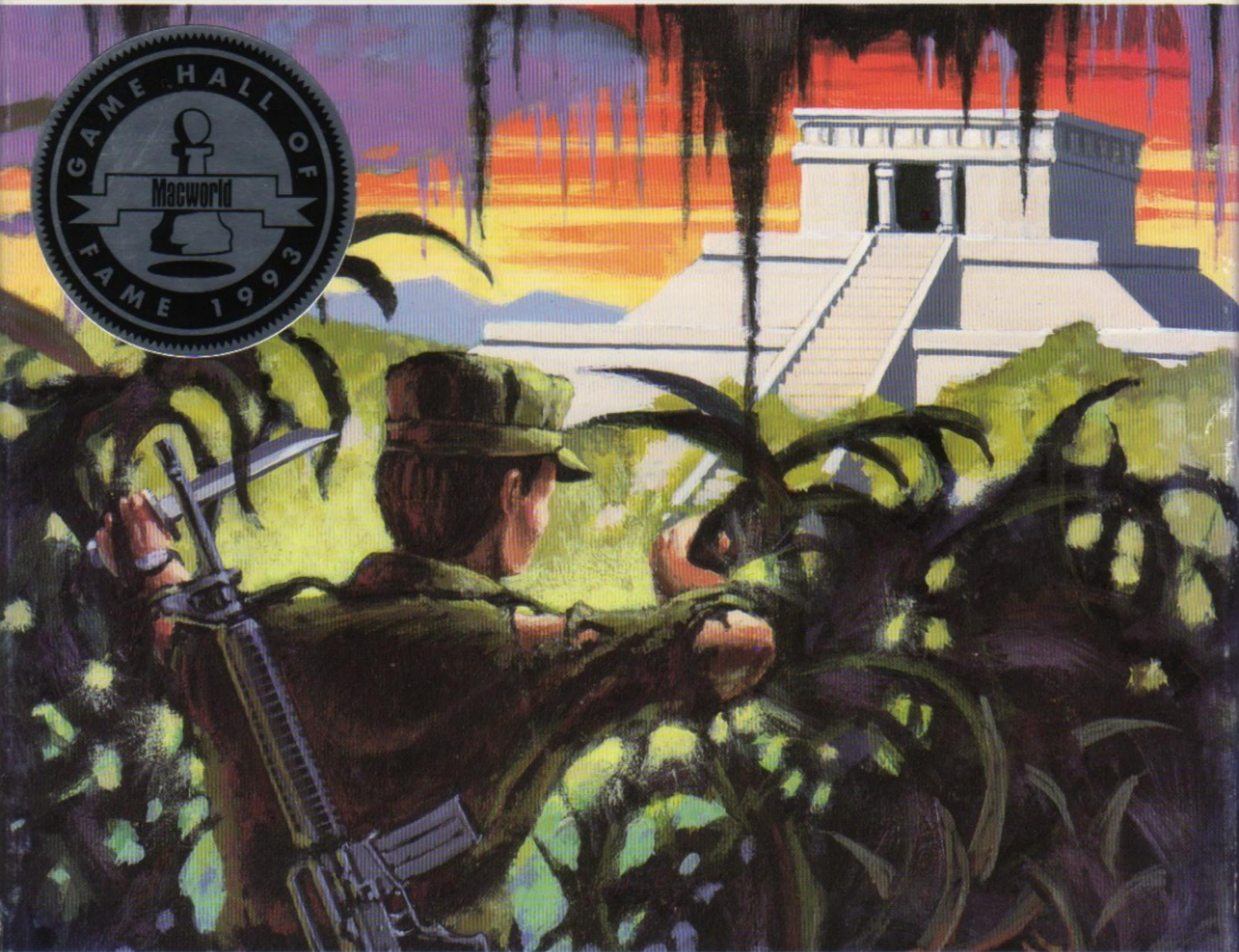


PATHWAYS INTO DARKNESS



Macintosh Entertainment

Requires 8-Bit (256) Color Equipped Macintosh Computer with 2 megs of free RAM, System 6.0.5 or higher and a hard disk. Includes 3.5" 800K disks.

