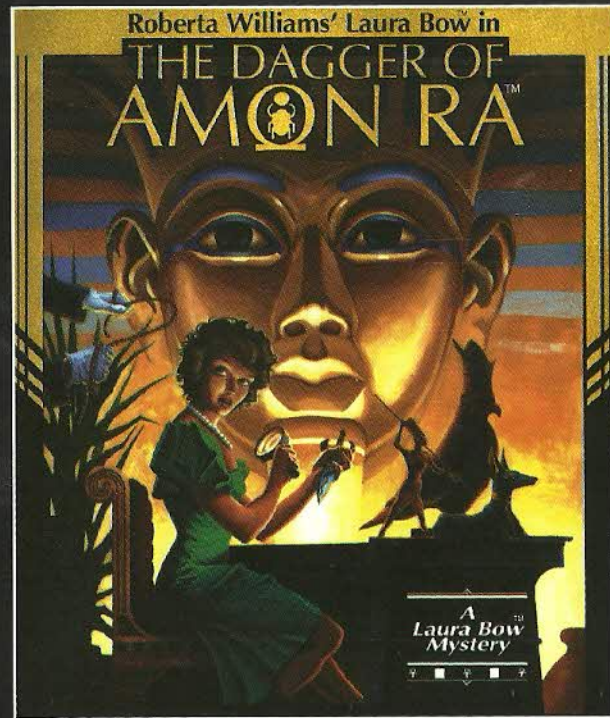
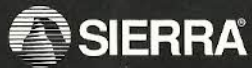


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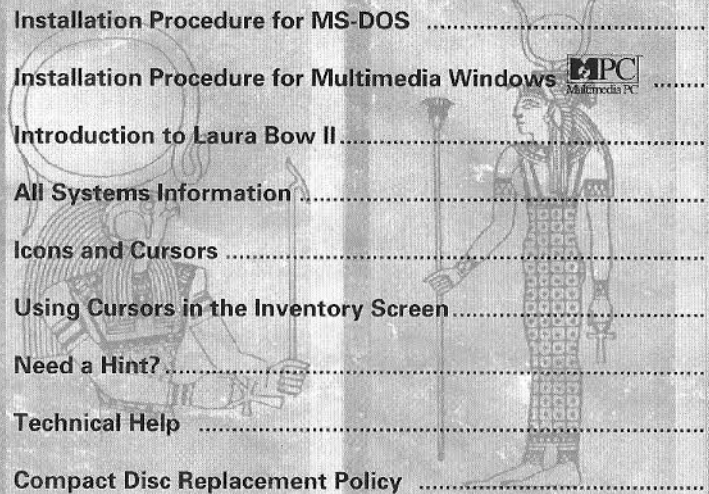
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MS-DOS INSTALLATION

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk or floppy disk. In order to save games, you must create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

Playing directly from the CD

- To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD.
- To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example: **e:**), and press [ENTER].
- Type **readme** and press [ENTER].

Playing with an Install File (recommended)

- This program will create an install file using either a hard disk or a floppy disk.
- Running the INSTALL program saves your sound configuration in the install file.
- Also, once you have installed the game, you will be able to save your game in progress on the floppy or hard disk containing the install file.

To run the INSTALL program:

1. Insert the CD into the CD-ROM drive.
 2. Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: **e:**), and press [ENTER].
 3. Type **install** and press [ENTER].
- Follow the instructions of the INSTALL program.



To run the game using the install file:

1. Place your CD game disc into your CD-ROM drive.
2. Type the name of the drive you installed the game to (for example: **c:**) and press [ENTER].

Note: If you installed to a floppy disk, you will need to place that disk in the drive before you type the name of the drive.

3. Type **cd \sierra** and press [ENTER].*
4. Type **RA** and press [ENTER].

* If you have installed Laura Bow II to a directory other than the default setting, change to that directory and type **SIERRA**.

Installation Procedure for Multimedia Windows

From the CD (if there is no SETUP floppy in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard mode or Enhanced mode. This is usually done by typing **win /s** or **win /3**, but may be different for your installation. If you are unsure refer to your Windows documentation.
3. Select "Run" from the "File" menu.
4. Type **e:setup** where e is the drive letter of your CD-ROM drive. Press [ENTER] or click on "OK".
5. The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then set up a program group and program icon so that you may play the game.

