

SierraOriginals™

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Dear *SierraOriginals* Customer,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the *SierraOriginals* titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles in order to maintain the sense of nostalgia.

Some of the CD's may contain a PATCH directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in DOS (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR <ENTER>

If the directory listing has a [PATCH] option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called [PATCH], you would use the following command to copy the patches into the KQ5 directory:

COPY D:\PATCH*.*C:\SIERRA\KQ5<<ENTER>>

NOTE - the above example assumes that your CD-ROM is

labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows '95 users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows '95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?" item.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape have been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

On behalf of Sierra On-Line, thank you for purchasing this *SierraOriginals* product. We appreciate the opportunity to share our history with you and your entire family!

Respectfully,

Gary Brown
Corporate Quality Assurance

INCA®

CD ROM INSTALLATION

Insert the CD into your CD drive. Change directory (type **CD**) to your CD path (e.g. D:) Type **INSTALL** and follow the instructions on the screen.

To start the game, go to the hard disk directory where the game has been installed, type **INCA** and then press ENTER. If this doesn't work, reinstall by typing **BINCA** from the Inca Directory on the hard drive and then press ENTER. After installation is complete type **INCA** and press ENTER.

GAME PLAY OPTIONS

GAME CONTROLS

CTRL-F1 will toggle the music off/on.

CTRL-F2 will toggle the sound effects off/on.

CTRL-F3 will toggle the voice of the flight computer off/on.

CTRL-F9 will restore a game, using a save game code.

CTRL-F10 will allow you to quit to DOS

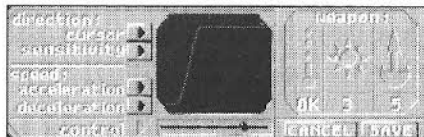
WEAPONS

The Tumi is equipped with 3 different weapons. The function keys select your weapon. **F1** = PLASMA BOLTS **F2**=JAGUAR MISSILES (5 available in game) **F3** = SUN STARS (3 available in game)

CONTROL PANEL

F5 will bring up the control panel.

The control panel will allow you to adjust some of the settings for your game. To adjust one of the settings, click on the button next to it. When the desired button is highlighted in red, move the slider bar at the bottom to change the current settings.



DIRECTION:

cursor controls the degree of cursor movement (works only with mouse).

sensitivity adjusts the speed with which the ship responds to cursor movement.

SPEED:

acceleration controls speed of acceleration and determines if maximum acceleration is possible. Left = maximum, Right = minimum.

deceleration controls rate of deceleration.

Left = maximum, Right = minimum.

WEAPONS:

This section of the control panel shows you the remaining number of each weapon and/or status.

JOYSTICK CONTROLS:

F7 will allow you to select/deselect Joy stick. A box will appear that reads "JOYSTICK?", press "Y" for yes or "N" for no.

NOTE: You cannot use the joystick and mouse in space flight at the same time. When using the joystick button 1 corresponds to the left mouse button and button 2 corresponds to the right mouse button.

QUITTING THE GAME:

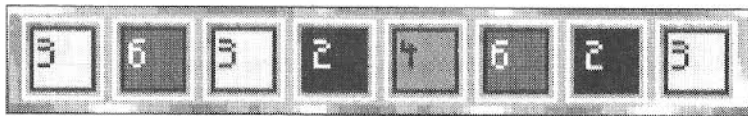
To quit the game, press the **CTRL-F10** keys simultaneously. A window will appear asking if you would like to quit. Select Y(es) to exit to dos or N(o) to return to the game.

RESTORING A GAME:

At various points throughout the game, you will be given a code that will allow you to restore to the point in the game where you received the code. Each of the eight boxes contains a number between one and eight.

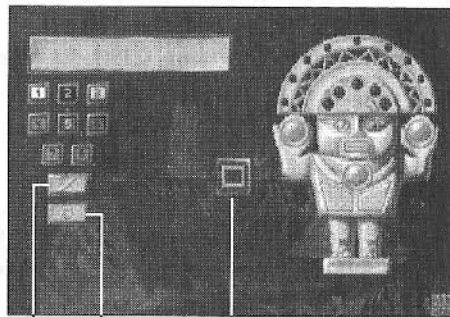
The numbers correspond to the following colors:

1 White	3 Yellow	5 Blue	7 Gray
2 Black	4 Green	6 Red	8 Mauve



To restore a game, press the **CTRL-F9** keys simultaneously. A window will appear asking if you want to restore a game. Select Y(es) to continue or N(o) to return to the game. You will then see the following screen. Type in the numbers that correspond to the code you previously wrote down. The, click on the

button with the circle to accept or click on the button with a slash to clear your entry to try again. The game will allow you five tries to get the correct code. If you fail, the game will exit to DOS

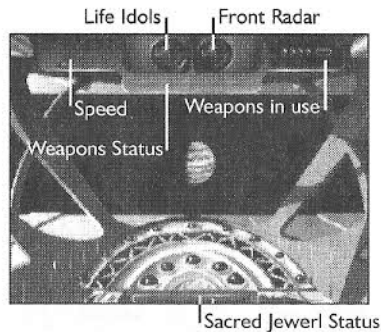


Accept Button
Clear Button
Cursor

THE MAIN SCREENS

TUMI COCKPIT

There are two primary views that the use will encounter throughout game play. The first is the interior of the cockpit of the Tumi fighter. (see "Ground View" on page 9 for second screen).



