Roberta Williams' Laura Bow™ in
THE DAGGER OF AMON RA™

A
Laura Bow™
Mystery

SIERRA

SIERRA®
833324330

SIERRA CD DOCUMENTATION CONTENTS

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.

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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 ![MPC Multimedia PC]

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.

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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 in-clude 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.
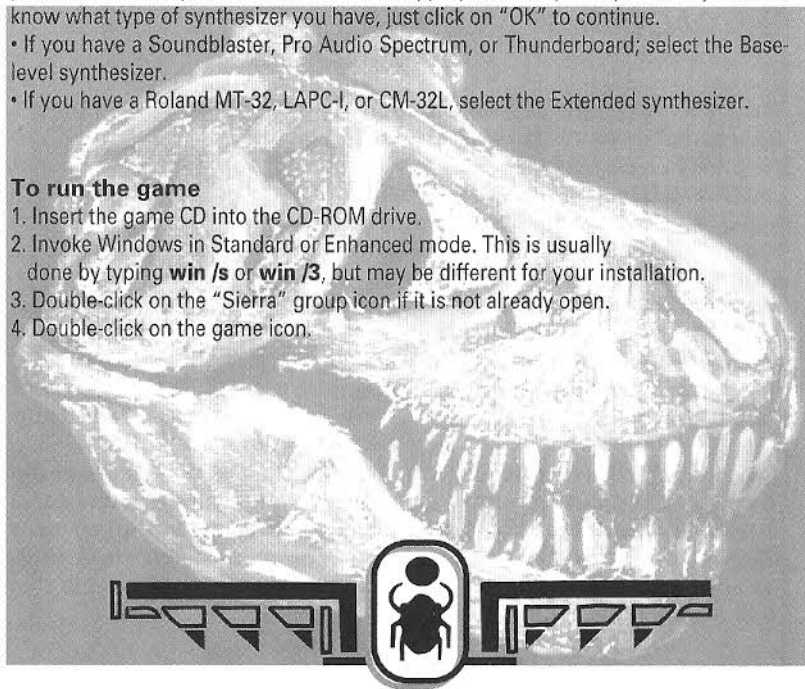
LAURA BOW II:

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.
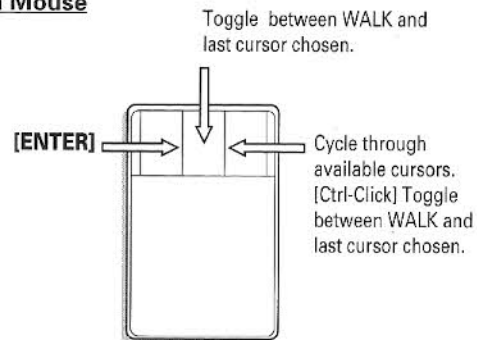
1 - Button Mouse

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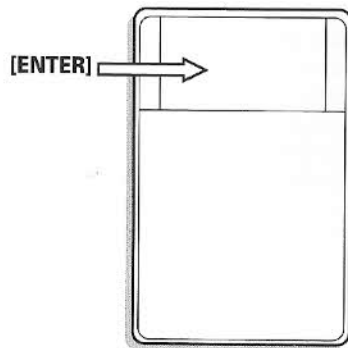
[SHIFT-click] Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

2 - Button Mouse

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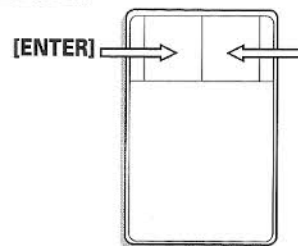
Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

3 - Button Mouse

Toggle between WALK and last cursor chosen.

[ENTER]

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

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

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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

Cycle through available cursors.

