

California Games™

Loading Instructions

for the Commodore® -Amiga®

To load the Commodore-Amiga version of *California Games*, follow these steps:

1. Set up your system and plug your joystick into joystick port 2.
2. Insert the *California Games* program disk, label side up, into the disk drive and turn on the system.

Note: The Amiga 1000 must be booted with Kickstart before you insert the program disk. Turn on the system with Kickstart version 1.2 in the drive. (Kickstart version 1.1 may cause graphics flickers during gameplay.) When prompted to insert the Workbench disk, insert the *California Games* program disk instead.

3. When the title screen appears, press **Spacebar** or the joystick fire button to begin play.
4. When prompted, remove the *California Games* program disk from the drive and insert the *California Games* data disk.

For maximum fun, listen to *California Games* through your stereo. Connect your stereo to the left and right audio output ports on your Commodore-Amiga. For complete instructions, see the owner's manual supplied with your stereo system.

California Games for the Amiga was programmed by Westwood Associates, Michael Legg, Barry Green, and Louis Castle. Amiga version artwork by Maurine Starkey, Louis Castle, Jenny Martin, and Sheryl Knowles. *California Games* uses Sonix music driver by Mark Riley. Music composition by Chris Grigg. Amiga sound effects by Steve Hales and Chris Grigg. Amiga music arrangements by Chris Ebert, Chris Grigg, David Hayes, and Karl Lehenbauer.

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