

HOVERFORCE™



Instruction Card for Amiga

Additional Credits

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Producer: Mark Wallace
Tester: Steve Graziano

A Word About This Card

The following instructions explain how to load *HoverForce* on the Amiga computer. After you load the game, please refer to the enclosed manual for specific gameplay instructions – but keep in mind that this card also includes a few changes to the manual for Amiga users. (See the **Manual Changes** section of this card.)

System Requirements

To play *HoverForce*, you will need the following:

- Amiga 500, 1000, 2000 or 2500
- 512K of memory

Backup Your Game Disks!

Before you go any further, it is highly recommended that you make backup copies of your original game disks. There is no on-disk protection, so making a backup is a simple procedure. From the Workbench, follow the steps below:

- 1 Click on the **CLI** or **Shell** icon to bring up the CLI window.
- 2 Type in **diskcopy from df0: to df0:** then press **Return**.
- 3 When the program asks you to insert the “source disk,” insert the *HoverForce* disk into the internal drive (df0:) and press **Return**.
- 4 When the program asks for the “destination disk,” insert your blank, formatted disk, then press **Return**.
- 5 Follow any other disk swap prompts.

Note: Due to special disk formatting, the Diskcopy utility may have difficulty verifying the copy. If so, press **Ctrl** + **A** + **A** to reboot the system. *HoverForce* will automatically load.

Warning! Never remove a disk from a disk drive if the drive light is still on! You may render that disk unusable in the future.

Starting the Game

- 1 With your computer off, insert your *HoverForce* disk into the internal drive (df0:).
- 2 Turn on the computer. The program will load automatically.

Manual Changes

Below are changes/additions to the enclosed manual that are specific to the Amiga version of *HoverForce*. Page numbers are listed to refer you to the section in the original manual where the change/addition applies.

Page 8

The **Record** option is not available. In the Amiga version of *HoverForce*, this screen appears after choosing **Play**.

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The **arrow keys** do not operate in the Amiga version of *HoverForce*. Only the mouse is used for Hovercraft control.

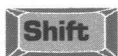


toggles on/off the aiming crosshairs

Substitute the **HELP** key for the **ESC** key. Example:



= Aborts level



+



= Main Menu



+



= Not available

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While in a shop, click on **NEXT** to see additional goods. The **F1** key is non-functional in the Amiga version of *HoverForce*.