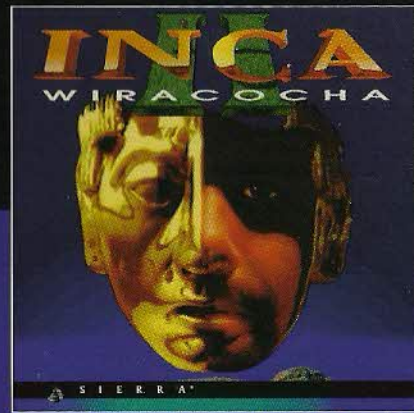# SierraOriginals

SierraOriginals

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S491021CZ06ZZ

INCA WIRACOCHA

SIERRA

A C T I O N

IMPORTANT

DO NOT FORGET TO RETURN YOUR WARRANTY CARD
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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.

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 "Restart the computer in MS-DOS mode?"

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 had 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.

* Windows is a registred trademark of Microsoft Corporation

START UP PROCEDURE

ATTENTION: You have to install **Inca 2** through DOS or with MS-DOS mode through Windows'95.

MS-DOS INSTALLATION

1. Place the SierraOriginals CD into your computer's CD drive.
2. Type the letter of your CD drive, followed by a colon. For example, if the letter of your CD drive is "D", type "**D:**" and press [**Enter**].
3. Type "**Install**" and press [**Enter**]. Follow the on-screen installation instructions.
4. To run your SierraOriginals software after loading, all you have to do to start is to go to the directory where the game has been installed by typing **(CD:\COKTEL)** and then typing **INCA 2** then pressing [**ENTER**].
5. Be sure to check the "**Readme**" file for the latest information.

Save:

This is automatically placed in the **INCA2\SAVE** sub-directory. Thus, you can delete INCA2 (when you have problems of space, for example) while keeping the part of the game you save.

COMMENTS:

1- If you wish to change the configuration of the sound card of your PC, all you have to do is to get into the directory **COKTEL\INCA2** by typing **CD COKTEL INCA2** and press **return**, then load the game by typing **SETUP** and press **return**. A table allows you to change the configuration.

2- If you do not have enough RAM (you will be informed of this on the screen).

a- Please check if a driver for extended memory (HIMEM) is available in your computer.

b- Check to see that the extended memory manager is not already being used for other programmes (e.g. SMARTDRIVE, PC-CACHE...).

3- In case of a problem, please check all the above-mentioned points, then set up the configuration of your soundcard (channel DMA and IRQ number) using the advanced configuration option of the game setup program.

Check with the instructions of your sound card, to adjust the mix of the different sound sources (e.g. ADLIB music, SOUNDBLASTER voices and noises or other sound programmes, and CD ROM version: HIFI music)

THE STORY

Eldorado was invested as Great Inca after having reunited the three forces hidden in space-time by Inca Huayna Capac. He now enjoys enormous symbolic prestige and holds together the « Four Quarters of the Empire », known as the Tawantinsuyu. These quarters have, in a few years, extended their power across the galaxies and only the « Old Lands », in which Aguirre the Conquistador is a high official, still refuse to join the federation.

But recently a strange and menacing asteroid has gone into orbit around the Earth at the same time as serious problems have begun to develop in the Empire. Thus, interplanetary communications are becoming increasingly hazardous and a mysterious series of natural disasters have struck the Suyus. In the face of what appears to be a growing threat, Eldorado calls a Council of Sages, who represent the four quarters of the Empire.

Young Atahualpa, the son Aclla gave to Eldorado, is now old enough to be part of this Council, but his reaction to the situation is not as thoughtful as his father's and he is swept along by his youthful hotheadedness. Once again, the events taking place throw light on the prophecy of Wiracocha.

Will Atahualpa, son of Eldorado, be the new hero chosen to vanquish the evil forces led by Aguirre?

THE MAIN CHARACTERS

Atahualpa:

Young and impulsive, the prince is heir to the throne, the son of Eldorado and Aclla, the virgin of the Sun betrothed to the Inca. Handsome, with typical American Indian looks, he is a headstrong and charming young man, maybe too much so...

Eldorado:

Invested as Great Inca at the end of the first part of INCA, he is an immensely charismatic figure who has single-handedly brought about the Union of Free Lands, an interplanetary community with democratic leanings. This community unites the territories that are struggling against the expansionism of the rulers of the Old Land. He has retained his wonderful physique, except for some wrinkles that are a sign of wisdom.