BUNGIE 
Bungie Software Products Corporation

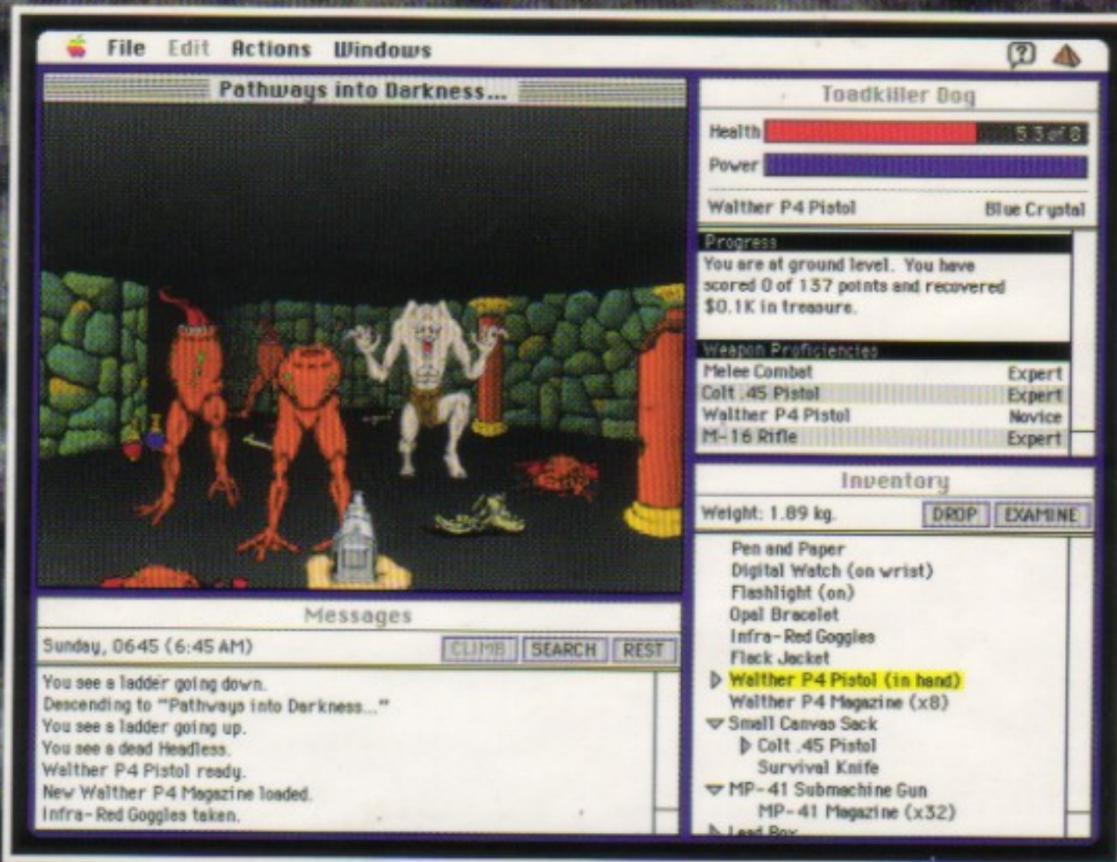
Continuous-Motion, 3-D, Texture-Mapped Adventure!

"The alien projection appeared in the early Spring of 1993, flickering suddenly into existence deep within the Pentagon in Washington, DC. The hologram of the Jjaro diplomat interrupted, quite deliberately, an important briefing of the President by his senior military staff. It told them they had six days to save the world..."

Unlike traditional 3-D game designs that employ polygon graphics, Pathways Into Darkness offers texture mapping. Real-time texture mapping creates very realistic three dimensional scenes which transport you directly into the action. It's the closest you can get to virtual reality without a helmet!

Features:

- Continuous-motion, 3-D, texture-mapped, 8-bit (256) color graphics
- Active panning stereo sound
- Spectacular graphical effects
- Intuitive Macintosh interface
- Over 4,000,000 square feet of terrain to explore
- Many puzzles to solve
- Resizable graphics window to fit any size monitor
- High resolution graphics with an optional "performance mode" for slower computers
- "Automapping" feature that tracks your every move
- Intriguing monsters and characters woven into an engrossing plot

