

Déjà Vu

Quick Reference Card Apple IIGS

What You Need

- * Apple IIGS with at least 768K of RAM
- * Latest ROM (ROM Version 01 at Startup)
- * Version 3.2 or later System
- * One or two 3.5-inch drives
- * RGB color monitor
- * Printer (optional)
- * Formatted data disk for saving games

Loading

- 1) Place the System Disk in drive 1.
- 2) Boot your Apple IIGS as normal.
- 3) If you have one drive, select the System Disk icon and drag it into the Trash to eject the disk. Place Déjà Vu disk in drive 1.
- 4) If you have a second floppy drive, place Déjà Vu disk in it.
- 5) Double click on the DEJAVU file icon to start the game.

Menus

Select the **About Déjà Vu** menu (the Apple symbol in the upper left corner of the screen) to see a list of the programmers, artists and designers involved in the creation of the game.

Saving Games

You can save your game in progress at any point. To do so, you will need a formatted storage disk. Follow the standard procedure for disk formatting as outlined in the Apple IIGS System Disk User's Guide **before** you start the game. You will not be able to format a disk once the game has started.

When you want to save a game, select **Save**, or **Save As...** from the **File** menu. Use **Save As...** whenever you wish to save a game with a new name. **Save** will save your current position as whatever name you gave the last time you used **Save As...**

Loading Games

Taking Advantage of Hard Disk Drives

Select **Open...** from the **File** menu, and the game will prompt you for a file name to load. Select the game you want and click on **Open**.

To speed up game play, Déjà Vu's files can be copied to a hard disk. To do this, create a new Folder on your hard drive. Then copy DEJAVU, RESOURCE.DAT files and DEJAVU.DAT Folder from the Déjà Vu's disk to the new Folder. To start Déjà Vu off a hard drive, open the new Folder you created and double click the DEJAVU file icon and the game will start.

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