SIERRA

THE Prophecy

THE
Prophecy™

CREDITS

THE COKTEL VISION TEAM

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n that day, evil omens were carried in on the storm. The rumbling thunder and wind made the trees and the house groan with foreboding. Could this mean the end of the Kingdom of the Blue Rocks? The approach of the Great Eclipse was the cause of the heavenly fury. Only three days remain before the moon would block out the life giving light. OHKRAM, powerful old Sorcerer and protector of the kingdom has exhausted his power. The Kingdom of the Blue Rocks is in peril.

Unless The Prophecy is fulfilled, the Kingdom will fall to the tyranny of the evil sorcerer, KRAAL. He is ambitious, greedy and the most dangerous of all sorcerers. His thirst for vengeance fires his hate. A long time ago he was defeated by OHKRAM and banished from the kingdom. No one knew where he was hiding. Now, KRAAL awaits the eclipse and plans to return to rule as a tyrannical master. Only fear of the Prophecy holds him back. The Prophecy proclaims, "On the day of the great eclipse, if three grains of sand are placed in the REVUSS by a brave hero, the enemy will be vanquished."

YOU HAVE ONLY 3 DAYS...

Prepare to enter into a quest of challenging magnitude. The future of the Kingdom of the Blue Rocks depends on your sharp observation, ability to leap beyond logic, and your determination to outwit the evil KRAAL. The kingdom's only hope is that you find the three grains of sand and place them in the REVUSS, hourglass of power, on the day of the great eclipse. You must complete the quests and for each success you will be rewarded with a grain of sand. Your first quest is to open the seal which guards the entrance to the temple. You must then vanquish the Dragon of a Hundred Faces. And finally, you must convince the guardian to open the Sanctuary. When you are victorious, you will obtain the three grains of sand, and on the day of the Great Eclipse, you must place them in the REVUSS. The Prophecy will be fulfilled and KRAAL will be vanquished.

THE MAIN CHARACTERS

WEEN is a young apprentice magician who is daring and resourceful. He is brave and valiant. Ready to confront the forces of evil. He is prepared to stand up against Kraal when Ohkram entrusts him with the mission to fulfill the Prophecy. Urm and the magic copper ball will prove to be his strongest allies.

OHKRAM is the old master sorcerer, protector of the Kingdom of the Blue Rocks, the trustee of the Prophecy, holder of the access to the Secret Temple and grandfather to Ween. Until this day, he was the most powerful sorcerer in the world but this good and wise old man knows that his powers are decaying.

KRAAL is a master sorcerer who was banished by Ohkram for being double dealing, ambitious, and greedy. He knows that he is now able to pit his powers against those of the old master whose place he wants to take. He uses his magic to unleash monsters, traps, and curses.

UBI and ORBI are Ohkram's lively, scatter brained twin servants. They follow Ween in his quest and help him by carrying his bag. These two comics are braggarts rather than heroes and are mostly clumsy. But, that's what makes them so likable!

PETROY, Ohkram's old friend, follows Ween's adventure in his mind and communicates by telepathy. This wise man loves to study magic books of spells. He helps Ween by deciphering ancient texts or messages written in strange languages.

URM, he loves to eat. He's a vampire bat that loves devouring strawberries. Tamed by Ohkram, with the help of strawberries, he has remarkable magic powers, but his greediness sometimes gets him into trouble. He faithfully responds when Ween calls him by playing the flute.

THE GAME SCREEN

The Game Screen is divided into three areas:
* The icon bar appears if you move the cursor to the top of the screen.
* The center area is where the adventure takes place.
* Just below the adventure screen is the dialogue box in which text appears.
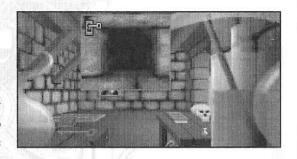

You have three jokers.

HINTS ON GAME PLAY

* Look for useful objects everywhere.
* If you need help deciphering ancient text and writings, don't hesitate to call upon PETROY for his knowledge and advice.
* Use your JOKERS as a last resort.

NOTE: To bypass the introduction press the ESC key.

WORKING WITH WINDOWS

From time to time, certain places or objects will appear enlarged in a 'window'. To close the window, click on the upper left hand corner of the window.

USING THE CURSOR

Most of the actions are controlled by pressing the left button of the mouse. Moving the cursor back and forth around the screen serves as a form of exploration. This allows you to pinpoint objects, characters, and places worthy of note. Their identities will appear at the bottom of the screen. When the cursor becomes a door, that signifies an exit from the room you are currently in. During some parts of the game a Book Icon will appear. This is the 'Wait Icon' for the game. Clicking the left mouse button will cause the game to continue.

