instructions for

APPLE DERBY

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PROGRAM DESCRIPTION

APPLE DERBY is a low resolution graphics game for the Apple II microcomputer. The game simulates a horse race with five horses. The number of players, races, and amount of the bets can vary.

LOADING INSTRUCTIONS

1. Press "RESET" key. (asterisk and cursor appear)
2. Hold the "CTRL" key down and press the "B" key. Then press "RETURN".
3. Type: "LOAD" and press "RETURN" and start tape recorder.
4. When the cursor reappears type "RUN" and press "RETURN".

OPERATION

You may have up to ten races and ten players for each game. Before each race the name of the players will be requested along with the horse to be bet on and the amount of each bet.

GUARANTEE

POWERSOFT, INC. guarantees the playback of its pre-recorded tapes when purchased new, provided the playback head of the tape recorder used is properly aligned. All pre-recorded tapes are produced on the finest quality professional duplicating equipment available. *The program is recorded at least twice on the cassette.*