



C Commodore
PRO-PAK

1. DISK UTILITIES

Disk Utilities is a collection of programs that makes it easier to perform disk functions. The program is easy to use by simply following the prompts on screen as you go. This documentation is modeled after the Commodore version of the program so there may be slight differences in the IBM and Apple versions. Simply follow the on-screen prompts.

1. Delete a File From Disk

Insert the disk that you want to delete the file from. Enter the file name and press RETURN. Confirm the name is correct.

2. Rename A File On Disk

Insert the disk that has the file on it that you want to rename. Enter the current file name and press RETURN. Then enter the new name. Confirm the name is correct.

3. Copy A File To Another Disk

The program will prompt you to enter the name of the file to copy. Then it will ask you to insert the disk you want to copy the file to and confirm that you wish to proceed.

4. View Disk Directory

This program will display all the file names on a disk. Place the disk with the directory you want to view into the drive. The disk name is shown on screen as well as the file names, file types and file sizes.

5. Print Disk Directory

This will print out all the file names that are on a disk. Place the disk with the directory you want to print out into the drive. Be sure the printer is loaded with paper. The same information that is displayed above is printed out.

6. Read A Disk Block

You'll be prompted to enter the disk block and the sector to examine. Then the contents of that sector will be displayed. This is useful for examining a disk for bad sectors and to see how your data was placed on disk. You can also jump to a linked block by pressing the J key.

7. Rename A Disk

The directory name of a disk can be renamed using this program. Insert the disk to rename and press RETURN. The current name will be displayed. Enter the new name and confirm the change.

8. Copy An Entire Disk

A back up copy of all files on a disk can be made using this program. Note that to use this section you need to insert the master disk into the drive to load the copier. Then follow the prompts for inserting the source and destination disks. After the copy is made, you'll need to reload the Disk Utilities.

9. Format A Disk

This will format, or prepare, a disk for storing information. Insert a disk which contains no files that you wish to keep because the program will erase all information on the disk. Enter the name you want to call the disk. (For the Commodore format, you must enter a two digit ID code.)

10. Sequential File Dump (Printer)

Use this section to print out the contents of a file that is stored sequentially on disk. This is useful for making listings of otherwise unlistable data. You can examine the printout to see if the data was stored correctly. Insert the disk with the file you want to print and enter the file name as prompted.

11. Lock A File

You can protect an important file from being erased by locking it. Insert the disk with the file you want to lock, enter the file name and press RETURN.

12. Unlock A File

Of course at some point you'll want to unlock the files you have protected. The procedure is the same as locking a file.

2. SKILL BUILDERS

Skill Builders are programs that can help you improve skills using the computer as a guide and tutor. This disk contains four programs: Speed Reader, Typing Tutor, Decision Maker and Memory Builder.

TYPING TUTOR

Select a level of difficulty between 0 (easy) and 9 (hard). Level 0 will provide drill in single letters while level 9 will give you different words to type in. The words or letters appear below a picture of the keyboard. As you type the key will flash to the position of the next key to strike. The letters you type appear below. If you make a mistake, an X appears where the correct letter should be. Follow the on screen prompts for checking on your progress. You can see how many correct and incorrect keystrokes you've made and your time on the keyboard.

SPEED READER

Starting with a single letter or number, this program tests your ability to remember an increasing amount of text that is flashed on screen. After the group of letters or numbers are flashed on screen, you are prompted to enter what you saw. If you are correct, the program will prompt you to press a key to flash the next set, and so on. If you make a mistake you can try again or return to the main menu.

DECISION MAKER

You can analyse the reasons for making decisions. Enter the goal and set the criteria. The program will help you make the best choice. First enter the decisions you wish to make such as taking a new job, choosing a vacation spot, or buying a home. Then enter the criteria for making the decision. In buying a home, your decision may be influenced by the location, size, cost or architecture. You will be asked to compare each alternative separately so the program can assign a "weight" to the value of each. When complete, the program will arrange each alternative in the order you consider to be the most important by percent. Decision Maker can help you make decisions that have many variables and can help clarify the reasons for a decision.

MEMORY BUILDER

Behind each star on a grid there's a hidden number. You need to find the matching numbers. Choose from four levels of difficulty. Level 1 creates a small 2 by 2 grid while Level 4 creates an 8 by 8 grid. Enter a row and column number (ie 3,5) to display the number behind the star on the grid. Then enter another row/column number to display another one. If these numbers match, the number will remain on screen and you can continue looking for matches. The object is to match all numbers in the fewest tries.

3. COMPUTER DIAGNOSTICS

Computer Diagnostics is a collection of programs that will test your computer equipment. The program is easy to use by simply following the prompts on screen as you go.

General Care of Equipment: Computer hardware will generally give you years of trouble free performance. With few movable parts and highly reliable components, computers and monitors will usually operate without malfunction with little maintenance. Mechanical hardware like printers and disk drives may be more prone to going out of alignment or adjustment.

