

# ROBOSPORT™

## SYSTEM INFO AND REFERENCE CARD AMIGA VERSION

### SYSTEM INFORMATION

#### MACHINES SUPPORTED:

Amiga 500, 1000, 2000, 2500 and 3000

#### SYSTEM SOFTWARE

KickStart 1.2 and Workbench 1.2 or later required. Workbench release 2.0 compatible.

#### VIDEO MODES:

16-color low and high resolution

Low resolution represents 320x200 16-color screen resolution. High resolution represents 640x400 16-color screen resolution.

#### MEMORY REQUIREMENTS:

1MB RAM

1MB graphics and 1 MB fast RAM recommended for high-resolution

#### DISK REQUIREMENTS:

Second floppy drive or hard disk recommended

#### OPTIONS:

Printer (Those supported by Workbench Preferences)

Ethernet (Commodore TCP/IP Ethernet V2.0)

De-interlacer recommended for optimal high-resolution graphics

Modem (300, 1200, 2400 and 9600 bps)

***Note: You can play games over the modem against friends (and enemies) that have the Macintosh and Windows™ versions of Robosport as well as those that have the Amiga version.***

## INSTALLATION

Please make backup copies of your RoboSport disks. Really. You want to do this.

RoboSport comes on two disks. Disk #2 contains the installation program.

### FLOPPY DISK INSTALLATION

Workbench is on Disk #1, so you can run your machine straight from the floppy—just insert it and turn on your Amiga. From there, running RoboSport is a simple matter of double-clicking on the icon and leaping into the fray. For Amiga 1000 users, use Kickstart to boot, then at the Workbench prompt, insert the RoboSport disk. You can save Scenarios back to the Parent disk or you can insert a formatted Amiga disk to record many Scenarios if the original disk is full. The Save requester allows you to save to different Volumes if you have an external as well as internal drive.

You must have Disk #2 in a drive in order to play back Movies that you have saved. Movies can consume disk space rapidly, so be prepared to do some disk swapping if you want to play back movies and don't have a hard drive.