Kelt Cartier:

He is the archetypal lone wolf, of indeterminate age, and the mystery surrounding him is reinforced by the total lack of expression in his features. A complete cynic, totally irresponsible? Whatever his secret, it must be deadly serious. He is white, has a Breton name, and wears clothes (civilian or military?) that probably come from more than one uniform.

Doña Angelina:

A highly placed official of the Inca government, the representative of the «American» Suyu in the Great Council of the Union. First of all she appears as an attractive character, if not a femme fatale, she knows how to use her charm (and abuse it). She is a half-caste of white and American Indian descent.

Yuna:

She is a scientist whose dedication to research has led her to live as a hermit in the middle of the desert, among her machines and the rocks. She knows all the magic and mystical secrets of this desert. Probably white, she dresses just like a perfect modern cowboy, with some fine ethnic additions. In her is united the fragility of a charming woman and the toughness of the pioneers.

Aclla:

As the emperor's wife, and former virgin fo the Sun, she is the beauty incarnate, but also the maternal intelligence and the feminine intuition of Eldorado, the great woman behind the great man. Her sensitive and acute advice is invaluable to him as both father and statesman.

Aguirre:

His will is indomitable, his thirst for power and conquest is enormous and it has brought him to his present position in the Old Lands. This power enables him to combine his «mission» with his desire for revenge, for he has certainly forgotten and forgiven nothing

INSTRUCTIONS

Inca 2 Wiracocha is an interactive film which has four distinct types of phases:

1 - The narrative phases
2 - The puzzle phases
3 - The space combat phases
4 - The other combat phases

The screen is normally divided into four sections in these phases, from top to bottom:

- the strip of icons which appears if the cursor is moved to the top of the screen
- the command line of the screen
- the central part where the adventures takes place
- the dialogue window at the base of the screen

The icon strip proposes four functions which are accessible by clicking the left button of the mouse on the icon you want. An icon may be "rubbed out", depending on the type of phase you are in, and its function then is not accessible.
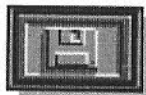
Management: allows you to "load" the part you are currently playing or quit the game. At the beginning of each interactive phase an automatic saving is made. You are then given the "name" of the screen and this appears automatically on the list of back-up names. Choose "load" to go back to where you left off in the game. Choose "quit" to leave the programme, after confirmation.
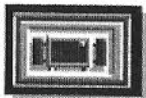
Video: this function is active only in the puzzle phases. It enables you to look back over what has happened to you since the beginning of the adventure like a real film. For more information see §2 below.

Inventory: this function is active only during the puzzle phases. For more information see §2 below.

Options: choose "Music" to suppress the sound track or put it back on. Choose "Info" to see the date, time, time spent on the game, and percentage of game played.

1 - THE NARRATIVE PHASES

The narrative phases make up the body of the film. They give you the story bit by bit. For the silent versions, when the "Click if OK" cursor appears, you must click on the left-hand button of the mouse to make the dialogue unfold.

2 - THE PUZZLE PHASES

During these phases you come up against puzzles which you have to solve in order to continue with the adventure. All the active zones of the screen can be found thanks to the zone name which appears on the first line, by moving the cursor. These active zones are the only ones useful for solving the puzzles.

The role of the cursors:

Moving the cursor across the screen is a way of examining it. This enables you to locate the active zones, to leave or to change screen. The cursor is an arrow in these cases. The names of the active zones appear on the first line.

The appearance of the "Click if OK" cursor indicates texts to be read. They disappear if you touch the left-hand button of the mouse, as in the narrative phases.

The icon strip:

Besides the two functions described in the introduction (management, options) you will find the following icons:
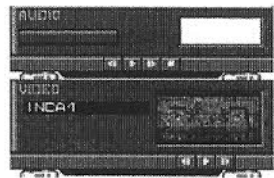
Video-Audio: A filmed summary of the preceding phases of the game can be consulted any time. For this you have a "VCR". To see this summary, choose your entry point by using the "image by image" keys, then click on "play". You can watch more than 30 minutes of uninterrupted video. During the summary you can return to the phase of the adventure that you left by simply clicking the right-hand button of the mouse.

Above the "VCR" there is a hi-fi panel that allows you to regulate the sound and listen to the different pieces of music.

Inventory: it enables you to open the inventory. All the objects possessed appear in the form of a cursor. You just have to select the object you want. You can also access to the inventory by pressing the right-hand button of the mouse.

