



3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR APPLE IIe/IIc

Sierra's 3-D animated adventures represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature colorful, double hi-res graphics, with animated characters moving through three dimensional background screens. The improved parser lets you talk to the computer in whole sentences.

Sierra's new series of adventures are interactive, changing as you explore and solve the puzzles. New discoveries are made as you dig deeper into the game. There are often multiple solutions to the many puzzles you encounter. In fact, you can play the game many times and never play the same game twice.

LOADING INSTRUCTIONS

1. Insert Disk 1, label side up, into the drive. Close the door to the drive.
2. Turn on power to the monitor and the computer.
3. You may bypass the opening sequence by pressing any key twice.
4. Follow the screen prompts to begin playing.

If your game won't boot properly, check to see that you meet these requirements:

- As stated on the sticker on the outside of the box, 128K memory is required to operate Sierra's 3-D animated adventure games. Apple IIe owners *must* have an 80 column extended memory card installed.
- Printer cards (and other peripherals) sometimes interfere with the operation of Sierra's 3-D animated adventure games. You may have to remove all cards from your slots, except of course the drive card and the extended memory card.
- The earliest Apple IIe computers had "A" mother boards. To run the complex graphics in Sierra's 3-D animated adventure games, you need a "B" mother board. If your computer has an "A" mother board, contact Apple computers for information on how to upgrade to a "B" mother board.

COMMANDS FOR THE HERO

Your computer will be your hands, eyes and ears. Talk to it in commands of one or two words, or even whole sentences. Unless otherwise instructed, follow all commands with the RETURN key.

Using a joystick or the keyboard, move your character North, South, East, West, diagonally, and when appropriate, up or down. To halt his steps with the keys, press the direction key you hit last again.

You may meet others who have messages for you. Command them to speak. Type: TALK TO THE ALIEN

You may need objects you see along the way. Type: GET THE PIZZA

Pay attention to details. To see an object closely, type: LOOK AT THE CONTROL PANEL

Use the objects you find along the way. Type: GIVE THE AMULET TO THE OLD MAN

SAVING AND RESTORING THE GAME

You may want to take a break at some point, and later begin where you left off. Sierra makes it possible for you to save and restore the game. Before you try something that looks risky, save your game.

Formatting or Preparing a "Save Game Disk"

Type INIT DISK any time during the game to create a save game disk. Follow the prompts on the screen to create the "save game disk".

Saving a Game

The game can be saved almost any time during play. If you do this often, then you won't lose much ground if your character should suffer an unfortunate accident. Type SAVE GAME (or press 5). You will be instructed to enter a letter to identify your game. Type a letter from A-Z and specify your drive number. Insert your "save game disk" and press RETURN. Now you may continue playing your adventure from the point at which you saved the game.

Restoring a Game

To restore a saved game any time after loading your adventure, type: RESTORE GAME (or press 7). Type a letter (A-Z) for the saved game you wish to restore, and specify your drive number. Insert your "save game disk" and press RETURN. You will now be able to continue playing from the point at which you saved the game.

To save you typing time, these convenient keys quickly and easily make these common commands:

ESC	Pause game
1	Help
2	Toggle sound on/off
3	Echo (repeat) previous command
4	Inventory
5	Save Game (A - Z)
7	Restore Game (A - Z)
9	Restart Game
CTRL C	Cancel current command