

# ELEC. GAME PACK 2

CREATED FOR THE COLECO ADAM  
COPYRIGHT (c) 1985 by APE SOFTWARE

ALL RIGHTS RESERVED

N.I.A.D. SERIAL #: 21

Program and Artwork  
© 1985  
Logo Computer Systems Inc.  
Palo Alto, CA 94301

ELECTRONIC GAME PACK 2  
by A P E Software

Thank you for buying the Electronic Game Pack 2. We present you with 4 arcade games that we hope that you'll enjoy. For the EGP2, all of your input is through the port 1 game controller. You choose menu options by pressing the appropriate symbol on the keypad.

At the end of play, all games use the "\*" key to play the same game again and the "#" key to return to the main menu. There is no prompting so you'll need to remember this. Some games have 2 levels of difficulty. Difficulty level 1 is always easier than 2.

The last option on the main menu allows you to make up to 2 backups of your EGP2. It is strongly recommended that you make a backup as soon as you receive your EGP2. Once made, keep the original in a safe place and use your backup copy. Only the original EGP2 will allow you to make backups. The backup program will prompt you as to what you should do. An important thing to note is that the backup media must be in one of the first drives, that is disk drive 1 or the leftmost data pack drive. This is of no concern to owners of single disk and/or single data pack drives. The original EGP2 may be in any of the drives. Your backup media should have been previously formatted before using it in the backup procedure.

To run EGP2, place the tape or disk in the appropriate drive and pull the reset button. The EGP2 media should start moving and eventually display the main menu. From here you can make your selections and start playing.

A note to those of you who have the EGP2 on data pack; the tape takes a while to load the various programs. This is due to the sequential nature of the tape so you must simply be patient. If you ever get a disk drive make a backup to disk, this copy will load much quicker.

Note that you must never turn the computer on or off when the EGP2 is in one of the drives or take the EGP2 out when the drive is in motion. Also, keep the EGP2 away from any magnetic sources like the printer, TV, and loudspeakers. All of these things can damage the media.

The instructions option of the main menu allows you to print out the instructions for any of the games. All game instructions will easily fit on a normal 8 1/2 X 11 inch sheet of paper. Follow the prompts on the screen and you can't go wrong.

Any problems, comments, or suggestions should be sent to A P E Software, 4756 Lalande, Pierrefonds, Quebec, Canada, H8Y 1V2. If your copy is defective then send it back right away, your return postage will be refunded. We offer a 3 month warranty and will gladly replace your copy with a working one.