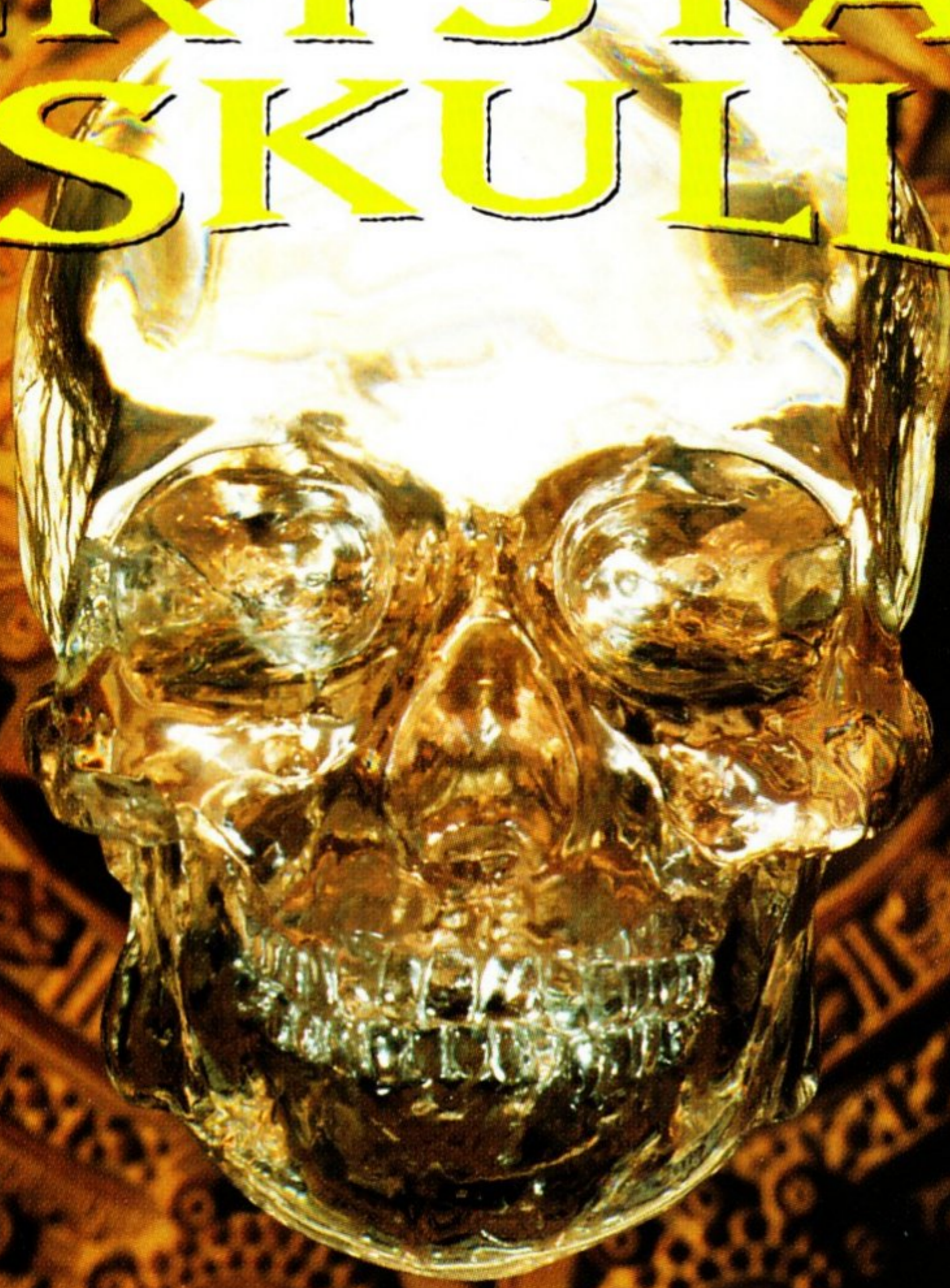


A MYTHIC AZTEC ADVENTURE

THE
CRYSTAL
SKULL™



MAXIS

THE CRYSTAL SKULL™



Quick Start Guide

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System Requirements and Installation

Windows 95

System Requirements

Here's what you need to play The Crystal Skull under Windows 95:

486/DX2 or better

8 MB RAM

2x CD-ROM drive

SVGA monitor set to 256 colors with 640x480 resolution (65000 colors recommended with Pentium and Windows 95)

Windows compatible sound card

Mouse

You must have one of the three Crystal Skull CDs in the CD-ROM drive to play the game.

The Crystal Skull works best when other applications, especially screen savers and network connections, are closed or turned off.

To install and start The Crystal Skull for Windows 95, just follow these steps.

Installing The Crystal Skull and starting The Crystal Skull

If your CD-ROM supports AutoPlay

Put The Crystal Skull CD #1 into your CD-ROM drive. The AutoPlay screen will open, and you can choose to install and play The Crystal Skull, check out the Goodies, or quit the installer.

Click **Play** to begin installation. (If you have already installed The Crystal Skull, clicking the Play button will begin the game.)

