

# SierraOriginals

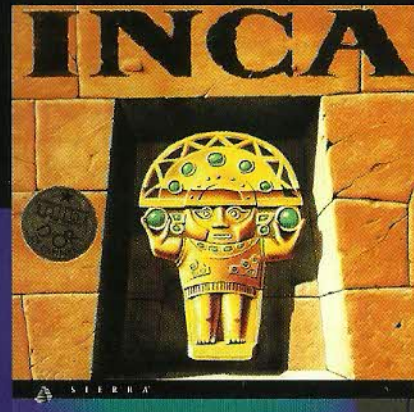
Sierra, the recognized leader in interactive entertainment, proudly presents  
"SierraOriginals". Our most exciting titles are now available at an amazingly  
low price. Each title offers outstanding value for money.  
So Experience the Excitement, Enjoy the Challenge,  
and Discover the Value.

S490022006ZZZ

Copyright ©1992 By COKTEL VISION. All rights reserved.

ORIGINAL EXCITEMENT. NEW VALUE.

# SierraOriginals



A C T I O N

## **IMPORTANT**

### **THIS MANUAL CONTAINS YOUR WARRANTY CARD!**

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

### **SIERRA Customer Services**

#### **- Technical Support**

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

#### **- Free subscription to the Sierra group's very own magazine**

In order to keep our valued customers better informed, our free of charge magazine will provide you all the latest information on all our new products as well as practical advice and useful tips.

#### **- The free SierraOriginals catalogue**

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

**WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.**

## How to send us your warranty card

1. Complete the details on the warranty card (found on the last page of the manual)
2. Cut along the dotted lines.
3. Send you warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd  
Customer Services  
4 Brewery Court  
Theale, Reading  
Berks RG7 5AJ

Customer Services Hotline    01734 303 171  
Customer Services Faxline    01734 303 362

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,

Quality Assurance Department.

# 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 Joystick. 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:

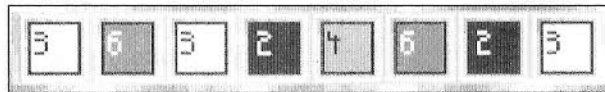
To quit the game, press the CTRL-F10 keys simultaneously. A window will appear asking if you would like to quit. Select Y(yes) to exit to DOS or N(no) to return to the game.

## Restoring a game:

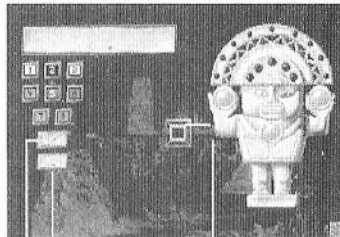
At various points throughout the game, you will be given a code that will allow you to restore to the point in the game where you received the code. Each of the eight boxes contains a number between one and eight.

**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(yes) to continue or N(no) 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. Then, 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

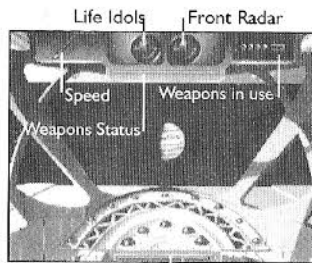
Clear Button

Cursor

## The Main Screens

### TUMI COCKPIT

There are two primary views that the user 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).



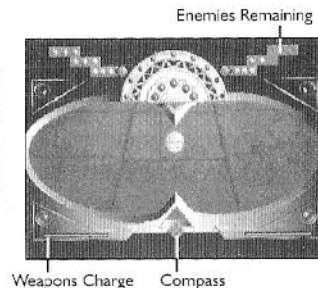
Sached Jewel Status

### 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.

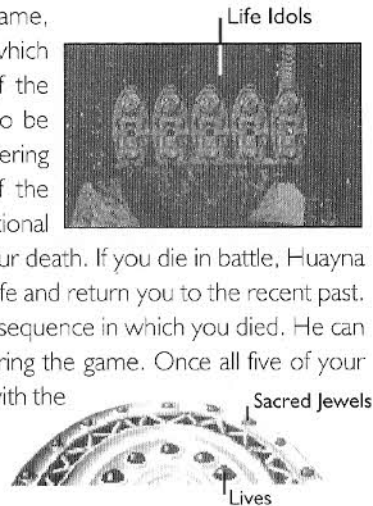
### Ground View

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.



