard disk by double-clicking on its icon.
> 2. Create a game folder by choosing **NEW FOLDER...**from the File menu. Name the new folder, then open it by double-clicking on its icon.
> 3. Place the **STARTUP DISK** in drive a:.
> 4. Copy the **STARTUP DISK** into the new game folder by dragging the drive a: icon into the window you opened in Step **2**.
> 5. Repeat steps **3** and **4** for each of the other game disks.
> 6. Put the master disks away in a safe place.

Choose a Music Device (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

> 1. Open the game disk/folder by double-clicking on its icon.
> 2. Run the MUSIC program by double-clicking on the **MUSIC.PRG** icon.
> 3. Select **MUSIC DEVICE** from the Options menu.
> 4. Select your synthesizer (or 'Atari ST Internal Sound') by clicking on the appropriate button. Then click on OK.
> 5. Select **INSTALL GAME** from the File menu. This will replace the RESOURCE.CFG file on your disk.

> **NOTE:** It is important to turn your synthesizer **on** before starting the game.

Loading Instructions

NOTE:YOU MUST HAVE EITHER A HARD DISK OR <u>TWO</u>
<u>DISK DRIVES</u> TO PLAY YOUR SIERRA GAME ON YOUR ATARI ST.

From Diskettes:
1. Place the **DUAL FLOPPY PLAY DISK** in drive a:, and open the disk by double-clicking on its icon.
2. Start the game by double clicking on **SIERRA.PRG**.

From A Hard Disk:
1. Open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon.
2. Start the game by double-clicking on **SIERRA.PRG**.

NOTE: IF YOU CHOSE <u>SMALL</u> <u>INSTALL</u>, THE GAME WILL PROMPT
YOU TO INSERT ADDITIONAL DISKETTES AS REQUIRED.

AMIGA

Hard Disk Installation

> At least 1M of memory is needed in order to run your
> Sierra game on your Amiga.
>
> NOTE: RENAME your copies of all game disks to remove the
> words 'COPY OF' from the disk name. If the words 'COPY OF' are
> not removed from the disk names of ALL the copies, the system will
> continue to ask for the original disk, and will not run the game.

There are two Hard Disk Installation options to choose from:

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

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

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

AMIGA 3000

HARD DISK INSTALLATION INSTRUCTIONS

1. Boot your system with Workbench and insert the **STARTUP DISK**
   into Drive DF0.
2. Double-click on the disk icon, then double-click on the **INSTALL** icon.
3. Clear or backspace over the default drive (DF0). Type **work**, then
   press [ENTER].
4. Follow the onscreen prompts to complete the installation.

Loading Instructions

From Diskettes:

> NOTE: YOU <u>MUST</u> HAVE TWO DISKETTE DRIVES TO
> PLAY FROM DISKETTES.

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

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

From Hard Disk:

1. Load Workbench and double-click on your hard disk icon.

> NOTE: <u>AMIGA</u> <u>3000</u> USERS, CLICK ON THE <u>WORK</u> ICON.

2. Double-click on the **SIERRA** drawer.
3. Double-click on the **SIERRA GAME** drawer.
4. Double-click on the **SIERRA GAME** icon.

AMIGA 1000

LOADING INSTRUCTIONS WITHOUT A HARD DISK

1. Boot your system with Kickstart.
2. When the Workbench disk appears onscreen, insert the **DUAL FLOPPY PLAY DISK** in Drive DF0.
3. Insert **GAME DISK 1** in Drive DF1.

You will be prompted to insert additional diskettes as required.

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

MACINTOSH

Hard Disk Installation

There are two Hard Disk Installation options to choose from:

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

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

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

Starting Instructions

After completing the **INSTALL** procedure:

From Diskettes:

1. Place the **back-up copy** you have made of the **DUAL FLOPPY PLAY DISK** in the diskette drive.
2. Place the backup copy you have made of **GAME DISK 1** in the other diskette drive.
3. Double-click on the **SIERRA GAME** icon.

From Hard Disk:

1. Double-click on the **SIERRA** folder.
2. Double-click on the **SIERRA GAME** folder.
3. Double-click on the **SIERRA GAME** icon.

ALL SYSTEMS:

Playing Your Sierra Game

Using a Mouse
To activate the icon bar, move the cursor to the top of the screen. To position the on-screen cursor, move the mouse to the desired position. To move your character, position the cursor and click the mouse button. To execute a command, click the mouse button (multi-button mouse users, click the *left* button). For more detailed mouse instructions, see below:

1-Button Mouse
Click = ENTER
[SHIFT-CLICK] to cycle through available cursors.
[CTRL-CLICK] to toggle between WALK and last active cursor.

