

3 SKULLS OF THE TOLTECS



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ENGLISH

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What Is This Darn Game About?

In a previous adventure our hero was known as the Man With No Name, but after realising the problems of having such a cool name (getting authentic looking ID, being taken seriously by members of the opposite sex, getting party invites, etc.) he changed it to Fenimore Fillmore.

He's an average kinda guy from Arizona of 1866...tall, dark, handsome, well perhaps not so tall, dark or even that good looking but he is charismatic and a good shot (not necessarily in that order though). He's got a talent for cards, doesn't mind a drink but above all else he's honest and well intentioned... well, sort of.

We start the adventure on that lonely and perilous search for personal wealth and excess, there's big money to be made prospecting for Cubic Zircona, a fabulously rare and valuable jewel that the rich and shameless of New York pay big bucks for.

En route to stake his claim he heads towards a nearby dust bucket called Big Town, only intent on stopping to water his horse (and maybe himself too!), he's alarmed to hear gunfire coming from a closeby canyon.

From a vantage point atop the ravine he realises that another lone traveller is in big trouble, it's time to lend a hand and get involved!

How To Control Fenimore Fillmore

The screen is divided into two areas, the main Play Area which consists of the top four fifths of the screen and the Control Area which is the bottom part of the screen. You will need to make use of both areas to fully control Fenimore.

Play Area

This is where you will spend your time exploring and looking around Big Town and the surrounding locations. You can move the mouse pointer around the screen to highlight objects and characters of interest.

Control Area

This consists of a **Command Line**, a **Control Panel** and the all important **Inventory Box**.

- The **Command Line** is the strip between the Play Area and the bottom of the screen where you will see the commands that you construct displayed.
- The **Control Panel** consists of a number of important actions. These actions are **Open, Close, Move, Give, Look, Pick Up, Talk** and **Use**. Pointing at an action with the mouse pointer will display it in the Command Line to start forming commands and instructions.
- The **Inventory Box** displays the items you collect throughout your adventure. It also contains left and right arrow icons, used for scrolling when the Inventory Box starts getting crowded. Pointing at the desired object, just like choosing a Command, will place its name in the command line ready to form instructions.

Moving Fenimore Around the Screen

To make Fenimore walk to a point in the Play Area, just move the mouse pointer to the desired destination and click the left mouse button (LMB). Fenimore will move as near as possible to that area. If you select a place on screen that Fenimore cannot reach, he will tell you – in which case you will need to find an alternative route. To make Fenimore walk to an object simply point the mouse pointer at the object and press the LMB.

To save some time it is also possible for you to double click with the LMB on doors, this will transport Fenimore to the doorway allowing quicker access to that location.

The Map

One of Fenimore's most useful items is the map he constantly carries with him, when you discover a new location the map is automatically updated. To save some time instead of physically travelling from one location to another it is possible to just click on your desired location within the map and be instantly transported there.

How To Make Fenimore Do Things

To make Fenimore do your bidding you need to construct commands. A command consists of an Action and an Item, Object or Character. For example, you could select the **Open** action from the Control Panel followed by clicking on a door in the Play Area with the LMB, this will make Fenimore open the door.

Commands may also consist of Actions followed by an Object or Item followed by another Object or Item. For example, you could select the **Use** Action from the Control Panel followed by the Picket and then the Pick, this will result in Fenimore putting the two together and making a Pick Axe.

Some Objects have a default Action associated with them which becomes highlighted within the Control Panel, for example, when you move the mouse pointer over a character the **Talk** command becomes highlighted. To automatically use the default command simply click the right mouse button (RMB) on the desired Object.

Cut Scenes/Animations

A Cut Scene can occur in the same location as Fenimore or in other locations with other characters. Cut Scenes are non-interactive and help progress the story, and are often pretty funny too! When a Cut Scene animation plays the Control Area and Command Line are temporarily removed to allow for your undivided attention. It is possible to skip past a cut scene by hitting the **ESC** key in DOS or clicking the right mouse button within Windows '95.

Talking to People

It's good to talk...especially when the 3 Skulls are concerned. There are dozens of different and interesting, and sometimes very strange characters to talk to. Most of them will have something useful to tell Fenimore, whilst others will just want to talk...constantly!

Don't forget to return to these characters throughout the game as many of them will have new things to say as your adventure continues.

Most characters will have a default **talk** Action associated with them, so you can simply click the RMB to initiate a conversation. A list of sentences you can say to the character will appear via a selection of buttons (denoted by letters from the alphabet) where the Control Area is usually situated. Moving the mouse pointer across each Conversation Box will bring a sentence onto the screen, simply clicking the relevant button with the LMB will make Fenimore say the sentence.