Using the objects:

To take an object that appears on the screen, click the left-hand button of the mouse. The object changes into a cursor. If you then click the right-hand button the object goes into the inventory. To use the object-cursor in an active zone of the screen, click with the left-hand button of the mouse. Thus, clicking may mean, depending on the context: give, show, take, use or activate.

3 - THE SPACE COMBAT PHASES

Throughout the adventure you will have to fly spacecrafts, particularly the Tumi, the sacred spacecraft of the Inca.

Your combat objectives will be indicated as you go along in the film.

Two modes, recognizable by their cursor shape, enable you to handle the spacecraft:
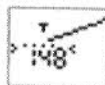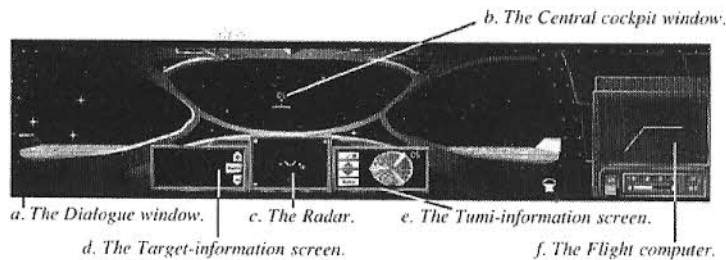
 The Flight mode

 The Controls mode

To move from one mode to the other, hit F10 on the keyboard.
In Flight mode, all you have to do is use the mouse or the joystick to steer the spacecraft. To fire, press the left-hand mouse button or the joystick button.
To transmit your orders to the spacecraft, use the keyboard (see diagram, page 41) or go into Controls mode as indicated above, by using the F10 key.

3.1 - THE TUMI INSTRUMENT PANEL

b. The Central cockpit window.

a. The Dialogue window.   *c. The Radar.*   *e. The Tumi-information screen.*

d. The Target-information screen.   *f. The Flight computer.*

a. The Dialogues (for the silent versions of the film) **appear in the dialogue window.**

b. The Central cockpit window and its sighting cursor in Flight mode:
The central cockpit window gives you an outside view. The cursor indicates the direction of the Tumi and its speed in LUM. When an enemy is selected (see paragraph e) a directional pointer appears from the center of the cursor, showing the direction of this enemy.


Speed

c. The Radar

Enemy spacecraft

Tumi
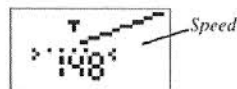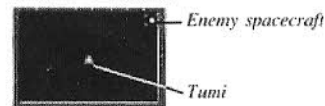
This instrument is used to locate objects in space in relation to the spacecraft. The planets and, especially, enemy spacecrafts (yellow dots) are represented by it. Your spacecraft is symbolized in the center. The radar is a projection onto the space surrounding the spacecraft, so that objects located in front of the Tumi appear above the central circle of the radar, etc.

d. The Target-information screen

Name of enemy

Speed of enemy

Current action of enemy

Distance of enemy

State of enemy
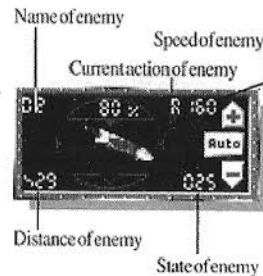
This screen enables you to analyse each enemy spacecraft and indicates its level of resistance.

Its resistance decreases as a result of your repeated attacks, until it explodes when its resistance reaches 0. The space bar is used to show on the screen the resistance value of each enemy selected that is located in front of the Tumi. Keys F6 and F7 will also give you the same information for every enemy present, whatever its position.

The targeting of a spacecraft is indicated by a red spot on the central cockpit window and on the radar screen.

For those weapons that do not require "locking", the ⊞ and ⊟ keys (accessible in Controls mode) enable you to zoom in or away from the image of the enemy.

The **Auto** key enables you to automatically choose the best view for each spacecraft-target that you select.

The name of the enemy: CAP is the captain, CDT is a commandant, ACE is an ace pilot, a letter + a number = a soldier represented by his type of spacecraft and its number of order (e.g.. D120 = Dague (Spike) 120).

The action of the enemy is symbolized by a letter:
A = attack , M = movement, R = retreat, HI = high-velocity speed.

The state of the enemy is indicated in terms of his resistance rate. When you use the IA missile, the screen indicates when the spacecraft-target has been locked onto, and the screen display is then automatic (cf § 3.3.2).