2-Button Mouse
Left-click = ENTER
Right-click = Cycle through available cursors.
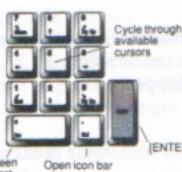[CTRL-CLICK] to toggle between WALK and last active cursor.

3-Button Mouse
Left-click = ENTER
Middle-click = Toggle between WALK and last active cursor.
Right-click = Cycle through available cursors.

Cycle through available cursors

Toggle between WALK and last cursor chosen

Open icon bar

[ENTER]

Using a Keyboard to Play Your Sierra Game
To position the onscreen cursor or move your game character using a keyboard, press a direction key on the *numeric keypad,* or *cursor keys.* To stop your character, press the same direction key again. To execute a command, press [ENTER].

Using a Joystick
To position the onscreen cursor using a joystick, move the stick in the desired direction. To execute a command, press the FIRE button. For more detailed joystick instructions, see below:

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

| WALK | LOOK | ACTION | TALK | SMELL |

Using Icons and Cursors

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you.
To open the icon bar, press [ESC] or move the mouse cursor all the way to the top of your screen.
Some icons will have a menu of choices. Use the [Tab] key to move between choices within an icon menu.

The *Walk* Icon

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

The *Walk* Cursor (mouse mode only)

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

> NOTE: In Keyboard and Joystick mode, your character's destination will be assumed to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped.

The *Look* Icon

Choose *Look* when you want to have your character look at something onscreen.

The *Look* Cursor

When you choose *Look*, the cursor will change to an **eye**. Place the eye at the desired place on the screen and click the mouse button or press [ENTER]. If there is something to be seen at this place, a message will be displayed.

The *Smell* Icon

Choose *Smell* when you want to have your character smell something onscreen.

The *Smell* Cursor

When you choose *Smell*, the cursor will change to a **nose**. Place the nose at the desired place on the screen and click the mouse button or press [ENTER]. If there is something to be smelled at this place, a message will be displayed.

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TASTE   CURRENT   INVENTORY   SYSTEM   HELP
OBJECT

The *Taste* Icon
Choose *Taste* when you want to have your character taste something onscreen.

The *Taste* Cursor
When you choose *Taste*, the cursor will change to a **tongue**. Place the tongue at the desired place on the screen and click the mouse button or press [ENTER]. If there is something to be tasted at this place, a message will be displayed.

The *Action* Icon
Choose *Action* when you want your character to manipulate an object.

The *Action* Cursor
When you choose *Action*, the cursor will change to a **hand**. Place the hand at the desired place onscreen and click the mouse button or press [ENTER]. The necessary action will be performed.

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

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

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

The *System* Icon
When you choose the *System* icon, several options will be displayed; SAVE, RESTORE, RESTART, QUIT, PLAY, VOLUME, SPEED and DETAIL.
Choose **SAVE** when you want to save your game in progress. Choose **RESTORE** to restore a previously saved game.
For more instructions on saving and restoring games, see page 15, 16.
Choose **RESTART** to begin the game again.
Choose **QUIT** to stop playing and return to DOS.

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

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

The **DETAIL** lever adjusts the amount of non-essential animation in the game; if your computer system is running the game too slowly, you may want to adjust the game detail to eliminate non-essential animation. Place the cursor on the lever and hold down the left mouse button as you move the lever up (more detail) or down (less detail).

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

The *INVENTORY* Icon
Choose **Inventory** when you want to see and select from the items you are currently carrying. Within the Inventory screen are several options: **?**, **Look**, **Action**, and **OK**. Choose **?** and click on any menu icon to learn the function of the icon. Choose **Look** and click on any inventory item to get a description of that item. Choose **Action** and use the *Action* cursor to use an inventory item to take action on another inventory item (Example: putting jewels into a pouch). To select an item for use, click on the **Arrow** icon, then click on the desired inventory item. (See **Inventory Object Cursors**, below.) Choose **OK** to leave the Inventory screen and return to the game.

Inventory Object Cursors
Each item in your inventory has a special *object* cursor associated with it. Each of these cursors looks like the object it represents. *Object* cursors can be used to perform game actions with your inventory items.

To use an *Object* cursor in the game, follow the steps below:
1. From the game, choose the **Inventory** icon from the icon bar, or press the [Tab] key.
2. Move the arrow cursor to the inventory item you want to use, and press [ENTER]. The cursor will change to look like the item you have selected.
3. Choose the **OK** icon. You will exit the inventory screen to the game.
4. Move the *Object* cursor to the place onscreen where you want to use the inventory item and press [ENTER].

PAUSING YOUR GAME

If you wish to pause the game, select the *System* icon from the icon bar. The game will pause until you select PLAY to resume play.

SAVING YOUR GAME

IMPORTANT!! If you're playing from diskettes, you must have a separate formatted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, in order to assure adequate space for save game storage.

To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress.

