

TURTLE



TOP HAT



TENNIS



SUNSET



SAXOPHONE



PIANO



PALM TREE



MUSHROOM



MOTORCYCLE



ICE CREAM



GRAPES



FLAPPER



FLAMINGOS



DUCKS



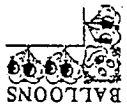
CUPCAKES



CITY



BULBS



BALLOONS




ARROWS



AIR BALLOON

BORDERS

HI-TECH  EXPRESSIONS™

# AwardWare™

Instructions for  
Additional GraphicsDisk

AwardWare was developed by:  
Bob Smith, Project Director/Programmer  
Joan Ziesler, Marketing Director  
Kathleen Callery, Design Coordinator/Programmer  
Sean Puckett, Conceptual Design/Programmer

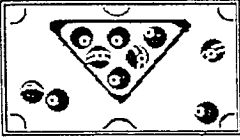
Jeff Jones, Programmer  
Cecilia Rodriguez, Programmer  
Heidi Beckemeier, Computer Graphics  
Vicki Finck-Cortina, Manual Design



# GRAPHICS

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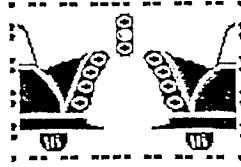
BILLARDS



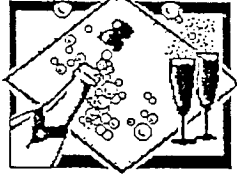
CAKE



CARS



CHAMPAGNE



CLOWN



DINOSAUR



DOLPHIN



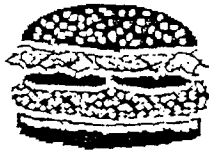
DUCK



FLAMINGO



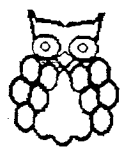
HAMBURGER



HEARTS



OWL



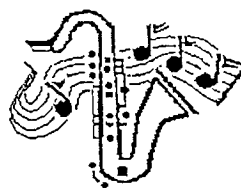
PARTY



PENGUIN



SAX



SOLDIER



SWEETS



SEAL



TENNIS SHOE



TOUCAN



GREETINGS

AULDLANG SYNE



BEAM ME UP



BE MINE



CHILL OUT



HAPPY NEW YR



JOY



LET'S PARTY



LOVE YOU



PEACE



SEASON GREETINGS



THINK BIG



TOTALLY AWESOME



WHAT'S SNEW?



YOUR THE BEST



Due to space limitations, Apple and Atari graphics disks do not have these Greetings.

On the Commodore graphics disk, these Greetings are additional Seals.

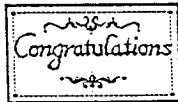
SEALS



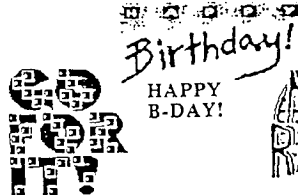
BEE REAL



CELEBRATE



CONGRATS



GO FOR IT!



MY RACE FOR U

# HOW TO USE YOUR NEW AWARDWARE GRAPHICSDISK

## IBM AND COMPATIBLES

### Single and Dual-Drive Systems

**IMPORTANT:** Be sure to make a copy of your AwardWare program disk before starting the update.

- Boot with DOS (2.0 or higher).
- Insert new graphics disk in Drive A.
- Type UPDATE at the A prompt and press return.
- Insert the AwardWare program disk when prompted, your program disk will be updated, to be used with the new graphics disk.
- **THIS PROCEDURE NEEDS TO BE COMPLETED ONLY ONCE.**

Your AwardWare program disk is now ready to use with the new graphics disk. Single-drive systems type AWARD SINGLE at the A prompt. Dual-drive systems type AWARD DUAL at the A prompt.

### Hard Disk Systems

- Copy the new graphics disk into the directory where your AwardWare program resides.
- Create two files called DISK1.KEY and DISK2.KEY. (The contents of these files are irrelevant.)

### Accessing New Graphics

To access the new graphics follow the same directions for making awards as before. Be sure to put the new graphics disk into Drive A (for single-drive users) or Drive B (for dual-drive users).

- Choose your options (Borders, Graphics, etc.), when your menu selections appear, choose "New Disk" and type in

If you make a mistake with a command, try again.

## APPLE, ATARI, and COMMODORE

Boot up the AwardWare program. If necessary, do the Printer Setup function. Remember, Printer Setup needs to be done **ONLY** the 1st time you use your AwardWare program (unless you change printers, of course).

### To Design Awards

Use the new graphics disk in place of the original graphics disk. With this new disk you'll view a menu of both new and original Graphics and Seal choices. For both Graphics and Seal selections, the program will remember which disk you need to use when printing your award.

However, the new graphics disk will only show you the NEW Border choices, not the original. To select from the original Borders, you must switch to the original graphics disk that came with your AwardWare program. Be sure to remember from which disk you selected your Border choice (new disk or original disk).

When switching between the original and new graphics disks, select the New Disk option on the sub-menu choices to pull up the menu of the graphics disk that is in the drive.

one of the following commands. NOTE—for dual-drive systems always type B: before each command, example B:BORDER1.HDR:

### BORDERS

Type BORDER1.HDR and press return to access the new border menu.

### GRAPHICS

Type GRAPH1.HDR and press return to access the new graphics menu or type GREET1.HDR and press return to access a new category of greeting menu selections.

### SEALS

Type SEAL1.HDR and press return to access the new seal menu.

### To Access Original Graphics

The AwardWare program will always start up with original graphic selections. Use the following steps only if you are using the new graphics and want to go back and use some of the original graphics.

- Make sure the AwardWare program disk is in Drive A.
- Select option desired (Border, Graphics, etc.), choose "New Disk" from the menu and type the following:

### BORDERS

Type BORDER.HDR and press return.

### GRAPHICS

Type GRAPHIC.HDR and press return.

### SEALS

Type SEAL.HDR and press return.

### To Print Awards

**Apple Users:** At the first "Insert Graphics Disk" prompt, you must insert the original graphics disk, which includes important printer information. At the "(F) final or (D) draft" prompt put the disk that contains your Border choice into the disk drive. The program will prompt you for any further disk changes.

**Atari and Commodore Users:** At the "(F) final or (D) draft" prompt, put the graphics disk that contains your Border choice into the disk drive. The program will prompt you for any further disk changes.

**Apple and Atari Users:** Graphic selections with an asterisk by them are from the original set of graphics but were left off the original disk because of space limitations.

**NOTE:** Whenever the "Insert Graphics Disk" prompt appears and there's already a graphics disk in the computer, insert the other graphics disk.