

**Aztec**  
**The Curse at the Heart of the "City of Gold"**

**Minimum Configuration**

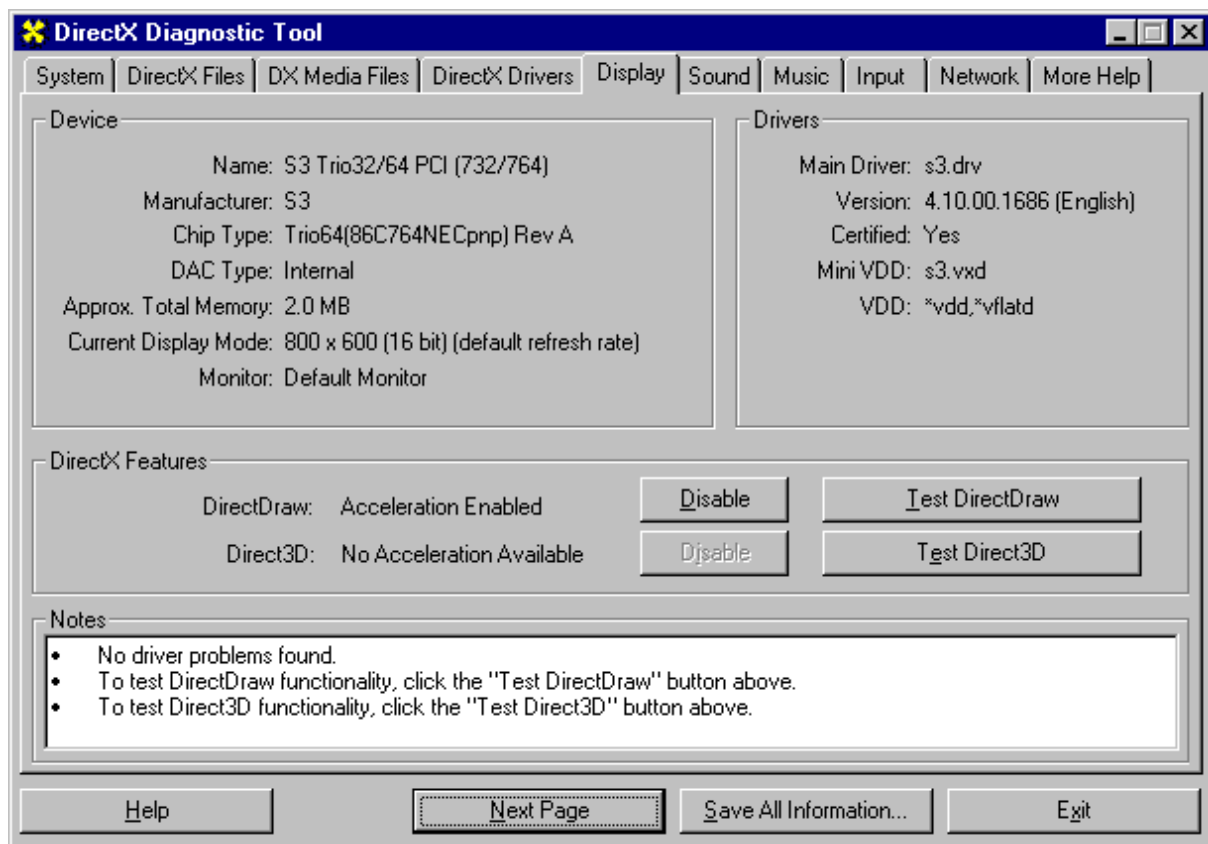
Microsoft Windows™ 95 or 98  
Pentium™ 166 (PII™ 233 recommended)  
32 Mb RAM  
8 Mb free space on the hard disk (60 Mb free space recommended)  
SVGA 2 Mb 65000 color video card  
Sound card  
8x CD-rom drive  
Mouse  
Microsoft DirectX™ 6 (included on the CD-ROM)  
Your computer must be DirectX™ 6-compatible

**DirectX™ 6 Configuration**

To run **Aztec**, DirectX™ 6 must be properly installed on your system. After installing DirectX™, check to see if your system is 100% compatible. To do so, follow the instructions below:

Click on *my computer*, on disk C:, open the *Program Files*, then *DirectX*, *Setup*. Execute the *DxDiag.exe* application. You will also find this application in the *DirectX* file of the **Aztec** CD-rom.

