

TAITO™

ARKANOID II™

THE REVENGE OF DOH®

*LOADING
INSTRUCTIONS*

GETTING STARTED WITH REVENGE OF DOH

Turn on the computer and boot MS-DOS or PC-DOS (Version 2.1 or higher) in the normal manner. Wait for the DOS prompt (i.e. **A:>**, or **C:>**) to appear.

DOH may be installed and run on a Hard Disk, or run from a Floppy Drive. Several **VIDEO ADAPTERS**, **SOUND DEVICES** and **GAME CONTROLS** are supported.

If you intend to use Joy-sticks for **DOH**, be sure you have a suitable interface card installed in your system, and the joy-sticks are correctly connected before starting the game; if you intend to use a mouse (the best choice), you must have a correctly installed Microsoft compatible mouse and mouse driver software. This driver is supplied by the mouse manufacturer - please follow their instructions carefully.

Hard Disk users may bypass the following section on Floppy Disk Operation and proceed to the section titled "**USING DOH WITH A HARD DISK**".

NOTE: (**ENTER**) means press the **ENTER** key on the keyboard.

USING DOH FROM A FLOPPY DISK

DOH is available on either one 5 1/4" 360k Disk, or one 3.5" Disk.

Insert the disk into any floppy disk drive.

Log onto that drive. i.e. if you placed the disk into drive A, type **A: (ENTER)**.

To start the game, type **DOH (ENTER)**.

NOTE: **DO NOT WRITE PROTECT YOUR DISKETTES.** **DOH** needs to write to the diskettes during game play. This means 5.25" diskettes have an **UNCOVERED NOTCH** on the right hand side; 3.5" diskettes have a **HOLE** on the right hand side that is **COVERED**.

After the game is loaded for the FIRST TIME, you will be presented with menus for **VIDEO ADAPTERS**, **INPUT DEVICES**, **SOUND DEVICES**, **NUMBER OF PLAYERS** and a menu to choose the **REVENGE OF DOH**® game or the **ARKANOID CONSTRUCTION SET**™.

Floppy disk users may bypass the following section on Hard Disk Installation and read the section titled **OPTIONS**.

USING DOH WITH A HARD DISK

If you have a Hard Disk Drive, **DOH** should be installed on the Hard Disk to significantly reduce the time taken to load the initial game and subsequent levels.

DOH is shipped on a copy protected disk. You may copy all of the files onto a hard disk using the **INSTALL** batch file included on your game disk, but you will still need the original disk for use as a key disk when beginning a new game. The **INSTALL** batch file will create a sub-directory called **DOH** on your hard disk. In the unlikely event that you already have a sub-directory with that name, you may edit the file **INSTALL.BAT** with any standard ASCII text editor and change the default name of the sub-directory to any other name.

1. Log on to the floppy drive containing the **DOH** disk.
2. At the DOS prompt, type **INSTALL <SOURCE DRIVE:> <TARGET DRIVE:>**, where **<SOURCE DRIVE:>** is the floppy disk drive in which you placed the **DOH** diskette, and **<TARGET DRIVE:>** is the hard disk drive on which you wish to install **DOH**. You must include the colon (:) after both the source and target drive name. Now press **ENTER** key and **DOH** will be installed on your hard drive. (Note: If you wish to copy **DOH** into a particular sub-directory, simply include the path name after the colon).

Examples:

- A) From the **A:\>** prompt, and with the **DOH** disk in **A:**, typing **INSTALL A: C:(ENTER)** would copy the game files from the floppy drive to your hard disk **C:** in the **\DOH** sub-directory (i.e. **C:\DOH**).
- B) From the **A:\>** prompt, and with the **DOH** disk in **A:**, typing **INSTALL A: C:\GAMES(ENTER)** would copy the game files from the floppy drive to your hard disk **C:** in the **\GAMES\DOH** sub-directory (i.e. **C:\GAMES\DOH**).

RUNNING DOH from a HARD DISK

After installing **DOH** on your Hard Disk:

1. Place your **KEY DISK** in a floppy drive.
2. Log on to the Hard drive containing the game program (usually **C:**).
3. Change to the sub-directory containing the **DOH** files.
4. Type **DOH (ENTER)**.

Examples:

- A) If you installed **DOH** on Hard Drive **C:** and in a sub-directory called **\DOH**, from the **C:>** prompt, type **CD \DOH (ENTER)**, then **DOH (ENTER)**.
- B) If you installed **DOH** on Hard Drive **F:** and in a sub-directory called **\GAMES\DOH**, from the **F:>** prompt, type **CD \GAMES\DOH (ENTER)**, then **DOH (ENTER)**.

KEY DISK USAGE

When starting **DOH** from a Hard Disk the program will ask you to enter the letter of the drive containing the key disk.

Example:

A) If you placed your key disk in drive “**B**”, type **B (ENTER)**.

OPTIONS

The FIRST TIME you run **DOH**, a series of menus will appear to allow configuration of your system, and the preferred method of playing **DOH**. The next time you run the game, it will run as previously configured. To change these selections place an **R** on the command line after **DOH** when starting the game.


Example:

A) Type **DOH R (ENTER)**. The menu system will now appear.

Either by running **DOH** for the first time, or as a result of requesting the menus to appear as in the previous example several menus will appear sequentially. Select only one option from each menu. The most favorable choice has already been selected by the computer, and in most cases you will simply press the **ENTER** key to accept the option.

