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SPECIAL PREVIEW!

Welcome to Indiana Jones' latest exploits in a new kind of game from LucasArts! This **SPECIAL PREVIEW** will let you play and replay a single game (out of billions of possibilities) to find out what desktop adventuring is all about. Depending on the level of difficulty you choose, you can probably finish the whole thing in thirty minutes or less!

We enjoyed creating this unique story game system, and we hope you enjoy playing it. If you did, and would like to renew the experience without repeating it, head for your nearest computer entertainment retailer or call our direct sales force - the full version, with billions of variations, will be on sale starting in the last week of **April, 1996...**

THE STORY

It's the mid-1930's, and Indiana Jones, Ph.D., excited by the fantastic finds emerging from the deserts and jungles of Middle America, travels south of the border to make his mark on archeology. The stated purpose of his expedition is to survey a temple complex known as Site R, but no sooner have Indy and his colleague, Marcus Brody, set up headquarters in the little town of Lucasio than they realize more important issues are at stake. Everywhere they turn, thieves and scavengers, many calling themselves scientists, are ransacking historical sites and selling off their priceless treasures to the highest bidder...

Soon Indy is embroiled in a dangerous contest, rushing to find a series of dazzling artifacts and get them into safe hands before his unscrupulous rivals, led by the shady collector Dr. Victor Van Loon and a crackpot Nazi general, Anton Schlossberg, can steal them.

As the player, you are Indiana Jones. At the start of each game, you should consult with Marcus on the latest emergency. He'll supply the first item you need to get going. From there it's up to you to explore, trade, and fight your way through dangerous terrain to resolve the crisis at hand.

In your adventures you will encounter fierce warriors and deadly banditos, poisonous spiders and vicious jaguars...and maybe even a snake or two. And before you're done, you will confront the uncanny forces of the Ancient Gods, including the mighty feathered serpent, Quetzalcoatl. (Why'd it have to be a snake?)

HOW TO PLAY

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Quick Tips



Sitting near the fountain in Lucasio, you'll find **Bonifacio**. He can be a great help if you're having trouble with basic elements of game play. Each time you talk to him he will give you a different tip. Listen to what he has to say - he's very wise.

Walking Around

To move Indy around the Desktop Adventures world, press and hold your **left mouse button**. Indy will walk in the direction of the arrow showing on your pointer. As you hold down the button and move the pointer around the window, Indy will follow.

To activate floor switches, just walk on top of them. To activate wall-switches and to open unlocked doors, simply bump into them. To walk into a house, hut, cave, etc., move Indy into the opening, and he will enter. To walk into adjacent areas of the game world, move Indy to the edge of the display window and keep walking. Indy will cross into the next area if there is one.

(**TIP:** Sometimes Indy can't cross into a new area, even when one exists. That probably means some unseen **obstacle** at the destination is in the way. Move along the border and try again.)

Talking to People

To talk to characters in the game, simply move Indy until he **bumps into them**. If a character has something to say, a **dialogue balloon** will appear. Scroll the text by clicking on the **up & down arrows**. When you have read everything, click on the **dot** to close the balloon.

(**TIP:** Pressing **ESC** or **ENTER** will end the dialogue at any time, but be careful: you may not get another chance to read the same information.)

Pushing and Pulling Things

You never know where you'll find some of the items Indy needs to complete his quest. Sometimes they're buried under rubble or hidden under boxes. Sometimes Indy just needs to get past a stone block that's in his way. To **push or pull** an object, walk Indy next to it, hold down either **SHIFT** key, then walk toward or away from the object. If the object can move, it will. You'll just have to figure out what Indy is strong enough to muscle around.

Picking Up and Using Items

Indy's world is full of useful things. To **pick up** an item (such as the whip in Indy's room), simply **bump into it** as you would a character. The item will start to flash, and your pointer will turn into a hand. **Left-click** on the item, and it will pop into your inventory.