[ENTER]

Toggle between Walk and last cursor chosen (only when run from DOS)

Open Icon Bar. (Number lock must be off).
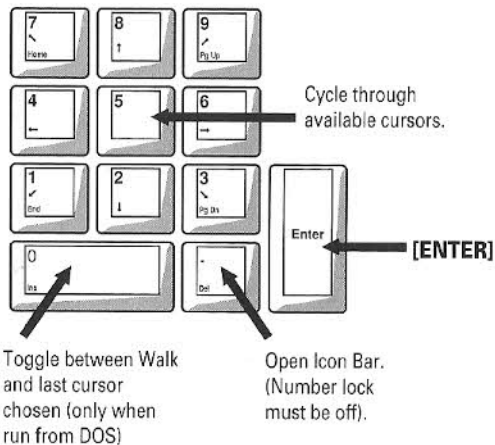
Using a Joystick to Play Laura Bow II

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.


[FIRE or ENTER]

Open Icon Bar

[FIRE or ENTER]
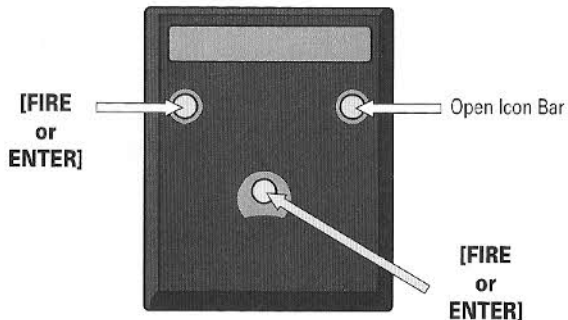
For other commands, joystick users can use the numeric keyboard.

ICONS AND CURSORS

At the top of the screen is an icon bar containing several icons that can be selected to execute the command choices available to you. To open the icon bar, press [ESC] or move the cursor all the way to the top of your screen. Some icons will have a menu of choices. Use the [Tab] key, mouse or joystick to move between choices within an icon menu.
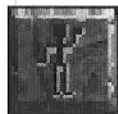
The Walk Icon
Choose **Walk** when you want to move the character from place to place on the screen. A walking character will move until it encounters an obstacle in its path, then stop.

The Walk Cursor
When you choose **Walk**, the cursor will change to a walking figure. Place the feet of the figure at the place where you want to move the character and click the mouse button or press the joystick fire button. If possible, the character will move to that spot.

PLEASE NOTE: In Keyboard and Joystick mode, the character's destination will be assumed to be the edge of the screen in the direction of movement, and will walk off the screen if not stopped. There will not be a special cursor on-screen.
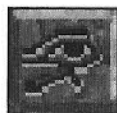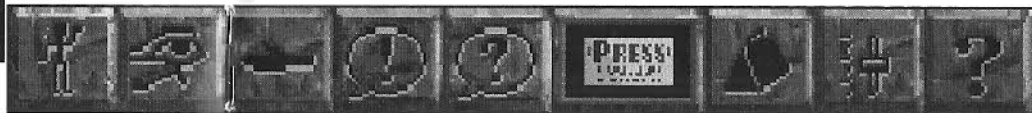
The Look Icon
Choose **Look** when you want to have the character look at something onscreen.
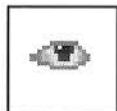
The Look Cursor
When you choose **Look,** the cursor will change to an eye. Place the eye at the desired place on the screen and press [ENTER], click the mouse button or press the joystick fire button. If there is something to be seen at this place, a message will be displayed.

The Action Icon
Choose **Action** when you want the character to perform an action on an object (Example: getting a drink from a pond, opening a door, etc.)
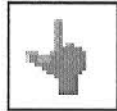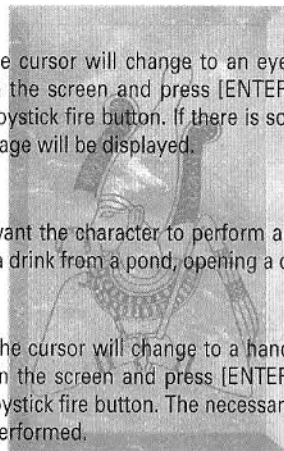
The Action Cursor
When you choose **Action,** the cursor will change to a hand. Place the hand at the desired place on the screen and press [ENTER], click the mouse button or press the joystick fire button. The necessary action for this screen position will be performed.