THE CURSOR

In Inca, the cursor is your means of exploration and learning about your surroundings. It also serves as the method of aiming your weapons during ground fighting. When exploring outside the Tumi, if you move the cursor around in your current location the names of objects that you can interact with appear at the bottom of the screen. To pick an object up, place the cursor over the object and click the left mouse button. The cursor will then turn into the object picked up. To use the object on something else in the game, place it over the desired object and left click the mouse. If you want to put the object into inventory for later use, clicking the right mouse button will

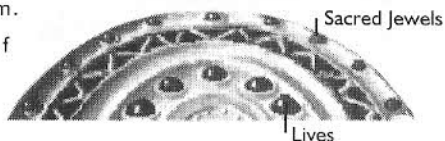
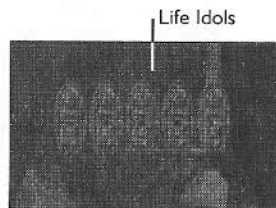
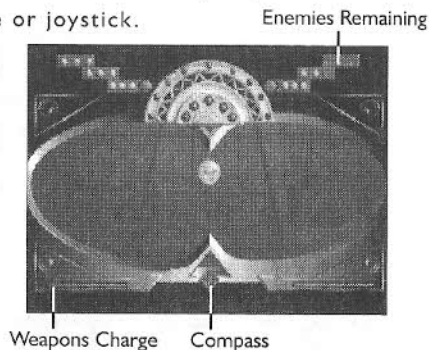
place the object in inventory. To retrieve something from inventory move the cursor to the top of the screen to open the inventory, window. Place the cursor over the object you want to pickup and left click the mouse or joystick.

GROUND VIEW

The second screen the player will encounter is when engaged in ground fighting. For additional information see the sections on Space flight and ground fighting.

LIVES

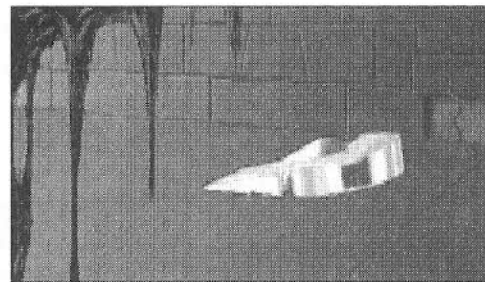
At the start of each new phase of the game, you will be given nine sacred jewels which will shield you from the weapons of the enemy. These jewels will allow you to be hit nine separate times without suffering harm. However, once the power of the jewels has been



exhausted, any additional hit from the enemy fire will result in your death. If you die in battle, Huayna Capac has the power to restore your life and return you to the recent past. You will be returned to the start of the sequence in which you died. He can do this for you a total of five times during the game. Once all five of your lives have been used, the game ends with the prophecy of El Dorado unfulfilled.

THE TUMI FIGHTER

When you move about i space, you will pilot the Tumi, the fighter craft of the empire. It harnesses the power of the sun and uses spatiotemporal energy

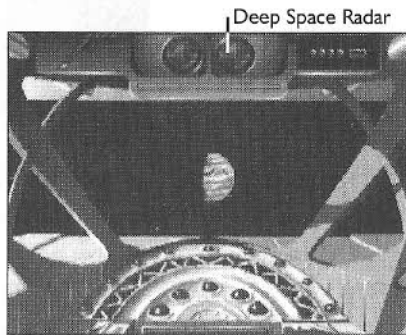


weapons to blast the enemies of the renaissance out of your space time continuum. The Tumi is equipped with different radar displays for deep space combat and canyon battles. The Tumi's battle computer will give vocal information about weapons status and kills made. The Tumi's Instrument panel also shows the number of lives remaining as well as sacred jewels

and their status. The mouse or joystick can be used for flight control during deep space combat. When using the mouse, the cursor is used to aim your weapon and control the direction of the fighter. When using the joystick, a fixed cursor will appear and movements of the joystick will allow you to aim your weapon by changing the course of the Tumi. The left mouse button (or joystick button 1) fires your weapons. The right mouse button, plus (+) key or joystick button 2 accelerates the ship. Releasing the buttons or plus (+) key decelerates the Tumi.