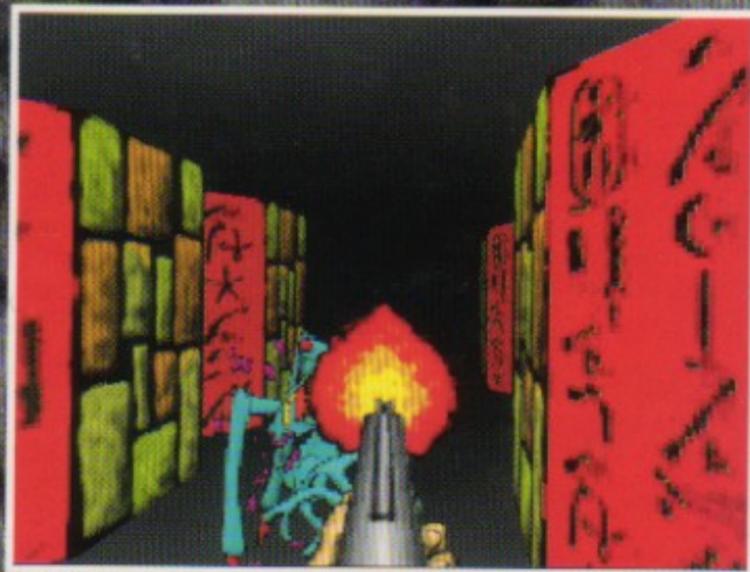


The intuitive Macintosh interface makes Pathways Into Darkness easy to learn and fun to play.

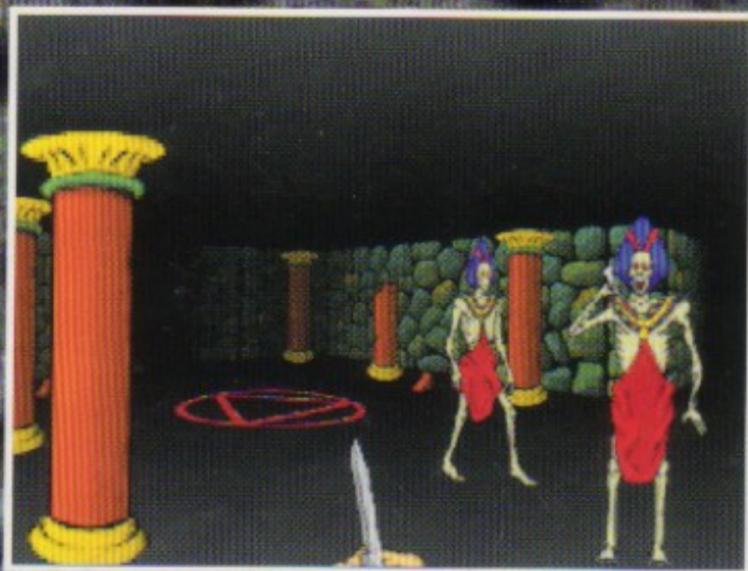
Pathways Into Darkness takes place in an ancient pyramid on the Yucatan Peninsula. As a member of a secret special forces team, you have been dropped by parachute near the site of a pre-historic asteroid impact. During your parachute drop you are separated from the rest of your team. Unable to locate them, you assume they are lost, or worse, and embark on your mission to save the world, alone.



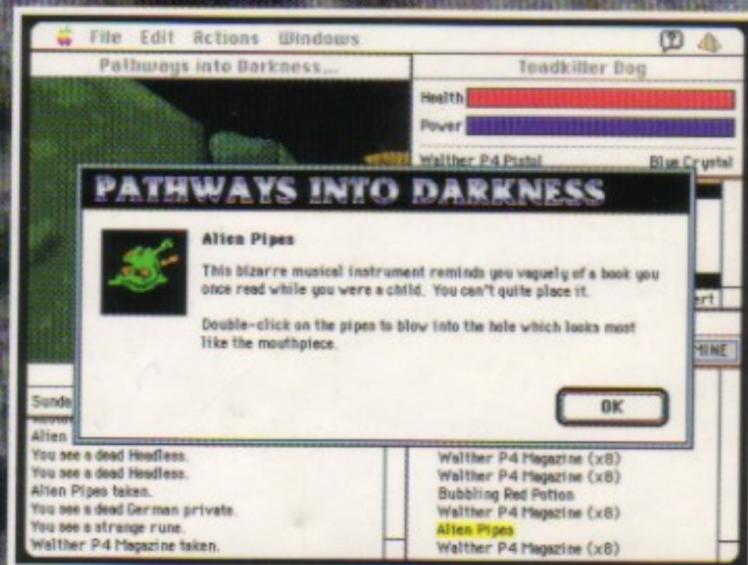
Firepower alone won't solve all your problems. You'll need to use your wits to get by many obstacles.



The M-79 Grenade Launcher rules!



Confront a multitude of deadly creatures.



There are many strange objects in the pyramid that might help you on your mission.

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"Pathways Into Darkness is gorgeous, extremely Mac-like, and incredibly addicting - one of the best Mac games of all time."

- Bob LeVitus, author of Dr. Macintosh and a bunch of other Macintosh books.

"Pathways has it all — a bone chilling plot, incredibly scary monsters, and the most breathtaking 3-D graphics you'll ever see in a Macintosh game."

