



OMNI-PLAY™ BASKETBALL

Designed by Ed Ringler

Commodore 64 / 128 Update Card #2

WARNING: *We recommend you update only your backup disks, and not the original disks!*

CHANGES TO EXPECT

MODULES	BEFORE UPDATE	AFTER UPDATE
OMNI-PLAY™ System	Version 1.0 or 1.1	Version 1.2
"SBA" League Module	Version 1.0	Version 1.1
"END-VIEW" Game Module	... see below ...	No Change

The following sets forth the effects these updates will have on your game:

1. The **OMNI-PLAY™ System** is now Version 1.2. This version number can be seen on the O.M.N.I. Screen. Version 1.1 improved the word list used in the User Verification Sequence. Version 1.2 makes yet another improvement to that word list. The User Verification Sequence also now allows you three tries at inputting the correct word from the manual instead of the single try allowed in the earlier versions.

Versions 1.1 and 1.2 have also changed the way the ENDVIEW Module is used with different League Modules. Now each League Module (SBA, COLLEGE or PRO) has its own ENDVIEW Game Module included on the same disk. In this way, we have been able to program into each ENDVIEW Module the special rules and characteristics needed by the League you are playing with. For example, the ENDVIEW Module that is supplied on the COLLEGE League disk has all the code and graphics necessary for a shorter 3-point shooting line. The different ENDVIEW Modules can be identified by their version numbers (which can be seen by pressing F8 during a game) and are specifically designed to compliment an associated League Module as follows:

- **ENDVIEW Game Module 1.0 is specifically for use with the SBA League.**



- **ENDVIEW Game Module 1.1** is specifically for use with the **COLLEGE League**.
- **ENDVIEW Game Module 1.2** is specifically for use with the **PRO League**.

Note that the first digit of the version number will signify actual upgrades to that Module, while the second digit will always specify which League the respective Game Module is associated with. Version 1.2 of the **OMNI-PLAY™** System ensures that this new configuration is followed.

2. The **"SBA" League** is now **Version 1.1**. This version number can be seen on one of the **VIEW LEAGUE HISTORY** screens. Version 1.1 features new loading and saving code which better protects against some potential user errors. More importantly, there exists a relatively small number of "problem" C64 computers which previously could have caused the league data to be ruined during a save and which then would make the SBA League unloadable. The new code now correctly loads and saves data on these machines as well.

UPDATE INSTRUCTIONS

Note: If your current disks already contain all these latest Version Numbers, then there is no need to do the update as described below. If however, your Version Numbers are not all the same, then follow these directions:

1. Insert a copy of your new Option Module disk, side 1 facing up (the side with a label), into the disk drive and close the drive door or latch.
2. Type **LOAD "*"8,1** and press the **RETURN** key.
3. At the prompt, insert a copy of your **OMNI-PLAY™** System disk, side 1 facing up, into the disk drive and close the drive door or latch.
4. Press the fire button.
5. Follow the on-screen instructions until your copy of the **OMNI-PLAY™** System disk is successfully updated.
6. Reboot your machine with this updated copy of the **OMNI-PLAY™** System disk according to the instructions in the main **OMNI-PLAY™ BASKETBALL Reference Card**.
7. Finally, **INSTALL** your new Option Module disk into your **OMNI-PLAY™** System as described in the master **OMNI-PLAY™ BASKETBALL** manual.