Fun Bundle™ II

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Crystal Crazy by Patrick Buckland and Alasdair Klyne, Step On It! by Tim Hunt**

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CONTENTS

CHAPTER 1: FUN BUNDLE II—GETTING STARTED

Whether you want white-knuckle adventure at the rim of the galaxy, wild paper airplane rides, the daring and enterprising space cow, or toy chests gone wacko—they're all here—the best games to ever emerge from the Casady & Greene workshop! Don't just stand there—grab the Fun Bundle II and put the entertainment back into your computer!

REQUIREMENTS

Zone Warrior Requirements: Power Macintosh.

Glider Pro CD Requirements: System 7, Mac OS 8, or higher.

Crystal Crazy Requirements: System 7, Mac OS 8, or higher.

Step On It! Requirements: System 7, Mac OS 8, or higher.

INSTALLATIONS

1. Place the Fun Bundle II CD-ROM in your drive.

2. Double click on the Fun Bundle Installer.

3. Choose whether you would like to install all of the games, or just an individual one.

4. The installer will ask you where you would like to place the Fun Bundle II folder. Choose the location.

5. After the installation is completed, choose Quit. The Fun Bundle II folder opens automatically, displaying the games that you have installed.

QUICK START—ZONE WARRIOR

Become a one-man army in a desperate battle to maintain your space station against batteries of missiles, raiders, marauders, and even the alien mothership herself!

CONTROLS

You have two options for the mouse control: Yoke control behaves like the familiar flight simulator controls. Point is a simpler control that allows non-simulator users to control the craft easily (the craft will move in the direction of the mouse cursor). Edit the controls to suit your keyboard tastes.

INSTRUMENT PANEL

Displays important information. A text message will appear, giving you assistance and warnings throughout the game and when attempting manual dockings. Radar showing the targets' positions relative to you are color-coded red (below you), and blue (above you), while flashing orange indicates enemy missiles that have locked onto you.

OUR SIDE

• Your light Assault/Jump Fighter—A highly-mobile fighter with laser weapons, missiles, inelastic shields, maneuvering drive and punctuated warp engines.

• Orbital Outpost Station—Has a single docking bay and a low power proximity tractor beam. In the event of tractor beam failure, the station launches a docking buoy to align your Fighter with the docking bay.

THE ENEMY

• Projectiles—Launched to ram the station, can disable the tractor beam. Raiders—Protect the Projectiles, using lasers.

• Cruisers—Protect the Projectiles, using missiles.

• Marauders—Use grappling tractors to tear off sections of the Station.

• Command Ship—It has a seemingly unending battery of missiles. It's only weakness is the docking bay.

QUICK START—GLIDER PRO CD

Glider Pro CD pits you, the daring pilot of a paper airplane, against the challenges of navigating through an obstacle-filled world. Ride thermals, avoid paper-airplane-hating enemies, and collect useful items while you search for all the magic stars.

LEARNING TO FLY

Keep in mind that a glider gets all of its lift from thermals, so as you traverse the house, a primary thought is to keep the plane in the air. Air can come from floor vents, candles, ceiling vents, and other places as well. Use the left and right arrow keys to control and change direction. If you're playing a 2 player game, the second player uses the Control and Command keys.

BONUSES

• Battery—Enables you to hurtle your glider forwards or backwards. To engage this turbo boost, press the down arrow key. A second player would use the option key.

- Rubber bands—Enables you to shoot rubber bands for protection and to clear paths. To take a shot, make sure that you're roughly in line with your target and press the up arrow key. A second player would use the shift key.

- Foil—Sheaths your glider like a thin skin of steel and protects it from getting burnt by a candle, crumpled by a shelf, or crushed by a basketball.

- Grease—Spilling this enables your glider to slip through tricky situations.

- Clocks—Extra bonus points!

GLIDER PRO ROOM EDITOR

Use the Empty House file to start with; it contains all the air vents necessary for flight. By eliminating the need to figure out the aerodynamics of flying, you are free to concentrate on selecting which objects—obstacles, enemies, and prizes—you want to include in each room.

QUICK START—CRYSTAL CRAZY

Out of the sun flies the Space Cow, with more crystals to collect, jigsaws to solve and fragile ornaments to smash! Expect the unexpected. Half the fun is exploring the little quirks of this game to discover the many hilarious surprises awaiting you.

GAME CONTROLS

Pilot your "ship" by moving your mouse. Use the mouse button or any letter key to fire. The space bar detonates smart bombs.

GAME OBJECTIVES

Crystal collection, jigsaw building picture painting, pool ball potting, and vandalism. Watch out for these other goodies too: bonus crystals, bonus points, bonus multiplier, exit anchor, free ship, and smart bombs.

NASTIES

Stay away from the bundlers, driblets, fracturefluffies, throbblewobblers, vindictoids, zinkleflashoxi-cationizers, and other "nasties."

SHIELDS

Body armor, force shield, mace-head, repeller, and rubber hat.

GUNS

Captivator, explosive shots, guided missiles, multi-gun, and super-gun.

BONUS WAVES

Every third wave is a Bonus Wave—no nasties, no mines, no bullets, just free points and other goodies, until the big squeeze happens.

QUICK START—STEP ON IT!

Ted's in big trouble! Trapped in a zany world that looks like a toy set gone wacko! Create building blocks out of thin air to get to the key and charge through the doorway, onto the next level of mayhem!

STARTING OUT

We encourage you to watch the demo before playing Step On It! to give you an overview of the game (as well as some useful hints). To do this, click on the Help button on the bottom of the screen. Then, click on the Demo button. Next, you will want to go to Set Keys… under the Options menu. If the default keys are to your liking, click OK. For 2 player games, use as many modifier keys (Shift, Command, Option, and Control) as possible for the second player. Some keyboards only allow you to press a certain number of standard keys at the same time.

TWO-PLAYER GAMES

Player 1 is blue and Player2 is green.

- Alternate Play—Both player take turns. If either player completes the board or dies, the other player plays his or her turn.

- Cooperative Play—Both Player 1 and Player 2 work together to complete the boards. Hint: There are some secrets that can only be found in Cooperative Mode.

- Competitive Play—Both Player 1 and Player 2 compete against each other to get goodies and to see who can finish the board first.

PLAYING THE GAME

Ted can create blocks at or below his level, making stairways to get to new places, or blocking nasties. Ted's weapons are magic arrows and magic balls—save them for when you really need them.

COMPLETING A BOARD

You complete a level after you get the key and unlock the door.

CHAPTER 2: ZONE WARRIOR

You are manning an Orbital Outpost Station (O.O.S.), above a mining planet rich in methane ice. Your duty is simple: Keep the enemy at bay at all costs! You have a light Assault/Jump fighter that is armed with twin lasers and homing missiles. It's a decent craft in a tight fight, which is exactly what you need to combat the relentless onslaught of enemy attackers!

You become a one-man army in a desperate battle to maintain the O.O.S. against batteries of missiles, raiders, marauders, and even the mothership herself! If you want white-knuckle adventure at the rim of the galaxy, become the Zone Warrior and blow those creepy alien intruders away!

OUR SIDE

- **Location**—A distant Orbital Outpost Station (OOS) in low orbit above a mining planet.

    The planet is an obscure one along the Merope Straits—designated Cerulea. It is mined primarily for methane ice. It has a single sun and no moons. The OOS is an older class of the single wheel design. It has a single docking port, no inherent defenses of its own, and power enough to only barely support a light tractor beam.

- **Duties**—Defend the station from alien assault.

Figure 2-1: Orbital Outpost Station

It is unclear what the strategic importance of this system is to the aliens. Nonetheless, they are relentless in their assault of our station. The primary destructive weapons used against the station are their Extremely-Massive Kinetic (EMK) projectiles.

Although easy enough for a small fighter to destroy, they have begun sending fighter escorts to protect the projectiles.

- **Station**—The Orbital Outpost Station (OOS) you are defending has a single docking bay and a low power proximity tractor beam. In the event of tractor beam failure, the station also has a supply of docking buoys to assist with docking.

Figure 2-2: Docking Buoy

For so small a station, the power required for the tractor beam is barely attainable. If the station should be damaged from an alien assault, the tractor beam will most certainly be out of commission. In such a case, a docking buoy will be launched from the bay. The docking buoy serves as a marker to facilitate your craft's direct alignment with the docking bay. Colliding with the buoy will automatically kill your engines, leaving you in perfect alignment with the docking bay.

- **Craft**—A light Assault/Jump (AJ) fighter with laser weapons, missiles, inelastic shields, maneuvering drive and punctuated warp engines.
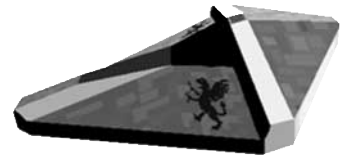
Figure 2-3: Assault/Jump Fighter

Perhaps not the most impressive and modern fighter, nonetheless, for tight proximity fighting, it's high maneuverability serves it well in the defense of the station.

- **Weapons**—The light assault fighter is equipped with twin forward-firing laser weapons of medium range and guided missiles. The lasers can vaporize most light craft with only a few hits. The missiles most certainly will vaporize all light craft.

Consider that the alien craft have no shields of which we are aware. Their strategy has been to attempt to overwhelm our defenses with sheer numbers. We have tested using long range laser weapons but found that they drew too much power for so light a fighter (shields became out of the question).

- **Defenses**—Inelastic proximity shields. They absorb missile and laser impacts (some kinetic collision impacts) and recharge off the ship's main power supply.

THE ENEMY

The enemy has at its disposal, projectiles, fighter craft, and command craft. Assault waves including projectile weapons and fighter craft are common. The command ships appear to hold back and are brought in only in times of desperation.

- **Projectile (EMK) Weapons (200 pts)**—These are large unmanned, spherical masses with no propulsion system, no weapons, guidance system or defenses. They are hurled from the command ships on a collision course with the station. You must destroy these at all costs! Even a single hit to the station will knock out enough power to disable the tractor beam (making docking difficult for you).

Figure 2-4: Projectile Weapon

- **Raiders (500 pts)**—The sole purpose of these alien craft is to protect the EMK weapons (above). They will attempt to destroy you with laser weapons so as to prevent you from destroying the EMK's. They have no shields and are less maneuverable than your craft.