Follow instructions on the screen. You'll be prompted to select the directory where The Crystal Skull will be installed on your hard drive. The default location is a Crystal Skull folder within a Maxis folder, within the Program Files folder.

After The Crystal Skull is installed, the QuickTime for Windows version 2.1.1 installation screen will open. Click **Install** to continue, and follow instructions on the screen.

The QuickTime installer will check for earlier versions of QuickTime and delete them if you want, or add the current version of QuickTime without deleting earlier versions. We recommend that you delete earlier versions.

After QuickTime is installed, you will be prompted to calibrate for your system. To do this, click the Calibrate button, then press the space bar when requested to do so.

When the calibration is finished, close the calibration window as instructed.

You can start the game right away after installation, or play at a later time if you have more pressing engagements. The AutoPlay screen will open every time you insert The Crystal Skull CD #1.

If your CD-ROM does not support AutoPlay

Put The Crystal Skull CD #1 into your CD-ROM drive

Open your Start menu and select **Run....**

Click **Browse...** to open the Browse menu.

Browse your CD-ROM for Setup.

Double-click Setup, then click the OK button of the Run box.

Follow instructions on the screen.

The installation program will create a Crystal Skull directory on your hard drive, and install a few files to this directory. The installer will create a shortcut for the game, and place this shortcut in a Crystal Skull folder within the Programs folder.

After The Crystal Skull is installed, the QuickTime for Windows version 2.1.1 installation screen will open. Click **Install** to continue, and follow instructions on the screen.

The QuickTime installer will check for earlier versions of QuickTime and delete them if you want, or add the current version of QuickTime without deleting earlier versions. We recommend that you delete earlier versions.

After QuickTime is installed, you will be prompted to calibrate your system. To do this, click the Calibrate button, then press the space bar when requested to do so.

When the calibration is finished, close the calibration window as instructed.

You can start the game right away after installation, or play at a later time if you have more pressing engagements. To start the game, open the Start menu, select Programs, then choose The Crystal Skull icon.

Goodies

The Goodies folder has electronic registration and demos of other Maxis games. If you have AutoPlay, open the Goodies folder by clicking on Goodies at the AutoPlay screen. If AutoPlay is not supported on your machine, open the Start menu, select **Run...** and then **Browse...** to open the Goodies folder in The Crystal Skull CD #1.

Windows 3.1x

System Requirements

Here's what you need to play The Crystal Skull under Windows 3.x:

486/DX2 or better

8 MB RAM

2x CD-ROM drive

SVGA monitor set to 256 colors with 640x480 resolution

Windows compatible sound card

Mouse

You must have the CD in the CD-ROM drive to play the game.

The Crystal Skull works best when other applications, especially screen savers and network connections, are closed or turned off.

If you have only 8 MB of RAM, a swap file will make the game run much more smoothly. Instructions for creating a swap file are in The Crystal Skull ReadMe file. This ReadMe file will be in the directory where you install The Crystal Skull.

Installing and Starting The Crystal Skull

You can use either the File Manager or the Program Manager to install The Crystal Skull.

Put the The Crystal Skull CD #1 into your CD-ROM drive.

If you use the Program Manager, open the Program Manager File menu and select **Run...** then enter **D:SETUP** and press return. (If your CD-ROM drive is assigned some letter other than D, use that letter instead.)

If you use the File Manager, open the CD-ROM root directory and double-click on the file **SETUP.EXE**.

A Crystal Skull Program Group will be created, and a Crystal Skull icon and a ReadMe icon will be placed in this group. A CRYSTAL directory will be created on your hard drive, and unless you choose otherwise, saved games will be placed in this directory. These games have the extension .TXT.

After The Crystal Skull is installed, the QuickTime for Windows version 2.1.1 installation screen will open. Click **Install** to continue, and follow instructions on the screen.

The QuickTime installer will check for earlier versions of QuickTime and delete them if you want, or add the current version of QuickTime without deleting earlier versions. We recommend that you delete earlier versions.

After QuickTime is installed, you will be prompted to calibrate your system. To do this, click the Calibrate button, then press the space bar when requested to do so.

When the calibration is finished, close the calibration window as instructed. QuickTime for Windows will be installed to its own directory.

To start the game, double-click The Crystal Skull icon. You must have one of the three Crystal Skull CDs in the CD-ROM drive to play the game.

Goodies

The Goodies folder is on The Crystal Skull CD #1. This folder contains electronic registration and demos of other Maxis games. You can open the goodies folder with the File Manager, and then double-click on the file you want.

Macintosh

System Requirements

Any 68040 Macintosh (Quadra, Centris, Performa, PowerBook, and Power Macintosh families.)

At least 13" monitor supporting 256 colors. Set your monitor to support 640x480 resolution. (16-bit color recommended with Power Macintosh)

8MB RAM

2x CD-ROM drive or faster

System 7 or later

For best performance, disable unnecessary extensions and control panel functions, including Virtual Memory.

***Note:** Do NOT disable QuickTime, QuickTime Power Plug, Sound Manager or your CD-ROM extension.*

Remember, you must restart your computer for these changes to take effect.