The screen keys, like the menu bar, are only accessible in Controls mode.

e. The Tumi-information screen

This screen gives you all the real-time information on the state of the Tumi and its weaponry.

You can access to it in Controls mode in order to choose a weapon or to check on the state of the Tumi. This choice is made by hitting the button ■/○ click on it in order to choose the weapons display or to check on the condition of the Tumi.

Choosing a weapon

The activated weapon is displayed on the screen, and the red ammunition counter gives the fire-power of this weapon. There are three ways of selecting a weapon:

- In controls mode, when a weapon is displayed, the ▼ and ▲ keys change the activated weapon.
- In Flight mode, use the right-hand mouse button.
- With the keyboard, using the keys: F1 (for the antiaircraft gun), F2 (for the missiles), F3 (for the torpedoes), F4 (for the bombs), F5 (for the grapnel). (cf § 3.3).

Energy counter
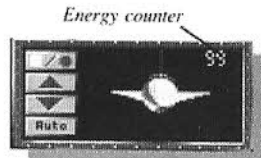
The state of the spacecraft

The Tumi is displayed on the screen, and using the ▼ and ▲ keys will call up the damage it has suffered, as well as the condition of the shield. The spacecraft shield is represented in blue around the Tumi. Damage to the Tumi appears in red. The destruction of the Tumi, following repeated enemy hits, occurs when its shield is totally destroyed and the energy counter reads ZERO.
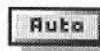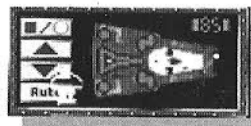
The AUTO key gives you access to the systematic display of the latest information on the spacecraft or its weaponry (damage, change of weapon, etc.).

f. The Fight computer (general parameters)

You can access to the flight computer in Flight mode. It is located on the right of your seat (you must move over to the right of the flight position by pushing the cursor towards the right-hand limit of the screen).

When it is turned on (using the on/off button), it gives you access to the flight parameters of the spacecraft, which are:

no 1 : the joystick sensitivity control: this enables you to regulate the mouse/cursor speed: the higher the x reading, the faster the cursor moves on the screen.

no 2 : the control of the turning angle of the spacecraft: the higher the x reading, the tighter the corners the spacecraft can take.

no 3 : the inertial force when in rotation. This means spacecraft's speed of reaction to a change of direction. The higher the x reading, the more sensitive the spacecraft becomes.
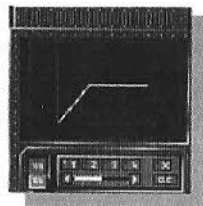
no 4: the speed parameter. The time it takes to move from one speed to another. The higher the x reading, the faster the acceleration.

These parameters are pre-set, but the player can adapt them. All you need to do is select the parameter you want to change, then use the "arrow" buttons to display the readings.

The AC button allows you to return to the initial reading of the parameter you have selected.

The X button allows you to put the four parameters back to their initial reading.

The screen shows these readings in the form of curves.

g. Managing the speed of the Tumi

The Tumi automatically manages its own speed, in accordance with the speed parameter of the flight computer. In Flight mode it is sometimes useful to vary this speed by hitting the + and - keys, or the left Shift key and the Tab key.

h. The Battlefield map

You can, at any time, visualize all the forces present on the battlefield on a two-dimensional map. When you hit key F8 this map is instantaneously displayed on the screen.

- You can reduce or increase the scale of the map by hitting the
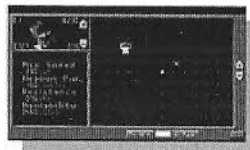
and 🏠 keys.

- You can also move to the top, bottom, or sides of the map: when the cursor reaches the edge of the map it becomes an arrow cursor, and by pressing the left button of the mouse you can make the map scroll.

- There is an enemy analysis screen, more powerful than the one on the flight panel, which clearly displays the features of the spacecraft-target. You select it on the map by pressing the left mouse button.