Figure 2-5: Raider

- **Cruisers (1,000 pts)**—These craft also serve to protect the EMK's. They, however, have no laser weapons but instead carry a large arsenal of

Figure 2-6: Cruiser

- **Marauders (2,000 pts)**—Very unusual and new craft. They have been known to carry missiles, but seem to be primarily outfitted with single grappling tractors at their aft with which they can tow off segments of our station. As with the EMK's, consider these craft a priority target as they inflict direct damage on the station.

Figure 2-7: Marauder

- **Command Ship (5,000 pts)**—Hopefully, you won't have to tackle one of these. They are huge! They have a seemingly unending battery of missiles at their defense and a proximity tractor beam powerful enough to swallow up the entire station (literally ripping it to shreds). Their only known weakness is the docking bay (in their aft). Because of the docking bay's close proximity to their
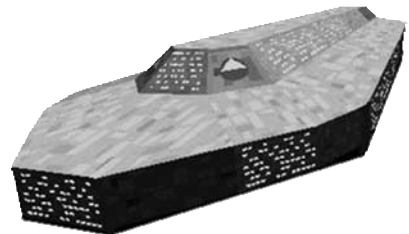
Figure 2-8: Command Ship

engine's nuclear drive, a laser or missile hit in the cavity of the docking bay can set off a chain reaction that destroys the entire craft.

Figure 2-9: Command Ship Docking Bay

CONTROLS

You have two options for the mouse control: Yoke control behaves like the familiar flight simulator controls with mouse forward being pitch down and left/right being roll. Point is a more simple control that allows non-simulator users to control the craft easily. The craft will move in the direction of the mouse cursor. The controls can be edited to suit your keyboard tastes. The following is a list of the default key settings.

Figure 2-10: Control Settings

Main Keyboard			**Keypad**	
←	roll left		4	mouse left
→	roll right		6	mouse right
↓	throttle up		8	mouse up
↑	throttle down		2	mouse down
M	fire missile		7	mouse up-left
space	fire lasers		9	yoke up-right
1	external view		1	mouse down-left

Main Keyboard			Keypad	
2	missile view		3	yoke down-right
W	warp			
tab	pause			

✎   *NOTE: Keypad keys are operational only if you have chosen the keyboard option for control of your craft.*
Also roll left and right are only operational in Point mode.

To change the control settings, go to the Options menu and select the Controls Items. A dialog box,
like the one above, should appear. From this it is possible to set the control mode, whether to use
mouse or keyboard and, by selecting the key icons, enter alternative keys.

INSTRUMENTS

During the game, important information is pre-
sented to you through the instruments. A text
message will appear, giving you assistance and
warnings throughout the game and when
attempting manual dockings. The number of
missiles you have and the number of ships
(lives) left. Your score so far is also displayed.

Ship status like fuel, velocity, shield strength
and warp power remaining are given, alongside
the number of active enemies. Radar showing
the targets' positions relative to you are color-
coded red, to indicate below, and blue, to indi-
cate above, while flashing orange indicates
enemy missiles that have locked onto you.

Figure 2-11: Instruments and view from cockpit.

STARTING A GAME

To start a game go to the Game menu and select the New Game item. You will then be presented with the following dialog.

Enter a name and click on OK. The game will then start at Level 1.
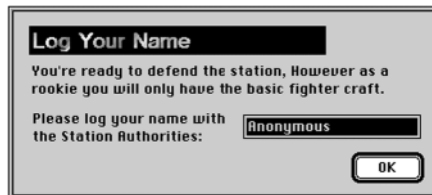
Figure 2-12: Name log-in.

If you are experienced at playing Zone Warrior then you may wish to start on a higher level. To start at a higher level, go to the Game menu and select the Start At… item. You will be presented with a dialog that lets you enter any level up to 99. After you click OK you will get the "Log Your Name" dialog (Figure 2-12).

Figure 2-13: Start at Level window.

SOUND OPTIONS

In addition to the control options above, there are options that allow you to set the level of sound. Sound can be completely turned off by unchecking the Sound On checkbox. The sound option has seven volume settings, but these only take effect if the sound preference is checked on.

Figure 2-14: Sound Settings.

DISPLAY OPTIONS

In addition to the options above, there are options that allow you to set the display to best suit your system. First the number of stars in the background can be set, so therefore the more stars the slower the frame rate. If you have a monitor that can support more than 640x480 then you can enlarge the display, however the larger the display size the slower the frame rate. An option is also provided to turn off the planet in the background. On faster PowerPCs, it is possible to have the planet, thousands of stars and a larger display with a good frame rate.
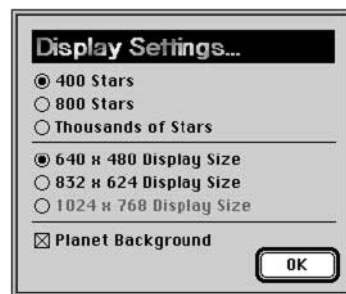
Figure 2-15: Display Settings.

SAVING GAMES

During the game you can save or quit the game by selecting Command-Q. You will be presented with the dialog at right; If you select End Game the game will be aborted and you will have your score added to the high score table if it is higher than any of the top ten. If you quit then the program will terminate. If you select Resume Game the game will continue. If you select Save Game then you will be presented with the standard file dialog, where you can enter a filename for the current game.

Figure 2-16: Quit, Abort, Save window.

CHAPTER 3: GLIDER PRO CD

Jump into your glider and take off in the paper airplane ride of your life! Ride the wild currents through this incredible sequel to Glider Pro with new QuickTime movies and new berserko houses! From a Castle o'the Air to The Titanic, Glider Pro takes you on all new adventures in aviation.

Explore devious updrafts and terrible twists and turns that threaten to flatten your glider. Use every ounce of naviga- tion skill you have to make your way through mysterious rooms filled with highly unusual items! Avoid the burning candles, leaky drips, paper copters, paper shredders and other diabolical, paper-airplane-hating enemies. Cap- ture the numerous hidden stars to make it out in one piece!
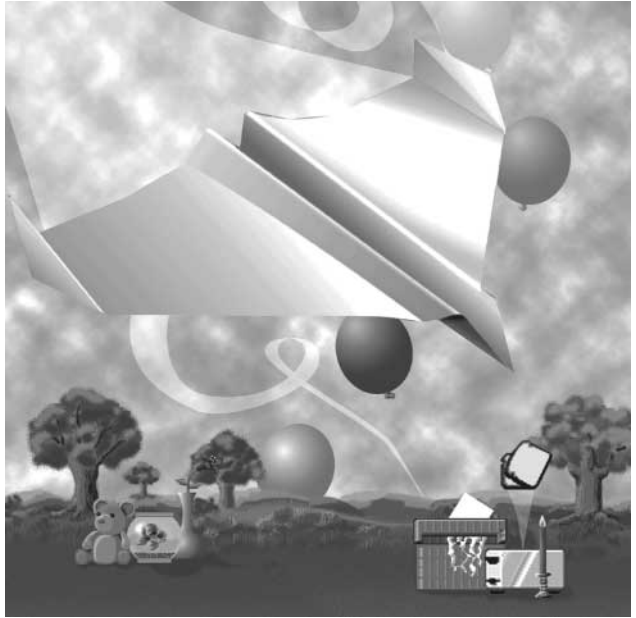
✎ *Sound Manager 3.0: Glider Pro runs better if Sound Manager 3.0 is present (some Macintoshes have the program permanently installed). If it is not running when you launch Glider Pro, a dialog box will appear recommending you install it. You do not need Sound Manager 3.0 to play Glider Pro but installing it will give you better sounds.*

To install Sound Manager 3.0, insert the Fun Bundle II CD, double click on the file, Sound Manager 3.0 Installer, choose the appro- priate drive, and click on the Install button.

Once the installation is complete, restart your Macintosh and you are ready to play Glider Pro.
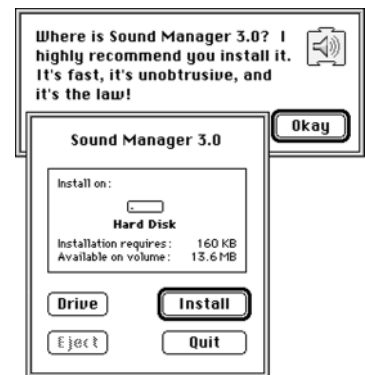
Figure 3-1: Installing Sound Manager.

GETTING STARTED

Glider Pro requires 256 colors or 16 shades of gray to play. If your monitor is set to another setting, a dialog (Figure 3-2) will come up allowing you to immediately switch to either 256 colors or 16 shades of gray. After playing Glider Pro, your previous monitor setting will be restored.
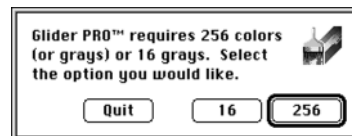
Figure 3-2: 256 Colors Dialog Box.

GLIDER PRO MENUS

GAME MENU

- **New Game** — Starts a new game.

- **Two Player Game** — Starts a two player game.

- **Open House** — Glider Pro searches for all houses located within the Glider Pro folder and displays them in this dialog. The maximum number of houses that can be displayed here is determined by Maximum houses chosen in the Brains Preferences dialog.

- **Load House** — Allows you to choose a different environment to play in.

- **Quit** — Quits Glider Pro.

Figure 3-3: Game menu.
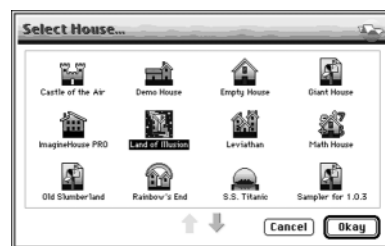
Figure 3-4: Select House window.

OPTIONS MENU

- **Room Editor** — Toggles between playing Glider Pro and using the Room Editor to edit a house.

- **High Scores** — Displays the high scores screen.

- **Preferences** — Brings up the preference dialog where you can adjust many aspects of Glider Pro. Click on the desired preference icon or use the keyboard shortcuts described at the end of this chapter.

Figure 3-5: Options Menu.

Figure 3-6: Preferences window.