You may name your saved games using standard English phrases. For example, if you are standing on a beach, you might call your game '**standing on beach**', or simply '**beach**'.

SINGLE DISKETTE DRIVE SYSTEMS

1. Choose the *System* icon (slide lever) from the icon bar, then select SAVE. The Save Game menu will appear.
2. Select CHANGE DIRECTORY. Press [Ctrl-C] to clear the command line, and type **a:**.
3. Select OK, and press [ENTER].
4. Type the description of your saved game, and press [ENTER] to save the game. When the process is complete, you will be prompted to re-insert the game diskette.

DOUBLE DISKETTE DRIVE SYSTEMS

1. Choose the *System* icon (slide lever) from the icon bar, then select SAVE. The Save Game menu will appear.
2. You will be prompted to insert your Save Game diskette into your primary drive (example: a:). Using your [Tab] key, select CHANGE DIRECTORY*.
3. Press [Ctrl-C] to clear the command line, and type the name of your secondary drive (example: **b:**), and the name of the directory* you wish to save to.
4. Insert a blank formatted diskette in your secondary drive.
5. Select OK, and press [ENTER].
6. Type the description of your saved game, and press [ENTER] to save the game.

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HARD DISK USERS

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

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

RESTORING YOUR GAME

1. Choose the *System* icon (slide lever) from the icon bar, then select
   RESTORE. You will be prompted to select the game you wish to restore.
   (On a single drive system, select CHANGE DIRECTORY. Press
   [Ctrl-C] to clear the command line, and type **a:** . Select OK and
   press [ENTER].
2. Highlight the desired game and select **RESTORE**.
3. If the game you wish to restore is in a different directory, select
   CHANGE DIRECTORY, then type the name of the directory* you
   wish to restore from.

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

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

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

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

> NOTE: Some message windows are program controlled, and cannot be
> cleared by pressing [ENTER]. These windows will clear automatically.

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

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

GET objects you think you will need. You can see an inventory of items on hand by choosing the *Inventory* icon at any time, or by pressing the [TAB] key.

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

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

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

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path. If all else fails, you can write to us for hints. You can also buy the *Sierra Game Hint Book* from the dealer who sold you the game, or order it directly from Sierra On-Line by calling **(800) 326-6654**.

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

NEED A HINT?

If you need a hint while playing a Sierra game, try the following ideas:

1. If you have a modem, you can talk to the Sierra Bulletin Board through the following number:

    (209) 683-4463

    Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

2. Many other bulletin boards also provide hints to many of our games.
    A. Compuserve: Go into the Gamers Forum (GO GAMERS) or write E-Mail to 76004,2143.
    B. Prodigy: Write E-Mail to 'HTWS90E', or go to the PC Club and enter the adventure games forum (Jump: PC CLUB).
    C. PCLink: Select PCLink Plus, enter Publisher's Connection, select Publishers Forums, then Sierra On-Line. E-Mail may be written to the User ID 'SierraOnLi'.
    D. AppleLink: Select the KEYWORD option from the 'Goto' menu, and type: **Sierra**. E-Mail may also be written to the User ID 'Sierras'.
    E. GEnie: From the main menu select 10 (Games), then select 1 (Games Round Table). Select 1 (Games Bulletin Board), and type **set 22** at the '?' prompt. This will take you into the Sierra On-Line area.

For more information on these BBS lines, you can call these toll-free numbers:

Compuserve	**(800) 848-8199**
Prodigy	**(800) 822-6922**
PCLink	**(800) 458-8532**
AppleLink	**(800) 227-6364**
GEnie	**(800) 638-9636**

3. The magazine Questbuster's Journal is a helpful source of many game hints. For a subscription, write to:

    Shay Adams, P.O. Box 5845, Tucson, AZ 85703

4. Your local software dealer may carry our hint books, or may be willing to order them for you.

5. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call (800) 326-6654 to place your order with a Visa, MasterCard or American Express card, or write:

    Sierra On-Line Inc.
    Order Department
    P.O. Box 485
    Coarsegold, CA 93614

6. Call our automated hint line at **(900) 370-KLUE** to receive a hint.
   NOTE: California residents, please dial (900) 370-5113.

THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGES ARE: 75 CENTS FOR THE FIRST MINUTE AND 50 CENTS FOR EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENT'S PERMISSION TO CALL. THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN ON OTHER SIERRA TELEPHONE LINES.

7. Write a letter to the Sierra Hint Department,
   P.O Box 485, Coarsegold, CA 93614

PROBLEM DISK?

TECHNICAL HELP (MS DOS ONLY)
If the game colors seem dull or washed out, please try adjusting your monitor's brightness, and contrast before assuming the program disks are faulty.

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

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

DATA ERROR READING DRIVE A: this message means you have a bad disk.