DEEP SPACE COMBAT

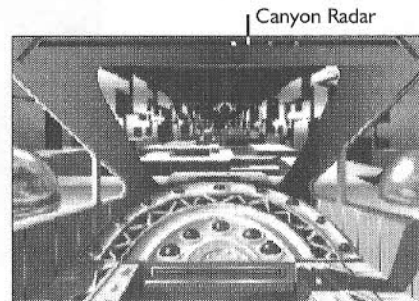
The Tumi is equipped with three different types of weapons for use in deep space combat. The function keys F1-F3 select weapons. The Jaguar Missiles and Sun Stars are more powerful than the Plasma Bolts, but their quantity is limited. Use



them sparingly. The forces of Aguirre will be constantly waiting to attack. When you leave the safety of the Inca fortress, battle will be the only way to reach your goal. When engaged in deep space ship to ship combat, you will need quick reflexes and a sharp eye to stay alive. When an enemy ship materializes, a blue lock-on box will appear around it. Once the battle computer has locked onto an enemy ship, the box outline will change from blue to red. Whenever you acquire a target lock, a number will appear in the lower right corner of the box. This indicates the number of hits it will take to destroy that ship. When engaged in deep space combat, your ship will show a front and rear radar screen that will enable you to locate and destroy the enemy vessels.

CANYON COMBAT

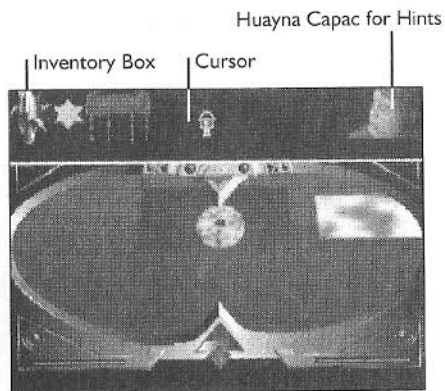
Your mission is to reach the end of the canyon before the enemy ships and destroy as many of them as possible. When chasing your enemies, be careful of the mines they throw out



behind them They are deadly! It's vital that you destroy them even before firing on the vessels. When fighting in the canyons, the radar screen will change to display showing your location in the canyon. The locations of the enemy ships in relation to you, and their positions in the canyon, will also be highlighted. Upon entering a canyon, the ship will immediately switch to autopilot for navigation. Speed and weapons control will still be manual. During canyon combat, the guns of the Tumi will automatically follow the movement of the targeting cursor.

GROUND EXPLORATION

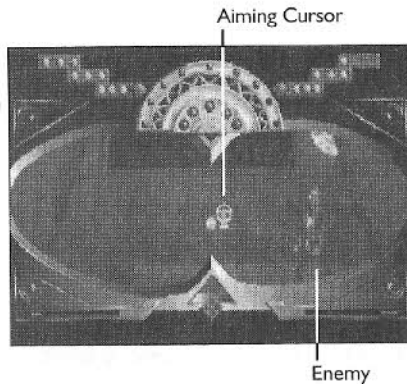
You should also be prepared to use your legs in the accomplishment of your quest. Whenever you leave the safety of the Tumi fighter, you'll be equipped with the armor of the initiated. The helmet you wear serves not only as protection, but keeps you informed



about your surroundings. It provides you with up to date information on weapons status, enemies remaining, sacred jewels, lives left, a compass and map. Pay close attention to the compass since it serves to guide you to the power you seek. Be sure to use your map frequently as this will prevent you from getting lost i the mazes. To bring up the map screen, click the right mouse button (or joystick). Clicking it again, will return you to the game screen. To move from place to place, click the left mouse button (or joystick) to advance. To view your Inventory or seek the advice of Huayna Capac, move the cursor to the top of the screen. Your Inventory will appear along with a picture of Huayna Capac. For advice, click the cursor on him. To select an Inventory object, move the cursor over it and click the mouse or joystick button. When you encounter enemies or enter a room where you can interact with the game, a cursor will appear. The cursor will allow you to explore your surroundings or aim your energy weapon.

GROUND COMBAT

When you are about to engage in combat, the Inti cursor will automatically appear. Use your mouse or joystick to aim at your opponents. The left mouse button (or joystick), discharges your weapon. Combat is a die or win confrontation. Once you're engaged in combat it's a fight to the death.



U.S. TECHNICAL SUPPORT & DIRECT SALES

U.S. TECHNICAL SUPPORT

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (e.g., sound card configuration and memory management). Technical assistance is available by phone, fax, on line or mail.

Sierra On-Line
Technical Support
PO Box 85006
Bellevue, WA 98015-8506
Phone: (206) 644-4343
(M-F, 8:15 am - 4:45 pm)
(24 hour Automated)
Fax: (206) 644-7697

MODEM SUPPORT

For on-line support and hints:
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CompuServe: GO SIERRA
America Online: Keyword SIERRA
Internet: [HTTP://WWW.SIERRA.COM](http://WWW.SIERRA.COM)

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\$.75 per minute

SIERRA ON-LINE
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PO Box 53210
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1-900-452-3356
\$1.25 per minute
(U.S. and Canadian hintline users must be 18 years or older, or have parental permission.) You may also contact Direct Sales to purchase a hint book.

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RG7 5AJ United Kingdom
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