- **Display Preferences**

    Number of Rooms to Display determines how many
    rooms to display while playing Glider Pro.
    →—Rotates through modes
    1—Selects Display 1 room mode
    3—Selects Display 3 rooms mode
    9—Selects Display 9 rooms mode

Figure 3-7: Display preferences.

    Color/bitdepth selection area determines if Glider Pro
    should try to use the existing color depth or always automatically switch to either 256 colors or 16
    shades of gray.
    ↑ ↓— Rotates through color modes

    The **bottom section of the window** enables/disables the opening fade effect and enables/disables
    QuickDraw. Glider Pro normally uses a very fast screen drawing routine. If Glider Pro does not run
    properly on your Macintosh, then try enabling Use QuickDraw.
    U—Toggles Use QuickDraw on/off
    D—Toggles Do color fade on/off
    R—Toggles Run on second monitor on/off

- **Sound Preferences**—Use the up/down arrows on the right to
    adjust the sound volume. The check boxes at the bottom deter-
    mine whether music is played during the game and/or when the
    game is idle.
    ↑ ↓—Raises/lowers volume
    0 - 7—Selects a specific volume
    I—Toggles Play music when idle on/off
    G—Toggles Play music during game on/off
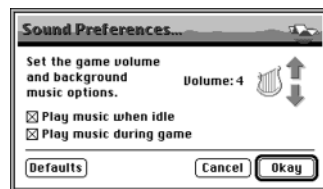
Figure 3-8: Sound preferences.

- **Control Preferences**—This is where you assign keys to apply
    direction to your glider, implement battery/helium power
    boosters, and access defensive rubber bands. To alter an action
    key from the defaults, click on the appropriate action, then
    press the key you want to use to control that action. The newly
    assigned key will appear beneath the action icon. Use the radio
    buttons at the bottom to determine whether the Tab key or the
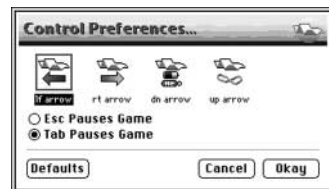   Esc key on your keyboard will pause the game.

Figure 3-9: Control preferences.

✎ *The following keys—Control, Command, Option and Shift—are reserved control keys assigned to the sec-
ond Glider in a Two Player Game and cannot be selected for any other purpose.*

• **Demo** — Runs the automatic Demo. The house that the Demo uses is called Demo House. You can
play this house if you like.

• **Brains Preferences**

Maximum houses displayed—Glider Pro searches your
Glider Pro folder and keeps track of all the houses it finds.
Use this dialog to determine how many houses Glider Pro
should keep track of. If you increase this number a great
deal, you may need to give Glider Pro more memory.
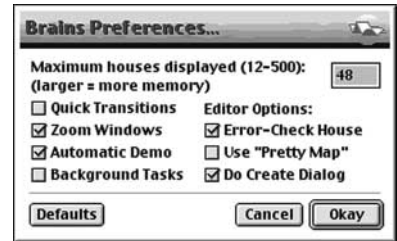
Figure 3-10: Brains preferences.

Quicker Transitions—You may find the room transitions a
little slow. If you check Quicker Transitions, the room transitions speed up (using larger, chunkier
tiles).
Q—Toggles Quicker Transitions on/off

Zoom Out Windows—When a window is opened, a zoom effect occurs. Some people like this
effect, but if you want responsiveness over flair, disable this effect.
Z—Toggles Zoom Out Windows on/off

Automatic Demo—When this option is enabled, the demo automatically comes up if Glider Pro is
idle for a few minutes. Disable this if you never want the demo to come up on its own.
A—Toggles Automatic Demo on/off

Background Tasks—Enabling this allows your Macintosh to perform background tasks while you
are playing Glider Pro. It can cause the game to slow at times or stutter, so if you want speed, don't
check this. This is handy though if you want to play Glider Pro while downloading a file or some-
thing else at the same time.
B—Toggles Background Tasks on/off

- **Editor Options**

    Error Check House—This applies only when in the Editor. If you have this enabled, every time the house is saved, it is checked for errors. You can turn this off if you don't want the delay.

    E—Toggles on/off Error Check House

    D—Selects the Defaults button.

    Use "Pretty Map"—This causes the map window in the Room Editor to display a thumbnail preview of each room.

    Do create dialog—Enabling this option causes a confirmation dialog box to appear when clicking on a blank room in the House Editor. Disabling this option causes a new room to be created without any confirmation.

INTRODUCTION TO GLIDER PRO

Glider Pro is best described as an entertainment product that pits the pilot of a gliding paper airplane against the challenges of navigating through an obstacle-filled house (and often outdoors as well). By riding the thermals, avoiding enemies, and collecting useful items, the flyer explores rooms and experiments with objects, seeking to collect all the magic stars in the house.

*Figure 3-11:
The Glider*

Glider Pro includes animated, real-time, arcade game features without the weighty responsibility of saving the hostages, destroying the death star, or trying to figure out what planet the hedgehog is really from.

LEARNING TO FLY

As with all new pilots, one of the first things that you need to learn is how to control your craft. Keep in mind that a glider gets all of its lift from thermals, so as you traverse the house seeking the magic stars, a primary thought is to keep the plane in the air. Air can come from floor vents, candles, ceiling vents, and other places as well.

*Figure 3-12:
Thermal Vent*

Use your right and left arrow keys for control and to change direction. Your Glider will move in the requested direction when the corresponding key is held down (free falling when it is not).

DEMO HOUSE

Included with Glider Pro is a small house called Demo House that serves a two-fold purpose—as a self-running demo explaining the objectives of Glider Pro and as a learning tool for understanding the principles of playing the game.

Demo House

Figure 3-13

If you select Demo… from the Options menu, you can watch a self-running sample of the game that visually explains the basic objectives of the game, how to fly, what objects you want to collect, and what objects you want to avoid.

Once you feel fairly confident that you understand the game and would like to test your wings, but aren't really sure you want to tackle Slumberland, you can go to Open House… under the Game menu and select Demo House. This time you are actually in control of the Glider and can discover whether or not you really have the hang of the game yet.

When Demo House appears to be too easy, it's time to enter Slumberland! More houses are available for download at "www.casadyg.com/downloads/".

BONUSES

For all the following bonuses, a small token icon will appear in the scoreboard when you have that bonus. These icons will flash when low or nearly depleted.

If you've had the luck to find and pick up a battery, you can hurtle your Glider, forwards or backwards, at high speed, helping you out of tricky situations. To engage this turbo boost, press the down arrow key. Keep in mind that turbo energy is limited and should be used sparingly.

Figure 3-14: Battery

As you explore your surroundings, make sure to pick up any rubber bands that you spot. This will enable you to protect yourself from paper planes and twirling copters, clearing your path and earning you some points to boot! To take a shot, make sure that you are roughly in line with your target and press the up arrow key. Try to get'em on the first shot, as your rubber band supply is limited.

Figure 3-15: Rubber bands

If you see a box of foil lying around—grab it! The foil will sheath your Glider like a thin skin of steel and protect it from getting burnt by a candle, crumpled by a shelf or table, or crushed by a basketball.

Figure 3-16: Foil

Lastly you may be so lucky as to find a canister of helium. Helium uses the same key used for the battery so you can not have both the battery and helium at the same time. Unlike the battery though, the helium lifts your Glider straight up—as though you had your own private thermal.

Figure 3-17: Helium

THE BAD NEWS

As you will soon find out, your path is full of obstacles to your progress. Some of these are benign household objects; however, they become a challenge to the pilot of a paper airplane! Shelves, tables, the floor or ground, even personal computers can cause your craft's untimely demise.
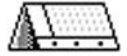

Figure 3-18: Extra gliders

Don't despair...you start your quest with three planes, and can pick up more planes along the way. Look for a single sheet of paper folded in half and fly into it. You will emerge with a spare Glider. Your status bar keeps track of how many Gliders you've got left.

There are also a number of active threats to your safety. Some rooms are host to one or more flying opponents that you must avoid to stay aloft. These threats may seem impossible to overcome, but don't forget your rubber bands, batteries, and helium!

THE GOOD NEWS

Fortunately, not all of the objects in your path are dangerous. Without spoiling the fun by giving you all of the details, keep in mind that you can slip through tricky situations by "greasing the rails," and that you can occasionally disable a tough obstacle with the flick of a switch.

Figure 3-19: Grease

Unlike some objects that can do real damage, flying into a clock, any clock, will result in extra bonus points. There are other sources of points as well, some you can see and some that you can't. When in doubt about an object, try running into it once to see what happens.

TWO PLAYER GAME

Glider Pro's Two Player Game is not the typical player against player type of competition. Instead, the two players cooperate as members of a team as they progress side-by-side through Slumberland.

The unique features of Two Player Game include:

- There is a one-second delay between the appearance of the first and second gliders at the start of a game.

- Both gliders travel through a room simultaneously. If players want to take turns, one glider should be left hovering over an air vent while the other glider is moved.

- The two players must agree on which room they want to explore next. One glider cannot go upstairs while the other glider goes downstairs.

- There is one scoreboard and no matter who actually gets the points, the scoreboard reflects the combined total of all points.

- All bonuses—batteries, rubber bands, extra gliders, foil—can be used by either player, at any time. In addition, bonus values are automatically doubled during a Two Player Game.

For example: When one player picks up a folded piece of paper, the team is awarded two extra gliders instead of one. Either player can use the extra gliders.

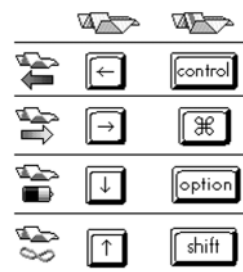- The default control keys place Player 1 on the right side and Player 2 on the left side of one keyboard.

Figure 3-20: Default controls.

✎ *NOTE: Player 1 can change his/her control keys but Player 2 cannot. (See Figure 3-20).*

- Gravis Game Pads™ can be used in place of the keyboard for either or both players. For those who already own one or more Game Pads, Glider Pro settings have been included on the Glider Pro disks. For those who plan to purchase Gravis Game Pads, Glider Pro settings are included with the Game Pad.

- If a player gets stuck—unable to follow the other—you may sacrifice that Glider by hitting the Esc key. Your Glider is destroyed, but you will begin a new one in the next room with your partner.

