

# STRIP POKER DATA DISK

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Each STRIP POKER DATA DISK provides two new opponents for the STRIP POKER program. The user **must** have the STRIP POKER program disk in order to use the DATA DISK. Please follow these important loading instructions for your DATA DISK:

## IBM version:

- run STRIP POKER program disk
- enter an opponent name that is on the DATA DISK label  
**Do not** enter name as 'DATA DISK'
- follow prompts to insert DATA DISK

## Commodore version:

- run STRIP POKER program disk
- select DATA DISK; remove the program disk
- insert DATA DISK and press fire button on joystick

## Atari version:

- boot the STRIP POKER program disk
- select '4-other' as your opponent
- insert DATA DISK and follow screen prompts

## Apple version:

- boot DATA DISK
- select opponent
- insert program disk and follow prompts
- follow prompts to insert DATA DISK
- **Do not write protect the DATA DISK!**

## Amiga, Atari-ST and Macintosh versions:

- run STRIP POKER from the program disk
- select DATA DISK as your opponent
- insert DATA DISK at prompt
- select opponent from DATA DISK