

# Important Updated Information

## Instructions for Loading the Program Into Your Program Recorder

1. Make sure your ATARI® Home Computer is turned off. The cartridge slots should be empty.
2. Insert the cassette into your ATARI 410™ or 1010™ Program Recorder. Close the door on the Program Recorder and rewind the tape to its beginning.
3. Turn your television on. Make sure the volume is turned up.
4. Turn your computer on while holding down the START key on the computer. You will hear a "beep" sound.
5. Press PLAY on your Program Recorder, then press the RETURN key on the computer. The program will now begin to load.

## Special Instructions for owners of ATARI® XL Home Computers

If you have an ATARI® XL Home Computer, you cannot restart an activity in **Mickey Goes Exploring** by pressing the SYSTEM RESET key as indicated under USE OF SPECIAL COMMAND KEYS ON THE COMPUTER in the Player's Guide. Instead, follow these instructions for choosing the activity you want in **Mickey Goes Exploring**.

### For the Disk version of the product:

After loading **Mickey Goes Exploring** into your computer, you will be ready to start Activity #1 (Mickey catching butterflies). To skip to Activity #2 (Mickey in his canoe), press the OPTION key. To go to the campfire scene, (final score screen), press the OPTION key again. If you want to play Activity #1 again, press the OPTION key until you reach the menu screen. Press the SELECT key to choose **Mickey Goes Exploring** then press the START key.

### For the Cassette version of the product:

After loading **Mickey Goes Exploring** into your computer, you will be ready to start Activity #1 (Mickey catching butterflies). To skip to Activity #2 (Mickey in his canoe), press the OPTION key and the cassette player will load this activity. (Remember to keep the program recorder in the play position when using the cassette version of the program.) To get to the campfire scene (final score screen), press the OPTION key again. If you want to play Activity #1 again, rewind the tape and reload the program.