Installing and Starting The Crystal Skull

Put The Crystal Skull CD #1 into your CD-ROM drive. The CD will open to the Crystal Skull installation icon.

Double-click the installation icon to open The Crystal Skull title screen. Click the Continue button to open a dialog box and select the directory where you want The Crystal Skull installed.

You can then choose Easy Installation (which automatically installs all necessary files on your computer), or Custom Install (which lets you select the files to install). When you've made your choice, click the Install button and follow instructions on the screen.

Installation will put a ReadMe TeachText file in the folder where you install the game. Double-click this file for additional information and trouble-shooting advice.

To play the game, open the folder where The Crystal Skull was installed and double-click the Crystal Skull icon.

Goodies

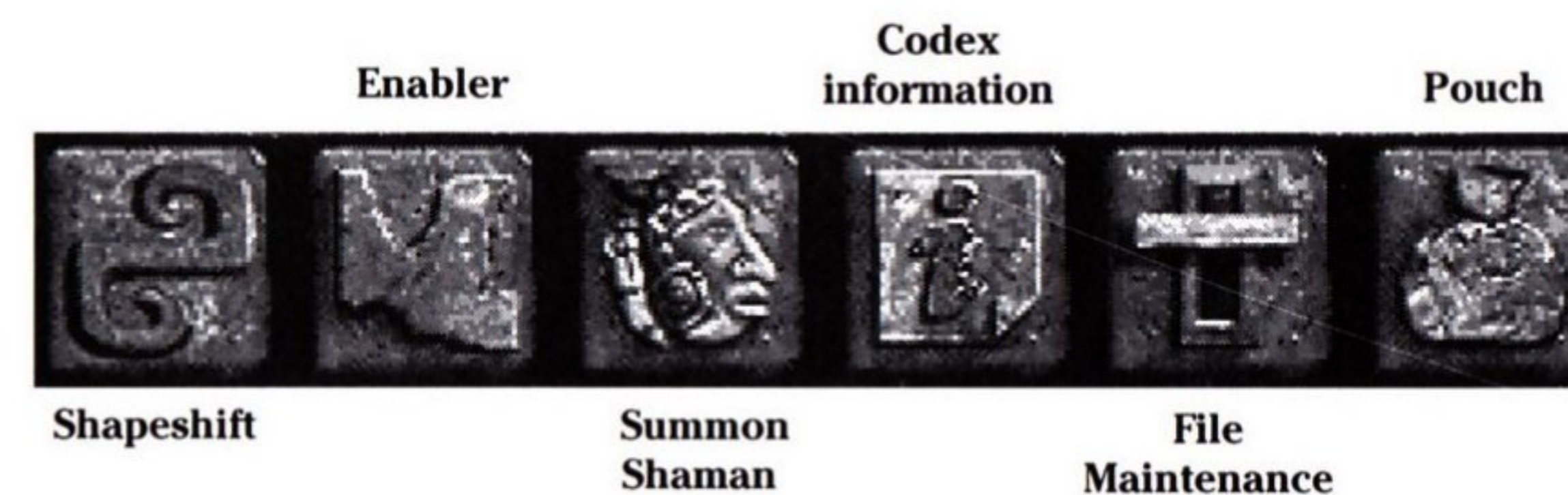
The Goodies folder is on The Crystal Skull CD #1. It has electronic registration and demos of other Maxis games. You can open the goodies folder from your desk top, and then double-click on the file you want.

PLAYING THE GAME

The Crystal Skull is an adventure game. You must discover what to do and how to do it. The few clues in this guide will not dilute this experience, even for the most hard core gamer.

The Tool Bar

Move the mouse cursor below the game screen to activate the toolbar. When you start the game, you have some buttons, You'll acquire others early in the game. When all the buttons are accumulated, the bar looks like this:



Shapeshift is explained by the Shaman, even if you do not accept the Shaman's help when the game opens.

Enabler serves two functions. The first is to provide a map of your game area. The other function is to transport you to various locations under certain conditions. It is explained by the Shaman, even if you do not accept the Shaman's help when the game opens.

Summon Shaman button appears early in the game. If you have chosen not to accept the Shaman's help, this button will be non-functional.

Codex Information provides research and information on aspects of Aztec and Mayan life.

File Maintenance allows you to load or save a game, quit a game, control your sound volume and, at certain times, get help.

Pouch contains those items which you acquire on your journey. Click on the pouch to see what items it contains. If necessary, there will be a scroll button so you can see all the items you have.

Talk Interface

Talk to people in the game by moving your mouse cursor over them and clicking when the cursor changes to a “talk balloon.” Sometimes, you will be able to ask a number of questions or make various responses. When this is possible, three small boxes appear in the middle of the game screen. Each box represents a thought or response to the particular situation. Move your cursor over each box to hear the thought. Click on a box to make a particular response. Be warned: some responses will get you information, others will get you in trouble.



For more information on Aztec and Mayan (and even Greek) mythology, visit Some Interactive's unique web site: <http://www.cultures.com>.



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