Opale is the Princess of Volcano Island. She appears to Ween in visions to offer advice and encouragement.

TO PICK UP OBJECTS

When you left click on an object that you want to pick up, it will change into a cursor. Clicking the right mouse button places the object in your inventory or returns it to its original location. Clicking on the left mouse button allows you to use the object in the scene. 'Use on' appears in the text area, followed by the name of the object, place or character you selected by placing the cursor on it. Example: "Use COPPER BALL on FIREPLACE."

INVENTORY

To check the list of objects you have in your inventory, press the right mouse button.

NOTE: There are times when it will be necessary to use an object in your inventory on another inventory item. For example: Using the ring on the copper ball will change it into a cauldron. Since the cursor can only represent one inventory item at a time it becomes necessary to use some magic to accomplish the above task. To change the copper ball into a cauldron you first need to bring up the inventory and select the ring. Once the cursor has changed into the ring, move the cursor to the top of the screen, access the menu bar and click on the inventory icon. Then simply click the cursor on the copper ball and voila!! The ball becomes a cauldron.

THE ICON BAR

The Icon Bar can be accessed by moving the cursor to the top portion of the screen. There are seven symbols, starting from the left:

CONTROL PANEL - Save Game, Load, and Quit.
* Save game: You can save up to 15 games at a time or write over previous save game files.
* Load: Any of the 15 positions can be selected. Saved games return you to the exact point where you last saved it.
* Quit: This allows you to exit from the game.

JOKERS - You have several jokers that provide partial solutions when you find yourself totally lost.

NOTE-PAD - This allows you to keep track of things you might want to remember to use later in the game, like formulas for certain potions for example. Click the right mouse or Escape key to exit.

INVENTORY - Besides clicking the right mouse button, you can access your inventory from the icon bar.

CHARACTERS - This allows you to summon Petroy or use Inventory objects on characters. For example, to summon Urm select the flute from Inventory. Then access the character icon and click the flute on Ween.

MOVEMENT -This option is not available in "The Prophecy."

ADJUSTMENTS - Font, Music, Date.
Font: Allows you to change the appearance of the text.
Music: Allows you to turn music on or off.
Date: Shows you the time and date.

INSTALLATION/START-UP

IBM PC and compatible with a hard disk: Insert 'DISK 1' in Drive A (or B), type A: (or B:) and press ENTER. Type INSTALL and press ENTER (Default install directory is PROPHECY). Follow the on-screen instructions until installation is complete.

NOTE: If at a later point you wish to change your sound device from the Prophecy subdirectory, run the LOADER.EXE by typing LOADER, at the dos prompt and pressing the ENTER key.

The Advanced Configuration Option will allow you to change the default for your sound card if you have a nonstandard configuration.

CD ROM: Insert the CD into your CD drive. Change to your CD drive (e.g. D:). Type INSTALL and follow the instructions on the screen until installation is complete. If the game fails to run when following the instructions for CD ROM on page 12, go to: the PROPHECY subdirectory on your hard disk, type BGO and press ENTER. Try running the game again by using the instructions on page 12.
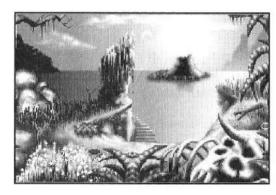
PLAYING THE GAME

Once the game has been installed, change directory (type CD) to the path where the game has been installed and type GO, then press ENTER. Example: Type CD\Prophecy, press ENTER. Type GO then press ENTER.

CD ROM

Make sure the CD is in the drive. Switch to your hard drive, usually C:. Change to the game subdirectory and type GO, then press ENTER. If you experience problems see installation notes for CD ROM on page 11 or Technical Support on page 14.

TIPS FOR ADVENTURERS

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully. Make a note of each area you visit, and include information about objects found there.

BE CAREFUL, and remain alert at all times, disaster may strike in the most unlikely of places!

DON'T GET DISCOURAGED. If you come to an obstacle that seems insurmountable, don't despair. Every problem in the game has at least one solution, and some may have more than one.

If all else fails, use one of your Jokers. However, remember you only have a few, so use them sparingly.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.

IMPORTANT

In case you have any problems after trying the start-up procedure as described in this manual, call Sierra On-Line Technical Support at (209) 683-8989.