The Talk Icon

Choose *Talk* when you want to initiate a conversation between game characters.

The Talk Cursor

When you choose *Talk,* the cursor will change to the talk cursor. Position the cursor on the person (or thing) you want to talk to and click the mouse button, press the joystick fire button or press [ENTER]. If conversation is possible, the character will talk, or a conversation will begin.

The Ask Icon

To use the *Ask* icon, select it the same way you would select any other icon -- with the mouse, the TAB key, or the joystick. The cursor will then change to the *Ask* cursor.

The Ask Cursor

Click the *Ask* cursor on any character (other than yourself!) in the scene. A closeup of the Notebook will appear. Now click the *HAND* cursor on any of the index tabs along the side of the notebook. This opens the notebook to the section you've selected. If there are more items in a section than will fit on one page of the notebook, click on the lower right-hand corner of the page to see more entries under that section.

Once the entry you wish to ask about is visible on screen, click the *HAND* cursor on the entry (highlighting it). Then change the *HAND* cursor to the *EXIT* cursor and press [ENTER] or click on left mouse button. The notebook will disappear
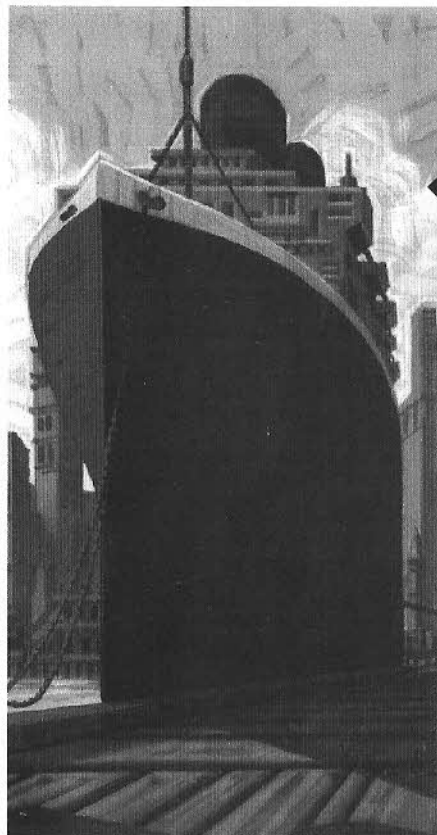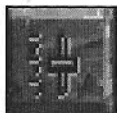
and the character you "Asked" about that entry will answer... but remember, not everybody in the game will know about everything, and not everybody can be counted on to tell the truth!

The Inventory Icon

Choose **Inventory** when you want to see and select from the items you are currently carrying.

The Controls Icon

This icon allows four game variables to be adjusted:

Speed — Adjusts the speed of the game animation.

Volume — Adjusts the sound volume.

Text/Speech Mode Control — Allows selection between displayed text and spoken text. If the button is marked as TEXT, clicking on it will change to text mode. If the button is marked as SPEECH, clicking on it will restore speech mode.

Game Detail — Adjusts the amount of non-essential animation in the game. If your game is running too slowly, you may want to adjust the Game Detail to lessen the amount of non-essential animation.

Save, Restore & Quit functions are also accessed via the **Controls** icon.

The Information Icon

Choose **Information** when you need to be reminded what the various icons do in the game. The cursor will change to a question mark. Pass the question mark over the other icons in the icon bar to see what they do.

