

INDIANA JONES® and the FATE of ATLANTIS™

ACTION GAME

REFERENCE CARD

CONTENTS

Your *Indiana Jones and the Fate of Atlantis* package should contain the following:

- Your game disk/ cassette.
- One User Manual.
- One Code Wheel (Atari St, Amiga and PC formats only.)
- This Reference Card.

GETTING STARTED

PC & COMPATIBLES

Note: We recommend that you first make backup copies of all disks and put the originals in a safe place. The disks are not copy-protected, so to copy them, just follow the instructions that came with your computer. Since the game saves files to disk, use your backups rather than the originals. (For clarity, the instructions given below assume that you are using the A drive. If you are using drive B, substitute **B>** for **A>** and **B>** for **A>**. The hard drive installation utility will also work from drive B.)

To play *Indiana Jones and the Fate of Atlantis* from a floppy drive:

- After booting your computer, place Disk 1 in drive A, type **a>** and press **ENTER**.
- When you see the **A>** prompt, type **indy4a** and press **ENTER**.
- Insert other disks when prompted to do so.

To install *Indiana Jones and the Fate of Atlantis* on a hard drive:

• We have provided an installation utility that will automatically copy the program to your hard disk from floppies included in the package. To run it, boot your computer, then insert Disk 1 in drive A, type **a>** and press **ENTER**. When you see the **A>** prompt, type the word **install** followed by a space, the letter of your hard disk, a colon and then press **ENTER**. For example, if your hard disk is 'C', type:

install c:

and press **ENTER**. Follow the on- screen instructions to install *Indiana Jones and the Fate of Atlantis* on your hard drive.

To play *Indiana Jones and the Fate of Atlantis* from a hard drive:

- Switch to the correct drive (for example, type **c:** and press **ENTER**).
- Type **cd\indy4a** and press **ENTER** (to change to the correct directory).
- type **indy4a** and press **ENTER** (to start the game).

Setting Preferences

When loaded, the program will select the best graphics mode and sound support for which your machine is equipped. It will also check to see if you have a mouse driver or joystick installed, 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 **indy4a** when you start the game:

- m** MCGA graphics mode(256 colours).
- v** VGA graphics mode (16 colours).
- e** EGA graphics mode (16 colours).
- z** Invoke flicker- free option for some EGA boards.
- f** Use snap scrolling to speed game play (VGA and EGA modes only).
- i** Normal sounds (internal speaker).
- q** Quiet mode (game starts with no sounds; the F8 key can be used to turn sounds on during the game).
- n** No sounds (game plays with no sound whatsoever; the F8 key is deactivated this can help speed things up on slower machines).
- h** Hints off (some common messages disappear).
- s** Double game speed (for slower machines).
- rx** Where x is RAM disk letter, transfers commonly used files to RAM disk for speed and reduction of hard disk usage.

For example, to force the game into MCGA graphics mode with hints off, enter:

indy4a m h

Copy Protection

Upon loading, you will be presented with an image of the codewheel that is included with this pack. Two letters/ numbers will be dis-

played beneath, followed by a number and a flashing cursor. Locate the first letter/ number on the outer wheel. Next, locate the second letter/ number on the inner wheel and rotate it until both letters/ numbers are adjacent to each other. You will notice that there are 'windows' cut into the inner wheel, next to which is a number. Locate the window whose number corresponds to the one displayed on the screen. Finally type in the

letter/ number that appears inside the window and press **RETURN**.

NOTE: You may be asked to perform this procedure more than once to access the game.

Game Controls

Following are the default settings for game control. Use the **F3** key to redefine keyboard control.

ACTION	KEYBOARD	JOYSTICK	MOUSE
Run Forward	Q	Up	Up
Rotate Right	P	Right	Right
Rotate Left	O	Left	Left
Use(Inventory Item)	TAB	Button 1	Left Button
Jump/Drop Item	A	Button 2	Right Button
Select Inventory Item(*)	SPACE BAR	Down	Down
Switch Character	=	-	-
Rotate Camera Viewpoint Right	F1	-	-
Rotate Camera Viewpoint Left	F2	-	-
Redefine Keyboard Controls (**)	F3	-	-
Pause Game	F7	-	-
Toggles: Music Only/ Sound Effects Only/ Music & Sound Effects/ No Sounds	F8	-	-
Calibrate Joystick or Mouse	ALT-J/ALT-M	-	-
Restart	F10 or ESC	-	-
Quit to DOS	CTRL-C or ALT-X	-	-
Save Current Game (one game per disk)	F4	-	-
Load Game (current disk only) (***)	F5	-	-

* Rotate Right and rotate Left to scroll through inventory; Use to select Drop Item to discard it.
 **Active only during the Title Page, Credit Screen or High Score screen. Rotate Right or Rotate Left to scroll to "New"; then Use to bring up the keyboard definition screen.
 ***Before confirming Load Game, insert the disk containing the desired saved game in the drive.