The items you collect can be used to open doors, to activate vehicles, to trade for other items, and so on. To **use** an item, locate its icon in your inventory and **left-click** on it. Your pointer will become that item. Then move your pointer to the spot where you wish to use the item and **left-click** again. If you're using the correct item in the correct location, something will happen. Remember: actions don't work at a distance. You must **stand as close as possible to the location** where you want to use an item to get results.

For example: suppose you have a key in your inventory, and you stumble across a locked chest. To unlock the chest, first stand close beside it, then pick up the key by left-clicking on its inventory icon. Now place it over the chest and left-click again. If the key fits, the chest will open. If not, maybe there's another key to be found, or even a different way to open the chest.

Readying and Wielding Weapons



Indy's in a hostile environment, and he needs to defend himself. His whip is always available - look for it in Lucasio. In each game you can also find another, more powerful **weapon**. To **ready** a weapon for action, **left-click** on its icon in your inventory. Then either **left-click** on Indy or the **Ready Weapon Box** between the Compass and Health Monitor. To **wield** a weapon, aim Indy in the direction you wish to attack, and **right-click** your mouse or press the **spacebar**. Be careful; some enemies can strike from any direction, but Indy can only attack vertically and horizontally.

(**TIP:** The whip is the weakest weapon in the game, but it's also the only weapon that works over obstacles!)

The Compass



The arrow cluster to the left of the Ready Weapon Box is Indy's **Compass**. Indy can travel in the direction of **green** arrows to reach unseen but nearby areas of the game world. If an arrow is **dimmed**, then there is no connecting terrain in that direction.

(**TIP:** Sometimes Indy can't enter a different area even when the correct arrow is green. That probably means some unseen **obstacle** at the destination is in the way. Move along the border and try again.)

Health



As Indy battles through the game, the creatures and enemies he encounters will inflict damage, and his **Health Monitor** will gradually turn from **green** to **yellow** to **red** and finally to **black**. Green means Indy is in good shape, yellow signals caution, and red means Indy's health is dangerously low. Watch out: when the monitor is fully black, the game is over! But don't worry, sometimes you can find **medicinal herbs** and other remedies to heal Indy. If all else fails, José, the grocer in Lucasio, will help you. To restore Indy's health, **left-click** on the remedy icon in your inventory, then **left-click** on Indy.

(**TIP:** If your health declines too quickly for comfort, select **Combat Difficulty** from the Options menu and adjust the slider to an easier setting.)

Indy Quotient



Each time you win a game, no matter how ragged you feel at the end, it's an achievement, so congratulations! In case you're interested in more detail, your score is posted in the victory display. This is Indy's **IQ**, and it depends on three factors: how quickly you finished, how many puzzles you had to solve to reach the end, and how difficult it was to defeat your adversaries. **Fast** play yields higher scores than slow play. **Large** worlds yield higher scores than small worlds. **Hard** combat yields higher scores than easy. To give you something to shoot for, the maximum possible IQ is **1,000**. Reaching the top is like ringing the gong at a carnival - you can do it, but it's harder than it looks. So here's a tip of Indy's famous fedora to anyone who succeeds in achieving perfection!

THE MAP

Looking at the Map

Map Symbols

Map Clues

Looking at the Map



One of the most important things to find at the beginning of each game is the **Map**. It's always hidden somewhere near Lucasio. Examine it by clicking on the map icon in your inventory or by pressing **M**. The map shows you the entire world Indy is exploring, with his current position marked by a blinking red **X**. To return to the game, **left-click** anywhere that doesn't show a special map symbol, or press **M** again, or **right-click** anywhere at all. By using the map, you can keep track of your progress as well as plan your next move.

Map Symbols

As you travel through the game world, the areas you visit will **brighten**. When you arrive in special areas, the map will mark them with special symbols. Below are the symbols you'll see and what they represent:



Lucasio - this is Indy's home base. You'll start every game here. Be sure to talk to everyone you encounter. Bonifacio is lounging near the fountain; ask him for quick tips on basic game play. Indy's expeditionary headquarters is in the house north of the fountain; there Marcus will get you started on each mission. José has a small store nearby; when you get in trouble, he'll restore your health. In the cantina you'll find Gabriela; sometimes she'll dispense tequila, sometimes a bunch of health-enhancing bananas, and sometimes just a sharp word of advice. And don't forget your whip! It's in the little stucco house south of the fountain.