"ROBO TECH"

Sierra On-Line's Automated Technical Support Representative.

Sierra On-Line, in our commitment to provide the best Customer Service in the industry, offers a 24 hour automated Technical Support Line. "Robo Tech", our automated Technical Support Representative, has answers to our most frequently asked technical questions and is available by calling our Technical Support Line at (209) 683-8989 and pressing 2 on your touch tone telephone (a touch tone telephone is required for automated support). If your specific issue is not addressed, an option to speak to a Technical Support Representative will be available during our normal business hours Monday through Friday 8:15 a.m. to 4:45 p.m. (PST).

CUSTOMER SERVICES

Sierra On-Line is dedicated to helping our customers with each and every question or problem. Whether it's memory shortages, software compatibility, or any other issue that has to do with our products, Sierra will go to any length to solve, repair or fix your problem. Your satisfaction is our number one priority.

CUSTOMER SERVICE

Direct your inquiries to the Customer Service department for issues pertaining to returned merchandise, back orders, defective merchandise, company policy, and general game information. Please refer to page 21 for address and phone number.
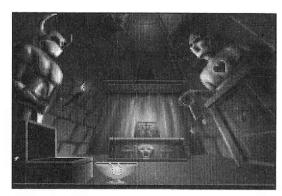
TECHNICAL SUPPORT

Direct your inquiries to the Technical Support Department if your question is regarding hardware and software compatibility that are specific to Sierra games (i.e., sound card configuration and memory management). If you choose to write or fax (209-683-3633) us with your request, please give detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information. Please refer to page 21 for address and phone number.

ORDERS

Call the Sales Department to order games or hardware directly from Sierra On-Line, redeem coupons, use special discounts, or get a list of software dealers in your area where you can purchase Sierra games. Please refer to page 21 for address and phone number.

PATCH DISKS

If you have spoken to a Sierra Technical Support Representative or have read about an available patch disk in our InterAction Magazine, please send your request for a patch (repair) disk to the "Patch Disk" address on page 21. Please let us know the game and disk size you are having problems with.

HINTS

Game hints are available by phone, hint books (orders available through the Sierra Sales Department), through the Sierra Bulletin Board Service (209-683-4463) or by mail (see address on page 21). If you need your hint immediately, you can call our 24 hour Hint Line at: 900-370-5583. The charge for this service is $.75 for each minute. Long distance charges are included in the fee. A touch tone phone is required for this service. Callers under the age of 18 must get their parent's permission before calling the Hint Line. ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES. At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

TECHNICAL HELP
(MS-DOS only)

You may receive one or more of the following messages when playing your Sierra game or during installation. The following paragraphs show the possible error messages in bold with explanations and solutions detailed afterwards.

CRC ERROR: This message means you have a bad disk. It stands for Cyclic Redundancy Check, a way to check for disk errors.

DATA ERROR READING DRIVE A or B: This message means you have a bad disk. See "The Sierra No Risk Guarantee" on page 22 for more information on disk replacement.

GENERAL FAILURE READING DRIVE A or B: This message means you probably have a low density floppy drive and are trying to read incompatible high density disks.

NOT ENOUGH MEMORY : This message means that there is not enough free memory to successfully run the program. You may need to boot your system with a Boot Disk. See: BOOT DISK INSTRUCTIONS on the following pages.

SECTOR NOT FOUND READING DRIVE A: (While reading any MS-DOS game disk). This message means you have a bad disk. See "The Sierra No Risk Guarantee" on page 22 for more information on disk replacement.

MEMORY REQUIREMENTS

Sierra's programs require a large amount of memory (RAM) in order to function properly. If you are encountering difficulties and want to see how much memory is available through DOS, type CHKDSK [ENTER]. (DOS 5.0 users may type MEM.) An example of a typical system is:

655,360 Bytes Total Memory (640K)

597,842 Bytes Free (584K)

If the "Bytes Free" line is below 563,200 (550K), please use a Boot Disk.

USING A BOOT DISK

Booting your computer system with a Boot Disk before you play your Sierra game will keep any TSR (Terminate-and-Stay-Resident) programs from being loaded into memory.

CREATING A BOOT DISK

PLEASE NOTE: The format command must be used with care to avoid erasing all stored information on your hard disk. Please follow the instructions on the following pages exactly.

FORMATTING FROM A HARD DISK.

1. Insert a blank disk into Drive A:.
2. At the C: prompt, type: format a:/s [ENTER].

Note: If your A: drive is a 3.5" high density drive, and you're using a low density disk, type: format a:/s/t:80/n:9 [ENTER].