In Demo Loop

F1	Rotate camera viewpoint clockwise	Permanently active
F2	Rotate camera viewpoint anti- clockwise	CTRL- C Quit Game
F3	Go to control setup screen	ALT-X Quit Game
F6	Toggle sound ON/ OFF	ALT-M Calibrate (re- centre) mouse

ATARI ST/ CBM AMIGA

NOTE: We recommend that you make back up copies of the original disks, and then put the original disks in a safe place. The disks are not copy protected, so to copy them just follow the instructions that came with your computer.

You can play **INDY** from either a hard disk or a floppy drive.

To play *Indiana Jones and the Fate of Atlantis* from a floppy drive, turn on your computer and then insert **INDY Disk 1** in the

internal disk drive. The game will now load automatically.

ATARI ST USERS:

To install *Indiana Jones and the Fate of Atlantis* on a Hard Disk, boot your computer from your hard disk. When the desktop appears, insert **INDY IV Disk 1** in the internal disk drive and double click on the icon for drive A. Now double click on the **INSTALL.TOS** icon within the window for drive A. Follow the on- screen instructions for the installation process. Installation will take a few minutes to complete.

To Play the Game from your HARD DISK, double click on the icon for the drive on which you installed INDY. Next, double click on the icon for the **INDY-IV** folder and, finally, double click on the **INDY-IV** icon. The game will now load.

NOTE: If you wish to save your high scores and keyboard configurations to a floppy disk, make sure the write protect tab on disk 2 is left closed (in the write- enable position).

CBM AMIGA USERS:

To install *Indiana Jones and the Fate of Atlantis* on a Hard Disk, boot your Amiga using the Workbench disk supplied with it. Alternatively, if you have an auto boot hard disk, boot your Amiga from that. Once the Workbench screen is displayed, perform the following steps:

1. Open a window for your hard disk by double-clicking on the hard disk's icon.
2. Insert your backup of the **INDY IV disk** in any floppy disk drive and double click on the **INDY IV disk icon** when it appears.
3. Using the mouse, drag the **INDY IV drawer** icon from the **INDY IV window** into the window for your hard disk. This will copy all of the necessary files from the **INDY IV disk** to your hard disk. This process will take a few minutes to complete.

To Play the Game from your HARD DISK, double click on the **INDY drawer** from Workbench. Double click on the **INDY-IV icon**. The game will now load.

If you experience difficulties in running INDY from your hard disk, ensure that you close any open windows on the Workbench screen before double clicking on the **INDY icon**.

Do not attempt to multi-task other software with INDY as this may cause the game to malfunction.

COPY PROTECTION

Upon loading, you will be presented with an image of the codewheel that is included within this pack. Two letters/ numbers will be displayed beneath followed by a number and a flashing cursor. Locate the first letter/ number on the outer wheel. Next, locate the second letter/ number on the inner wheel and rotate it until both letters/ numbers are adjacent to each other. You will notice that there are 'windows' cut into the inner wheel, next to which is a number. Locate the window whose number corresponds to the one displayed on the screen. Finally type in the letter/ number that appears inside the window and press **RETURN**.

