



INSTALLATION CARD FOR AMIGA

Back Up Your Game Disks!

Before you go any further, it is highly recommended that you make back-ups of your game disks. Refer to your Amiga manual on how to copy disks.

Note: Make sure you rename the copies so that they are the same as the originals. For example, after copying Disk 1, rename the copy from "copy of DISK 1" to "DISK 1". Do the same for the remaining disks.

Amiga System Requirements

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

- Amiga 500, 600, 1000, 2000, 2500 or 3000
- 1 megabyte of memory from floppy drive, or 1.5 megabyte from hard drive
- If loading from a hard drive, you will need 740K of free RAM after workbench is loaded
- A blank formatted disk to save games (if playing from floppy disks)

Hard Drive Installation

To install *Waxworks* onto your hard drive, do the following:

Note: Make sure you have 8 megabytes of free disk space available.



- 1 Enter the CLI or SHELL
- 2 Place *Waxworks* disk 1 in dfØ:
- 3 Type **cd dfØ:** and press **Return**
- 4 Type **HDINSTALL DHx:** (where x indicates the hard drive, i.e. dhØ:, dh1:, etc) and press **Return**.
- 5 Insert the remaining disks when prompted.
- 6 To run the game from workbench, double-click on the *Waxworks* folder, then double click on the *Waxworks* icon.
- 7 To run the game from CLI or Shell, change to the *Waxworks* subdirectory and type **RUNIT** and then press **Enter**.

Playing from Floppy Disk

- 1 With your computer off, insert *Waxworks* disk 1 into dfØ: (internal disk drive).
- 2 Turn on the computer. The program will load automatically.
- 3 When prompted, insert the proper disk into dfØ:.

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| <p>Note: Be sure you are inserting the correct disks when prompted</p> |
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