If you want to stop talking to a character simply select an exit line, this is usually the last sentence to be displayed and will say goodbye or something similar.

Options Menu

DOS

Pressing **F10** during the game will call up the **Options Menu**, this effectively pauses the game. The Options menu will allow you to change:

Master Volume – the overall volume that the game is played.

Music Volume – the volume at which the game music is played.

Sound Effects Volume – the volume at which the SFX are played.

Speech Volume – the volume at which the speech is played

Ambient Volume – the volume at which background SFX are played.

In addition to volume levels the Options Menu also allows the player to:

Save – this function allows the player to save the current position of the game; useful for when it's time to do homework, go to work or watch that all important Western movie on television!

When you go to Save your game a new Save entry is automatically created and shown as '**GAME001**', for example. Click to select this entry then you can delete the name and replace it with something more meaningful. Hit return once you have edited the name to save.

Load – allows you to re-instate a previously saved game and allow you to start from where you previously left off; useful for when you've completed your homework, come back from work or realised that the all important Western movie on television is not as good fun as 3 Skulls of the Toltecs!

Loading a previously Saved game is very simple, all you need do is select the appropriate slot and click Load.

Quit Game – bit of a toughie this one, we've discovered, through extensive testing, that this seems to quit the game to DOS as soon as you say Yes to the question, "Are you sure?".

Windows '95

If you are playing the game directly under Windows '95 the options menu is slightly different. There are 2 main menus at the top left of the game screen, they are Options and Help. Options provides you with the following functions:

Pause – temporarily pauses the action, you can toggle between Pause and Continue to stop and start the game

Open – this is used to load a previously saved game, a standard Windows file selector is provided for Loading Game files.

Save – this is used to save your current position in the game, a standard Windows file selector is provided for Saving Game files.

Text – this is used to toggle the on-screen speech text on or off.

Voice – this is used to toggle the in game speech on or off. If Voice is not selected then Text is selected by default.

Original Size and Position – this allows the normal screen size to be selected, useful if you resize the playing screen and want to quickly return to the default setting.

Exit – this most descriptive of functions will quit the game after asking you whether you would like to save your current position.

The **Help** menu will provide you with details of the game engine used by Revistronic for 3 Skulls of the Toltecs – you really have to read this to fully appreciate the game and the amount of time and work that went into its production.

Play Tips

Make sure that you look at everything you can and pick up everything that can be picked up. If someone tries to stop you from picking up something or going somewhere then it's most probably important.

Sometimes you may need to look around the locations pretty carefully to discover vital clues, especially in...now that would be telling!

As a general rule if you try to pick up something and get one of the standard 'brush off' responses then you probably don't need it.

To solve some of the problems you need to combine one Object with another Object, for example the Picket with the Pick Axe, etc.

If you have an item that you think someone may need, you may need to talk to them about it before giving it to them – otherwise Fenimore will have no idea that this character would want whatever you want to give them!

Use the Save function at regular intervals – there's nothing more frustrating than getting heavily into the game then accidentally turning the power off! (Sounds daft, but even professionals in our Games Testing Department find it difficult to grasp the usefulness of regular Game Saving).

Enjoy the game and remember that smoking and drinking are generally pretty bad for your health.

How To Install The Game

It is possible to play the game in either MS DOS or Windows '95, although please note that should you decide to switch from one operating system to the other you will need to re-install the game and that your SAVE games will be incompatible with the new operating system.

The game is very easy to install under both operating systems:

DOS

- Place the 3 Skulls CD ROM into your CD ROM drive and change to the drive letter, e.g. **D:** <RETURN>
- Now type **INSTALL** and hit <RETURN>
- Using the cursor up/down keys you can opt to change the installation path from the default **C:\3SKULLS**, you can also **EXIT** from the installation or simply highlight **INSTALL** and hit <RETURN> to install the game.

When the installation has finished the sound card setup screen appears. You need to select the appropriate sound card drivers.

- Choose "**Select and configure MIDI music driver**"
- The sound setup should automatically select the appropriate driver, e.g. General MIDI, if not scroll through the choices and choose the appropriate one, hit <**RETURN**> to select
- After selecting the appropriate driver choose "**Attempt to configure sound driver automatically**"

After the MIDI driver has been chosen you need to select the digital audio driver, a similar process as above is used:

- Choose "**Select and configure digital audio driver**"
- The sound setup should automatically select the appropriate driver, e.g. Sound Blaster or 100% compatible, if not scroll through the choices and choose the right one, hit <**RETURN**> to select
- After selecting the appropriate driver choose "**Attempt to configure sound driver automatically**"

On both MIDI and digital audio setups should the program fail to automatically detect your sound card you can manually input the sound card and settings by selecting "**Manually select and configure...**"

Once you have successfully configured the sound, scroll to **DONE** and you will be returned to DOS.

