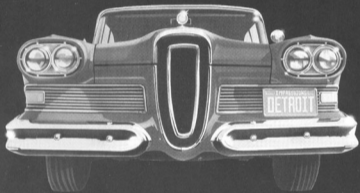


DETROIT™



Technical Supplement and Tutorial

Impressions™

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DETROIT

AMIGA TECHNICAL INFORMATION

INSTALLING TO HARD DRIVE

Step One: Insert disk 1 into the internal drive and disk 2 into the external drive, if you have one. Turn the machine on. The Workbench will load. Double click on the disk icon labelled "DETROIT". A window will open, showing three icons.

Step Two: Double click on the icon that says "HDInstall", and select the device to which you wish to install the game. You may install to the hard drive partition of your choice, to RAM, or to PCMCIA Card.

Step Three: You will be asked to specify a directory name into which the game files will be installed. The default name is "DETROIT". Press enter to accept this name. To choose a different name, backspace through the default name and type in your own choice. Press enter when finished.

Step Four: The computer will install disk 1 and then prompt you for the second disk if it is not in an external drive. The installation will continue automatically, after you insert the disk (you do not need to press a key to continue). You will then be prompted to insert the third disk. The machine will display "Installation Complete" when it has finished installing the game. Click on this screen to return to the workbench.

Playing from Hard Drive

Double click on the icon representing the hard drive partition or device to which you installed the game, then double click again on the game directory. The game icons will appear. Double click on the icon named "DETROIT" to begin playing the 32 colour version.

If you have an A1200, or an A4000, then click on the icon named "DETROIT_AGA" to play the 256 colour version.

Playing from Floppies

Note: We recommend that you backup your disks before attempting to play the game.

Step One: Ensure disk 1 is write enabled and insert it into the internal drive. Insert disk 2 into your external drive if you have one. Turn the machine on. The workbench will load. Double click on the disk icon labelled "DETROIT". A window will open, showing three icons.

Step Two: Double click on the game icon named "DETROIT" to play the 32 colour version. If you have an A1200, or an A4000, then click on the icon named "DETROIT_AGA" to play the 256 colour version. The title screen will appear; click on it to continue. The machine will prompt you to change to the second & third game disks at the appropriate time. Follow the on-screen instructions.

Note: When playing from floppy disks, you may prefer to reduce the number of 'disk swaps' required by disabling music and sound effects (in the configuration panel, in the Administration Building).

DETROIT Cheat Card

If you want to be sure to earn a profit in your first month of DETROIT, you can plug the following number values into the appropriate places in the tutorial (see the "Technical Supplement and Tutorial" booklet). They will guarantee you a reasonable return for at least your first few months in business. The first set of values gives you hints, the second set gives you decent, but not optimal exact numbers, and the third set gives you the absolute best numbers.

Important Tutorial Change: When you first start the game, you will now see a *Difficulty* panel appear with six possible settings. The toughest setting is *Loan*, where your company starts off in debt to the bank, with no capital funds. The easier the setting you choose, the more money your company will have as a beginning stake. In order for these numbers to work in the tutorial, set the difficulty level as **Medium**.



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Hints

<i>Assembly Workers to Hire:</i>	<i>50</i>
<i>Technicians to Hire:</i>	<i>20</i>
<i>Assembly Workers' Wages:</i>	<i>\$80</i>
<i>Technicians' Wages:</i>	<i>\$70</i>
<i>Assembly Workers per Line:</i>	<i>20</i>
<i>Technicians per Research Project</i>	
<i>Engines, Brakes, Cooling, Safety:</i>	<i>20</i>
<i>Suspension, Body, Luxury:</i>	<i>40</i>
<i>Advertising (NE USA only)</i>	
<i>Billboards</i>	<i>\$90</i>
<i>Newspapers</i>	<i>\$100</i>

Good Numbers

<i>Assembly Workers to Hire:</i>	<i>75</i>
<i>Technicians to Hire</i>	<i>All</i>
<i>Assembly Workers' Wages:</i>	<i>\$100</i>
<i>Technicians' Wages:</i>	<i>\$76</i>
<i>Assembly Workers per Line:</i>	<i>25</i>
<i>Technicians per Research Project</i>	
<i>Engines, Brakes, Cooling, Safety:</i>	<i>25</i>
<i>Suspension, Body, Luxury:</i>	<i>45</i>
<i>Advertising (NE USA only)</i>	
<i>Billboards</i>	<i>\$75</i>
<i>Newspapers</i>	<i>\$120</i>

Best Numbers

Assembly Workers to Hire: All

Technicians to Hire: All

Assembly Workers' Wages: \$90

Technicians' Wages: \$72

Assembly Workers per Line: 22

Technicians per Research Project

Engines, Brakes, Cooling, Safety: 20

Suspension, Body, Luxury: 40

Advertising (NE USA only)

Billboards \$100

Newspapers \$150