To start a Two Player Game, simply choose Two Player Game from the Game menu, or use the keyboard shortcut Command-2.

A NOTE ABOUT SAVED GAMES

When you are playing a house like Slumberland and you quit in the middle of the game (Command-Q), you are asked if you want to save the game. If you choose to save the game, any previous saved game in Slumberland is written over.

✻ *Glider Pro saves only one game per house at any time!*

When you begin another game in Slumberland, a dialog will come up asking you if you would like to continue your saved game or begin a new one. Remember though, if you begin a new game and save it at some point, you have lost your original saved game.

Apart from quitting a game, you can save the state of the game (remember—you will be overwriting your previous saved game) by hitting Command-S.

HELPFUL HINTS

Some techniques that might prove useful in your flight...

• First, as you move from one room to another, try to get to the top of the room that you're leaving on the last available thermal before you actually enter the next one. This can help give you time to react to your new surroundings.

• Another hint is to avoid overuse of the batteries or helium. Though some situations can't be solved without it, others can be made easy by using that most valuable tool...your head. The obvious solution may be a trap, so give each situation some thought before diving right in.

Finally, cut loose and enjoy!

GLIDER PRO ROOM EDITOR

✻ *STOP! If you like surprises, skip this section until you've mastered Glider Pro. There is information in this section you may not want to know until you've discovered it on your own.*

GAME MENU

• **Open House**— Selects a house for editing

• **Quit** — Quits Glider Pro

Figure 3-21: Game menu.

OPTIONS MENU

• **Room Editor** — Toggles between playing Glider Pro and using the Room Editor to edit a house

• **Preferences**— Allows you to adjust aspects of Glider Pro

Figure 3-22: Options menu.

HOUSE MENU

- **New House** — Allows you to create a new house

- **Save House** — Saves changes made to the house you are editing

Figure 3-23: House menu.

- **House Info** — Brings up a dialog with info specific to the house you are editing. Here you can change the opening and closing messages, erase the high scores, etc. It also gives you information on how many rooms you've created, etc.

Figure 3-24: House info.

- **Room Info** — Brings up a dialog with information specific to the room you are viewing/editing. You cannot bring up this dialog if there are no rooms in your house.

  Here you can change the room's background, edit the order-ing of the background tiles, rename the room, etc. It also gives you information about where the room is located, etc.
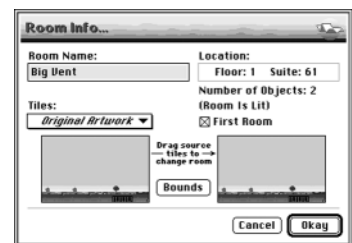
  Bounds is used for customized backgrounds.

Figure 3-25: Room info.

A shortcut to this dialog is to double-click in the window showing the room you are editing.

- **Object Info**— Brings up a dialog box with information specific to the object currently selected. You cannot bring up this dialog box if no object is selected. The dialog box displays the name of the object and its object number.

  Different objects will give you additional information and may allow you to edit some of their properties. A switch for example will allow you link it to another object.
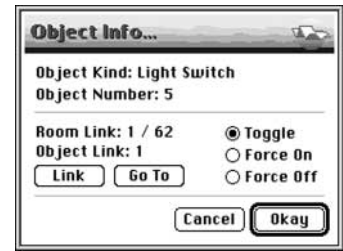
Figure 3-26: Object info.

  A shortcut to this dialog is to double-click on the object you wish info about.

- **Cut Object (Room)** — Copies the object selected (or current room if no other object is selected) to the clipboard and deletes the object (or room).

- **Copy Object (Room)** — Copies the object selected (or current room if no other object is selected) to the clipboard.

- **Paste Object (Room)** — Pastes the object in the clipboard into the current room (or, if a room is in the clipboard, replaces the current room with this one).

- **Clear Object (Room)** — Deletes the selected object (or current room if no object is selected). You can also hit the Delete key.

- **Bring to Front** — Moves the selected object to the very front—it will overlap all other objects in the room.

- **Send to Back** — Moves the selected object to the very rear of the room—all other objects in the room will overlap it.

- **Map Window** — Opens/closes the Map Window which gives you a profile view of the rooms in your house. Click in a blank square on the Map Window to you create a new room. Clicking on an existing room selects the room for editing.
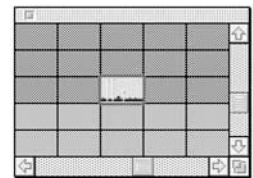
Figure 3-27: Map window.

- **Tools Window** — Opens/closes the Tools Window which is where you select the various types of objects you want to add to a room. There are nine categories of objects in the Pop-up Tools menu. These objects can be used in any combination in a room.

- **Coordinate Window** — Opens/closes the Coordinate Window which displays the location of the currently selected object (the position of its upper/left corner). For some objects, this window will display distance (for air vents, as an example, the distance is the length of the column of air).

Figure 3-28: Tools window.

INTRODUCTION TO GLIDER PRO HOUSES

Using the Editor to create houses is very simple, but creating "great" houses is both an art and a science. The best way to think of a house is to think of it as a collection of rooms which, in turn, contain a collection of objects.

A single house can contain no more than 8,192 rooms with a maximum of 24 objects per room. Besides rooms, a house file contains information about the high scores for that house and the saved game (if any). In this way, high

Figure 3-29: Editing houses.

scores for your own house will have nothing to do with the high scores for the Glider Pro house Slumberland.

Rooms contain objects. There are over 100 objects to choose from and each one has its own properties and some have limitations (more on the individual objects later). Besides the objects, you also specify what background to use for each room, and the name of the room.

If this is the first time you have attempted to create a house, you might find the prospect a little overwhelming. In that case, go to the Game menu, choose Open House… and select Empty House. Feel free to edit this house and make it your first house. This house was specially designed with all the air vents and blowers positioned to propel your Glider across each room.

By eliminating the need to figure out the aerodynamics of flying, you are free to concentrate on selecting which objects—obstacles, enemies, and prizes—you want to include in each of the rooms.

BEGINNING A HOUSE

If you have chosen to use Empty House, you can skip to the Room Info section for information on how to place objects in each of your rooms.

Choose Room Editor from the Options menu. The currently selected house will appear. If the house is locked, a blank screen will appear with the message, Nothing to Show. If necessary, go to Select House… from the Game menu and select the desired house to edit.

Your house can have any number of rooms (up to 8,192). In Glider Pro, a room can be indoors, outdoors, above ground, below ground, as well as the sky and beyond. The type of environment you create is limited only by your imagination.

1. To create a new house, select New House… from the House menu and decide where you want to store your house. Then give your house a name and click on Save.
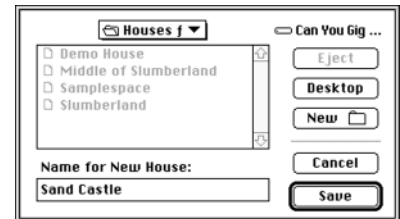
Figure 3-30: Saving your house.

2. To begin building your house, make sure that the Map Window is visible. If it is not, select Map Window from the House menu. Select any one of the blue or green squares in the Map Window. Blue squares are above ground, while green squares are below ground.
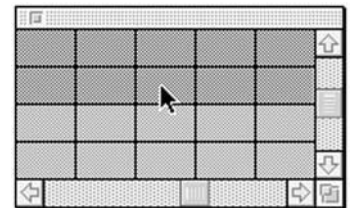
Figure 3-31: Map window.

3. A dialog box will appear asking you if you want to create a room at this location. Click on Create.

Figure 3-32: Creating a room.

4. The Room Info… dialog box will then appear and you
    can begin designing your first room.

Figure 3-33: Room Info dialog box.

ROOM INFO

The Room Info dialog box is where you name and
design the background for each room. In the drop-
down Tiles menu, you'll see 18 background names
representing the different types of backgrounds you
can select. When you select a background, it will
appear in the two boxes in the lower half of the dia-
log box. The box on the left (source box) contains
various decorative embellishments while the box on
the right is simply the basic background which
awaits your design.

Figure 3-34: Room Info dialog box.

Although there are only 18 backgrounds, each one is
actually composed of 8 vertical strips (like rectangu-
lar puzzle pieces). One strip might contain a crack in the wall, another strip might feature a marble
column.

You can rearrange the order of these strips by dragging
the strips from the box on the left (source box) to the box
on the right (how your room will actually appear). In Fig-
ure 3-35, a section of the background on the left is
selected [top picture] and dragged over to the back-
ground on the right [middle picture]. Thus, a portion of
the background on the right (an open meadow) has been
replaced with a new section [bottom picture].

You can move the same strip from the left box more than
once to the right. In other words, you can have eight mar-
ble columns across the room if you like. Usually, the left-
most strip in the source box (tile 1) is a plain piece. For

Figure 3-35: Dragging strips of backgrounds.

many of the background types, the Room Info… dialog box will start you out with this strip for all eight

of your strips. This gives you a plain, generic background onto which you can drag over a crack or a marble column or such.

Close the Room Info… dialog when you are satisfied and want to add objects to the room.

THE TOOLS WINDOW

Once you've designed a room, you'll want to add some objects. To select your objects, you need to have the Tools Window visible. If it is not already visible, choose it from the House menu.

The Tools Window is broken down into various groups of objects. Use the Pop-up menu to choose the type of object you want to add to your room.

Each Tools Window group of objects has a maximum of 16 objects of that particular type. A room may have any combination of objects (up to 24). Once you place an object in the room, you may always come back to it and drag the object around to a new location, or delete it.

You may drag the Tools Window around by its top edge or get rid of it by clicking in the little square in the upper left corner. When the window is gone you cannot add new objects, but you can bring the window back by re-selecting Tools Window from the House menu.

To place an object in a room:

1. Click on the type of object you want. (Download more libraries chock full of graphics and sounds, at "www.casadyg.com/down-loads/".)

Figure 3-36: Tools window.

2. Click on the location in your room where you want the object to appear.

Figure 3-37: Clicking where you want the object to appear.

3. Your object will appear where you clicked.

When you place an object, you will notice a marquee around it indicating that it has been selected. If an object in the room is not selected, you can click on it to select it. You can also press the Tab key to sequentially select all the objects in the room or the Shift-Tab keys to select the objects in reverse order.

