

INDOOR SPORTS AMIGA AND IBM-PC LOADING INSTRUCTIONS

Amiga 500, 1000 or 2000 (minimum 512K)

1. Insert a joystick into port 1. The first joystick controls all activities on the Main Menu Board and the option screens.
2. If you need to, Kickstart your Amiga (using version 1.2 or later).
3. When the system requests a Workbench disk, insert the Indoor Sports game disk into the internal disk drive.
4. The game will automatically load.

The title and credits screens will appear and, after a few moments the Main Menu Board will appear.

Special Keys

Backspace to delete a typing mistake.

To pause during the game press F10. Press F10 a second time to continue.

Press F5 to return to the current game option screen.

Press F1 to return to the Main Menu Board.

IBM-PC and Compatibles.

Loading with a DOS disk.

1. Insert the DOS disk into drive A and close the door.
2. Turn on the computer and the monitor (TV).
3. Respond to the date and time prompts.
4. When you see the A prompt on the screen, remove the DOS disk.
5. Insert the Indoor Sports disk 1 into drive A and close the drive door.
6. Type PLAY and press Enter. The game will load into the computer's memory.
7. If you have two floppy disk drives, Insert disk 2 into drive B and close the drive door. If you have one floppy disk drive, you will be prompted to switch disks at certain times.

Selecting Control Devices

Once the program has been loaded into your computer's memory, the title and credit screens will appear. After a few moments the joystick control centre screen will appear. Game control devices are listed at the top of your screen as "Joystick 1" and "Joystick 2". Before continuing, you must designate a control device that will serve as "Joystick 1" (for two players, you must also designate a control device for "Joystick 2"). The control devices that you can use include Joystick A, Joystick B and Keyboard 1 and Keyboard 2 which are defined in the diagrams on the lower portion of the screen.

1. There are separate control device menus for "Joystick 1" and "Joystick 2". The menu heading that is highlighted indicates the "active" menu. Use the left and right arrow keys to move back and forth between the menus.
2. In the list of control devices for the active menu, the current control device is highlighted. Use the up and down arrow keys to highlight the desired control device.
3. When you select either Joystick A or Joystick B an on-screen prompt instructs you to adjust the joystick. You must follow the on-screen instructions to adjust your joysticks trim knobs before proceeding.
4. When you select either Keyboard 1 or Keyboard 2, an on-screen prompt gives you the option of redefining the keyboard controls, the default controls are diagrammed on the lower portion of the screen. If you choose to redefine the keyboard, on-screen instructions will take you through the process.
5. All game control instructions in the manual are given in terms of joystick movement. If you are using keyboard controls instead, substitute the corresponding keys.
6. When your control device selections have been made, press the ESC key to proceed to the Main Menu Board.

The Option Screens for the IBM version of SuperStar Ping-Pong are different from those described in the manual. Make your selections on each of the three option screens by using the joystick to move the arrow to the desired option, press the fire to select that option. To move to the next Option Screen, choose NEXT MENU (to return to a previous Option Screen, choose LAST MENU).

Special Keys

Turn off the sound by pressing F9. Press F9 again to turn the sound back on. To pause during the game, press F10. Press F10 again to continue. Press F5 to return to the current game option screen. Press F1 to return to the Main Menu Board.