Object Cursors

Each item in your inventory has a special **object** cursor associated with it. These can be used to perform game actions with your inventory items. Follow these steps:

1. Choose the **Inventory** icon from the icon bar, or press the [Tab] key.
2. Move the **arrow** cursor to the **inventory** item you want to use, and press [ENTER], the joystick fire button or click the mouse button. The cursor will change to look like the item you have selected.
3. Choose the **OK** icon. You will exit the inventory screen to the game.
4. Move the **Object** cursor to the place on-screen where you want to use the inventory item and press [ENTER], the joystick fire button or click the mouse button.
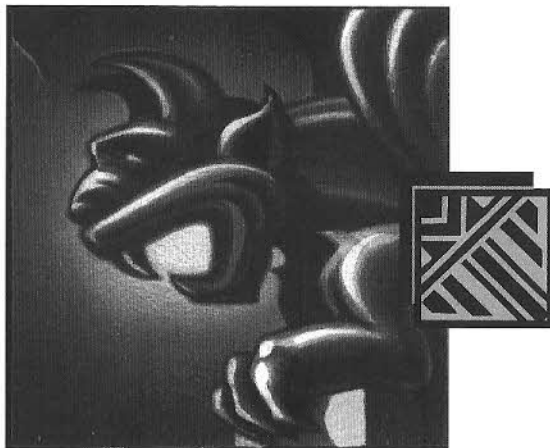
USING THE ICON BAR IN THE INVENTORY-SCREEN

• To use the icons in the inventory screen, choose an icon from the icon bar. Then position its cursor on the inventory item, and press [ENTER], the joystick fire button or click the mouse button.

• Choose the **Look** icon and use the **Look** cursor to see a description of an item in the inventory screen.

• Choose the **Action** icon and use the **Action** cursor to perform an action on an inventory item.

• To use an inventory item on another inventory item, select the first item, position the cursor on the second item and click the mouse button, press the joystick fire button or press [ENTER].

Pausing Your Game

If you wish to pause the game, select the **Controls** icon from the icon bar. The control panel states the game is paused. The game will pause until you select PLAY to resume play.

Saving Your Game

Important! If you wish to save to diskettes, you must have a separate formatted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, or make several directories on the diskette, in order to assure adequate space for save game storage.

To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress. You may name your saved games using standard English phrases. For example, if you are standing on a beach, you might call your game **'standing on beach'**, or simply **'beach'**.

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Single Diskette Drive Systems

1. Choose the **Controls** icon from the icon bar and select SAVE. The Save Game menu will appear. Please Note: The first time you attempt to save a game to a floppy disk while playing from the hard drive, you will need to change your default save game directory as follows; using your [Tab] key, select CHANGE DIRECTORY*.
2. Press [Ctrl-C] to clear the command line, and type the name of your floppy drive.
3. Be sure your Save Game diskette is in the disk drive.
4. Type the description of your saved game, and press [ENTER] or select SAVE, to save the game.

Hard Disk Users

NOTE: If you choose to save games to your hard disk, you may wish to create one or more save game directories or folders on your hard disk. Refer to your computer's instructions for creating directories.
1. Choose the **Controls** icon from the icon bar and select SAVE. The Save Game menu will appear.
2. If you wish to save the game to a directory* other than the one you are currently playing in, select CHANGE DIRECTORY*, press [Ctrl-C] to clear the command line, and type the drive and name of the new directory*.
3. Type the description of your saved game, and press [ENTER] or select SAVE, to save the game.

Restoring Your Game

1. Choose the **Controls** icon from the icon bar and select RESTORE. You will be prompted to select the game you wish to restore.
2. Click or use arrow keys to highlight the desired game and select RESTORE. RESTORE by clicking on the Restore box with the mouse, or by highlighting the box with the [TAB] key and pressing [ENTER] or the joystick fire button.
3. If the game you wish to restore is in a different directory, select CHANGE DIRECTORY, then type the name of the directory* you wish to restore from.

* The term 'directory' refers to directories, drawers and folders.

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Quitting Your Game
Select the **Controls** icon from the icon bar and select QUIT.