Figure 3-38: The object appears.

There is a rather important point to keep in mind when placing objects into a room. Too many dynamic objects in one room (like bouncing balls for example) can bring slower Macintoshes down to a crawl. Static objects like shelves and tables do not slow down a Macintosh much, so feel free to go nuts with these.

CUSTOMIZING OBJECTS

Some objects like tables and shelves will display a small diagonally striped square (in their lower right-hand corner, or upper right-hand corner, etc.—it depends on the object) when they are selected. This is a handle you can use to resize the object. In addition, many objects can be moved around when they are selected. Some can be moved anywhere, others can only be moved in certain directions, or sections of the room. Be prepared to experiment with each object's resizing and relocating capabilities.

Tables may have both their height and width changed; shelves may be stretched width-wise; windows, cabinets, etc., can be stretched or shrunk lengthwise or widthwise.

The vents, fans, candles, etc. have lines with handles on the end that indicate how far the air (heat, fish, whatever) blows (or jumps, bounces, etc.)—you can stretch or shrink these.

Figure 3-39: Customizing objects.

If you select an enemy (or enemies) you should also set the idle delay (in tenths of a second) from the Object Info... dialog box. To bring up the Object Info... dialog box, select an object, go to the House menu and select Object Info… (or double–click on the object).

The idle delay relates to the time it takes for an enemy to appear in the room. When a balloon is popped or floats out of the room, Glider Pro will wait the user-defined number of seconds before sending in a replacement.

Here are a couple of thoughts to keep in mind when placing and customizing various kinds of objects in a room:

1. Your Glider will appear in a room at the same height it left a previous room. You may need to put a floor vent at the end of one room to allow your Glider a chance to gain some altitude for the next room. Or you could put a floor vent very early on in the next room so that if your Glider is close to the ground, you will have a chance to rise.

2. Various enemies have certain specific characteristics, such as: balloons appear from the bottom of the room and rise; paper plane darts either appear from the right and fly left or appear from the left and fly right; and copters appear from the top and twirl diagonally down either to the left or to the right.

SETTING THE STATUS OF OBJECTS

Some objects can be turned on and off and or linked to other objects. For instance, a light can initially be off and have a switch linked to it in order to turn it on. If you select a lighting fixture to be Initially Off, the player will need to hit a light switch to turn on the lights in the room.

Figure 3-40: Object Info window.

To set the initial state of an object, select the object by clicking on it. Then choose Object Info... in the House menu (or double click on the object).

In this case, disabling Initially On sets the Deco Lamp to be Initially Off.

LINKING OBJECTS

Some objects can be linked to others. To link objects together, first highlight an object (a Light Switch in this case) and select Object Info… from the House menu (you may also simply double-click on the object).

Figure 3-41: Object Info window.

Use the Link button to link the Light Switch to something. A floating window will appear with Link initially grayed out.

Now locate the object you want to link the light switch to and select that object. Remember, linked objects do not have to be in

Figure 3-42: Link buttons.

the same room, or adjoining rooms. Once the object to be linked is selected, the Link button will no longer be grayed out and it can be used to complete the link.

In the case of suction vents, mailboxes, and other transport objects, you should connect them to other transport objects (other vents, ducts, etc.). How about linking a tower room to a dungeon, or the next- to-last room to the first room?

Keep in mind that not all objects can be directly linked to other objects. For instance, a switch cannot be linked to a mirror (what would you turn on and off?).

INVISIBLE OBJECTS

Nearly every class of object has an invisible counterpart which has the same functions as its visible counterpart. You have probably already encountered some of these invisible objects, such as bonus points you didn't know were there, or suddenly finding yourself in a different room from where you thought you were.

Invisible objects are available from the Tools Window and show up in various object categories as an [i] in some sort of rectangle or circle. Invisible objects can't be seen when you are playing Glider Pro—but you will know when you have come in contact with one. They are displayed by an outline shape in the Room Editor so you can drag them around, resize them, etc.

There are also invisible transporters [t] for you to place anywhere in a room. Invisible objects and transporters can be linked to other objects in the same or different rooms, just like their visible counterparts and add a little extra excitement and challenge to your house.

CUSTOM BACKGROUNDS

Glider Pro supports custom room backgrounds, but this is not an easy thing to do! Custom Backgrounds requires that you have some experience using ResEdit or Resorcerer that you have a paint program available, and that you have some artistic ability. Here are some things to keep in mind:

1. Use the default Apple 256-color System palette for your artwork—Glider Pro assumes this.

2. Make your graphics exactly 512 pixels wide by 322 pixels tall.

3. If you want your indoor scenes to mesh seamlessly with the other room backgrounds, make note of the height of the floor, floorboard, ceiling, the thickness of walls, etc. (Taking a screen dump in the Room Editor is a nice way to get a sort of template).

Place your 512 x 322 graphic in the Scrapbook, open the target house file with ResEdit or Resorcerer. Paste your graphic in.

✳ *IMPORTANT! The background graphic must have an ID in the range of 3000 to 3499!*

Save the house and quit ResEdit or Resorcerer.

At this point, launch Glider Pro. Bring up the Room Info… dialog. Select the Original Artwork background. This brings up the dialog seen at right.

Here you enter the ID number of the PICT you pasted in. Use the bounded rectangle to tell Glider Pro whether there are walls or ceilings in the room. Clicking on a side of the rectangle turns it from black (signifying a solid surface) to gray and vice versa.

> Enter the ID number of the PICT in your house you would like to use.
>
> PICT ID: 3002
> (3000 – 3499)   Bounded
> ⊠ Floor Support
>   Cancel   Okay
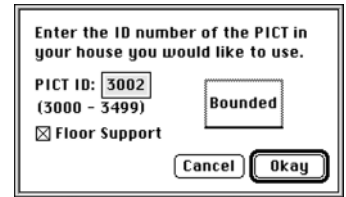
Figure 3-43: Pict IDs.

At this point, you also want to check whether or not a floor support is drawn beneath your room (visible in 9-room mode).

In the above example, there is a wall along the right side of the room and a floor—there is no ceiling or left wall. As an additional note, PICT ID's greater than or equal to 3300 will not display a floor support below them (the sky background is an example of a room with no floor support).

THE ART OF HOUSE BUILDING

Now that you have the basic idea regarding how to use the various aspects of the Room Editor, it's time to talk about the art of house building. This is where the science of house building differs dramatically from the art of house building.

It's fun to just go nuts and drop objects all over a bunch of rooms and call it a house. It's easy to make a hard room. It's even easier to make an impossible room.

Here are some things to aspire to:

- A challenging room that has few, or no, dynamic objects (such as balls, copters, toasters, etc.)

- A difficult room that has very few objects

- A room that has two or more possible ways through it

- A house that starts out easy but gets progressively harder

- A house with more than one path through it

- A house that looks ordered and not too chaotic

THE ULTIMATE ROOM

Consider the ultimate room. This room might only have one dynamic object, is maze-like with tables, shelves, and the like, but there are three possible ways to cross it:

Figure 3-44: View of a house from the Editor.

- One way is fairly obvious and simple, but there are no prizes to be had going this route.

- The second way is a bit tougher, but there is a clock you could get going that route.

- The third way is almost inconceivable, but you have placed an invisible 5000 point down there and an Extra Glider to boot.

The Ultimate Room may not exist, or you may never stumble upon it. Nonetheless, with something to strive for, you're likely to get some pretty nice rooms that contain many elements of the Ultimate Room.

MOVING VAN

Moving Van is a utility to help you in creating your own houses. If all you wish to do is play the houses with Glider Pro, then Moving Van is of little use to you.

If you enjoy creating your own houses, you'll find one of the more novel features in Glider Pro is that you can import custom artwork and sounds into your houses. Custom art for backgrounds can make your house look more like a castle, for example, with large gray stone block walls containing arrow slots, etc.

Figure 3-45: The Art Museum.

Using custom art for objects allows you to easily place a quilt hanging on the wall, or an old wood burning stove in a room. Custom sounds will allow you to make a painting "speak" or a bird to chirp in your house.

Figure 3-46: The Castle.

Before Moving Van, however, you needed ResEdit (a programmer's tool provided by Apple) and a fair amount of knowledge about using ResEdit (it can be a very "dangerous" program—allowing you to do irreparable damage to a file if you're not careful). Moving Van takes ResEdit out of the process and gives you a simple and elegant way to move sounds and artwork in and out of houses.

For starters, Moving Van will only allow you to open two types of files—Glider Pro houses and Glider Pro custom libraries. (Download a number of libraries chock full of graphics and sounds at "www.casa-dyg.com/downloads/".)

Figure 3-47: Davis Station.

To import a sound or graphic into a house, launch Moving Van. You should see a window like the one to the right.

Click on the open button—a dialog box comes up allowing you to open either a Glider Pro house or a custom library. Moving Van will display in the two lists all the graphics and sounds contained in the library/house you have opened.
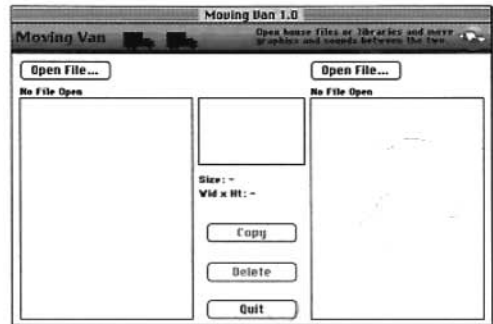
Figure 3-48: Moving Van.

To examine a particular graphic or sound in one of the lists, click on it.

It will be highlighted in the list and either a thumbnail of the graphic will be drawn in the center of the screen (if you have clicked on a graphic) or a sound will play (if you clicked on a sound). The screenshot in Figure 3-49 shows a bottle tipped on its side.

To move graphics and sounds back and forth between two open files, merely select the graphic or sound you wish to copy and then click on the Copy button.
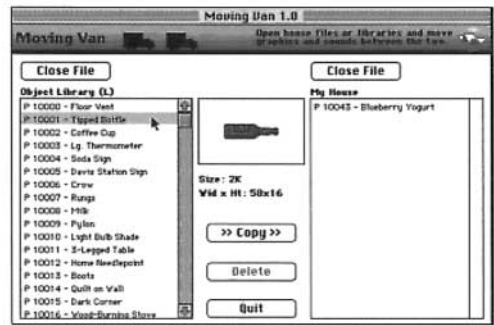
Figure 3-49: Highlighting a graphic in Moving Van.