From the SETUP floppy (if there is one in your game package)

1. Insert the game CD into the CD-ROM drive.
2. Insert the Setup diskette into the **a:** drive (or **b:** drive).
3. Invoke Windows in Standard or Enhanced mode. This is usually done by typing **win /s** or **win /3** but may be different for your installation. If you are unsure refer to your Windows documentation.
4. Select "Run" from the "File" menu.
5. Type **a:setup** (or **b:setup**) and press [ENTER] or click on "OK".
6. The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level synthesizer (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.

Note about synthesizers

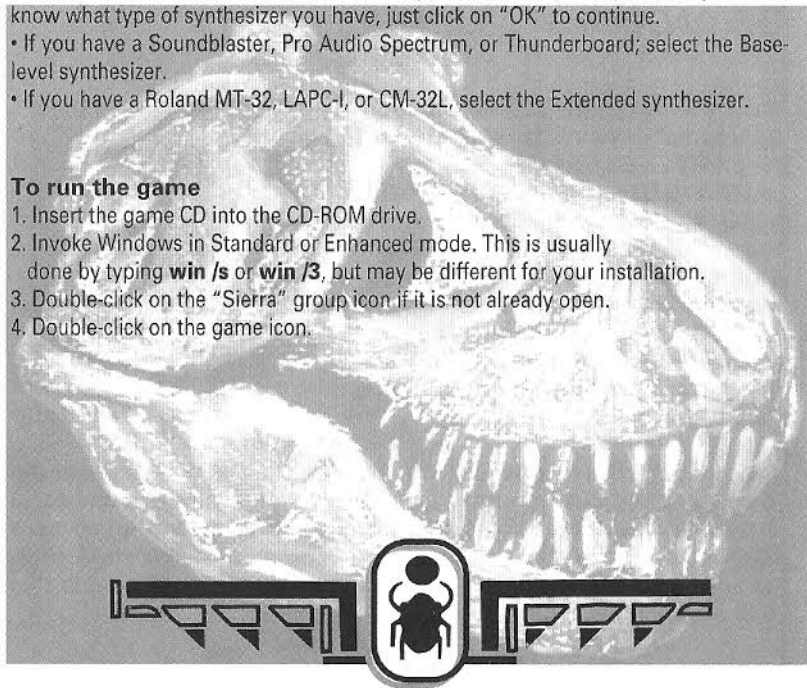
- Multimedia Windows defines two types of synthesizers: "base-level" which include three melodic channels and one percussive channel, and "extended" which include nine melodic channels and one percussive channel. You may wish to reference the Windows Help menu in the control panel. Use the Index to find help on changing your MIDI setup.
- The channel assignments are 13 thru 16 for the "base-level" and 1 thru 10 for the "extended". You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.

• Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.

- If you have a Soundblaster, Pro Audio Spectrum, or Thunderboard; select the Base-level synthesizer.
- If you have a Roland MT-32, LAPC-I, or CM-32L, select the Extended synthesizer.

To run the game

1. Insert the game CD into the CD-ROM drive.
2. Invoke Windows in Standard or Enhanced mode. This is usually done by typing **win /s** or **win /3**, but may be different for your installation.
3. Double-click on the "Sierra" group icon if it is not already open.
4. Double-click on the game icon.



LAURA BOW II: THE DAGGER OF AMON RA

Think you've got the makings of a great amateur detective? Of course you do, otherwise you wouldn't be playing **LAURA BOW II: THE DAGGER OF AMON RA**. You have in your possession the CD version of the game, which is the result of thousands of hours of relentless torment and general abuse visited upon the nearly comatose bodies of the CD programming team. Fortunately, they enjoy torment and abuse. In fact, they thrive on it.



Now, through the marvelous technology of the CD, you can hear the voices of the characters, the sounds of the city, the growl of the museum's resident dinosaur, and the jingle of your money as it disappears into the cash register at the computer game store. With the added capabilities of the CD, we've added enhancements in this version which we couldn't do before.

As Laura Bow, intrepid newspaper reporter on your first assignment, it's up to you to find out who stole the fabulous Dagger of Amon Ra from the Leyendecker Museum. While you're there, it would also be a good idea to find out who is murdering the staff at the museum...before they decide to kill *you*. Being a reporter is a tough job, but someone has to do it.

