

MEAN 18™ Amiga Manual Changes

INTRODUCTION

Mean 18 requires 512K memory, KickStart (V1.1 or later) and WorkBench be loaded prior to inserting the Mean 18 "Program and Famous Course" disk. Because of the Amiga's higher disk capacity, the "Program" and "Famous Course Disk: Vol. I" have been combined onto one disk.

GETTING STARTED

To play Mean 18, position mouse pointer on "GOLF.PRG" and double click. To use the "Course Architect", double click on "ARCH.PRG".

PLAYING MEAN 18

After you have selected "GOLF.PRG" and the title screens have been displayed, you will be prompted to insert a "Course Disk". We recommend copying the three course files with the extension .M18 to another blank formatted disk labeled "Famous Course Disk: Vol. I". Insert this disk when prompted, or put in second disk drive and change logged drive. Hard drive owners may copy the course files to their hard drives.

To select course, click on the name of the course you wish to play. Selecting the game options is done by moving the mouse pointer over your selection and clicking the left button. Refer to the manual for an explanation of all the options.

SHOT MAKING

Follow the procedure outlined in the manual for making a shot. Substitute "mouse button" for "space bar". All the available options are displayed in icon form at the bottom of the screen and are representative of their respective functions. To select an option, position the pointer over the icon and click. When hitting the ball, move the pointer anywhere above the icon portion of the screen. Use the volume control on your monitor to adjust sound.

COURSE ARCHITECT

Refer to the manual for a description of instructions outlining the use of the "Course Architect". Only the mouse is used on the Amiga for course design.