Puzzles - you will have to solve several puzzles to finish each game. Their locations are marked by **jigsaw puzzle piece** symbols. Until a puzzle is solved, the symbol is **outlined**. Once a solution is found, the symbol is **highlighted**.



Blockades - a blockade is a puzzle that bars your way to some areas of the game world until you find a solution. Each blockade shows on the map as a **solid wall** until you breach it; after that an **opening** appears.



Gateways - you'll often see areas on the map that are isolated from the rest of the world. You can't reach them by hiking, but for each one there's a special connection. It can be a tunnel, a boat, or even a blimp! You must solve a puzzle to activate each gateway. Until you do, its symbol is **outlined**. Once a gateway becomes usable, the symbol is **highlighted**.



Teleport Stations - scattered about the map are mystical devices that enable Indy to jump quickly from area to area. Look for stone platforms with strange **glyphs** carved in them. Some of these stations are active the first time you see them, others must be activated by solving puzzles. Once Indy has the **map** in his possession, whenever he steps on a glyph the map will automatically appear with all active destinations visible and **highlighted**. Just **left-click** on the symbol for any station, and you're there! If you're lucky, stations will be well-placed to teleport you from one end of the world to the other. Sometimes they're not quite where you'd like them to be. On smaller worlds, there may not be any stations at all.



The Final Chapter - this symbol represents the area where the final showdown, whatever that may be, will take place. You may come across it before you actually have what you need to win, so make sure you're ready when you decide to try for the final prize.

Map Clues

One of the handiest features of the map is its clue system. Once you've discovered an area, go to the map. **Left-click** on any of the special map symbols. A **hint balloon** will appear, telling you what you need to solve that particular puzzle.

MENU COMMANDS

File

Options

Window

Help

File

New World - builds a new world with a new story. This command discards the current world.

Replay Story - builds a new world but keeps the current ending. Useful if you lose a game and want to try the same story again. This command discards the current world.

Load World - loads a previously saved world. This command discards the current world.

Save World - saves the current world. Type in the file name and choose a folder to save into. The default folder is the directory where Indy's Desktop Adventures is stored.

Exit - closes and exits the game.

Options

Combat Difficulty - adjusts the effects of combat. Easier settings weaken Indy's opponents. Harder settings strengthen them. The game defaults to MEDIUM.

Game Speed - adjusts how fast Indy and other characters move. On higher settings, action is faster, but may be harder to control. The game defaults to NORMAL.

World Control - adjusts world size. Smaller worlds tend to be less complex, but quicker to finish. You must build a new world for a new setting to take effect. The game defaults to MEDIUM.

Sound On - toggles sound effects on and off. The game defaults to ON.

Music On - toggles music on and off. The game defaults to ON.

Pause - pauses and unpauses the game.

Window

Hide Me! - this option quickly minimizes Indy's Desktop Adventures. Handy when you hear your boss approaching.

Help

How To Play - launches this guide.

Using Help - brings up general directions on how to use Help files.

About - shows information about Indy's Desktop Adventures.

HOT KEYS

Game Play

Walk - **ARROW** keys or **NUMERIC KEYPAD** with **Num Lock OFF**

Diagonal Walk - **HOME, PAGE UP, END, PAGE DOWN**

Push or Pull Item - **SHIFT** key

Pick Up Flashing Item - **SPACEBAR** or **INSERT** key with **Num Lock OFF**

Attack - **SPACEBAR** or **INSERT** key with **Num Lock OFF**

Toggle Map Display - **M** key

Toggle Pause - **P** key

Dialogue Balloons

Scroll Up and Down - Up & Down **ARROW** keys

End Dialogue - **ESC** key or **ENTER** key

CREDITS

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INSTALLATION

[Installing in Windows 3.1x](#)

[Installing in Windows 95](#)

[Uninstalling](#)

Installing in Windows 3.1x

Insert the game diskette into the appropriate floppy drive. Open the **File** menu located at the top left-hand corner of the Windows **Program Manager** and select **Run**. In the **Command Line** edit box, type in the letter of the drive where you inserted the Desktop Adventures disk followed by ":\setup". (Example: a:\setup.) Select **OK**. This will start the **SETUP** program for Indy's Desktop Adventures.

