MICROPROSE GOLF

TECHNICAL SUPPLEMENT

For Atari ST and Commodore Amiga versions

Contents

Your *Microprose Golf* package should contain a manual, this Technical Supplement, 3 disks, a club selection guide, course maps and a registration card.

Required Equipment

Computer & Display: This simulation requires *either* a Commodore Amiga with a minimum of 1 Megabyte of RAM or an Atari ST with a minimum of 512K of RAM, and a colour monitor.

Please prepare a blank formatted disk in advance for use as a Data Disk.

Controls: The simulation can be run entirely from the keyboard, or with a joystick, but a mouse is *strongly* recommended for playing the game.

Installing on Hard Disk (Amiga Only)

Boot up your hard disk as normal, insert the Program Disk in Drive df0. and type the following;

cd df0:

golfinstall

The Program Disk will then be copied into a folder on your Hard-disk root directory called "Golf". You will then be asked to insert the two course disks so that the course data can be copied into the "Golf" folder.

NOTE: Golf runs from a folder that is situated in your root directory. If you copy the files into a sub-directory the program will not run correctly.

Installing future course disks on a Hard Disk (Amiga Only)

To install future courses that may be released, open the folder "Golf", and type *courseinstall*. All the course data from the new disk will be copied into your "Golf" folder.

Loading from Floppy Disks (Amiga and Atari ST)

Commodore Amiga

If your computer has KickStart in ROM, insert the Program Disk into the internal drive. Power up the computer. The program will then auto-load.

If your computer does not have KickStart in ROM, load KickStart as normal, then insert the Program Disk into the internal drive. The program will then auto-load.

Atari ST

Turn off your computer and remove all unnecessary peripherals. Insert your Program Disk into the internal drive and switch on the computer. The program will then auto-load.

External disk-drives

Both the Commodore Amiga and Atari ST versions of golf will make use of an external drive, if you have one connected. Whenever you wish to load from or save to this external drive, click the Drive B icon on the screen.

Loading from a Hard Disk (Amiga Only)

Boot up your hard disk as normal. Open the "Golf" folder and type **Golf.**

Saved Games, Replays and Player Profiles (Amiga and ST)

Whenever you wish to save a game, replay or player profile, the file will be saved to the device that you first booted the game from. (eg: if you booted the game from Hard-disk, files will be saved to Hard-disk). You can, however, save to Drive A, Drive B or Hard-disk, depending upon what you have connected at the time by clicking on the appropriate icon at the time of saving.

Operating Difficulties and Loading Problems

In the vast majority of cases a loading problem is not because of faulty software, but either an incorrect loading procedure or a hardware fault.

Please ensure that the loading instructions have been correctly executed. The most common hardware failures are due to a misalignment of the heads in the disk drive. Such faults may be detected by loading the game on another computer.

Alternatively, a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of viruses. It always pays to own original software.

In the unlikely event of a software fault, please return the complete package, with receipt to the **place of purchase.** MicroProse regret that goods cannot be replaced unless bought from the company directly.

If you have any difficulty whilst loading **Microprose Golf**, or need help in getting the simulation to run, MicroProse will be happy to help you on the Helpline. Please ring UK (0666) 504399, Monday to Friday 0900 to 1700 hours. Have a pen and paper handy when you call.

Protection

We regret that organised and casual piracy forces us to use manual protection. When the game has loaded, you will be asked to indicate which language your manual is in, by clicking on a national-flag icon (English, French or German). You will then be asked to type in the word corresponding to the given manual reference in the form Page number, Line number and then Word number. Simply open the manual at the appropriate page, count down to the required line and then across to find the correct word. Type this word in and press Return. The game will then load.

Controlling Microprose Golf with Keyboard or Joystick

We strongly recommend that the mouse is used as a control method for playing this game. However, if you prefer to use Joystick or Keyboard as a control method, you may do so. The game is configured on both the Atari ST and Commodore Amiga to read from Mouse, Keyboard or Joystick all the time, so it is not necessary for you to select which you require. The alternative Keyboard/Joystick controls are listed below;

Atari Keyboard and Joystick Controls

MOUSE	KEYBOARD EQUIVALENT	JOYSTICK EQUIVALENT
Up	Cursor Up	Up
Down	Cursor Down	Down
Left	Cursor Left	Left
Right	Cursor Right	Right
L.Button	Insert Key	Insert Key
R.Button	Clr/Home Key	Fire Button

Commodore Amiga Keyboard and Joystick Controls

MOUSE	KEYBOARD EQUIVALENT	JOYSTICK EQUIVALENT
Up	Cursor Up	Up
Down	Cursor Down	Down
Left	Cursor Left	Left
Right	Cursor Right	Right
L.Button	Left Alt & A Keys	Fire Button
R.Button	Right Alt & A Keys	Right Alt & A Keys

MICROPROSE™
SIMULATION • SOFTWARE