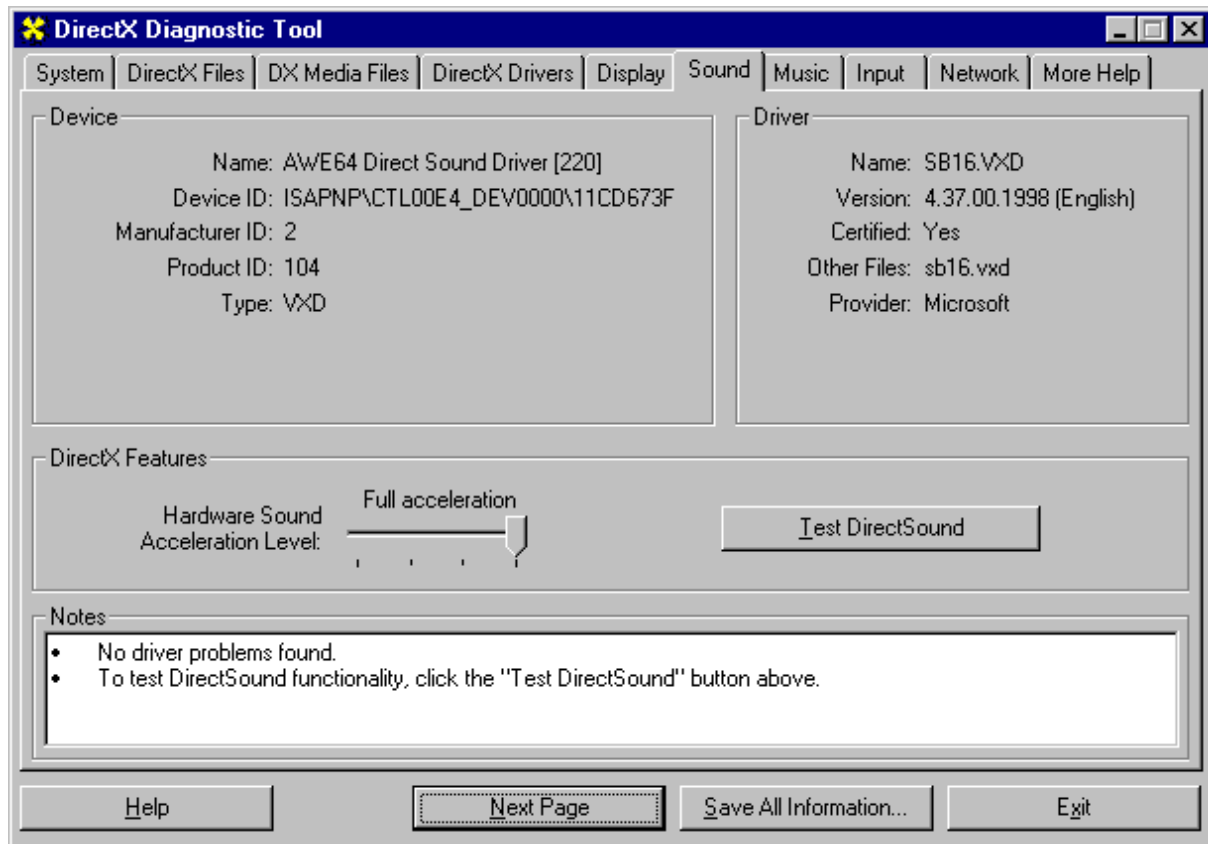
To check the compatibility of your graphics card, click on *Display* (*Display 1*, if you have a second graphics card or a 3D accelerator card). A screen similar to the one below pops up:



In the *Pilot* section, check that you have a certified pilot (**Certified: Yes**). Also check that your pilot's version number begins with "4" followed by a number greater or equal to "06". Here for example:

#### 4.10.00.1686.

To check the compatibility of your sound card, click on *Sound*. A screen similar to the one below pops up:



In the *Pilot* section, check that you have a certified pilot (**Certified: Yes**). Also check that your pilot's version number begins with "4" followed by a number greater or equal to "06". Here for example: 4.37.00.1998.

If your pilots are not certified or if your version numbers are incorrect, contact the technical support of your hardware vendor to obtain the latest update of the pilots compatible with DirectX™ 6. You can also contact the manufacturer of your graphics or sound card directly. If you are on-line, you can easily download the latest pilots from the manufacturer sites.

## HELP

### Game actions

- When the cursor turns into a "pointed finger", it indicates the places accessible in the game.
- When the cursor turns into a "fist" interaction on the setting is possible.
- When the cursor turns into a "mouth" you can dialogue with a game character.
- When the cursor turns into an "ear" you can eavesdrop on a conversation.
- When the cursor turns into a "question mark" you can access one of the "Documentation" sheets.

- When the cursor turns into a “map” you can access the game map and transit between the 5 locations of the game.

## **Inventory**

- To call up and erase the inventory bar, just click on the right mouse button.
- By clicking on the mouse you select an inventoried object and can use it in the game environment.
- The “Codex” icon, in the upper right, indicates where you are in the game with a brief summary.
- The “Documentation” icon, in the lower right, allows you to access the “documentation” sheets.
- The “see” icon, in the upper left, allows you to consult the clues you have inventoried.
- The “return” icon, in the lower left allows you to return to the game's logon screen.

## **Saves**

There are two save modes, an automatic and a manual. Choose one mode or the other by clicking on “options” on the logon screen. By default the automatic mode is selected.

- Automatic mode:

The saves are executed automatically as you progress through the game.

You can return to the last saved session or take up one of the sessions saved automatically at the beginning of each act of the game. To access these saves, choose “Load/Save” on the logon screen.

After quitting the game, you can resume your last sessions in the automatic mode by clicking on “Resume session”.

- Manual Mode:

If you have decided not to choose the automatic save mode, we recommend that you regularly save the session in progress.

Return to the logon screen select “Load/save” then enter the name of the session you want to save. Finish by clicking on “Save”. You return automatically to the logon screen from which you can resume the sessions in progress.

## **Visit Mode**

It is accessible from the logon screen and is used to browse freely through the game locations. Let yourself be guided by the cursor by clicking on the sensitive areas. When flying over buildings, if the cursor changes into a question mark you have access to a “documentation” sheet.

### **“Documentation”**

- The “Documentation” is accessible during the game and during the visit mode when the “Question mark” icon is activated.
- You can also explore the “Documentation” independently of the game:
  - By theme using the table of contents
  - Via the alphabetical index (“star” icon at lower right of screen)
  - Via the hypertext links (words activated in each sheet)
  - By calling up the sheets concerning the same theme with the location icon at the center of the “sheet” screens or

Via the “History” (return to your own route through the sheets) using the “forward” and “back” arrows at the center of the “sheet” screens.