The lists will then be redrawn (updated) and you should see that a copy of the graphic or sound has moved to the other list. When you are through moving sounds and graphics, it would be handy at this point to make a note of the ID's of the new graphics of sounds you copied over.

The ID numbers show up on the left of the object names in the lists. If you squint, you can probably see that the tipped bottle in Figure 3-49 has an ID number of 10001. In Glider Pro, when you want to use a custom graphic or sound, you will need to enter the ID of that object into a dialog box.

If you want to move graphics from or into additional files, click on the Close button corresponding to the file you want to close (the Open buttons are renamed Close when a file is opened). If you are completely finished, you can click on the Quit button to exit Moving Van.

FOUNDATION MOVER

This is a very simple utility that, hopefully, you will never have a need for. In a sentence, it allows you to shift entire houses left or right—a thing you may have a need for if you find yourself running out of room to continue building to the left or right.

Here's an illustration of a nightmare scenario: Imagine you've spent months on a house—and it now contains over 400 rooms.

But as you continue adding rooms to the "east wing" of your house, you run up against the edge of Glider's "world." You can build no further to the

Figure 3-50: Hitting the edge of Glider Pro's world.

right! If you notice the lower scroll bar in Figure 3-50, we've built our house right up against the right edge of the world. Glider Pro's "world" is 128 rooms wide, but when you hit the edge, you've hit the edge!

Now, more often, the problem isn't that your house is 128 rooms wide, but that you started your house in the center of the world and then just progressively built toward the right. What Foundation Mover allows you to do is slide the entire house either left or right.

Quit Glider Pro before trying to run Foundation Mover. When you launch Foundation Mover, you'll see a dialog similar to the one in Figure 3-51.

Figure 3-51: Foundation Mover dialog box.

In this example, the Open House button has already been clicked an a house selected. Figure 3-51 shows the house (in black) and Glider Pro's entire world (the two shades of gray).

In this example (Figure 3-52), there is plenty of room to the left to continue building, but we've run up against the edge of the world on the right side.

The solutions is to click on the Shift Left button until the house is more centered. Now, as you cans see (Figure 3-52), the house has been moved to the left and there is room to continue building to the right. Problem solved.
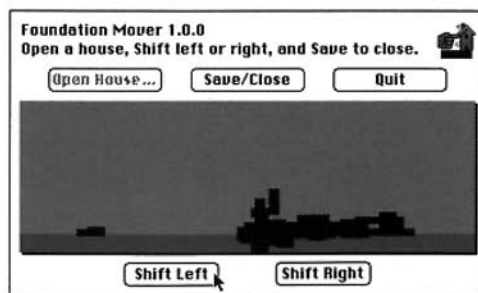
Figure 3-52: House moved to the left.

A FINAL WORD

Be creative! How about a "bonus" room every 10 rooms or so with lots of goodies in it. What? You didn't find the bonus rooms in Slumberland? They're there! Now go back and find them!

And lastly, please don't give your friends free copies of Glider Pro. We have spent many, many hours making Glider Pro fun to play and easy to find—please help us to continue developing new products by not giving our work away. Thank you!

KEYBOARD SHORTCUTS

When Preferences is Open:

D	Brings up Display Preferences
S	Brings up Sound Preferences
C	Brings up Control Preferences
B	Brings up Brains Preferences

When Display Preferences is Open

← →	Goes through display modes
↑ ↓	Goes through color modes
1	Selects 1 room mode
3	Selects 3 room mode
9	Selects 9 room mode

When Display Preferences is Open

D	Toggles on/off Do the beautiful opening color fade
U	Toggles on/off Use QuickDraw

When Sound Preferences is Open

↑ ↓	Raises/lowers volume
0 - 7	Selects a specific volume
I	Toggles on/off Play music when idle
G	Toggles on/off Play music during game

When Brains Preferences is Open

Q	Toggles on/off Quicker Transitions
Z	Toggles on/off Zoom Out Windows
A	Toggles on/off Automatic Demo
B	Toggles on/off Background Tasks
E	Toggles on/off Error Check House
D	Selects the Defaults button

When Using the Room Editor

PgUp PgDn	Goes through the groups of objects in the Tools Window
A	Selects the Appliances object group
B	Selects the Blowers object group
C	Selects the Clutter object group
E	Selects the Enemies object group
F	Selects the Furniture object group
L	Selects the Lights object group
P	Selects the Prizes object group

When Using the Room Editor

`S`	Selects the Switches object group
`T`	Selects the Transport object group
`option` - `⌘`	Displays all objects
`tab`	Selects the next object in a room
`shift` - `tab`	Selects previous object
`` ` ``	Deselects any selected object in a room

If an Object is Selected

`↑` `↓`	Raises/lowers volume
`←` `→`	Selects a specific volume

✎ *NOTE: Holding the Shift key down moves objects 10 pixels.*

If No Object is Selected

`↑` `↓`	Goes to room above/below current room
`←` `→`	Goes to room left/right of current room

CHAPTER 4: CRYSTAL CRAZY

Run for cover! Cower pathetically under your mouse pad—you thought you'd finally had enough and could go back to living a normal life. NOT SO! Suddenly out of the sun flies the dynamic Space Cow! Yes, that's right, the quest continues!

PREFERENCES

To see the Preferences window hold down the Command key while you start the game.

Three Preferences windows let you change various aspects of how Crystal Crazy runs. These windows are:

- Black & White or Color
- Screen Size
- Other Options

If all this seems confusing to you at first, don't worry. You can simply click on Continue and get on with playing the game.

BLACK & WHITE OR COLOR

This window allows you to choose whether to run the game in color, black and white, or with your existing monitor settings.

Figure 4-1: Black & White or Color preference.

- **Switch to color/grayscale**
  The game will run in 16 colors or 16 shades of gray, depending on whether your monitor is set to colors or grays in the Monitors Control Panel. If you are currently set to anything other than 16 colors/grays, Crystal Crazy will change this for you.

- **Switch to Black and White**
  The game will run in black & white (1-bit) mode. If you are currently set to anything other than black and white in the Monitors Control Panel, Crystal Crazy will change this for you.

- **Use monitor as it is**
  Crystal Crazy will not change the monitor, but will use whatever settings you have made in the Monitors Control Panel. The effects are as follows:

Monitors Setting	Effect
Black & White	Game plays in Black & White.
4 colors/grays	Game plays in Black & White but uses QuickDraw which slows it down.
16 colors/grays	Game plays in color or grayscale according to the Grays/Colors radio buttons in the Monitors Control Panel.
256/Thousands or Millions	Game plays in color or grayscale but uses QuickDraw which slows it down.

✎ *The only real reason for using the Use monitor as it is setting is if you have any trouble using either of the other settings. This can happen if you have a particularly strange video card in your Macintosh, or if your hardware does not support 16 colors/grays but you want to play the game in color.*

SCREEN SIZE

This window will display the various monitor options available with your hardware setup. If an option is not visible, or is grey, then your setup does not support this option.

Figure 4-2: Screen Size preference.

- **Full Screen**
  Crystal Crazy will use the full size of your monitor.

- **Multi-screen**
  Only available if you are using a Macintosh that has more than one monitor attached. Crystal Crazy will play across all monitors that support the requested screen depth.

- **Custom**
  Allows you to enter any size other than those listed. You can set up some really weird games with this option, but don't expect them all to be playable!

- **Classic Size**
  Configures Crystal Crazy to run on a Classic-size (9 inch) screen. This option is not available on Macintoshes that actually have a 9" screen—it is meant to restrict the area used on Macintoshes with larger screens.

- **13" monitor size**
  Configures Crystal Crazy to run in a 13" screen and is meant for restricting the game to 13" size on Macintoshes with larger screens (e.g. 16" or 21").

- **Adjusted Game play**
  This option is not available if a Classic-size (9") play area is selected. Turning on this option makes Crystal Crazy adjust various aspects of itself to try to make a game on a non-Classic-size monitor feel as much as possible like a game on a Classic screen. The down side to supporting larger monitors is the amount of processing power the game will require. You may find that using a large screen in color on anything but the very fastest of Macintoshes isn't much fun either because everything soon slows to a crawl.

Experiment to see what you like—you can always return to a Classic-size screen to have a really fun game.
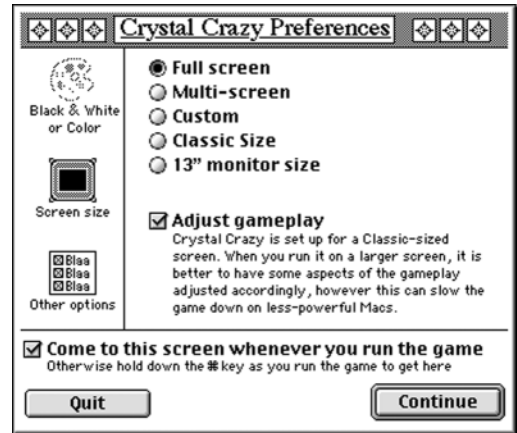
OTHER OPTIONS

- **Use Document Window**
  Puts Crystal Crazy in a document window rather than letting it use the entire screen area, allowing you to switch out of the game and into another application when running MultiFinder or System 7.

- **Smoother game play**
  Turning this off allows other programs to use your Macintosh while you are playing (e.g. System Extensions or other applications left open under MultiFinder or System 7). Beware—this can cause jerkiness in your ship's movement. You should only turn this off if you need it to remain compatible with some other program or System Extension.

Figure 4-3: Other options.

- **Use MegaDraw, not QuickDraw**
  MegaDraw is Crystal Crazy's own drawing system that is much faster than QuickDraw. You should always use MegaDraw unless you really have to turn it off, otherwise the game may run very slowly.