To start the game simply type **3SKULLS**

Windows '95

3 Skulls of the Toltecs makes use of the Autoplay function under Windows '95. All you need to do to install and subsequently play the game is to insert the CD ROM into the CD ROM drive, this will then automatically read the CD and start the installation routine.

Once the installation screen is available you will be able to change where 3 Skulls is installed. Once happy with the destination simply click the **INSTALL** button.

If you have problems with the Autoplay feature you can also initiate installation by double clicking **SETUP** on the 3 Skulls CD ROM.

After installation the game will automatically make use of your sound card and create its own program group in the START -> PROGRAMS menu.

There are several ways to start the game, you can either select the game from the START -> PROGRAMS menu or quite simply place the CD ROM in the drive and the game will automatically start.

Game Performance

To get the best performance from the game you should consider the following:

DOS

File Access

3 Skulls of the Toltecs contains several high quality animated scenes, if these run slowly or appear jerky (a possibility if you have a slow CD ROM drive) then you may need to increase the memory cache on your CD ROM drive.

Ensure that **SMARTDRIVE** has been loaded to help speed accessing. Generally smartdrive should have at least 1MB of RAM assigned to it, but if memory allows 2MB or above is preferable

If smartdrive is not already resident then type in the following command from the DOS prompt

smartdrv 1024 /x

or if you have more memory available

smartdrv 2048 /x

If your PC has 8MB of RAM you will *not* be able to play the game with more than 2MB assigned to the cache.

Video

It is most unlikely that you will have problems with your graphics card being unable to support the 640x480 resolution with 256 colours. In the event of you suffering any graphical corruption contact the retailer or manufacturer from whom you purchased the PC or video card for the appropriate driver for your video card.

Windows '95

File Access

Make sure that your CD ROM drive is correctly set up, you can do this by doing the following:

Go into **MY COMPUTER** and open the **CONTROL PANEL** and double click on **SYSTEM**. Then select **PERFORMANCE** and then **FILE SYSTEM**, click on **CD ROM**. There are 2 settings, ensure that the **SUPPLEMENTAL CACHE SIZE** is on **LARGE** and make sure that **OPTIMIZE ACCESS PATTERN** is set to the appropriate CD ROM speed.

Video

The game resolution is 640x480 with 256 colours, if your screen is set up for a higher resolution (800x600, for example) then the window that the game appears in will be slightly smaller. If you wish to play the game full screen under Windows you will need to reduce the screen resolution to 640x480.

It is most unlikely that you will have problems with your graphics card being unable to support the 640x480 resolution with 256 colours. In the event of you suffering any graphical corruption contact the retailer or manufacturer from whom you purchased the PC or video card for the appropriate driver for your video card.

Gravis Ultrasound

Should you encounter any problem with your Gravis Ultrasound under Windows '95 we have included a directory on the game CD called Gravis95, this contains the latest Gravis Ultrasound drivers for Windows '95 (GUS GF1). **These files are included purely for your convenience only, Advanced Gravis Computer Technology, Revistronic and Warner Interactive assumes no responsibility for damages or other expenses due to the use of any of these files.**

Customer Services

Please view the README.TXT file for any last minute changes not included in this manual.

UK: In the event of any technical problems please contact our Customer Services Department at the following address:

Customer Services
Warner Interactive International
No 2 Carriage Row
183 Eversholt Street
London
NW1 1BU

If you have a faulty CD disk please return the CD only, do not send back the manual or packaging unless specifically requested.

Voice and fax 0171 391 4323

Email customer_services@wmg.com

Opening times 10:30-12:30 2:30-5:00 GMT

A voice mail, fax back and pre-recorded help system is available at all other times.

When contacting the Customer Services Department it greatly helps to have details of your AUTOEXEC.BAT and CONFIG.SYS files available, (these files are found in the root directory of your computer), and other relevant system details, such as sound and video card manufacturers.

Australia: 1 900 957 665 IT-M calls charged at 95c per minute. A higher rate applies from public and mobile phones.

Warranty

Warner Interactive warrants to the original purchaser of this computer software product that the media on which the software programs are recorded will be free from defects in materials and workmanship under normal use for a period of 90 days after the date of original purchase ('the Warranty Period'). During the Warranty Period defective media will be replaced free of charge if the original product is returned to the Retail outlet where originally purchased, with dated proof of purchase.

This warranty is in addition to and does not affect your statutory rights.

This warranty does not apply to the software programs themselves which are provided "as is", nor does it apply to media which may have been subject to misuse, damage, corruption or excessive wear.



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