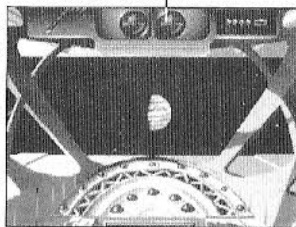
## THE TUMI FIGHTER

When you move about in 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

Deep Space Radar

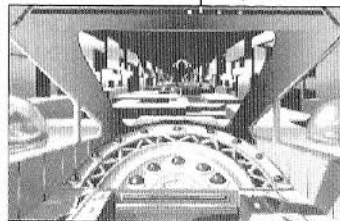


constantly waiting to attack. When you leave the safety of the Inca fortress, battle will be the only way to reach your goal. When engaged in deep space ship to ship combat, you will need quick reflexes and a sharp eye to stay alive. When an enemy ship materializes, a blue lock-on box will appear around 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

Canyon Radar

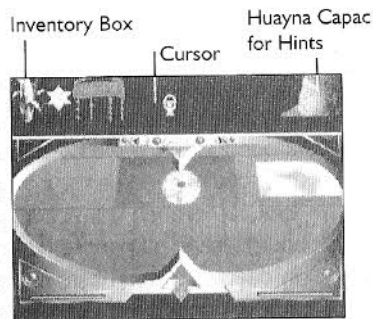


screen will change to display showing your location in the canyon. The locations of the enemy ships in relation to you, and their positions in the canyon, will also be highlighted. Upon entering a canyon, the ship will immediately switch to autopilot for navigation. Speed and weapons control will still be manual. During canyon combat, the guns of the Tumi will automatically follow the movement of the targeting cursor.



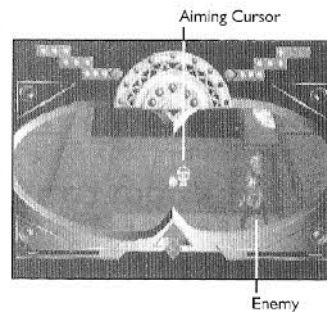
## Ground Exploration

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 in 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 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.





**INTERNATIONAL  
TECHNICAL  
SUPPORT &  
CUSTOMER  
SERVICE**

**U.K. CUSTOMER  
SERVICE/TECHNICAL  
SUPPORT**

Sierra On-Line Limited  
Customer Support  
4 Brewery Court  
The Old Brewery  
Theale, Reading, Berkshire  
RG7 5AJ United Kingdom  
Phone: (44) 1734-303-171  
(M-F, 9:00 am - 5:00 pm)  
Fax: (44) 1734-303-362  
Modem: (44) 1734-304-227  
(Disk/CD replacements in the  
UK are £6.00, or £7.00  
outside the UK.

**FRANCE CUSTOMER  
SERVICE/TECHNICAL  
SUPPORT**

Coktel Vision  
Parc Tertiaire de Meudon  
Immeuble "Le Newton"  
25 rue Jeanne Braconnier  
92366 Meudon La Forêt  
Cedex  
France  
Phone: 16 (1) 46-01-46-50  
(7 jours sur 7 de 9h a 21h)  
Fax: 16 (1) 46-31-7172  
(Disk/CD replacements:  
Call for information)

**GERMANY CUSTOMER  
SERVICE/TECHNICAL  
SUPPORT**

Sierra Coktel Vision  
Deutschland  
Robert-Bosch-Str. 32  
D-63303 Dreieich  
Germany

Hotline: (06103) 99 40 40  
Fax: (06103) 99 40 35  
Mailbox (49)6-103-99-4041

**UK HINTS**

New Sierra Hint Line:  
For adventure games released  
after January 1, 1993.  
Charged 39p/minute cheap  
rate, 49p/minute at other  
times. Maximum call length:  
7.5 minutes. Maximum charge  
cheap rate: £2.92, £3.67 other  
times. Must have permission  
of the person who pays the  
phone bill before calling (line  
available UK only).

Old Sierra Hint Line:  
For adventure games released  
up to December 31, 1992.  
Calls are charged at normal  
telephone rates.