3.2 THE TURRETS OF THE THREE-MASTER

b. The central Cockpit window.
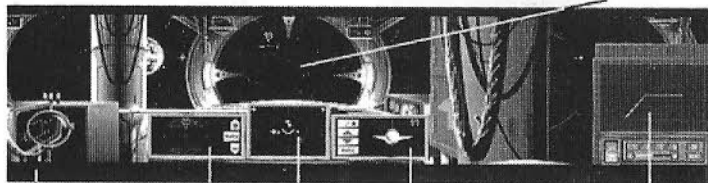
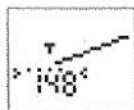*a. The Dialogue window.* *c. The Radar.* *f. The flight computer.*

d. The Target-information screen.

e. The Spacecraft-information screen.

a. The Dialogue window, see § 3.1 - b.

b. The central Cockpit window and its cursor

Just as in the Tumi cockpit window, this window gives you an outside view. You can see a cursor on it which enables you to aim at a spacecraft-target. To open fire on it, press the left button of the mouse, whatever active weapon you choose. This cursor is active in Combat mode.

c, d, e, f. The Radar, Target-information screen, Spacecraft-information screen and Flight computer function in exactly the same way as those of the Tumi.
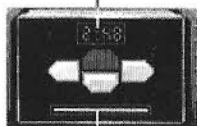
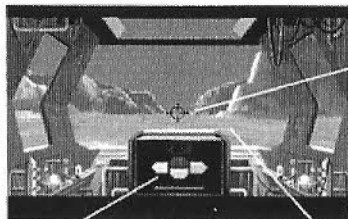# 4. THE OTHER COMBAT PHASES (ground)
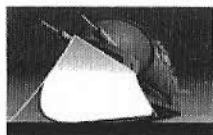
The action-combat phases of the adventure don't only take place in space. So you will have to defend a moving train being attacked from the air by enemy spacecraft. You may also come up against warriors of all kinds, mercenaries fighting for Lord Aguirre.

4.1 THE TRAIN

c. Countdown indicator

d. Train condition monitor

a. Combat post change

e. Sighting cursor

b. Aiming window

a. The combat post change

The train has four combat posts: one at the front of the locomotive, one at the back of the tender and one on both sides of the locomotive. You can switch automatically between them by clicking on the corresponding arrows. When one of the posts is under attack, the arrow representing it flashes. The arrow of the post where you are currently located is always off and appears as dark.

b. and e. The aiming window and its sighting cursor

This window shows you the approaching enemy, as well as the landscape you are passing through.
The sighting cursor is moved by using the mouse or the joystick, and you fire by pressing the left button of the mouse, or the joystick button.

c. The countdown indicator

In combat phase, it automatically detects the time required for the train to reach the nearest shelter (hangar, tunnel, etc.).

d. The train condition monitor

This indicator gives you the train resistance as a %. The train is out of action when this is at 0.

4.2 - ANTI-PERSONNEL COMBAT

You may, in the course of the film, come up against warriors on foot who are Aguirre's mercenaries. They are usually armed with small anti-personnel weapons which they can handle with deadly efficiency.

1. The way to fight

The only way to defeat them is to shoot faster and with greater power than them. You do this by pointing the cursor on them and pressing the left button of the mouse to hit them with a charge of energy.

2. Enemies and their weapons

a) The Conquistadors are armed with small daggers they carry hidden in their clothing.
b) The Samurai are armed with Shuri-kens, star-shaped weapons with very sharp tips.

5 - FINAL ADVENTURE: PLAN OF THE LABYRINTH
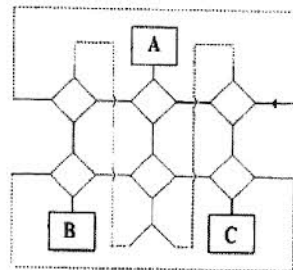
A : Room of the Statues
B : Room of the Mirrors
C : Room of the Paintings

Reminder of functions accessible with the keyboard:

F1:	selection of atomic disintegration gun
F2:	selection of IA missile
F3:	selection of clean nuclear torpedo
F4:	selection of atomic disintegration bomb
F5:	selection of grapnel
F6:	upward selection of spacecraft-targets present on the battlefield
F7:	downward selection of spacecraft-targets present on the battlefield
F8:	call up of battlefield map
F9:	airbrakes
F10:	Flight mode/Controls mode switch
Shift left or +:	increase speed
Tab or - :	decrease speed
Spacebar:	selection of spacecraft-target in front of the Tumi

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New Hintline - UK only	0891 660 660*	24 hrs. Available in the UK only. Automated Service

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- How many SierraOriginals titles do you already have? | |

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 your warranty card (in a stamped envelope) to the following address :

Sierra on-Line Ltd
Warranty Card Registration
4 Brewery Court, The Old Brewery
Theale, Reading
Berkshire RG75AJ

CUSTOMER SERVICES

HOTLINE: 01734 303 171
FAXLINE: 01734 303 362