ACTION	KEYBOARD	JOYSTICK	MOUSE
Move Forward	Q	Up	Up
Rotate Right	P	Right	Right
Rotate Left	O	Left	Left
Fight/ Use(Inventory Item)	TAB	Down	Right Button
Jump	A	Fire	Left Button
Drop Item	0	Fire + 0	Left Button + 0
Enter Inventory Mode	on keypad* SPACE BAR	on keypad* SPACE BAR	on keypad* SPACE BAR
Switch Character	+	-	-
Rotate Camera Viewpoint Right	F1	-	-
Rotate Camera Viewpoint Left	F2	-	-
Go to Setup Screen	F3	-	-
Pause Game	F7	-	-
Toggle sound ON/ OFF	F6	-	-
Restart	F10 or ESC	-	-
Quit to DOS	CTRL-C or ALT-X	-	-
Save Current Game	F4	-	-
Load Game	F5	-	-
Toggle NTSC/ PAL screen mode (ATARI ST versions only)	ALT-F8	-	-
Calibrate Mouse	ALT-M	-	-

***A600 Users please note:** Use the 'Define Keys' option on the setup screen to allocate a valid key for this function.

SPECTRUM/ AMSTRAD

LOADING INSTRUCTIONS

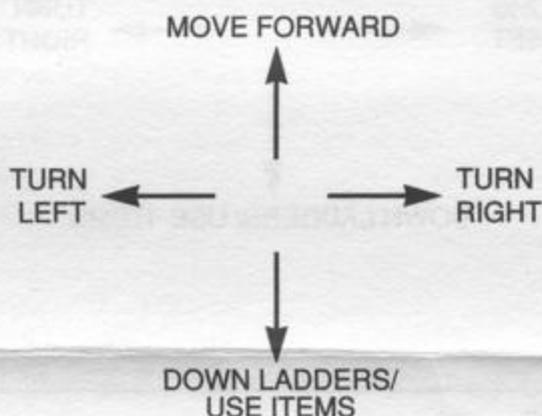
SPECTRUM CASSETTE: Type **LOAD ""** and press **ENTER**. Press **PLAY** on your cassette recorder. Follow on- screen prompts.

AMSTRAD CASSETTE: Press **CTRL** and small **ENTER** keys together. Press **PLAY** on

the cassette recorder. Follow on- screen prompts.

AMSTRAD DISK: Type **RUN"DISK** and press **ENTER**. The game will load and run automatically. Follow on- screen prompts.

JOYSTICK CONTROLS



KEYBOARD COMMANDS ACTION	SPECTRUM	AMSTRAD
Forward	Q	Q
Select/ Use Items	SPACE	SPACE
Turn Left/ Scroll Inventory	O	O
Turn Right/ Scroll Inventory	P	P
Jump	ENTER	RETURN
Rotate Camera Clockwise	E	E
Rotate Camera Anti- Clockwise	W	W
Enter Inventory Mode	A	A
Pause ON/ OFF	H	H
Scroll Inventory	O + P	O + P
Change Characters	EXT MODE	COPY
Drop Item	D	D
Quit Game	H + X	H + X

AMSTRAD USERS NOTE:
Q and A are used at the roulette table for **UP** and **DOWN**. O and P are used at the roulette table for **LEFT** and **RIGHT**

CBM 64/ 128

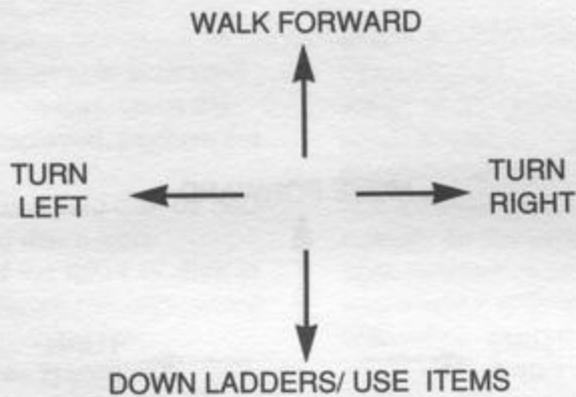
LOADING INSTRUCTIONS

CASSETTE: Press **SHIFT** and **RUN/ STOP** keys together. Press **PLAY** on your cassette deck and follow on- screen prompts.

DISK: Type **LOAD****,8,1** and press **ENTER**. The game will load and run automatically. Follow on- screen prompts.

JOYSTICK CONTROLS

Use Joystick port



KEYBOARD COMMANDS ACTION	KEYBOARD
Forward	W
Down Ladders/ Use Selected Items (See Joystick Controls)	S
Turn Left	P
Turn Right	O
Jump	J
Rotate Camera Clockwise	1
Rotate Camera Anti- Clockwise	2
Inventory Mode & Select Item	SPACE
Pause ON	RETURN
Pause OFF	FIRE
Change Characters	C

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