

ActisourceTM

The International Computer
Hotline

Loading Instructions

ACTIVISION[®]
ENTERTAINMENT SOFTWARE

ACTIVISION[®]
ENTERTAINMENT SOFTWARE

Hacker II™ The Doomsday Papers™

Conceived by Steve Cartwright.

Program design and graphics by:

Steve Cartwright

Glyn Anderson

Peter Kaminski

Russell Lieblich

Gene Smith

Sound effects by Russell Lieblich.

Produced by Brad Fregger.

Apple® version by Stephen Lepisto.

Apple IIGS and Macintosh™ versions by Robert Friele, Manley & Associates.

Graphics by Dennis Fregger. Apple IIGS version produced by Sam Nelson.

Special thanks to:

John Gomes

Don Harlow

Pam Levins

Muffy McCosh

"TOP SECRET" documentation by Clovice Lewis, Technology Media

Enterprises. Editorial management by Steven Young.

We're working hard to design the kind of computer software you want. And we'd love to hear your comments. Drop us a note. We'll put you on our special mailing list. For additional product information (Outside of California): Call 800-633-4263 (Recorded message)

For technical help and information (In California) 415-040-6044/5 9:30-5:00pm

(Pacific Time) WEEKDAYS ONLY

For technical help (Outside California) 800-227-0759 9:30-5:00pm

(Pacific Time) WEEKDAYS ONLY

Or write to: Activision, Inc.

P.O. Box 7287, Mountain View, CA 94039

COPYING PROHIBITED

This software product is copyrighted and all rights are reserved by Activision, Inc. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of Activision are violations of U.S. Copyright Law and are hereby expressly forbidden.

© 1986 Activision, Inc. All rights reserved.

Rolling Stone logo used by permission of Straight Arrow Publishers, Inc. © 1986. All rights reserved.

Amiga, Kickstart, and Workbench are trademarks of Commodore-Amiga, Ltd.

Apple is a registered trademark and Macintosh and Imagewriter are trademarks of Apple Computer, Inc.

Atari is a registered trademark and ST is a trademark of Atari Corp.

Commodore 64, 128, and MPS801 are trademarks of Commodore Electronics, Ltd. and Commodore Business Machines, Inc.

IBM is a registered trademark and IBM PC and PCjr are trademarks of International Business Machines Corp.

FX80, LX80, and RX80 are trademarks of Epson America, Inc.

Okimate 10 is a trademark of Oki Electric Industry Co., Ltd.

Tandy is a registered trademark of Tandy Corp.

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 Dumping-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	↑	↑
down	↓	↓
"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.

ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision, Inc. at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGES TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see above for complete warranty. U.P.S. or registered mail is recommended for returns. Please send to:

WARRANTY REPLACEMENTS

Consumer Relations

Activision, Inc.

2350 Bayshore Parkway

Mountain View, CA 94043