Installing in Windows 95

Insert the game diskette into the appropriate floppy drive, then click on the **Start** button located at the left end of the **Taskbar**. Select **Run**, then in the **Open** edit box, type in the the letter of the drive where you inserted the Desktop Adventures disk followed by ":\setup". (Example: a:\setup.) Select **OK**. This will start the **SETUP** program for Indy's Desktop Adventures.

Uninstalling

If you wish to remove Indy's Desktop Adventures from your system for any reason, do the following:

Windows 3.1x

Open **File Manager**, locate the folder where you installed the game, select **Delete...** from the **File** menu, type in the folder name, and click on **OK**. Next, move to your Windows directory and delete the file **DESKADV.INI** using the same procedure. Finally, move to the Program Group representing the game and delete the appropriate **icons**.

Windows 95

Go to **Start**, select **Programs**, and then **Windows Explorer**. Locate the folder where you installed the game and drag it to your **Recycle Bin**. Next, open your Windows folder and delete the file **DESKADV.INI** using the same procedure. Finally, go to **Start**, select **Settings**, then **Taskbar...** and follow onscreen instructions to remove the appropriate **icons** from the **Start** menu.

Saved Worlds

The worlds you save while playing Indy's Desktop Adventures can reside on any writable storage device. If they're in the folder or directory where you installed the game, deleting the folder will delete them as well. Otherwise, please track them down separately wherever you saved them. Saved world files usually have a **.wld** extension.

(**TIP:** Don't be afraid to delete unwanted saved worlds at any time. Doing so will have no adverse effect on the operation of Indy's Desktop Adventures.)

TROUBLESHOOTING

Questions & Answers

Windows 3.1x Users

Hardware Problems

Questions & Answers

Q> I'm running Windows 95, and when the SETUP program ends I get an error message telling me that it could not create a program group and icon. What does this mean?

A> The SETUP program had trouble talking to the Windows Program Manager. Please restart Windows, then run SETUP again. This should solve the problem.

Q> I received a message stating "the game won't run in 16 Color Mode." What is a color mode, and how do I change it?

A> A color mode is simply the number of colors your computer is configured to display. 16 Color Mode means Windows is set to display a total of 16 colors. Indy's Desktop Adventures requires your machine to display a minimum of 256 colors in order to run. To solve the problem, exit from the game, change the color mode, then restart your computer. For detailed instructions on how to set the color mode, please consult your Windows documentation or your video card manual.

Q> Why does Indy move around so slowly?

A> First, you may have the Game Speed adjusted too low. Open the "Options" menu, select "Game Speed," and choose a faster setting. If the problem persists with Game Speed at its fastest setting, you may have a slower video card, or possibly one that does not perform well with the color mode or screen resolution you've selected. Try changing screen resolution and/or color mode.

Q> Why does my mouse pointer flicker?

A> Generally, this is due to a slower video card. However, there are a small number of fast cards on the market whose software is not fully optimized for Windows. Try changing resolution and/or color mode.

Q> Why does it take several minutes for Indy's Desktop Adventures to load the first time I start it up, or when building new worlds?

A> This problem can occur if you are using a slower machine, or if you are low on memory (RAM), especially if you are running in Windows 3.1x.

Q> Why does Indy's Desktop Adventures take so long to load on my otherwise speedy laptop computer?

A> Laptops often run software in the background to monitor the battery and manage power usage. Most such programs are benign, but a few can cause noticeable slowdowns in other applications. If you experience very long load times or sluggish performance on a fast machine, temporarily turn off all power management software, then restart the game.

Q> Why doesn't Indy respond to the mouse and keyboard controls?

A> Chances are the game is paused. Try pressing the "p" key or, from the "Options" menu, uncheck "Pause."