Restarting Your Game
To restart your game at any time during play, choose the **Controls** icon from the icon bar and select RESTART. The game will begin again with the Sierra Logo.

Message Windows
Message windows will appear at various times during the game. When you have read the message, left click, press the joystick fire button or press [ENTER] to remove the window and resume playing the game. You may also left click to interrupt speech.

NOTE: Some message windows are program controlled, and cannot be cleared by pressing [ENTER], using the mouse or joystick buttons. These windows will clear automatically.

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details which you'll need to complete the game.

EXPLORE each area of the game very carefully, and DRAW A MAP as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

GET objects you think you will need. You can see an inventory of items you've acquired by choosing the inventory icon at any time.

USE the items you have aquired to solve problems in the game. Different approaches to a puzzle may bring about different outcomes.

BE CAREFUL, and remain alert at all times — disaster may strike in the most unlikely of places!

SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points, so you will always be able to return to a desired point in the game. This will enable you to backup in the game and do things differently if you wish.

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

1. Call our automated hint line at (900) 370-KLUE to receive a hint.
NOTE: California residents, please dial (900) 370-5113.

THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGE IS 75 CENTS PER MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENT'S PERMISSION TO CALL. THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN TO YOU ON OTHER SIERRA TELEPHONE LINES. AT THIS TIME, THE AUTOMATED HINT SYSTEM IS ONLY AVAILABLE WITHIN THE UNITED STATES

2. Your local software dealer may carry our hint books, or may be willing to order them for you.

3. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call **(800) 326-6654** to place your order with a Visa, MasterCard American Express card, or Discover card, or write :

> **Sierra On-Line Inc.   Order Department**
> **P.O. Box 978   Oakhurst, CA 93644-0978**

4. If you have a modem, you can reach the Sierra Bulletin Board through the following number: **(209) 683-4463**
> **Our settings are 300, 1200, 2400 or 9600 Baud;**
> **8 Data Bits; No Parity; 1 Stop Bit.**

Once you are logged in, follow the menus to get the clues you need.

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5. Many other bulletin boards also provide hints to our games. For more information on these BBS lines, you can call these toll-free numbers:

> **Compuserve (800) 848-8199**
> **Prodigy (800) 822-6922**
> **PCLink (800) 458-8532**
> **America On-line (800) 827-6364**
> **GEnie (800) 638-9636**

6. The magazine **Questbuster's Journal** is a helpful source of many game hints.

7. To obtain a hint by mail: **Sierra Hint Department**
> **P.O. Box 200**
> **Coarsegold, CA 93614-0200**

ATTENTION U.K. CUSTOMERS: To better serve our European customers, Sierra On-Line now has an office in England. This office can provide customer support for all of your Sierra On-Line products. From disk replacements to technical problems, the Sierra U.K. office is anxious to help you get the most from your Sierra software. **The Customer Support phone number is [44] 734 303171.**

The address is: **Sierra On-Line Limited**
> **Unit 2, Technology Center, Station Road**
> **Theale, Berkshire RG7 4AA, U.K.**

If you're stuck in a Sierra game, the U.K. office can provide hints to help you out. **The hint line phone number is [0] 734 304004.** If you have a modem, the Sierra U.K. Bulletin Board Service [BBS] can be a source of hints and other information. **The Sierra U.K. BBS is [0] 734 304227.**

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Need Technical Help?

First refer to the Technical section in your manual. If you continue to have problems, technical assistance is only a telephone call away. Call **(209) 683-8989** for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type, nature of your problem, and any other information you feel will be helpful.

Sierra On-Line
ATTN: Technical Support
P.O. Box 800
Coarsegold, CA 93614-0800

You may also fax a description of your problem. Include a return phone number and one of our representatives will call you. **Our fax number is (209) 683-3633**.

Compact Disc Replacement Policy

If you have a problem with this CD, we will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt and the compact disk, along with your request). After 90 days there is a $10.00 charge.

Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614
ATTN: Returns