
IT CAME FROM THE DESERT

Operating Instructions for the Commodore® Amiga®

SYSTEM REQUIREMENTS

- Amiga 500, 1000, 2000, or 2500
- 1 Megabyte of RAM
- 1 or 2 disk drives (2nd drive or Hard drive recommended)
- Joystick
- Mouse

BACKUP COPIES

Make a backup of Reels 2 and 3. Use the copies to play the game and store the originals in a safe place. You cannot backup Reel 1.

GETTING STARTED

Turn on your computer and monitor. At the Workbench™ prompt, insert Reel 1 into your internal drive. If you have an external drive, insert Reel 2 into it. Insert Reel 3 into a drive when prompted. To minimise disk swapping, you should keep Reels 2 and 3 in your drives while playing the game.

Press the joystick button to bypass the opening sequence. The opening sequence is followed by a LOAD GAME screen. Select either to start a new game or load a saved game by clicking on the appropriate option. If you choose to load a saved game, you will be prompted to insert the DSAVE disk you have created (see SAVING YOUR GAME below).

SAVING YOUR GAME

To save games while playing *IT CAME FROM THE DESERT*, you must initialize a disk before playing. The disk must be named DSAVE. See the owner's manual for your computer for instructions on initialising and naming disks. Each save game disk will hold one saved game.

To save a game in progress, go to the location map. You may save your game by clicking on the SAVE GAME icon in the map's upper left hand corner. You will be prompted to insert your DSAVE disk into a drive.

After your game has been saved, follow the onscreen prompt to insert your game disk into a drive.

LOADING A SAVED GAME

From the LOAD GAME screen (which follows the game's opening sequence), choose the LOAD SAVED GAME option. Follow the prompts to insert your DSAVE disk into a drive. After your saved game has loaded, follow the onscreen prompt to insert your game disk into a drive.

PAUSING A GAME

Press the left mouse button to pause the game. Press the left mouse button again to resume play. You may pause at any point in the game, even during arcade sequences!

AFTER THE GAME ENDS

If the game ends and you wish to play again, you must insert Reel 1 into the internal disk drive, then reboot your computer by pressing Control-Amiga-Amiga (CTRL-A-A, or CTRL-C-A on some Amiga 500's) simultaneously. After playing *IT CAME FROM THE DESERT*, you should turn your computer off and wait about 30 seconds before attempting to boot another application.

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ERRATA SHEET

In the tradition of the "best" B movies IT CAME FROM THE DESERT contains plenty of red herrings and blind alleys, to have a better chance of solving the program, bear in mind the following points:

1. Trust nobody
2. Do not believe everything you are told
3. Some characters will purposely mislead you
4. Present all evidence to the Mayor personally

IT CAME FROM THE DESERT enthält in der Tradition der "besten" B-Film jede Menge an Ablenkungsmanöver und falscher Fährten. Um das Programm zu lösen, sollte man sich folgende Punkte merken:

1. Niemandem trauen
2. Nicht alles glauben, was man Ihnen erzählt
3. Einige Charaktere führen Sie absichtlich in die Irre.
4. Geben Sie alle Beweise dem Bürgermeister persönlich



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