INSERT DISK #_: (when you have inserted that disk) means you may need to create a boot disk. See BOOT DISK INSTRUCTIONS, below.

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

SECTOR NOT FOUND READING DRIVE A: while reading any MS-DOS game disk means you have a bad disk. See REPLACING DISKS, below, for more information.

If, after loading the game, you see only a blank screen:
You may have made incorrect graphic or sound support choices during the Install procedure. Rerun the installation, and choose again

If, after loading the game, you see only a blank screen with a mouse pointer:
You may have one of the newer SoundBlaster cards without CMS chips installed, and you may have selected GameBlaster support during the Install procedure. Reinstall, selecting AdLib support.

> **IF YOU ATTEMPT ANY OF THESE SOLUTIONS AND THE PROBLEM PERSISTS, CALL SIERRA TECHNICAL SUPPORT 209) 683-8989 FOR ASSISTANCE.**

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

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

FORMATTING FROM A HARD DISK

1. Insert a blank disk into Drive A:
2. At the C: prompt, type: **format a: /s [ENTER]**.

> Note: If your A: drive is a 5.25" <u>high</u> <u>density</u> drive, using a low density disk, type: format a: /s /t:40 /n:9
> If your A: drive is a 3.5" <u>high</u> <u>density</u> drive, using a low density disk, type: format a: /s /t:80 /n:9

3. Follow the DOS prompts.

FORMATTING FROM A DISKETTE DRIVE

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

NOW YOU WILL NEED TO CREATE A CONFIG.SYS FILE FOR YOUR BOOT DISK:

4. Insert your formatted blank disk into Drive A:.
5. Type: **a:** [ENTER].
6. Type: **copy con config.sys** [ENTER].
7. Type: **files=20** [ENTER].
8. Press the [F6] key, then press [ENTER].
   You should see the message: **1 File(s) copied**.

IF YOU ARE USING DOS VERSION 4.00 OR VERSION 4.01, FOLLOW THE STEPS BELOW TO CREATE AN AUTOEXEC.BAT FILE. IF YOU ARE USING A DIFFERENT VERSION OF DOS, GO TO MOUSE DRIVERS, BELOW:

CREATING AN AUTOEXEC.BAT FILE FOR MS-DOS 4.0 AND 4.1

1. Type: **a:** [ENTER].
2. Type: **copy con autoexec.bat** [ENTER].
3. Type: **set comspec=c:\command.com** [ENTER].
4. Press the [F6] key, then press [ENTER].

> NOTE: IF YOUR HARD DISK DOS PARTITION IS GREATER THAN 32 MEGABYTES, YOU MUST LOAD THE FILE SHARE.EXE ONTO YOUR BOOT DISK.

LOADING SHARE.EXE

1. Insert your Boot Disk into Drive A:
2. Type: **c:** [ENTER].
3. Type: **cd** [ENTER].
4. Type: **copy c:\share.exe a:**

If you get the message **file not found**, type: **copy c:\dos\share.exe a:** [ENTER]. If the file is still not found, call Sierra Technical Support at (209) 683-8989 for assistance.

MOUSE DRIVERS

If you will be using a mouse to play your Sierra game, you must copy your mouse driver onto your Boot Disk. Refer to your mouse manual for information on how to install your mouse driver, or call Sierra Technical Support (209) 683-8989 for assistance.

AFTER YOU HAVE CREATED A BOOT DISK, YOU MUST <u>REBOOT</u> YOUR COMPUTER WITH THE DISK. LEAVING THE BOOT DISK IN DRIVE A:, PRESS [CTRL]-[ALT]-[DEL] AT THE SAME TIME. YOUR COMPUTER WILL NOW REBOOT, WITH A: AS THE DEFAULT DRIVE. TYPE C: [ENTER] TO CHANGE BACK TO YOUR HARD DISK. FOLLOW THE INSTRUCTIONS IN THE MANUAL TO START THE GAME, AND HAVE A GREAT TIME!

If you have created a Boot Disk and booted your system with it before playing your Sierra game, and your problem is still evident, something else is wrong. Call Sierra Technical Support at (209) 683-8989 for assistance.

TECHNICAL HELP (ALL SYSTEMS)

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

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

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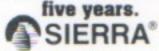> **P.O. Box 485**
> **Coarsegold, CA 93614**
> **Attention: RETURNS**

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

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $5.00 charge for 5.25" diskettes, and a $10.00 charge for 3.5" diskettes.

LIMITED WARRANTY NOTICE

Sierra On-Line, Inc. wants your continued business. If you fill out the enclosed product registration card and return it to us, you are covered by our warranty. If your software should fail within 90 days of purchase, return it to your dealer or directly to us, and we will replace it free. After 90 days, enclose $5 for 5.25" disks (or $10 for 3.5" disks) and return the software directly to us. Sorry, without the registration card you are not covered by the warranty. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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