The Software Toolworks® presents



Quick Start Card for the Macintosh® CD-ROM

## SYSTEM REQUIREMENTS

To run Maniac Sports, you need these minimum system requirements:

- · Macintosh with 256 color, 13-inch or larger monitor
- At least 4 MB of memory with 2.5 MB available
- System 7.0 or later
- Macintosh-compatible CD-ROM drive with 150 KB/sec transfer rate or faster

# ADDING QUICHTIME®

This program requires QuickTime 1.6 or later. If you have this software, go directly to **Launching Maniac Sports** below. If you don't have QuickTime or have an older version, take the following steps to load it from the CD-ROM disc.

- 1. Put the disc in your CD-ROM drive with the label side up.
- 2. Open the QuickTime folder.
- 3. Drag the QuickTime icon into your System folder.
- 4. Answer **Yes** when asked if QuickTime can be put in the Extensions folder.
- 5. Restart your Macintosh.

Note: For Power Macs, use the QuickTime 1.6.2 (or later) version supplied with your computer.

#### LAUNCHING MANIAC SPORTS

- 1. Put the disc in your CD-ROM drive with the label side up.
- Double click the Maniac Sports application icon to start the program.

### PLAYING MANIAC SPORTS

After you launch the program, take these steps:

1. Run the safety message, then click the Maniac Sports application

- 2. After the opening credits, click one of these buttons:
  - First Timer Go to the Sports screen and get instructions.
  - Vet Go to the Sports screen without instructions.



SPORTS SCREEN

3. On the Sports and other screens, click icons on the Tool Bar as follows (when an X appears over an icon, it is not active): Tomato - Return to the previous screen.

Gas Pedal - Change video speed. One click increases speed; the second click slows it down; the third click returns to normal speed.

**Spray Paint** - Click the paint can to spray graffiti. Click the can again to turn off. When graffiti is on, you can click the nozzle to change colors. Go ahead and spray a message onscreen!

Flare Gun - Get help on using icons and the spacebar.

Plug - Exit the program. At the next screen, click the Exit label to return to the Macintosh desktop.

Globe - Return to the Sports screen and pick another sport or play the Mondo Rock game.

Note: Press Spacebar to show the Maniac Sports menu, where you can set volume, restart, or quit the program. Press Spacebar again to hide the menu bar.

- 4. On the **Sports** screen you can click **Mondo Rock** to play the rock climbing game (see step 7 below), or click one of these sports:
  - Bungee Jumping
- Skateboarding
  - Surfing

- Windsurfing
- · Extreme Skiing
- Sky Diving
- White Water Kayaking
   Mountain Biking
- Rock Climbing

For each sport a menu screen appears. For example, here is the **Bungee** Jumping menu.



5. On every sport's menu, you can click tools on the Tool Bar or these icons on the screen:

Equipment - Review the gear needed to do this sport.

Training - Learn the basics of the sport.

History - Find out the historical background of the sport.

Risks - Consider the dangers!

Pros - Listen to the pros talk about their sports.

Go - You're on your way!

- 6. To exit, click the **Plug** tool then the **Exit** label that appears, or press Spacebar to show the menu and choose Quit Maniac Sports.
- 7. Click on the mountain to play Mondo Rock. Click Intro for instructions or Start to begin game play.

Moving the cursor around the climber changes the cursor arrow, indicating possible directions you can move. Climber comments will indicate if you have clicked on areas that are inaccessible or too far away.

The game has 6 altitudes, with each altitude made up of a number of different levels. Located in the interface, on the side of the screen are your altitude and energy meters. These meters indicate how far you've climbed and how much energy you have left. The game

begins with a full energy meter and 5 climber icons, which represent the number of lives you have. One climber icon appears on the start square with 4 in reserve. As your climber moves higher, you will encounter increasing hazards like scorpions, snagging bushes, snakes, and crumbly rock which cause your energy to drop. Other energy draining hazards are snowstorms, random falling rocks, slippery ice, and attacking birds. If the energy level on the meter drops to zero, you lose a life, and your climber falls to the bottom of the screen. A new climber icon will appear in the start square of that level, and you will now have 3 climber icons in reserve. If all 5 of your climber lives are used, you will begin again at the first level of the altitude you were in with a full energy meter and 5 new climber icons.

Keep up your climber's energy level by grabbing drinks, snacks, snakebite kits or even some shut-eye along the way. Bonus levels allow you to move your climber freely for 30 seconds to grab as many rewards as possible.

When your climber reaches the top of an altitude, you get a password. The next time you play, click on the password button, then type the password to start at that altitude.

Press the **spacebar** to access volume controls and to turn off music and climber's voice.

#### TECHNICAL SUPPORT

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