

California Games™

Command Card for the IBM PC and compatibles

Please refer to the manual for introduction, objectives, loading instructions and general playing instructions. Read this card to learn about any differences between the manual and the IBM PC version of CALIFORNIA GAMES.

(Page 2) GETTING STARTED

Loading instructions:

- Set up your IBM PC or compatible computer as shown in the user's manual.
- Plug in your joystick (optional).
- Turn on your computer.
- Boot your copy of DOS (2.0 or greater).
- Insert your CALIFORNIA GAMES disk into drive A, label side up.
- Log onto drive A by typing A: and pressing the Enter key.
- Type CALGAMES and press the Enter key.

Note: The first time you play CALIFORNIA GAMES, the program checks your system for CGA, EGA, and Tandy 1000 graphics modes. You are then presented with the opportunity to choose which one of your system's graphics modes you would like to use. Choose your graphics mode by typing the number associated with it. You can save your choice to disk (see **Option 8** below) so that you won't have to do this every time you play. You can change this later by using the "*Configure*" menu selection (see **Option 7** below.) If you have a joystick, you will next be prompted through the calibration process. When this is done, the game begins and then get ready for some awesome fun!

Graphics Adapters:

CALIFORNIA GAMES is configurable to the following graphics adapter/monitor combinations:

- CGA with RGB monitor (4 colors)
- CGA with RGB monitor (more colors)

An Epyx exclusive -- a software innovation that lets many CGA-compatible boards display more than 4 colors at once. Try this if you have CGA. Then check out the Footbag event. If you don't like what you see, just reconfigure to the 4-color mode above.

(See Option 7 below.)

- CGA with Composite monitor or VCR/TV (16 colors). Believe it or not, this mode looks the best! If you don't have a composite monitor you can still use this mode if you have a VCR and color TV. Just connect the composite Video Out jack on your CGA card to the Video In jack on your VCR. Then switch your VCR to Camera mode. You may need to adjust your TV's HUE control to get the proper colors. If you get a black-and-white picture instead of color on your monitor or TV, a qualified service technician can adjust your computer system's video oscillator to fix the problem. Don't attempt to do it yourself.
- MCGA with RGB monitor (4 colors)
- Tandy 1000 with RGB or composite monitor (16 colors)
- EGA or VGA with RGB monitor (16 colors)

Notes:

- CALIFORNIA GAMES is designed to work well on systems with an 8 MHz 8088 or better. If your system has a lower clock speed, the games may run somewhat slower. However, if your system is more powerful, the games will not run too fast to play.
- Press **CTRL-S** at any time to toggle the sound on or off.
- Pressing **CTRL-Esc** while in an event will return you to the main menu.
- CALIFORNIA GAMES works with both joystick and keyboard. The manual describes the joystick controls. Use the keyboard to emulate the joystick as follows:

KEYPAD

7	8	9
4	5	6
1	2	3

=

JOYSTICK



The **SPACE BAR** and keypad **0** key = **FIRE BUTTON**.

Copy Protection:

CALIFORNIA GAMES uses a copy-protection scheme that lets you copy the original disk to a hard disk (or RAM disk) for speed and convenience or to another floppy disk for backup purposes. We have included the program INSTALL, on the disk to help you do this. Some examples follow:

- To install CALIFORNIA GAMES on hard disk C:
 - Log onto the drive with the original California Games disk (A: or B:).
 - Type **INSTALL C:** followed by the **Enter** key.
 - If your hard disk is not called C:, just substitute its real name in the above.
- To backup CALIFORNIA GAMES onto a floppy disk in drive B:
 - Log onto drive A: (by typing A: followed by the **Enter** key).
 - Insert the original California Games disk into drive A:.
 - Type **INSTALL B:** followed by the **Enter** key.

Then, when you want to play California Games, you can log onto the hard disk (or backup disk) and you must insert your original disk into drive A: or B: for the copy-protection check. Run CALGAMES as described above in the *Loading instructions*. After the title screen appears, you may remove your original disk.

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OPTION 7: CONFIGURE

Choose this option to do the following:

- Choose graphics mode. (See *Graphics Adapters* above.)
- Clear High Scores.
- Toggle sound default on or off.

OPTION 8: RETURN TO DOS

Choose this option to quit the program and return to DOS. Your choice of graphics mode is not saved to disk until you choose this option.

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ROLLER SKATING

OBJECT

- To step over or kick obstacles, press the **FIRE BUTTON** while moving slowly. If moving quickly, the **FIRE BUTTON** still causes the squat-and-jump action.
- To skate using the keypad, alternate pressing the 9 (Page Up) and 3 (Page Down) keys.

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FLYING DISK

- Scoring has been improved. A diving catch is worth at least 350 points more, if the catch was near the ground.
- Strategy has been improved. Another winning strategy is to throw short, run as far as possible, and make a dramatic diving catch.