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.
Special thanks to:
John Gomes
Don Harlow
Pam Levins
Muffy McCosh

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Loading Instructions

The use of a printer is optional.

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. If you have Hacker II on diskette, insert the Actisource diskette in your disk drive, label side up. Type **LOAD "*",8,1** and press **RETURN.**

5. If you have Hacker II on cassette, place the tape in the tape recorder and make sure the tape is fully rewound. Then zero the tape counter on your cassette recorder. Press **SHIFT** and **RUN/ STOP** together on your Commodore 64. Then press **PLAY** on the cassette recorder as indicated on the screen.

Joystick and Keyboard Operations

You use the joystick in the standard manner – that is, by moving the cursor to various areas on the screen and pressing the joystick button. Sometimes you hold the button down; sometimes you press and release it to activate or deactivate a feature.

Press the **F1** key to restart at any time.