

TAITO™



*LOADING
INSTRUCTIONS*

GETTING STARTED WITH SKY SHARK

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.

SKY SHARK 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 **SKY SHARK**, be sure they are correctly connected to your system before starting the game; if you intend to use a mouse, you must have a correctly installed 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 SKY SHARK WITH A HARD DISK"**.

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

USING SKY SHARK FROM A FLOPPY DISK

SKY SHARK is available on either two 5 1/4" 360k Disks, or one 3.5" Disk.

5 1/4" Disk Users

Insert the disk labeled **"A"** 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 **SKYSHARK (ENTER)**. You will be prompted by the game when it requires disk **"B"**. When this happens, carefully remove disk **"A"** from the drive, replace with disk **"B"**, and follow the on-screen instructions.

3.5" Disk Users

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 **SKYSHARK (ENTER)**.

NOTE: DO NOT WRITE PROTECT YOUR DISKETTES.

SKY SHARK 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, you will be presented with menus for **VIDEO ADAPTERS** and **DEVICES**. Advanced users may bypass these menus with Command Line Options. After you are familiar with the operation of this game, refer to the section in this manual called **"OPTIONS FOR ADVANCED USERS"**.

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

USING SKY SHARK WITH A HARD DISK

If you have a hard disk drive, **SKY SHARK** should be installed on the hard disk to significantly reduce the time taken to load the initial game and subsequent levels.

SKY SHARK 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 **SKYSHARK** 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.

If you have two 5 1/4" diskettes, **INSTALL.BAT** is found on disk "A"; You will be asked for disk "B" when it is required by the installation program.

1. Log on to the floppy drive containing the **SKY SHARK** 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 **SKY SHARK** diskette, and <TARGET DRIVE:> is the hard disk drive on which you wish to install **SKY SHARK**. You must include the colon (:) after the source and target drive names. Now press the **ENTER** key and **SKY SHARK** will be installed on your hard drive.

Note: If you wish to copy **SKY SHARK** into a particular sub-directory, simply include the path name after the colon.

Examples:

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

RUNNING SKY SHARK FROM A HARD DISK

After installing **SKY SHARK** on your hard disk:

1. Place your **KEY DISK** (disk "A" if 5 1/4") 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 **SKY SHARK** files.
4. Type **SKYSHARK (ENTER)**.

Examples:

- A) If you installed **SKY SHARK** on hard drive **C:** and in a sub-directory called **\SKYSHARK**, from the **C:>** prompt, type **CD\SKYSHARK (ENTER)**, then **SKYSHARK (ENTER)**.
- B) If you installed **SKY SHARK** on hard drive **F:** and in a sub-directory called **\GAMES\SKYSHARK**, from the **F:>** prompt, type **CD\GAMES\SKYSHARK (ENTER)**, then **SKYSHARK (ENTER)**.

KEY DISK USAGE

When starting **SKY SHARK** from a hard disk, the program will ask you to type the letter of the drive containing the key disk.

Example:

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

HARDWARE OPTIONS

SKY SHARK supports several **VIDEO ADAPTERS** and three choices for **MUSIC/SOUND**.

The "best choice" combination of Video and Sound Devices is selected by the **SKY SHARK** game. If you do not like the choice, or think it is incorrect, please read the section titled **"OPTIONS FOR ADVANCED USERS"**.

GAME CONTROLS

SKY SHARK gives you the choice of several different **GAME CONTROLS**. These can be chosen from within the game at the **STARTUP MENU**.

- A) **JOY-STICK** - this is the analog type supported by the IBM Game Adapter.
- B) **MOUSE** - Most Microsoft compatible mice function correctly.

- C) **KEYBOARD** - You can configure any key to suit your play style.
- D) **SWITCHED JOY-STICK** - Use of this option requires a TAITO switched joy-stick adapter plugged into a parallel printer port. The standard switched Atari/Commodore style joy-stick can now be used with this game. Contact Taito Software Customer Service for more information on this excellent option.

OPTIONS FOR ADVANCED USERS

SKY SHARK can take several command line options to force the program to recognize your particular hardware configuration, rather than to accept the computer determined "best choice".

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

The **Video Devices** supported by **SKY SHARK** are Hercules monochrome, CGA (4 color), EGA (16 color), TGA (Tandy) in 16 colors for 80286/386 machines i.e. "TX" and "TL" types (4 color CGA for the other Tandy 1000 type computers), and VGA (16 color and monochrome).

The **Audio Devices** supported by **SKY SHARK** are the standard PC audio, Tandy 3-voice audio and the Adlib 11-voice audio card.

The Video options available are:

- C force CGA graphics
- T force Tandy 16 color graphics
- E force EGA/VGA graphics
- H force Hercules monochrome graphics

The Audio options available are:

- I force standard IBM sound
- Y force Tandy 3-voice sound
- A force Adlib sound

You can combine one **Video** option and one **Audio** option on the command line.

Examples:

SKYSHARK TA (ENTER) Tandy 16 color graphics and Adlib Audio.

SKYSHARK EI (ENTER) EGA/VGA Graphics and Standard PC sound.

CAUTION: If you choose to put command line parameters after **SKY SHARK**, it is assumed you know what you are doing. Combinations are not checked, and incorrect selections may require you to reboot your computer to regain control.

ALL USERS

VGA OWNERS PLEASE NOTE:

1. Some non IBM VGA Adapters with MONOCHROME monitors may not be correctly initialized by your computer. If SKY SHARK clears the screen, but does not start, you will need to type the following PRIOR to starting:

MODE CO80 (ENTER)

“MODE” is a DOS command that can be found on your DOS diskette. Please consult your DOS manual for more information.

2. Any last minute notes concerning **SKY SHARK** can be found on the game disk in a file called **README.DOC**. If this file exists on your disks, type the contents to your screen or printer in case it contains information applicable to your system.



IBM PC/Tandy/Compatibles