- Tuncer Deniz, editor-in-chief Inside Mac Games

PATHWAYS INTO DARKNESS

MAC GAME

BUNGIE 

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**PATHWAYS
INTO DARKNESS**

Pathways/Hint Book



7 61521 00750 2

PATHWAYS INTO DARKNESS

Disk 1: Installation Disk

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PATHWAYS INTO DARKNESS

Disk 2

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Disk 3

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RELEASE NOTES

March 21, 1994. These notes contain important information that just didn't make it into the manual. The instructions printed here supercede those in the manual.

VERSION
2.0

We have new phone numbers

Tel: (312) 563-6200, Fax: (312) 563-0545, new AOL address too: Bungie1

Sound Manager 3.0

The Pathways Installer no longer automatically installs Sound Manager 3.0. All new Macintoshes come with it pre-installed. If you don't already have it drag the "Sound" Control Panel and the "Sound Manager" Extension from the #3 Pathways Installer Disk onto your System Folder.

For Sound Manager 3.0 to load correctly you need one of the following:

- 1) System 7.0 **and** Quicktime 1.5 or higher. *or*
- 2) System 7.1 or higher

Also, some Macintoshes do not have stereo output jacks and, hence, Sound Manager 3.0's stereo option will be unavailable. Non-stereo Macintoshes include the LC models and the IIVX. If you experience difficulties using the Sound Manager 3.0 software contact Apple Computer at 1 800 767 2775.

Installation problems

Most installation problems can be cured by the following:

- 1) Copy the three installation files to your hard drive. Make sure all three files are in the same folder.
- 2) Restart your computer with extensions off. To do this, hold down the shift key during startup cycle.
- 3) Run the installer from your hard drive.

If you still have problems call us at (312) 563-6200.

A word about dodging...

Dodging is an important part of playing Pathways. Learn to dodge. Remember that you can't dodge while standing in a corridor; they're too narrow. You need to be in an open space to dodge.

New Mouse Control

If you have chosen Mouse Control in Pathway's preferences dialog, the cursor will take the shape of an arrow when placed over the world view window. Press the mouse button to move your character in the direction of the arrow. Press the space bar or return key to fire.

Power Macintosh Support

Pathways Into Darkness now supports the Power Macintosh line of computers with "native" code designed specifically to take advantage of the PowerPC's Risc architecture. If you have a Power Macintosh you're cool.

ORDER FORM

Hint Book, \$11.00

So you're dying to know what the Amethyst Ring does, or where the secret doors are; maybe you just want to know what's in the labyrinth. Well the hint book tells you everything. The *Official Pathways Into Darkness Hint Book* explains all the items, monsters, levels and puzzles with detailed maps and explorer's notes.

T-Shirt, \$14.00

You can be stylin' wearing this 100% Cotton, heavy weight, full color T-Shirt around town. Features the Pathways Into Darkness logo and box art.

Minotaur 2-Pack, \$44.00

Multi-Player Carnage for the Mac. Runs over modem and/or AppleTalk networks. See the last page of your Pathways manual for a full description.

- All domestic orders ship via 2-Day US Priority Mail, shipping charge is \$3.00.
- Overnight shipping is available for \$9.00.
- Illinois residents must add 8.75% sales tax.
- International Orders ship via US Air Mail, International shipping charge is \$7.00.



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Marathon

\$69.99



On board the intergalactic colony ship Marathon things have gone horribly wrong. You are the last hope for defending the Marathon against an onslaught of hostile aliens. Weapons range from Assault Rifles with Grenade Option to Rocket Launchers and Flame Throwers.

- Texture Mapped, 3-D, Continuous-Motion Graphics
- In-Your-Face Network Carnage (Up to 8 players)
- Digital Soundtrack
- Interactive Lighting Effects
- Full Screen Graphics with 5 Degrees of Freedom
- "Live" Automapping Feature That Tracks Your Every Move
- High Resolution Graphics in 8 or 16 bit color



Pathways Into Darkness

\$69.99



You'll explore an ancient pyramid on your mission to save the world from a hostile alien demon. Explore miles of catacombs through a smooth scrolling, first-person interface. Pathways has loads of weapons and scores of monsters to conquer; not to mention a real plot with interesting characters.

- Texture Mapped, 3-D, Continuous-Motion Graphics
- Active Panning Stereo Sound
- Automapping Feature That Tracks Your Every Move
- High Resolution Graphics in 8 bit color
- Many Puzzles to Solve
- Intriguing monsters and characters
- Intuitive Macintosh Interface



Minotaur, The Labyrinths of Crete

\$45.00



HEY! If you're into network games, you gotta get Minotaur. Experience the first Mac game to be designed SOLELY for network play. Each package contains two disks for play over network, modem, or direct serial link. Up to seven plays enter the labyrinth, only one comes out! You create your own Medieval Character and explore

the Labyrinths of Crete to find weapons, spells, magical items, and a whole lot more! Use these along with your skill and wit to outsmart your opponents. Seven pack available for \$125.00.

