

OMNI-PLAY™ BASKETBALL

Designed by Ed Ringler

Commodore 64 / 128 Reference Card

WHAT YOU NEED

- A Commodore 64™ or 128™ (in 64 mode) computer
- Single disk drive
- Color monitor or T.V.
- One or two joysticks

DO'S AND DON'T'S

- **Do** write-protect and make a copy of **both** sides of the disk, and then use the copy when playing the game.
- **Do** place the original disk in a safe place.
- **Don't** write-protect the copied disk which will be used for playing the game.
- **Don't** remove a disk from the drive during a game unless requested to do so.

GETTING STARTED

1. Plug a joystick into port 1 of your computer. This is Joystick1. For two-player games, plug a second joystick into port 2. This is Joystick2.
2. Turn on your monitor or T.V., the disk drive and your computer. (The C128 must be run in C64 mode.)
3. Insert the OMNI-PLAY™ BASKETBALL disk into the disk drive and close the drive door or latch.
4. Type **LOAD "*", 8, 1** and press **RETURN**. The game will load into the computer's memory.
5. Following the title screen, credits and music, the SPORTTime User Verification Sequence appears (please see Instruction Manual).

THE RESET THE LEAGUE OPTION

NOTE: Selecting either the "RESET" or "CANCEL" options from this screen is described in the Instruction Manual. The following instructions only apply to the "LOAD" or "SAVE" options, which both require the use of a File Requester Screen.

The File Requester Screen is composed of five main features:

1. The Heading:

The title at the top of the screen which displays the name of the disk currently in the disk drive. Selecting the heading causes the relevant directory of that disk to be displayed in the File Box.

2. The File Box:

The box which displays only the names of those files which correspond to the current League. Non-League files will not be displayed. A maximum of eleven (11) League files can be displayed, depending on their individual size. Non-League files will take up room on the disk (and cut down on the amount of data you can SAVE) even if they're not listed in the File Name Box. When a specific file is selected, its name will appear in the file name area.

3. The File Name:

Below the File Box is an area where the name of the current file is displayed. The name of the file changes whenever a new one is selected from the file box or another file name is typed in. Selecting the box causes the cursor to appear at the front of the box, which allows you to edit the file name. Pressing the RETURN key enters the new information.

4. The Action Word:

The word to the right of "EXIT" at the bottom of the screen will be either "LOAD" or "SAVE" depending on the option you initially chose from the RESET THE LEAGUE screen.

NOTE: If you SAVE to a file name which already exists, a prompt allows you to overwrite the old file and save the new data under the old name. Otherwise, select "CANCEL" and create a new file name.

5. The Exit Prompt:

Displayed to the left of the Action Word is the word "EXIT."
When selected, you are returned to the RESET THE LEAGUE screen.

How to LOAD or SAVE

1. From the RESET THE LEAGUE screen, move the joystick until the desired Action Word highlights.
2. Press and release the fire button, and the File Requester screen will appear.
3. Remove the League disk from the disk drive.
4. To SAVE the current information, insert a properly formatted disk with enough blank space to accomodate the added material and close the drive door or latch.
To LOAD, insert the disk which contains the desired League and close the drive door or latch.
5. Use the joystick to move the on-screen arrow until it points to the heading at the top of the screen.
6. Press and release the fire button, and in a moment the heading changes to reflect the name of the current disk. All of the files which apply to the current League are now listed in the File Box.

You must now provide a file name and the desired action word.

To select a File Name, either:

- a. Move the joystick to position the on-screen arrow over the desired file name in the file box and select it by pressing the fire button. That name will then appear in the file name area.

OR

- b. Move the joystick to position the on-screen arrow over the file name area and select it by pressing the fire button.
Type in the desired file name and press the RETURN key.

To select an Action Word:

- a. Move the joystick to position the on-screen arrow over the desired action word and select it by pressing and releasing the fire button.

To return to the Main Menu:

- a. Move the joystick to position the on-screen arrow over the "EXIT" prompt.
- b. Press and release the fire button.
- c. On the RESET THE LEAGUE screen, move the joystick until the "CANCEL" prompt highlights.
- d. Press and release the fire button.

TO DELETE A LEAGUE FILE

NOTE: This function can not be performed through the O.M.N.I. Screen or any League or Game screen option.

1. Use one of the quick load cartridges available in stores. Most of these cartridges contain some sort of DELETE feature which will allow you to perform this function. Only delete files which you remember creating. The names of these files will also have the ending: **.SB0**

OR:

2. Do the following (for more information please refer to the manual that came with your disk drive):
 - a. Turn your computer and disk drive off and then on to reset them. (C128 users go to C64 mode.)
 - b. Insert the disk which contains the League file you want to delete.
 - c. Type **OPEN 15.8,15** and press the RETURN key.
 - d. Type **PRINT#15,"S0:name.SB0"** and press the RETURN key.
 - e. Type **CLOSE 15** and press the RETURN key.

NOTE: The "name" listed in part (d) above should be the name of the League that that you want to delete. All saved Leagues will have ".SB0" added to the end of the name. You do not see this ending nor need to add it when LOADING or SAVING from the "Reset The League" Main Menu option.

WARNING: Always be extremely careful when deleting files from any disk. A simple mistake can mean your losing an important file or even damaging or destroying your floppy disk. We highly recommend that you use a newly formatted disk for saving your basketball Leagues and that you **ONLY** use this disk for **OMNI-PLAY™ BASKETBALL**. In this way, your risk of losing anything other than Leagues will be eliminated.