  The only reasons to turn MegaDraw off are:

  - Your hardware is having problems with MegaDraw (this can happen with some really weird video cards)
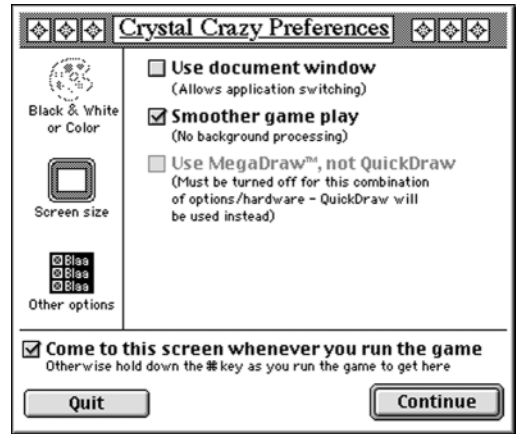
  - Your hardware does not support 16 colors/grayscale

✎ *NOTE: MegaDraw only supports 16 colors/grayscale, anything else—i.e. 256, thousands or millions—will have to use QuickDraw.*

NAVIGATION AID
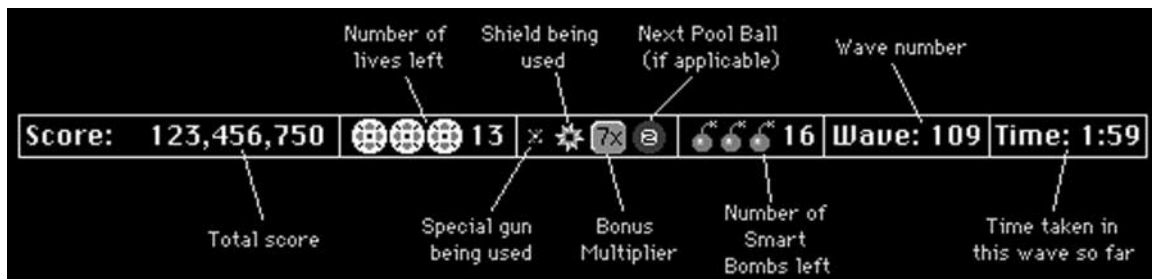
Figure 4-4: Information bar.

The top of the screen shows various details about your game (Figure 4-4).

As your score increases, you'll be awarded bonus lives at depressingly rarer intervals:

First bonus	At 10,000 points
Up to 200,000 points	Every 50,000 points
From 200,000 to 500,000 points	Every 100,000 points
From 500,000 to 1,000,000 points	Every 250,000 points
From 1,000,000 to 5,000,000 points	Every 500,000 points
From 5,000,000 points onward	Every 1,000,000 points

GAME CONTROLS

Pilot your "ship" by moving your mouse. Use the mouse button or any letter key to fire. The space bar detonates smart bombs.

Keyboard controls include:

⌘-Q—Quit? Why?

⌘-O—Open previously saved game.

⌘-S—Save game state.

⌘-option-S—Save under a different name.

⌘-shift-Z—Clear high score table.

⌘-A—Abort current game.

⌈0⌉-⌈8⌉—Sound volume 8 is the loudest.

⌈tab⌉—Pause the game until click or key hit. While paused in System 7 or MultiFinder, you can switch out and then back into game.

Clicking or hitting any key instantly skips past game over animation, time bonus screen, and other bits. Please consult Crystal Crazy's online help file for detailed game information.

BASIC FEATURES

- **Gateway**—Your way out to a possible time bonus and the next wave. Waiting for it to open before you make your bid for freedom is advisable.

Figure 4-5: Gateway

- **Mine**—Hit one of these and you can't blame anybody but yourself. They don't move, they don't shoot, they just sit there. How could you possibly hit one?

Figure 4-6: Mine

- **Portals**—Entrances for nasties at the side of the screen. The wiser player will find how to make these dormant for awhile.

Figure 4-7: Portals

- **Dispenser**—Like Portals, but sprout nasties from anywhere on the screen.

Figure 4-8: Dispenser

- **Black Hole**—Rifts in the space-time continuum that instantly transport you from one place to another. Actually the time bit isn't really correct. Neither is the continuum bit. Or the rift. But it sounded good.

Figure 4-9: Black Hole.

GAME OBJECTIVES

Here are the objectives you will find yourself joyfully completing in the course of your meteoric rise to the dizzy peaks of the high score table.

- **Crystal Collections**—Crystal Quest revisited. Collect all the Crystals on the screen to complete the objective. Later on, this one takes on a nasty little twist.

Figure 4-10:
Crystal Collections

- **Vandalism**—Take out your latent aggression by slamming the fragile (but tastefully elegant) ornaments and other household items into the sides of the screen. Smash them all, and the objective is complete.

Figure 4-11: Vandalism

- **Sink the Pool Balls**—OK, so sinking isn't really the right word, but it sounds better than "Pool Ball Running Over With A Stupid Looking Space-ship Flown By A Space Cow Thus Making A Sort Of Pool Ball Sinking Noise Even Though Nothing Happened To The Ball Except That It Disappeared." You must "sink" all the balls in order. Running over a ball out of order will result in a rather unimaginative noise coming from your computer. The next ball to be got is shown in the score line at the top of the screen.

Figure 4-12: Pool Balls

- **Picture Painting**—This one can take on two possible forms: Erasing a picture or uncovering a picture. In each case, moving your ship over the floating picture frames will erase or uncover the image as appropriate. the images themselves are sad reflections on the limited mentality of the game's designers. The objective is completed when every little bit of all the pictures have been erased or uncovered. Sometimes it may look like you've finished a picture but it won't go away. Look again—you may find you've missed a single pixel here and there (pausing the game to do this is classed as blatant cheating under International Law).

Figure 4-13: Picture
Painting

- **Jigsaw Building**—Grab the pieces of the jigsaw (or jigsaws in the dark and mysterious later waves) with your ship and put them together to make up yet more pictures that are quite astounding in their trivialness and in the arbitrary nature of their selection. If you move too fast you'll drop the piece you're carrying—although this can be useful at times.

Figure 4-14: Jigsaw Building

SHIELDS

Pick up these shields to give your ship extra protection. You may only use one sort of shield at once and it'll be lost when your ship bites the dust.

- **Rubber Hat**—Funky latex head-wear that lets you bounce off mines, portals, dispensers and gateways.

- **Repeller**—Odorous aftershave that makes nasties run for cover.

- **Force Shield**—Tin helmet that protects you from nasties—but not their bullets.

- **Mace-Head**—For connoisseurs of violence everywhere. Destroys nasties at the slightest touch—but useless against bullets.

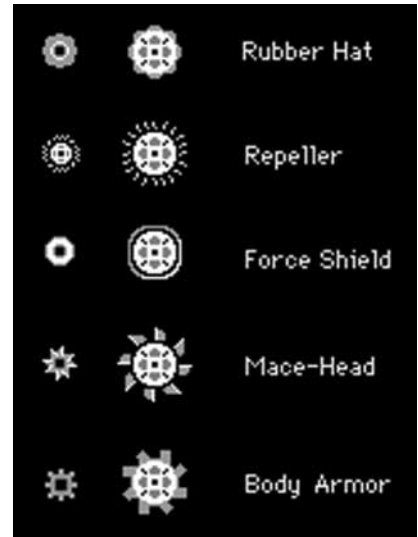- **Body Armor**—Complete protection from bullets, but that's all.

Figure 4-15: Shields

GUNS

Pick up these special guns to give yourself added fire-power. Like shields, you may only use one sort of gun at a time, and it'll be lost along with your ship. You may combine any sort of shield with any sort of gun. Doesn't this just sound like fun?

- **Captivator**—How to calm things down a little. Clamps the bars on nasties and makes them tow the line.

- **Super-Gun**—More shots, faster shots, indestructible shots. Also has certain properties when used against particular nasties.

- **Explosive Shots**—Kill one nasty and mow down lots more in its shrapnel shadow.

- **Multi-Gun**—Multi-directional hail of destruction.

- **Guided Missiles**—Nearest-nasty-seeking-killer-missile, but only one at a time.

Figure 4-16: Guns

OTHER GOODIES

Some other goodies that you might stumble across to help your lust for ever-greater scores.

- **Bonus Multiplier**—Multiplies your time bonus. Only good for the wave it's picked up in, and is lost if you die.

- **Bonus Points**—Free points to be vacuumed up just for the kick.

- **Free Ship**—Gratuitously awarded life given to you for no readily apparent reason.

- **Bonus Crystal**—Floating pods of excitement. Grab 'em for a bounty of points, shoot 'em for misery (but not always…).

- **Exit Anchor**—Halts moving gateways in their tracks, making you slightly less likely to crash 'n burn on the way out.

- **Smart Bomb**—Collect them for those panic moments. Hitting the space bar detonates a smart bomb, and rather unfairly obliterates everything that was after you.

Figure 4-17: Goodies

NASTIES

Here are the crazed assortment of weirdos that will try to be as nasty as they can to you just because they like it that way.

- **Driblet**—Boring, pathetic little squirt with an over-exaggerated opinion of its own self-importance.

- **Xeptrum**—Aimless under-aggressive meanderer that is easier to shoot than your own foot.

- **Hermup**—Myopic cretin with as much hope of hitting you as a banana on an oil rig.

- **Rockhard**—Homeless leftover from completely pointless genetic experiments on pieces of granite.

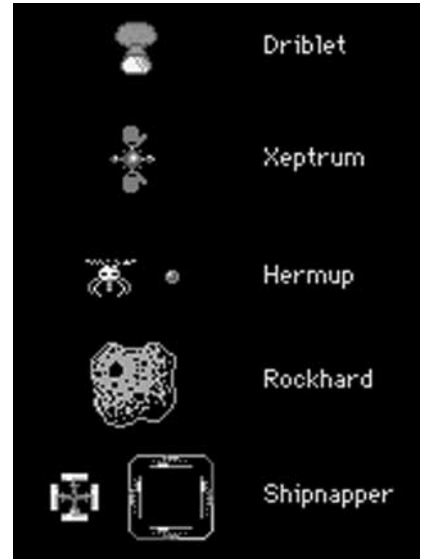- **Shipnapper**—Pan-dimensional law enforcer with a misguided sense of purpose.

Figure 4-18: Nasties

- **Throblewobbler**—Flashing mutant rambler that is only vulnerable when alight.

- **Fracturefluffies**—Flying bunny spore, encased in stainless steel egg-shell.