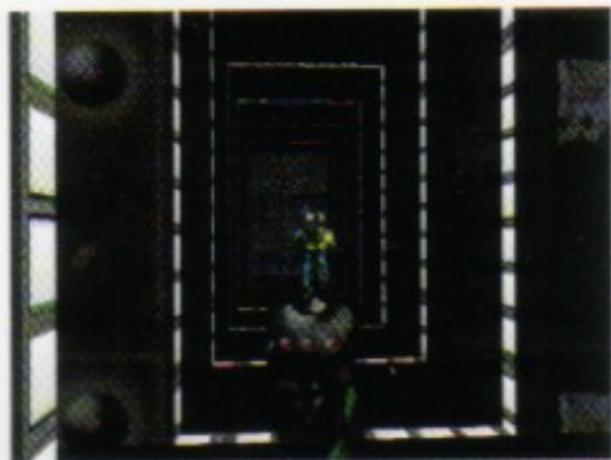


Marathon Network Player

\$14.00



Do you like to play Marathon over the network? Need to add more players to your game? Buy this! Includes one Marathon network only player (cannot play single player scenarios).



Warning: We are not responsible for loss of job, family, or sanity!

Marathon 20/10 Scenario Pack

\$25.00



Wwwhhooooaaaaa! More Marathon levels! Yeah! 20 brand new levels designed just for network play. New programming allows for head to head, cooperative, capture the flag, dog pile on the rabbit and other scenario objectives. Also includes 10 bonus single player carnage levels. New stuff awaits your every turn making this a must

have for everyone.

Available March 1995.



HELP! I'm Stuck!

You need hints?, tips?, a friendly guide? Here ya go:

... BUT THEY'RE HUNGRY

The Pyramid, Elevation: 3.0m

How do I get those damned Phantoms the black ghosts?
If it seems like they are immune to physical weapons, it's because they are. You need to use the Blue Crystal that you found on 'They May Be Slow...' to kill them. If you didn't get the crystal, you need to go back and get it before you can progress much further. Note: When you do get the crystal, don't start using it on everything you meet. The crystals do not last.



Additional tips

* There are two, completely opposite sections to this level, and the only way from one to the other is through the back door and back to the entrance.

Minotaur Survival Guide (\$4)

Explains hidden features, combat system, and tip and traps to play on your networked opponents.

Pathways Hint Book (\$11)

Level by level solution of the puzzles, detailed maps, and explanation of monsters, items, weapons, and crystals.

Marathon Survival Guide (\$19)

Gets you through the levels, with maps and hints. Also contains tips for playing network games and beating your opponents!

I'm Naked and it's cold!

\$14.00

Well, then get yourself one of these 100% cotton T-Shirts!

Minotaur: Minotaur hand logo on the front, phrase "Kill your enemies, Kill your friends' enemies, Kill your friends" on the back.

Pathways: Gas beast on the front

Marathon (A): Marathon Logo on the front, Marathon and Bungie Logos on the back.

Marathon (B): Marathon Logo on the Front, Phfor character on the back with phrase, "Guns don't kill people, Phfor do."

Bungie (A): Bungie logo on front, phrase "Don't make us kick your ass." on back.

Bungie (B): Phfor character on front in slam dunk pose, Bungie Credo "Just Vid It" on the back.

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INTERNET: BUNGIE1@AOL.COM

FAX: 312.563.0545

312.563.6200

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- Overnight shipping is available for \$9.00.
- Illinois residents must add 8.75% sales tax.
- International Orders ship via US Air Mail, international shipping charge is \$7.00.

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Signature: _____

QuePad

Special Bundle Price— QuePad \$34.95

Includes GridLock Game (additional \$29.95 value)



QuePad® is the most versatile game pad for the Mac. You can configure it to move the cursor or emulate the keyboard for fast response and higher scores. The QuePad's adaptable buttons give you the edge in control needed for today's lightning fast games. There are two additional switches that are great for weapon selection etc.... In cursor control mode you can have the cursor move at 4 different speeds. Or you can assign keystrokes for directional control. The QuePad is the ideal controller to save wear and tear on your keyboard because you can assign any game command to any of the buttons and switches. The QuePad now comes with it's own arcade game GridLock, fast action and quick decisions allow you to outwit your opponents and come out victorious.



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