

# Indiana Jones® and the Fate of Atlantis™

## MACINTOSH® REFERENCE CARD

### Contents

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

- ✎ Your game disks
- ✎ One User's Manual

Note: This reference card provides the most accurate information about playing *Indiana Jones and the Fate of Atlantis* on your Macintosh. If you see references in your manual to the right mouse button, simply double-click on your Macintosh mouse.

### Getting Started

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.

*Indiana Jones and the Fate of Atlantis* will need at least 10 megabytes of hard drive storage (plus approximately 50K per saved game). The game requires 2 megs of available RAM in order to run smoothly.

The files for *Indiana Jones and the Fate of Atlantis* have been compressed in order to optimize disk storage. You will need to extract these files onto your hard disk before you can play the game.

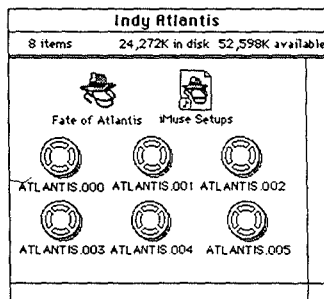
To install *Indiana Jones and the Fate of Atlantis*.

1. Insert Disk 1 in your floppy disk drive and double-click on the **Indy Atlantis** icon.
2. Click on Save to create the **Indy Atlantis** folder and install contents of Disk 1.
3. Eject Disk 1 and insert Disk 2, double-click on the **Indy Atlantis 2** icon.

4. Select the **Indy Atlantis** folder in the scrolling window and click on save to install the contents of Disk 2.

5. Repeat steps 3 & 4 for disks 3, 4, & 5, by double-clicking on the appropriate **Indy Atlantis** icon on the screen.

Now, when you open your **Indy Atlantis** folder, you should see the window shown here.



### Keyboard/Cursor Controls

USE THE 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. Double-click on the mouse button to use a highlighted verb with the object to which the cursor is pointing. When scrolling through your inventory, you can double-click on the up or down arrow to shortcut to the top or bottom row of the icon window.

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 mouse button. The keys are mapped as follows:

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

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

Note: If you rename any of the data files (shown as reels of film), the game will not run properly.

To start the game, double-click (press the mouse button twice) on the icon for *Indiana Jones and the Fate of Atlantis*. Refer to the "Getting Started" section of your User's Manual for further instructions.

If you have a System version earlier than 6.07, you'll get a warning message when you try to start the game. Because *Indiana Jones and The Fate of Atlantis* is designed to take advantage of the new audio capabilities present in System 6.07 and later (the improvements are especially noticeable on Macintoshes equipped with the Apple sound chip, such as the Mac II), we strongly urge you to see your Macintosh dealer or local user group about a system software upgrade.

If you want to further improve the performance of the game, try disabling unnecessary system extensions (INIT's, CDEV's, or other programs that are loaded when your Mac is first turned on, such as menu clocks and screen savers). You will also find that *Indiana Jones and the Fate of Atlantis* runs faster if there are no active applications running amok in the background.

### Menu Options & Command 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 select **Save** or press **⌘S**. See "Save/Open Game Instructions" for more information.

To open a game you have saved, select **Open** from the Game menu or press **⌘O**. See "Save/Open Game Instructions" for more information.

To restart the game from the beginning, select **Restart Game** or press

Game	Edit	Window
Open...		⌘O
Save...		⌘S
Restart Game		⌘R
Pause Game		⌘P
Fix Color Map		⌘F
Options...		
Quit		⌘Q

## Using the Keyboard in Fistfights

TO USE THE KEYBOARD FOR FIGHTING, you will need to make sure the Num Lock key is off. 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)** Punch out / Wimp out

⌘R. You will be given a chance to change your mind.

To pause the game, select **Pause Game**, ⌘P, or press the SPACE BAR. Press it again to resume play.

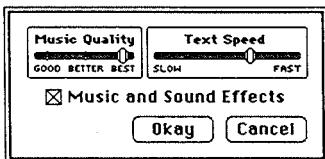
You may find that some applications change or otherwise affect the game colors. If this happens, choose **Fix Color Map** to reset the game defaults.

If the game menu and/or cursor are hidden, you can make them visible by holding down the COMMAND key.

To end the game, select **Quit** or press ⌘Q. You will be given a chance to change your mind.

When you select **Options**, you'll see the box below.

To turn the sound and music off and on click on the appropriate box.



The Music Quality slider can be used to alter

the way in which the game's music is played. Note: On some Mac's, setting Music Quality to "Best" or "Better" will significantly affect the game's performance. If you

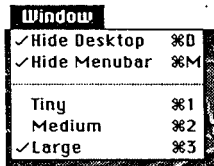
find the game is moving too slowly, or the quality and tempo of the music seems "off," try a lower Music Quality setting.

To change the speed of the Message Line to suit your reading speed, adjust the Text Speed slider by clicking on it and then dragging it to the left or right. (When you've finished reading a line of dialogue, you can press the Done key - the period - to clear the line and proceed.)

If you want to have access to your desktop as you play the game, select **Show Desktop**.

To use **Hide Menu Bar** (clicking in the Menu Bar area will still give you access to the Menus), you will first need to **Hide Desktop**.

To change the screen size, select **Tiny**, **Medium**, or **Large**.



## Save/Open Game Instructions

SELECT **Save** or **Open** from the Game menu to save or load a game. **Save** will not be available during the opening sequence or during cut-scenes.

To **SAVE**:

After selecting **Save** or pressing ⌘S, type in the name under which you wish your game to be saved. Click on the Save button or press RETURN. Select Cancel if you have changed your mind and do not wish to save it.

To **OPEN**:

After selecting **Open** or pressing ⌘O, you will see the names of the games you have already saved. Select a game by clicking on it and then clicking on the Open button (or you may simply double-click on the game you want to open). If you decide not to open a saved game, click on the Cancel button. Warning: opening a previously saved game will cause you to lose the game you are currently playing.

## Function and Command Keys

Open a Game	⌘O
Save a Game	⌘S
Bypass a Cut-Scene or Exit Some Special Interfaces	<b>ESC</b>
Restart a Game	⌘R
Pause the Game	<b>SPACE BAR</b> or ⌘P
Clear Dialog Line	. (period)
Message Line Speed:	Faster + Slower -
Exit Game	⌘Q
Version Number	<b>CTRL v</b>