REUNION

AMIGA VERSION AMENDMENT SHEET

SYSTEM REQUIREMENTS

The **standard** version of Reunion will operate on any Amiga with one megabyte of memory. If you have more than one megabyte of memory installed the game will run faster. If running the game from floppy disk, an external disk drive is _highly_ recommended. You may add extra external drives if you are lucky enough to own them! Reunion may also be installed to hard disk. This procedure requires _at least_ 1.5 megabytes of memory in the Amiga.

Reunion is at the forefront of Amiga games technology and therefore comes on several floppy disks. For ease of play, it is recommended that you install Reunion to hard disk. The **enhanced** version of Reunion _will only operate on an A1200 or A4000 computer with a hard disk installed_. The benefits of this version include improved 256 colour graphics and better sound.

LOADING

To avoid potential virus infection switch off the computer for 30 seconds prior to loading Reunion. Grandslam does not hold responsibility for disks infected with a virus and will charge £3.00 for replacement of an infected disk. Grandslam _strongly recommends_ backing up your floppy disks before play.

STANDARD VERSION

To load the game from floppy disk, insert main disk into drive 0 and switch on your Amiga. Follow any instructions to swap disks. If you have any external drives it is recommended that you use them to reduce the amount of disk swapping.

STANDARD AND ENHANCED VERSION HARD DISK INSTALLATION

Boot up your Amiga using Workbench (this disk was supplied with your Amiga). Wait until the workbench screen appears and then insert Reunion main disk . Double click on the installation icon that appears and then select the path you wish to install the game too. Installation takes approximately 5 megabytes of hard disk space for the standard version and 12 megabytes of hard disk space for the enhanced version.

To load the game once installed, load workbench and double click on the Reunion icon.

CD VERSION LOADING INSTRUCTIONS

Insert the Reunion CD into the drive with the printed side facing upwards. Switch on your machine and the game will auto-load. Save games will be written to floppy disk. Alternatively, load Workbench and then insert the Reunion CD. An icon will appear. Double click on this icon to load the game.

SAVING THE GAME

After clicking on the Save Game icon you will be prompted to insert you Save disk. Grandslam _strongly recommends_ backing up this save disk to prevent accidental loss of data. If you are running the game from Hard Disk, your game will be saved there.

You may also notice a new icon on the Disk Operations screen. This is the Format Disk icon. This enables you to format a blank floppy disk for save game purposes and is extremely useful if you forgot to format a disk before commencing play!