There are some things to avoid in order to keep all your equipment running smoothly:

- * Dirt and dust can destroy delicate parts like disk drive heads and magnetic surfaces like disks.
- * Heat can cause components to fail or lose alignment.
- * Physical shock can throw a disk drive head out of alignment or cause a monitor to lose its alignment.
- * Cables can fail if they are twisted, tugged or improperly plugged in.

These programs are designed to give you some indication if your hardware is failing:

1. Disk Drive Test

You'll need a spare blank disk for this test. Insert it when prompted. This should be a disk with nothing important on it because the program will write data on it, erasing it. This tests the drive mechanically and then writes some data to the disk and reads it back to be sure the read/write functions are working. When you are ready press B to begin the test or M to return to the main menu.

2. Random Access Memory (RAM) Test

The RAM is the area of the computer's memory where programs and data are stored. This tests to see if the RAM is functioning. In order to run this test the program will have to clear out the computer's RAM, including this program. After the test you can simply load Diagnostics up again to continue with the other tests, or you can run this test last.

3. Printer Test

This will print out all the printer characters in the available formats (upper case, lower case, etc.). Note that it tests the graphics capabilities of printers so this test is not valid for letter quality, daisy wheel type printers. Some tests will not be performed if the printer doesn't support the function being tested. For example the Commodore version performs 12 tests on Commodore printers. It will skip tests on other brands which do not support all the functions. Be sure all the cables and any interfaces to the printer are hooked up properly and there is paper loaded. Press P to begin the test or M to return to the main menu.

4. Floppy Disk Test

This will examine a floppy disk to determine its condition. Be sure to insert a disk with nothing important on it because the program will write data on it, erasing the existing data. Each track and sector of a disk is examined and the result is displayed on screen. If a block of the disk is found to be defective, that section will be allocated so that no information will be written there. To begin press T or press M to return to the main menu.

5. Colour Test

This test provides a sample of all the colours available so that you can adjust your monitor correctly. To begin the test, press the B key or press M to return to the main menu. To stop the test, press the Q key to Quit.

6. Audio Test

This will determine if the sound output is working correctly. It will run through a scale of available notes for you. If there is no sound: check the cables, if the computer is hooked up to a monitor or tv speaker, and check the volume controls.

4. FIVE A SIDE SOCCER

See Screen Prompts for Instructions

5. SLAPSHOT II

See Screen Prompts for Instructions

6. BEACH BLANKET VOLLEYBALL

Serving the Ball: In order to serve the ball, you must first select the angle of your serve. When you move the joystick right or left, the direction indicator at the bottom of the screen will move in response. When you have selected the direction you would like the ball to go (straight, left, or right), press the joystick button and the server will throw the ball in the air. To hit the ball, press the joystick button a second time when the ball starts its downward motion. The higher the ball is in the air when the server hits it, the farther it will go. Do not wait too long, or the ball will drop to the ground and you will lose the serve!

Returning Hits: To return the ball, move the direction indicator, as you did during the service, to pick the direction of your hit. At the bottom of the screen you will see a bar indicator which controls the power of your hit. To the left is the letter "S" for soft, and to the right is the letter "H" for hard. The indicator is always set to the lowest power after each hit. To increase the power, press the joystick button and the bar will lengthen. The longer the bar, the harder the ball will be hit. You do not have to worry about moving the players or hitting the ball, that is done automatically by the computer. However, you control how high you hit the ball. If you move the stick forward when the player hits the ball, it will cause the ball to go very high. All spikes must be setup using a high hit. If you move the stick back towards you, it will give the ball its lowest arc. This will also give the ball more speed. If you do not move the stick at all, the ball will have a normal arc.

Spiking the Ball: Only the net man can spike. To spike the ball, a player must set it up for the net man with a high shot very close to the net. You control the strength and angle of the hit as you would any other shot. You do not need to worry about the height of your spike, all spikes go down with no arc.

Returning a Spike: Returning a spike is very easy. All you need do is pick the angle of the return. The strength of the return is always the same, and all spikes are returned with a high shot. The return is always hit to one of your own teammates, as you cannot return a spike directly over the net. When returning from a spiked ball, you need to hit the ball at least twice before you can spike the ball back.

Catching Your Opponent Out Of Position: You will notice that on long rallies the players will sometimes get out of position. While the ball is in the air, players will return to their original position. However, if the ball is hit before a player is in position, that player will stop where he is. You can use this to your advantage by making your opponent move long distances to return your hits. This can cause areas to become unprotected, and allows you to hit that winning spike!

Ending the Game: The winner is the first team to score 15 points with at least a two point lead. If 15 points are reached without a two point lead, the winner is the first team to obtain a two point lead. You may reset the game at any time using the (RESTORE) key. When you reset a game you will be sent back to the game selection screen.

1. CYBERZONE

Break through the base of the Cybership and hit the man inside. Shoot fighter and scanner ships for points, but watch out - the ship's laser and fighter ships are deadly accurate.

