TOWER OF BABEL
AMIGA VERSION TECHNICAL SUPPLEMENT

Please note that the following changes have been made to 'Tower of Babel' for the Amiga version.

SAVING GAMES

In order to SAVE your game, tower designs and high scores you will need a blank, formatted disk, initialized from WorkBench before you start playing Tower of Babel.

This standard format disk must then be prepared to receive the special format Babel information. To do this, go to the 'Designer' (from the main menu) and click on 'File'.

The last but one entry in the 'File' menu is 'Prepare Disk'. Click on this and insert your standard blank formatted disk in the internal drive. It will be prepared for use, after which games, designs and scores can be saved as explained in the manual.

COLOUR MENU

The colour menu in the 'Designer' allows use of all the Amiga's 4096 colours, and an extra sub-menu in the 'Get-Preset Colours' menu ('Step-Swap Colours') allows you to alter all

changeable colours for a tower design.

SKY EFFECTS

The 'Blue Flash' option in the 'Options-Effects' menu of the 'Designer' has been replaced by three new sky effects.

SCREEN SETUP

The '50/60 Hz toggle' on the 'Setup' menu has been removed. Instead it is possible to move the whole display up, down, left or right, until it is centred on your monitor screen.

SOUND EFFECTS

The sound effects have been enhanced, and some new ones added. Notably, an audible alarm warning is given when the timer is running out.

MOUSE STYLE

An extra 'Mouse Style' option has been added to the 'extras' menu in the 'Designer', allowing you to choose the style of the on-screen pointer.