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G-140-09 B

Actisource™

The International Computer Hotline

Loading Instructions

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Hacker II™ The Doomsday Papers™

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Rev. B

Loading Instructions

The use of a printer is optional.

Apple II+, IIe, and IIc computers

1. Connect an Apple Imagewriter™ printer to your computer through the Apple Super Serial Card interface, or a compatible dot-matrix printer through the Microtek Dumpling-GX interface; see your printer and interface manuals for instructions. Connect a joystick, if you have one, to your computer.

2. Insert the *Actisource* diskette in your disk drive, label side up.

3. Turn on your disk drive and computer.

Apple IIGS computers

1. Place the *Actisource* disk in the disk drive and turn on your computer and monitor.

2. When the Program Launcher appears on the screen, click **HACKER2** in the catalog of files, then click **Open.**

Macintosh computers

1. Connect an Apple Imagewriter™ printer to your computer.

2. Insert the *Actisource* diskette in your disk drive, label side up.

3. Turn on your computer.

Amiga computers

1. Connect a graphics printer to your computer; see your computer and printer manuals for instructions.

2. Turn on your computer.

3. When so instructed, insert the Kickstart™ diskette in your disk drive.

4. When so instructed, insert the Workbench™ diskette in your disk drive. **NOTE:** If you have an Epson FX80 or RX80 or compatible printer, you may insert the *Actisource* diskette; *Hacker II* will start automatically, and you may skip the remaining steps.

5. If necessary, use Preferences™ to configure your printer; see your computer manual for instructions.

6. Insert the *Actisource* diskette in your disk drive.

7. From the Workbench, open the *Hacker II* disk icon, then open the *Hacker II* icon.

Atari ST computers

1. Connect an Epson, Atari, or compatible graphics printer to your computer; see your computer and printer manuals for instructions.

2. Turn on and boot your computer; see your computer manual for instructions.

3. If necessary, ensure that your printer is configured properly; see your computer manual for instructions.

4. Insert the *Actisource* diskette in your disk drive, label side up, and open the disk drive icon.

5. Open the ***HACKER2.PRG*** icon.

Commodore 64 and 128 computers

1. Connect a Commodore MPS801, Okimate 10, or equivalent graphics printer to your computer; see your computer and printer manuals for instructions. Plug a joystick into port 1 of your computer.

2. Turn on your printer, computer, and disk drive.

3. *If you have a Commodore 128,* type **GO64** and press **RETURN**. When the prompt **ARE YOU SURE?** appears, type **Y** and press **RETURN**.

4. Insert the *Actisource* diskette in your disk drive, label side up. Type **LOAD "*",8,1** and press **RETURN**.

IBM PC, PCjr, Tandy 1000, and compatible computers

1. Connect an Epson FX80™ or LX80™ or compatible graphics printer to your computer; see your computer and printer manuals for instructions. Connect a joystick, if you have one, to your computer.

2. Insert the *Actisource* diskette in your disk drive and turn on (or reset) your computer.

Joystick, Mouse, and Keyboard Operations

You use the joystick or mouse in the standard manner—that is, by moving the cursor to various areas on the screen and pressing the joystick button or the left mouse button. Sometimes you hold the button down; sometimes you press and release it to activate or deactivate a feature.

See the table below for keyboard commands.

Text is entered from the keyboard in the standard manner.

Keyboard Commands

	Apple II series	**IBM PC, PCjr, Tandy 1000**
Disable joystick, enable keyboard	**Ctrl D**	
Enable joystick, disable keyboard	**Ctrl E**	
Pause game	**ESC**	
Resume after pause	**any key**	
Toggle sound on/off	**Ctrl S**	**Ctrl S**
Restart game from beginning (not functional during printing)	**Ctrl R**	**Ctrl R**
Swap joystick axes	**Ctrl X**	
Move cursor		
left	←	←
right	→	→
up	↑ (II and II+ —;)	↑
down	↓ (II and II+ —/)	↓
"Button" control —emulate joystick or mouse	**spacebar**— press once to "hold button down"; press again to "release button"	**spacebar**— press and hold down; release

On Amiga, Atari ST, and Commodore computers, press the **F1** key to restart at any time.

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