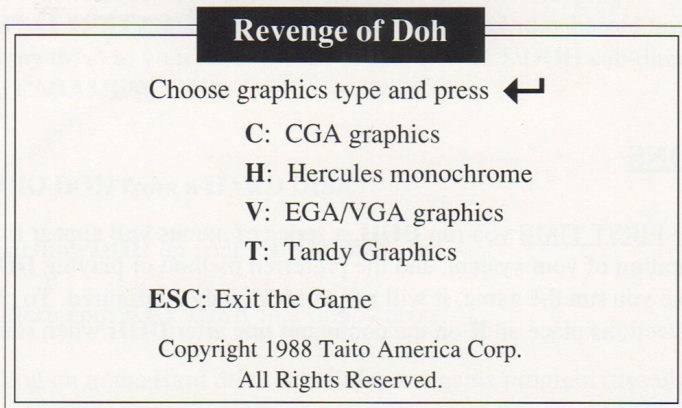
If you proceed to another menu, and want to go back to a prior selection, pressing the **ESC** key will allow you to modify a previous entry.

Options are chosen by pressing the letter to the left of the description, or by stepping up and down the menu with the up and down arrow keys.

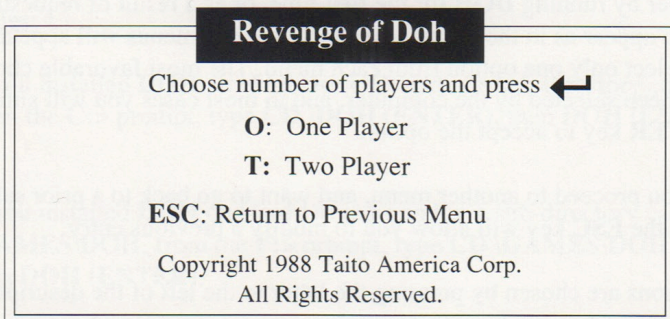
NOTE: This symbol  indicates your **ENTER** or **RETURN** key.

If you choose an option not supported by your computer, a warning message will appear on the screen. If you decide to ignore this warning, and select the option anyhow, you may have to reboot your computer to regain control.

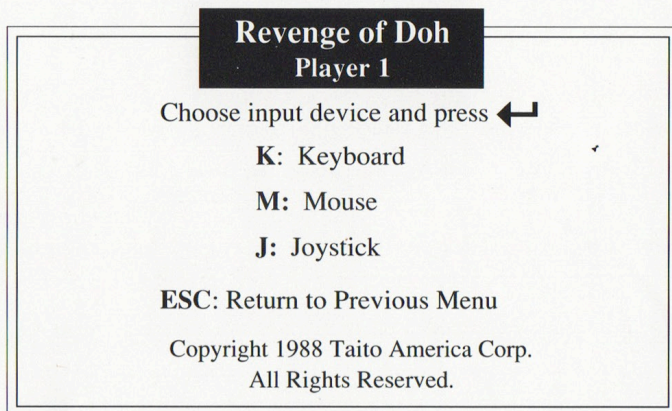
The **VIDEO ADAPTER** menu will appear as follows:



After a valid selection is made from the **Video Adapter** menu, a menu for selection of the **Number of Players** will appear as below:



After a valid selection is made from the **Number of Players** menu, a menu for **Input Devices** will appear as below:



If the **joy-stick** is selected, you will be asked to perform several motions with the joy-stick to ensure greatest accuracy of game play. Please follow the on-screen instructions carefully.

If the **keyboard** is selected, you will be asked if you wish to redefine the default keys. Please follow the on-screen instructions carefully. As shipped, the default keys are:

LEFT: left shift
RIGHT: right shift
FIRE: space bar

If a **two** player game has been previously selected, each player will be asked in turn to select an input device. Both players use the same joy-stick.

After a valid selection is made from the **Input Devices** menu, a menu for **Sound Devices** will appear as below:

Revenge of Doh

Choose music driver and press ←

A: Ad Lib Music

B: CMS Music

Y: Tandy Music

I: IBM Music

N: No Music

ESC: Return to Previous Menu

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NOTE: Music/sound effects may be turned on and off during game play. Selecting **N** will only set the default condition.

After a valid selection is made from the **Sound Devices** menu, a menu for the **DOH** game or the **ARKANOID CONSTRUCTION SET** will appear:

Revenge of Doh

Choose game type and press ←

G: Game

C: Construction set

ESC: Return to Previous Menu

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NOTE: The **CONSTRUCTION SET** can be selected at any time during game play by pressing the **F9** key. You may find it easier to select **GAME** here, and switch back and forth from the Game and Construction Set by use of **F9**.

OPTIONS FOR ADVANCED USERS

DOH can take several different command line parameters to force the program to recognize your particular hardware configuration, and to bypass the configuration file generated from the menu selections. There is little need to use this facility as the system automatically uses the previous settings generated from the menu selections however if you are moving the game from machine to machine, adding command line parameters to a batch file may save some reconfiguration time.

To see the available options, type **DOH ? (ENTER)** at the DOS prompt, and the options will be listed.

CAUTION: If you choose to put command line parameters after **DOH**, it is assumed you know what you are doing. Incorrect selections may require you to reboot your computer to regain control.

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