Q> Why do I sometimes see strange colors in Indy's Desktop Adventures?

A> This sometimes happens when another application is competing for vital system resources or is cycling the Windows color palette. Try minimizing, then maximizing the game. If that doesn't work, try closing any other applications, then resume play. As a last resort, you may have to save your world, exit from Indy's Desktop Adventures, and then restart the game without other applications running.

Q> Why do I sometimes have trouble closing dialogue balloons using keyboard controls?

A> This can happen if your mouse pointer has drifted off the game window. For full keyboard control of dialogue balloons, please move your mouse pointer somewhere within the Desktop Adventures window.

Q> I'm running Windows 3.1x. Why do I see the message, "failed to launch help" when I try to open the Help Guide?

A> In Windows 3.1x, some system software configurations use up more "conventional DOS memory" than others, and your computer may become confused about the amount of memory that is really available. If you see this message, and you need help while you play, try starting the Desktop Adventures Help Guide directly from the Program Manager, and then launch Indy's Desktop Adventures afterwards.

Q> Why is it that certain applications perform poorly while running with Indy's Desktop Adventures?

A> Chances are you are low on memory. You may have to save your world, then exit from Desktop Adventures before running other memory-hungry programs.

Q> I got an error message saying something about WinG and my video display driver. What in the heck is WinG?!

A> Indy's Desktop Adventures uses a Microsoft system extension called WinG to optimize graphics performance under Windows 3.1x. Microsoft has acknowledged that WinG has a few hiccups! The WinG error message is telling you that your video card is using drivers that are out of date. You can continue to play, but the game will run more slowly than it should. To solve the problem, contact your video card manufacturer for the most recent drivers, and install them.

Q> Why do I have trouble starting Desktop Adventures while my screen saver is running in the background?

A> Some after-market screen savers monopolize system resources when they wake up and take over your computer. Please be sure your screen saver wake-up interval is longer than the loading time of Indy's Desktop Adventures, then restart the game. If your screen saver is Star Wars Screen Entertainment, you can eliminate the problem by selecting GDI graphics in the SWSE SETUP program.

Q> Why do I get an "In Control Tools" pop-up menu when I right-click the mouse?

A> You are running a Diamond Multimedia utility called "In Control Tools." In order to free the right mouse button for Indy's Desktop Adventures, you must disable "In Control Tools."

Windows 3.1x Users

Memory

In Windows 3.1x, applications share the computer's valuable resources, including memory (RAM). In particular, each running application uses up a fraction of precious "conventional DOS memory," and no matter how much total memory you have, this limits the number of programs you can run. Moreover, WinG, the Microsoft graphics accelerator used by Desktop Adventures, also needs conventional memory, as do sound and video card drivers, power managers, and so forth. If too many programs compete, low memory situations can arise.

Some common symptoms of low memory are: "failed to launch help" error message; inability to start other programs while Desktop Adventures is running; excessive load time while starting a new game.

If you have difficulty running Indy's Desktop Adventures or the Desktop Adventures Help Guide, try closing any applications that are not currently being used. This will free up extra memory.

Network drivers are among the greatest memory consumers. If possible, restart Windows without loading network software. (In Windows 3.11, you can accomplish this by restarting with the command, "win /n".)

In order to achieve optimal performance while running Indy's Desktop Adventures, make sure VIRTUAL MEMORY is turned ON, with the Virtual Memory SWAP FILE set to equal or exceed the amount of RAM in your machine (at least 8 megabytes). For more information on configuring Virtual Memory and Virtual Memory Swap Files, please see your Windows 3.1x documentation.

Music

Windows 3.1x expects to see music (MIDI) files in several different, mutually exclusive formats. For playability on the widest variety of sound cards, the music files used by Indy's Desktop Adventures contain all formats. Thus, you may encounter a spurious message stating, "MIDI may not play correctly." Please check the box entitled "Don't show this message again" to prevent further notification, and enjoy the game.

Hardware Problems

The LucasArts Quality Assurance group has found a few problems with certain hardware configurations. Below is a list of problematic devices and their symptoms. In most cases these problems can be rectified by contacting the device manufacturer and obtaining the latest drivers.