Note: If your A: drive is a 5.25" high density drive, and you're using a low density disk, type: format a:/s/t:40/n:9 [ENTER].

3. Follow the DOS prompts.

FORMATTING FROM A DISKETTE DRIVE.

1. Insert your original MS-DOS system disk in Drive A:.
2. At the A: prompt, type: format a:/s [ENTER].
3. When prompted, insert a blank disk into Drive A: and follow the DOS prompts.

NOTE: PROPHECY must be played with a mouse. Please refer to the mouse driver section on page 19 prior to making the Boot Disk.

FOR MS-DOS BELOW 5.0

Now you need to create a CONFIG.SYS file for your Boot Disk.

CREATING A CONFIG.SYS FILE.

1. Insert your formatted blank disk into Drive A:.
2. Type: a: [ENTER].
3. Type: copy con config.sys [ENTER].
4. Type: files=20 [ENTER].
5. Press the [F6] key, then press [ENTER]. You should see the message: "1 File(s) copied."

Now you need to create an AUTOEXEC.BAT file for your Boot Disk.

NOTE: If you are using DOS 4.0 or 4.01, and your hard disk partition is greater than 32 megabytes, you may get a warning message which mentions SHARE.EXE. You may ignore this message; SHARE.EXE is not required by Sierra products.

CREATING AN AUTOEXEC.BAT FILE.

1. Type: a: [ENTER].
2. Type: copy con autoexec.bat [ENTER].
3. Type: set comspec=c:\command.com [ENTER].
4. Type: prompt pg [ENTER].
5. Type: path=c:\dos [ENTER].
6. Press the [F6] key, then press [ENTER]. You should see the message: "1 File(s) copied."

FOR MS-DOS 5.0 USERS

CREATING A CONFIG.SYS FILE
FOR 286 COMPUTERS WITH 1 MEG OR GREATER.

1. Insert your formatted blank disk into Drive A:.
2. Type: a: [ENTER].
3. Type: copy con config.sys [ENTER].
4. Type: device=c:\dos\himem.sys [ENTER].
5. Type: dos=high [ENTER].
6. Type: files=30 [ENTER].
7. Type: buffers=30 [ENTER].
8. Type: stacks=0,0 [ENTER].
9. Press the [F6] key, then press [ENTER]. You should see the message:
   "1 File(s) copied."

Now you need to create an AUTOEXEC.BAT file for your Boot Disk. Please follow the AUTOEXEC.BAT instructions on page 19.

CREATING A CONFIG.SYS FILE
FOR 386 OR 486 COMPUTERS.

1. Insert your formatted blank disk into Drive A:.
2. Type: a: [ENTER].
3. Type: copy con config.sys [ENTER].
4. Type: device=c:\dos\himem.sys [ENTER].
5. Type: device=c:\dos\emm386.exe ram [ENTER].
6. Type: files=30 [ENTER].
7. Type: buffers=30 [ENTER].
8. Type: stacks=0,0 [ENTER].
9. Type: dos=high,umb [ENTER].
10. Press the [F6] key, then press [ENTER]. You should see the message:
    "1 File(s) copied."

Now you need to create an AUTOEXEC.BAT file for your Boot Disk.

CREATING AN AUTOEXEC.BAT FILE
FOR 286, 386 OR 486 COMPUTERS.

1. Type: copy con autoexec.bat [ENTER].
2. Type: prompt pg [ENTER].
3. Type: path=c:\dos [ENTER].
4. Press the [F6] key, then press [ENTER]. You should see the message:
   "1 File(s) copied."

MOUSE DRIVERS

In order to play The Prophecy, you must copy your mouse driver onto your Boot Disk. The following are examples of statements that are required to be added to either the CONFIG.SYS or AUTOEXEC.BAT files for the automatic loading of the mouse driver.

THE CONFIG.SYS FILE: (If MOUSE.SYS was copied to the Boot Disk)
If you're following the MS-DOS 5 Boot Disk instructions type: devicehigh=mouse.sys.
If you're following the Boot Disk instructions for versions of DOS below 5.0 type: device=mouse.sys.