Movement: Joystick to move left or right, press button to fire. Keyboard: Control Key to move left, 2 key to move right, spacebar to fire. You can also play with two players. You must have two joysticks attached to your computer.

Scoring: 1 Point - Hit part of base of Cybership

50 Points - Kill fighter ship

150 Points - Kill scanner ship

500 Points - and extra man - Explode Cybership

2. TREASURE RAIDERS

Deep in the tomb of King Batutu is buried a treasure, untouched for centuries. Many have tried to find their way through the deep and dark corridors. No one has succeeded. Can you solve the maze?

Each time the program starts, a new maze is drawn. You have ten seconds to view it before you start your trek. A timer starts when you begin. If you don't get through the maze in time, you'll starve, so be efficient in your moves. A help key will give you another quick look at the maze if you are stuck. Press H. If you want to exit the program completely, press the E key.

3. BOWLING NIGHT

Put on your team shirt and shoes - it's time to play ten pin bowling. Up to three people can play this bowling simulation at once.

Plug the joystick into port #1. Select the number of players and enter each person's name.

The screen indicates who's turn it is. The bowling ball will bounce at the end of the alley until you send it flying down the lane by pressing the fire button on the joystick.

4. MOTHERSHIP

Mothership is composed of three scenarios. You have to complete each one before you can go on to the next one. First, destroy the dozen drones sent to attack you (in a row, without being shot), before your fuel runs out.

In the second scenario, make your way to the top level of the ship. Use the joystick left and right controls. Push forward to jump. You have to ride the elevator to go to the next floor. Call it by pulling down on the joystick. The elevator can be ridden when it's green, but not when it changes to red. The mutant meanies or the flying scanners will dematerialise you if they touch you, but you can shoot them.

In the final scenario you must break through the barrier of energy pods to destroy the planet's generators. Each pod has to be hit four times (they change colour on each hit). Red pods can be blown up with one hit. Beware of energy torpedoes.

Scenario 1: 500 Points - Drones

Scenario 2: 500 Points - Scanner

1000 Points - Meanie

Scenario 3: 50 Points - Hit on energy pod

100 Points - Destruction of energy pod

1000 Points - Destruction of generator

5. THUD!

You must catch the bricks falling from the rolling brick bin using your small wheelbarrow. The object is to get as high a score as possible before you miss four bricks. Choose the level of difficulty at the start of the game (1-15).

Level 1 is pretty easy and level 15 is extremely tough.

Movement: Plug your joystick into port 2. Move the joystick left and right to move your wheelbarrow.

6. ALIENS FROM SUBTERRANIA

In the eerie underground of Subterrania you are being pursued by berserk aliens. You can race through the maze to avoid them and you can shoot at them to fend them off. Plug the joystick into port 2. Press the fire button to start on level one.

Move around the caves using the joystick. Wherever you go the aliens seem to follow. You have three lives, which you lose one of each time an alien comes in contact with you.

You can destroy an alien by shooting at it using the fire button. Each one you hit is worth 50 points. And you earn bonus points each time you reach a new room.

NICK HARDY ADVENTURES:

7. THE TEMPLE CURSE

In the steaming tropics of South America, 'fearless' Nick Hardy is hot on the trail of a hidden treasure that could make him (and the entire state of Michigan) very comfortable for life. He needs your help. Don't be too greedy or you may not get out at all. The adventure is over when you return to the jungle clearing with your treasure.

8. THE LAST PLANET

This could be the last time Nick wrecks another interstellar missile cruiser on some backwoods planet. Unless you can help him. This is going to take skill, brains, guts, and brazen foolhardiness to recapture the ship, repair it and skip this strange excuse for a mysterious alien world.

9. THE ISLAND OF SPIES

You thought this was an island paradise...Nick didn't tell you it was crawling with spies. As you bring in your plane, both engines are hit by enemy fire. You scramble for the parachutes....they're here somewhere....and drop into the rushing wind. And the heart of the enemy stronghold. The adventure begins in the plane and leads into the heart of the enemy camp. You must return to the aircraft, but make sure your side isn't fooled by your disguise.

In Nick Hardy Adventures you instruct the computer in short phrases, usually verb-noun. Eg. if in the adventure you see a painting you want to take then you would enter Get Painting. When entering your commands you may use the Delete key to erase letters. You can type INVENTORY any time to see a list of things you are carrying. In each location you may find objects which you can use and manipulate in further locations to help you progress.

MENU

SIDE ONE

1. Cyberzone
2. Treasure Raiders
3. Bowling Night
4. Mothership
5. Thud!
6. Aliens from Subterranea
7. The Temple Curse
8. The Last Planet
9. Island of Spies

To load
menu type
load "*" , 8, 1



Ozi Soft

SIDE TWO

1. Disk Utilities
2. Skill Builders
3. Computer Diagnostics
4. Five A Side Soccer
5. Slapshot II
6. Beach Blanket Volleyball