Video Cards:

ATI DESKTOP Software

Many ATI video cards use a utility for Windows 3.1x called "ATI Desktop." This software corrupts the color palette in 256 Color Mode when "WinSwitch" is active. Turning "WinSwitch" off solves the problem.

ATI GRAPHICS EXPRESSION

ATI GRAPHICS PRO TURBO

(MACH 64)

Windows 3.1x users may see unpleasant screen flashing when their computer is set to display thousands or millions of colors. Upgrading to driver version 2.01 solves the problem. (If you see missing letters in text displays with this driver, drop back to 256 Color Mode.)

DIAMOND STEALTH 64 VIDEO VRAM

DIAMOND STEALTH 64 3000 Series

Sluggish game performance running in Windows 3.1x in 256 Color Mode. Try changing color mode.

DIAMOND STEALTH SE PCI

Cursor appears in the wrong position when running Windows 95 with the driver supplied by Windows 95 in High Color (16 bit) Mode only. Try changing color mode.

ORCHID VLB KELVIN 64

Excessive cursor blinking running Windows 3.1x in video mode that displays millions of colors (sometimes called True Color (24 bit) Mode). Changing to thousands of colors (High Color (16 bit) Mode) or 256 Color Mode solves the problem.

STB SPRINT 32 PCI

General protection fault in Windows 3.1x while displaying millions of colors (True Color (24 bit) Mode). Changing to thousands of colors (High Color (16 bit) Mode), or 256 Color Mode solves the problem.

NUMBER NINE #9GXE

When characters talk, you may see ugly-looking dialogue balloons. Open the Number Nine Control Panel, then the "Place Window" utility. In the box labeled "messages in" choose VIRTUAL instead of MONITOR to solve the problem.

Sound Cards

ENSONIQ SOUNDSCAPE S-2000

Early drivers may lock up with a General Protection Fault, especially in Windows 3.1x. Upgrading drivers to version #1.30.03 solves the problem.

CREATIVE LABS SOUND BLASTER 16

SOUND BLASTER 32

SOUND BLASTER AWE32

Sounds cut out running in Windows 95. Upgrading drivers to version #4.13.xx solves the problem.

**MEDIA VISION PRO AUDIO SPECTRUM
PRO AUDIO STUDIO**

In Windows 3.1x, sounds may cut out or repeat. De-activating the game (with a click on the desktop, for example), and then re-activating it solves the problem.

**MEDIA VISION PRO AUDIO DELUXE
PROSONIC
JAZZ-16**

In Windows 95, digital sound effects may not play smoothly. To solve the problem, open the Windows directory with Windows Explorer and rename the file WAVEMIX.INI (to something like WAVEMIX.BAK, for example).

CONTACTING LUCASARTS

Any Questions?

Call our Technical Support line at: **415-507-4545**.

When you call, please be sitting in front of your computer with paper and pen, and gather as much pertinent information about your computer as you can assemble: make, model, amount of RAM and hard disk size, graphics card type, make and model of sound card and CD drive, and information about your version of Windows.

You can also write to Technical Support at:

LucasArts Entertainment Company
Attention: Product Support
P.O. Box 10307
San Rafael CA 94912

Product Support hours are 8:30 am to 6:00 pm Pacific Standard Time, Monday through Thursday; and 8:30 am to 5:00 pm Pacific Standard Time, Friday.

Technical Support FAX: **415-507-0300**

LucasArts File Library: **415-507-0400** (available 24 hours a day for file download ONLY. NOT a message base.)

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America Online: Keyword "Lucas"

Internet E-Mail: Send mail to 75300.454@compuserve.com OR lucasarts3@aol.com

Home Page: <http://www.lucasarts.com>

Need More Hints?

Please DO NOT call Technical Product Support for HINTS. Technical representatives do not give hints over the phone. However, you may call our 24-hour automated hint line at:

1-900-740-JEDI (1-900-740-5334)

This service costs 75 cents a minute, and you must be over 18 years old or have your parents' permission to call.

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Limited Warranty

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