Remember, above all, this game is a *mystery*. Unlike many of our standard adventure games, you cannot succeed simply by walking around and picking up physical clues. You *must* interrogate people thoroughly, and it would be best if you question them more than once, since their knowledge of events can change, just as it does in real life. The evidence you collect will be necessary to *prove* your theories to the Coroner at the end of the game, but you must *think* about everything you've learned and come to the proper conclusions on your own.

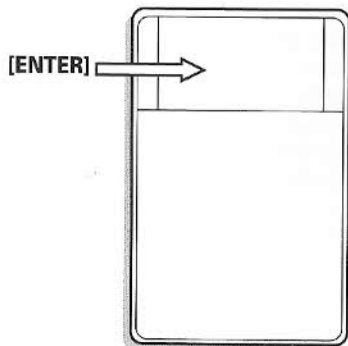


ALL SYSTEMS

Using a Mouse to Play Laura Bow II

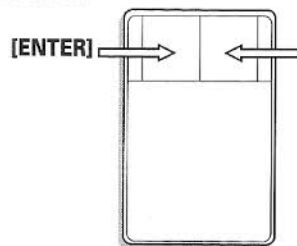
To position the onscreen cursor, move the mouse to the desired position. To move your character, position the cursor at the location to which you want the character to walk and click the mouse button. To execute a command, click the mouse button (multi-button mouse users, click the left button). For more detailed mouse instructions, see below.

1 - Button Mouse



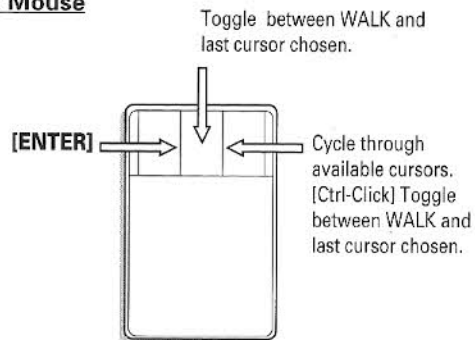
[SHIFT-click] Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

2 - Button Mouse



Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

3 - Button Mouse



Toggle between WALK and last cursor chosen.

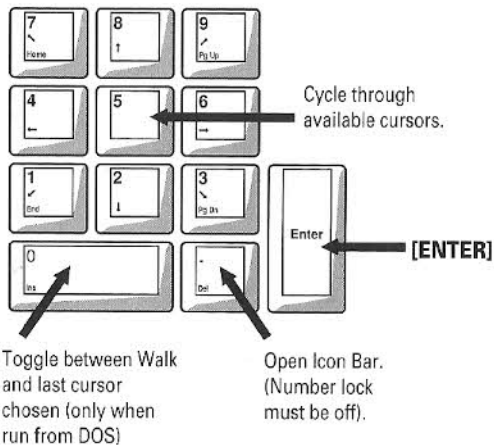
Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

For other commands, mouse users can use the numeric keyboard.

Using a Keyboard to Play Laura Bow II

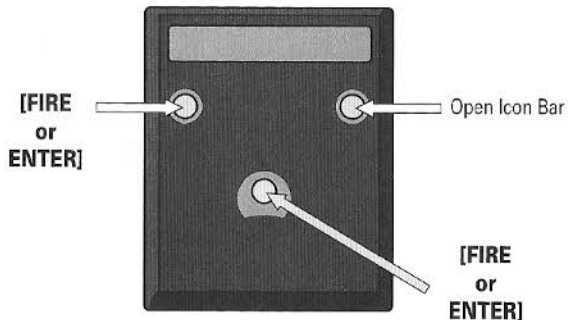
To position the onscreen cursor or move your game character using a keyboard, press a direction key (arrow keys) on the numeric keypad. To stop your character, press the same direction key again. To open the icon bar, press the escape key or delete key. To select an icon or execute a command, press [ENTER]. For more detailed keypad instructions, see below.

Numeric Keypad



Using a Joystick to Play Laura Bow II

To position the onscreen cursor using a joystick, move the stick in the desired direction. To open the icon bar, press the escape key or delete key. To select an icon or execute a command, press the FIRE button. For more detailed joy-stick instructions, see below.



For other commands, joystick users can use the numeric keyboard.

