RED☆LIGHTNING™

DATA CARD FOR AMIGA

LOADING INSTRUCTIONS: Before beginning play, please make a back-up copy of the disks using the normal Workbench copy program. Once the copies have been made, simply put your master disks away and use the copies for play. **Do not play on your Master Disks.**

You will also need to format a blank disk for use as a save disk. To do this, use your Workbench utilities and initialize a disk.

To run Red Lightning:

1) Boot your system with Kickstart v1.2 or later (Amiga 1000 users only)

2) When the computer asks for the Workbench disk, insert your Red Lightning disk.

3) Open the Red Lightning disk by double clicking on the disk icon.

4) Double click the SSI Red Lightning icon to start the game.

5) Follow the prompts to load a saved game or play a new game.

When you are notified that the program is loaded there will not be any more disk access, so you may remove the program disk and put it away.

FILE MANAGER: This option from the *General* pull-down menu gives the player control over saved games from within the program. The manager is divided into a file display and five active selections as follows:

1) I'm Finished: Exits you back to the program.

2) Scroll Down: Scrolls down the file display to show new files. Only ten files may be seen at any time, but a total of thirty may be logged on any save game disk.

3) Scroll Up: Scrolls up the file display to show new files.

4) Search Disk: Examines a new disk in drive df0:. This will have no effect if the disk is not changed when requested by the program. It will also have no effect on hard disk systems.

5) Delete Game: Deletes the indicated saved game. If no game has been chosen, no action will be taken.

To select any file click on it from the file display.

SAVED GAME MANAGER: When you answer 'yes' to *Resume saved game?* you will be prompted to insert your save disk. The Save Game Manager will appear with the following options:

1) Abort: Escapes back to the new game selection routine.
2) Scroll Down: Scrolls down the file display to show new files.
3) Scroll Up: Scrolls up the file display to show new files.
4) Search Disk: Examines a new disk in drive df0:.
5) Recall Game: Tells the program to restart a saved game using the selected file.

On a Hard Disk, (any device with more than 5 meg of storage is considered a Hard drive by the program), all saves will automatically be made to the Saved Games directory on the hard disk. Memory permitting, up to thirty games may be stored in this directory.

Those playing the game from a floppy drive will automatically make all saves to the root directory of any disk in drive df0: at the time of the save. About fifteen games may be saved on a standard disk. The program will automatically ask for disk swaps.

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