- **Lemmingleston**—Heard of safety in numbers? This is suicide in numbers. Relatively harmless blobs until enough are around, then you'd better duck.

- **Underjerker**—Mechanical morons that jettison invulnerable grid-bombs because they've nothing better to do.

- **Droneful**—Intergalactic killer space sheep.

- **Rawpuscle**—Essentially harmless but have an insatiable thirst for your points.

- **Wanglefoot**—Sweeping double-headed laser beast with merciless inaccuracy.

Figure 4-19: Nasties

- **Välïümlöüt**—Tranquilizes you with a kamikaze pounce, leaving antidote pods in annoyingly far away places.

- **Git-brain**—Rhythmic dispensers of radial death.

- **Bundler**—Pestilent thugs who's regrettable delinquency will ruin your plans.

- **Pro Dumple**—Bad news molluscs with high velocity eye-balls and a reluctance to die.

- **Parasite**—Ever had that dream where a pack of flying mutilators made from razor blades are chasing you? No? You will have.

- **Zinkleflashoxicationizer**—Frantic pulsing marauders rumoured to have evolved from irradiated Throbblewobblers.

- **Vindictoid**—Vigilante teams that hunt you down but fly into a violent rage if you fight back.

Figure 4-21: Nasties

- **Yackertack**—A bit like a mosquito that buzzes around your head—except that this mosquito is armed with a Kalashnikov®.

BONUS WAVES

Every third wave is a bonus wave—no nasties, no mines, no bullets, just free points and other goodies, until the big squeeze happens.

CHAPTER 5: STEP ON IT!

Ted's in big trouble! Trapped in a zany world that looks like a toy set gone wacko! Use your extraordinary, magical powers to make building blocks appear out of thin air. Climb the blocks to the enchanted key, charge through the doorway into the rainbow passage, and you're onto the next level! Duck the smiley faces, hippos, cannons and more! Don't forget to grab the coins, gold bars, clocks, and other goodies!
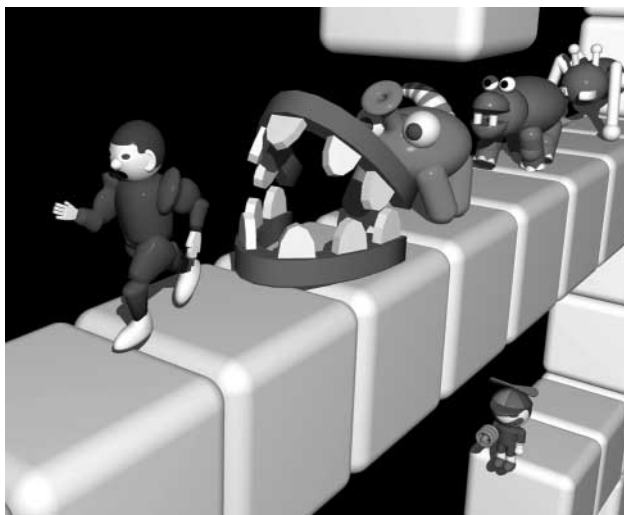
GETTING STARTED

To begin playing Step On It!, double click the Step On It! icon.

PLAYING STEP ON IT!

We encourage you to watch the demo before playing Step On It! to give you an overview of the game (as well as some useful hints). To do this, click on the Help button on the bottom of the screen. Then, click on the Demo button in the bottom right hand corner.

Next, you will want to go to Set Keys… underneath the Options menu. If the default keys are to your liking, click OK.

You may want to change Set Keys to suit your preferences. We highly recommend that you use as many modifier keys (such as Shift, Command, Option, and Control) as possible for the second player. Some keyboards only allow you to press a certain number of standard keys at the same time.

STEP ON IT! MENUS

FILE MENU

• **New Game**—Command-N Starts a new game of Step On It!.

- **Resume Game**—Begins play of a game at the last level on which it was saved.

- **Open Game**—Command-O Opens a previously saved game.

- **Save Game**—Command-S Saves the current game.

- **Save Game As**—Saves the current game with a different name.

- **Load Board Set**—Allows you to select the level set you wish to play. This option is only applicable when board sets are created using the board designer.

- **Set Starting Board**—Allows you to choose the level on which you will start your game. You can select 1 (Beginner), 21 (Novice), 41 (Intermediate), 61 (Advanced), or 81 (Expert).

- **Quit**—Command-Q Quits Step On It!.

OPTIONS MENU

- **Allow Background Tasks**—Allows other applications to continue working in the background. This option is not recommended unless necessary as it can cause jerky game play.

- **Accurate Graphics**—Allows for more accurate graphics when two objects overlap. This option may slow down the game play slightly.

- **Set Keys**—Select this to change the keys used to play Step On It!.

- **Speed**—This option allows you to change the speed at which Step On It! plays (Slow, Medium, Fast, or Really Fast). You may want to change this depending on the speed of your machine and your personal preference.

HIGH SCORES MENU

- **Show High Scores**—Displays the high score list.

- **Clear High Scores**—Clears the high score list.

SOUND MENU

- **Music**—Select if you wish to have background music. (Note: You must have QuickTime 2.1 and QuickTime™ Musical Instruments installed for music.)

- **Light Music**—Select this option if you want lighter versions of the background music. The lighter versions require fewer system resources so you may want to use them if you have a slower machine but still want background music.

- **Music Volume**—Allows you to change the volume at which the background music plays (Loud, Medium, or Soft). This option is only effective if you have Music enabled.

- **Effects Volume**—Allows you to change the volume of the sound effects. Setting this to "0" disables sound effects.

ONE PLAYER

There are over 100 boards in Single-Player Mode.

TWO PLAYERS

Step On It! has built-in support for two players. Player One is blue and Player Two is green. There are three different two-player games. Select the one you wish to play by pushing the appropriate button on the right side of the main screen.

ALTERNATE

Alternate Mode goes back and forth from the blue player to the green player. If Player One completes the board or dies, then Player Two has a chance to play. If Player Two completes the board or dies, Player One can play again.

COOPERATIVE

In Cooperative Mode, both Player One and Player Two work together to complete the boards. Hint: There are some secrets that can only be found in Cooperative Mode!

COMPETITIVE

In Competitive Mode, Player One and Player Two compete against each other to get goodies and to see who can finish the board first.

PLAYER MODES COMPARED

ALTERNATE

In Alternate Mode, each player plays his board normally.

COOPERATIVE

In Cooperative Mode, the bonuses are collectable by either player, and if either player gets the red key, the red door will be unlocked for both players.

COMPETITIVE

In Competitive Mode, there are two keys (blue & green) and two doors (corresponding to the color of the key). Each player can only get the key and exit out the door that corresponds to his color.

ABOUT TED

TED'S BLOCKS

Blocks are Ted's main tool to both navigate the boards and defend himself. Ted can create blocks at will, either at his level or blocks below his level. Ted can jump on those blocks and create other blocks, making paths and stairways to get to new places. Ted can use the blocks to cross over large gaps in the floor or scale great heights. He can also use them to protect himself from the Nasties by creating barriers between the Nasties and himself. But watch out—some Nasties can break blocks!

Figure 5-1: Ted and his blocks.

Ted has two weapons he can use: a magic arrow and a magic ball. The magic arrow flies across the screen in a straight line and kills the first Nastie it hits. The magic ball rolls along the wall for a certain period of time, killing every Nastie that gets in its way. Keep in mind that you can only shoot a single arrow or ball at a time! Also, you might want to save your arrows and balls for when you really, really need them. You start out with 1 ball and 1 arrow, but can pick up more along the way.

Figure 5-2: Magic arrow and ball.

THE GOODIES

There are also goodies available along the way to assist Ted in defeating the Nasties and help him gain extra points.

• Magic Shoes: The magic shoes allow Ted to run really fast.

Figure 5-3: Magic Shoes

• Shield: The shield protects Ted from harm (but only for a little while).

Figure 5-4: Shield

- Thunder Balls: The thunder balls kill all of the reproducing Nasties on the screen.

Figure 5-5: Thunder Balls

- Gold & Silver Coins, Gold Bars, and Gems: These goodies give Ted extra points!

For a complete list of Goodies, choose Help from the Apple Menu or the title screen.

Figure 5-6: Coin and Gem

You complete a level when you exit the red door. But in order to unlock the red door, you must first get the red key—and the Nasties don't want that to happen!
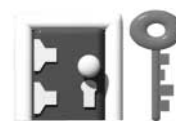
THE NASTIES

Ted encounters many enemies. Each Nastie has its own strengths and weaknesses, which you have to discover for yourself. For a complete list of Nasties, choose Help from the Apple Menu or the title screen.

Figure 5-7: Door and Key

Figure 5-8: The Nasties

HINTS

There are many secrets hidden within the blocks. You may also have to create a block and destroy it in order to see a hidden goodie. Keep in mind that what looks solid might not be solid!

If you are stuck in a level and can't get out, hit the Delete key. This will kill your current player and restart the level.

Final hint: You can stand next to the Spinner!

Good Luck!

GETTING IN TOUCH WITH CASADY & GREENE

HAVE YOUR TECHNICAL INFORMATION READY

If you need to get in touch with our tech-support staff, please be ready to give us the following information:

1. A description of your system configuration, including…

    •   Macintosh System Manufacturer and Model

    •   System RAM

    •   System Software Version

    •   Startup files in use on your system

2. A detailed description of your problem including where and when it happens.

We'll probably be able to give you the most help if you're sitting in front of your computer and can take some time to work with us in solving your problem.

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We are also available by phone Monday–Friday from 8:30am–4:30pm PST.

Casady & Greene Live Technical Support 831-484-9228
Casady & Greene 24-hour FAX 831-484-9218

Or you can write us at:

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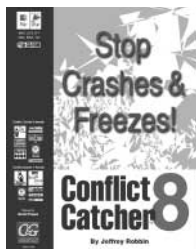
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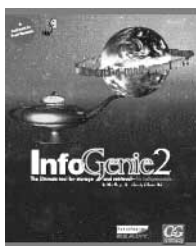**MAC Requirements:** Mac OS 7.5–9.x. Power Mac native. CD-ROM drive. Does not work on Macintosh Plus, SE series, Classic series, or Powerbook 100. The Clean-Install System Merge feature is optimized for the U.S. operating system.

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