
TAKE DOWN

Commodore® 64™ and 128™ Command Card

Loading *Take Down*

Before loading *Take Down*, remove all accelerator cartridges.

1. Plug your joysticks into your computer.
2. Turn on the disk drive and place the *Take Down* disk in the drive, label side up.
3. Turn the computer on. If you have a Commodore 128 computer, it will automatically boot at this point.
4. If you have a C-64, type **LOAD "*" ,8,1** and press **RETURN**
5. After selecting the game options and your wrestlers, you are prompted to "Insert Side 2, Press Button." Remove the game disk, turn it over, and place it in the drive, label-side down. Then press the fire button to complete the loading process.

Restarting *Take Down*

Once the match is over, you are prompted to "Insert Side One, Press Button." Remove the game disk, turn it over, and place it in the drive, label-side up. Then press the fire button to begin again.

Quitting the Ring

Once the match is over, you are prompted to "Insert Side 1, Press Button." Remove the game disk, turn it over, and place it in the drive, label side up. The results of the match are recorded on the disk at this point. If you choose not to re-enter the ring, wait until the selection screen appears before turning your computer off.