

# ELECTRONIC ARTS™

## **Fusion Command Summary Card. Commodore Amiga version.**

**English**

### **Hardware.**

Fusion should work on all standard configurations of Amiga's. However, if you are using an unexpanded Amiga 500 or Amiga 1000, first remove any external peripherals that consume memory (i.e. second disk drives). If you are using an Amiga 1000 then first use Kickstart v1.2.

### **Before you start.**

Please copy the game onto a blank disk.

Boot your workbench, insert the Fusion disk and single click on it. Then go to the Workbench menu and use duplicate.

Reboot your machine before playing the game.

### **Getting Started.**

Switch on your machine and insert your boot copy of Fusion at the Workbench prompt ( 1000 owners must use kickstart ). If you have a second disk drive connected to an Amiga 2000, or expanded Amiga 500/Amiga 1000, put the original Fusion disk in the second disk drive for automatic verification.

Double click on the Fusion disk icon and then double click on the Fusion picture icon. The program will now load.

Soon after the loading screen is displayed you will be asked to insert your Original Fusion disk in df0:. Insert your original at this point and then wait for it to verify your disk as original. You will be then asked to insert your boot copy of the game. Do so and then don't remove this disk until you have finished playing the game.(Note: Fusion writes to the disk, so keep your boot disk write enabled).

Fusion should now complete it's loading.

It is important that you NEVER remove the disk from the drive while playing Fusion. Please keep your original Fusion disk safe and always write protected.

After successful completion of the game, you are shown the animated finishing screen. Please re-boot to start again.

### **Controls and Keyboard Commands.**

**Joystick:** Use a joystick in port 2 to control all movement and firing of both mother ship and the assault crawler.

**Spacebar:** The Space bar toggles the board/disembark of the assault crawler.

**CTRL S** saves the game to disk, only if there is a disk icon on the Alien level.

**L** loads the saved game from disk.

**M** toggles the music on and off.

**P** pauses the game, and fire on the joystick will restart the game.



**ELECTRONIC ARTS®**

Home Computer Software

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