THE AUTOEXEC.BAT FILE TYPE: (If MOUSE.COM was copied to the Boot Disk).
If you're following the MS-DOS 5 Boot Disk instructions type: lh mouse.
If you're following the Boot Disk instructions for versions of DOS below 5.0 type: mouse.
Refer to your mouse manual for further information on how to install your mouse driver.
You may also call or fax Sierra Technical Support for assistance.
Tel: (209) 683-8989   Fax: (209) 683-3633

IMPORTANT!! After you have created a Boot Disk, you must REBOOT your computer with the disk. Leaving the Boot Disk in Drive A:, press [Ctrl]-[Alt]-[Del] at the same time. Your computer will now reboot, with a: as the default drive. Type c: [ENTER] to change back to your hard disk. Then type: cd PROPHECY [ENTER] to change to the PROPHECY directory. Follow the instructions in this manual to start the game, and have a great time!

Boot Disk instructions for other DOS formats are also available for downloading from the Sierra BBS (209-683-4463). Here is a list of the most commonly requested instructions:

DESCRIPTION	BBS FILE NAME
MS-DOS 5.0 WITH CD	BDMS5CD.EXE
MS-DOS 5.0 WITH QEMM	BDQEMM.EXE
MS-DOS 5.0 WITH STACKER	BDMS5STK.EXE
DR.DOS 6.0	BDDRD6.EXE
DR.DOS 6.0 WITH SUPERSTOR	BDDRD6SS.EXE
DR.DOS 6.0 WITH CD	BDDRD6CD.EXE

If you have created a Boot Disk and booted your system with it before playing your Sierra game, and your problem is still evident, something else may be wrong. Following are some trouble-shooting tips that Sierra's Technical Support Department recommends.

QUICK TROUBLE-SHOOTING TIPS

1. Boot your system with the Boot Disk you created.
2. Reinstall the game under a Boot Disk environment.
3. If you are experiencing any form of program hesitation or lockups during game play and are using a Sound Blaster or compatible sound card, the following information might be a solution to have you up and running quickly. For SoundBlaster or compatible sound card users, run the Loader Utility and select the advanced configuration option for the sound card if your SoundBlaster is set up using a non-standard configuration. You can also select AdLib or internal speaker for sounds (standard sounds).
4. If you continue to encounter difficulties with your program please refer to the "Technical Support" section on the following page for available options concerning contacting Sierra On-Line's Technical Support Department.

TECHNICAL SUPPORT

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service. If you prefer, you may request assistance by Fax (209) 683-3633 or by mail. If you choose to write or fax us with your request, please give us detailed information on both your computer system and the nature of your problem. In addition, please include your address and telephone number should we need further information.
Send to:

Sierra On-Line
P.O. Box 800, Coarsegold,
CA 93614-0800
Attention: Technical Support

Sierra Technical Support is also available through:
*Sierra BBS: (209) 683-4463
CompuServe-Gamapub, Section 11 (Technical Support ID - 76004,2143)
Prodigy (Technical Support ID - WBWW55A)
America's On-Line
GEnie
*Answers to our most frequently asked questions are available through our Sierra BBS. At the main menu, select option "8" for Technical Help and then select "T" for Top 10 Technical Issues.

WRITE TO SIERRA SERVICES

To ensure prompt and efficient service, direct your requests to the appropriate department below:

CUSTOMER SERVICE	TECHNICAL SUPPORT	ORDERS	PATCH DISKS	HINTS
SIERRA	SIERRA	SIERRA	SIERRA	SIERRA
Customer Support	Technical Support	Sales Dept.	Dept. 10	Hint Dept.
P.O. Box 600	P.O. Box 800	P.O. Box 978	P.O. Box 485	P.O. Box 200
Coarsegold, CA	Coarsegold, CA	Oakhurst, CA	Coarsegold, CA	Coarsegold, CA
93614-0600	93614-0800	93644-0978	93614-0485	93614-0200
1-800-SIERRA-5	(U.S.)	For direct orders:		24 hour Hint Line:
	Monday-Friday	Call 1-800-326-6654		U.S.
	8:15 a.m.- 4:45 p.m.	Fax (209) 683-4297		900-370-5583
	Call (209) 683-8989			S.75 each minute.
	Fax (209)683-3633			

THE SIERRA "NO RISK" GUARANTEE!

If you find that you need to send for replacement diskettes, send the original disk #1 in the size you need (3.5") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (3.5"). We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 charge for 3.5" diskettes.

THE PROMISE: We want you to be happy with every Sierra product you purchase from us. Period. If for any reason you're unhappy with the product, return it within 30 days for an exchange or a full refund...EVEN IF YOU BOUGHT IT RETAIL! (Hardware ordered direct must be returned within 10 days.)

THE ONLY CATCH: You gotta tell us why you don't like it. Otherwise we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt).