



scenario. Just hit the Select button, and use the file dialog to select the files you want.

There may well be more than one .AIQ file for a scenario. Clicking on the ALL AIQ for Scenario button will include all the AIQ files for a particular scenario. When all the files have been selected, hit the Save As A Macintosh Carriers At War Scenario button, and the Mac scenario will be created for you.

2.4 ADDITIONAL SHIP AND PLANE PICTURES

Scenarios may require ship or plane pictures that were not part of the original game. These can be installed into your *Carriers at War II* application. Choose the Install Ship/Plane Picture command from the File menu, and select the pictures that you wish to install. You then specify the application you wish the pictures to be installed into.

If you want the pictures to be available under both CAWI and II, then they will have to be installed into both applications. They will be converted to the appropriate format, and will then be available for use by scenarios.

3. CARRIERS AT WAR VERSIONS

Carriers at War II is the very latest version of the CAW series program. If you have CAW I, it is recommended that you run the CAW I scenarios from the CAW II application.

CARRIERS AT WAR II SUPPLEMENT

(FOR MACINTOSH ©1994 SSG)

1. CARRIERS AT WAR II

Carriers at War II is a stand alone program and comes complete with eight scenarios from the Far East and Pacific theatres of World War II.

1.1 HOW TO INSTALL

Insert Disk 1

Double-click on the *Carriers at War II* Installer icon. The Installer dialog will advise you on how much space you will need for *Carriers at War II*, and how much space is available on the nominated drive.

You may customise the installation by hitting the Customise button, but for a full installation, hit the Install button. The installer will create a folder called SSG games, containing the CAW II application, on the top level of your hard disk. If you wish to install on a different drive, hit the Drive button.

The Installer will copy the files from the floppy disk to your hard disk, and will prompt you to insert Disk 2 when necessary.

Once the installation is finished, you can move the SSG Games folder to any location that you wish.

1.2 SYSTEM REQUIREMENTS

Carriers At War II requires 32-bit Quickdraw to run. If you have a Macintosh IIfx or a newer machine, or you are running System 7 or later, then your machine will already have 32-Bit Quickdraw.

The easy way to test for 32-Bit Quickdraw is to run *Carriers At War II*. If 32-Bit Quickdraw is not present, then *Carriers At War II* will ask you to install it.



1.3 THE README FILE

Any last minute changes will be included in the Read Me file on the distribution disks. Please take the time to read this file.

1.4 NEW VERSIONS

Wherever possible, any new versions of the game will be distributed as patch files.

1.5 GETTING HELP

If you experience any difficulty installing *Carriers at War II*, please contact one of the two addresses below.

IN NORTH AMERICA

Strategic Studies Group Inc.
P.O. Box 30085
Pensacola, FL. 32503-1085
Tel (904) 469-8880
Fax (904) 469-8885

ELSEWHERE

Strategic Studies Group P/L
P.O. Box 261, Drummoyne
NSW. 2047. AUSTRALIA
Tel (02) 819-7199
Fax (02) 519-3397

Compuserve: 72662,3471

Genie: SSG

AppleLink: AUST0161

INTERNET: gwhiley@extro.ucc.su.oz.au



2. USING THE SCENARIO INSTALLER

As part of the *Carriers at War* Series on MS-DOS machines, SSG has released the *Carriers at War Construction Kit*. At this stage, we have not decided if a Macintosh version of this Construction Kit is economically viable.

Therefore, we have included the Scenario Installer, which will allow MS-DOS scenarios to be easily translated to the Macintosh format.

2.1 THE FORMAT OF MS-DOS SCENARIOS

The MS-DOS scenarios consist of several related files.

The scenario information is contained in a file with the name <FILENAME>.CAW, where <FILENAME> is the name of the scenario and .CAW is the MS-DOS file suffix.

The data about ships and planes is contained in the <FILENAME>.LST file.

The map picture is contained in a <FILENAME>.PCK file.

The WarRoom files are contained in a file with a .AIQ suffix. Each variant for a scenario has its own .AIQ file, so there is usually more than one .AIQ file.

If the scenario uses ship or plane pictures that are not included with the SSG supplied scenarios, then these will have to be transferred as well.

A complete MS-DOS scenario consists of a .CAW, .LST, .PCK and one or more .AIQ files, plus any extra ship or plane pictures that are needed.

2.2 TRANSFERRING MS-DOS FILES

A program such as Apple File Exchange or Mac-PC Exchange will be needed to transfer the appropriate MS-DOS files to the CAW II folder on your Hard Disk.

2.3 THE INSTALLER

Start the scenario installer by double-clicking on its icon. There are four types of files, each with its own Select button. To assemble a complete scenario, you will need to select the .CAW, .LST, .PCK and the AIQ files belonging to that