New Games Hint Line:  
(within UK only)  
(0) 891-660-660

Old Games Hint Line: (within  
UK): (0) 1734-304-004  
Old Games Hint Line (outside  
UK): (44) 1734-304-004  
**FRANCE HINTS**  
Hint Line: (33) 1-36-68-46-50  
Costs 2,19F la minute; tarif  
en vigueur au 20 mai 1994  
(France métropolitaine  
seulement.)

**IT IS ILLEGAL TO MAKE  
UNAUTHORIZED COPIES  
OF THIS SOFTWARE**

This software is protected under  
federal copyright law. It is illegal  
to make or distribute copies of  
this software except to make a  
backup copy for archival  
purposes only. Duplication of this  
software for any other reason  
including for sale, loan, rental or  
gift is a federal crime. Penalties  
include fines as high as \$50,000  
and jail terms of up to five years.

Sierra On-Line, Inc. supports the industry's effort to fight the illegal copying of personal computer software.

Report Copyright Violations To:  
SPA, 1730 M Street N.W. Suite  
700, Washington, D.C. 20036  
(202) 452-1600

This manual, and the software described in this manual, are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of Sierra On-Line, Inc. © 1995 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved. Bellevue, WA 98007. Printed in the USA.

**YOU ARE ENTITLED TO USE THIS PRODUCT FOR YOUR OWN USE, BUT MAY NOT SELL OR TRANSFER REPRODUCTIONS OF THE SOFTWARE, MANUAL, OR BOOK TO OTHER PARTIES IN ANY WAY, NOR RENT OR LEASE THE PRODUCT TO OTHERS WITHOUT PRIOR WRITTEN PERMISSION OF SIERRA. YOU MAY USE ONE COPY OF THE PRODUCT ON A SINGLE GAME MACHINE, COMPUTER, OR COMPUTER TERMINAL. YOU MAY NOT NETWORK THE PRODUCT OR OTHERWISE INSTALL IT OR USE IT ON MORE THAN ONE GAME MACHINE, COMPUTER, OR COMPUTER TERMINAL AT THE SAME TIME.**

### SIERRA ORIGINALS WARRANTY CARD TO BE RETURNED *(Please complete in capitals)*

Here are 3 great reasons why you should return your coupon today:

- Any faulty disk is guaranteed for 90 days and will be exchanged within that period of time.
- Our Customer/Technical support - tel: (01734) 303 171 - will answer all your questions from Monday to Friday (9 am to 5 pm) and will solve your technical problems.
- We will regularly notify you of new releases, special offers, and competitions.

SURNAME \_\_\_\_\_ CUSTOMER NO\* \_\_\_\_\_  
FIRST NAME \_\_\_\_\_ DATE OF BIRTH \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
TOWN \_\_\_\_\_ POSTCODE \_\_\_\_\_  
COUNTRY \_\_\_\_\_ TEL N° \_\_\_\_\_

\*Please indicate customer number if you already have one

#### COMPUTER

PC ☐ MAC ☐

#### OPERATING SYSTEM

MS/DOS ☐ WINDOWS ☐  
OS/2 ☐ OTHER ☐

#### PERIPHERALS

CD ROM ☐ PRINTER ☐  
MODEM ☐ SOUNDCARD ☐

TITLE OF PRODUCT PURCHASED: \_\_\_\_\_

DATE OF PURCHASE: \_\_\_\_\_ Format: FLOPPY ☐ CD ROM ☐

• Name of the store where you purchased the game: \_\_\_\_\_ City: \_\_\_\_\_

• How did you hear about this product?

☐ Press ☐ Sierra Catalogue ☐ TV/Radio ☐ Friends ☐ Store ☐ Other \_\_\_\_\_

• Type of product most often purchased:

Adventure ☐ Strategy ☐ Arcade/Action ☐ Simulation ☐ Sport ☐ Educational Games ☐

• SierraOriginals purchase programme schedule:

Less than one per month ☐ One per month ☐ More than one per month ☐

• Which magazines do you read regularly? (in order of preference)

COMPUTER-GAMING MAGAZINES

OTHER MAGAZINES

1 \_\_\_\_\_ 2 \_\_\_\_\_ 1 \_\_\_\_\_ 2 \_\_\_\_\_  
3 \_\_\_\_\_ 4 \_\_\_\_\_ 3 \_\_\_\_\_ 4 \_\_\_\_\_