S P E C T R E™

USER REFERENCE MANUAL

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Publisher's Note

The story and concept contained in this computer game and its reference manuals are a work of fiction. The characters, incidents, locales and dialogues are either products of the authors' imaginations or are used fictitiously and not to be construed as real. Any resemblance to actual events, locales or persons, living or dead, is entirely coincidental. Really.

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Notice

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Welcome to Spectre! We think you will find Spectre to be one of the most enjoyable games you've ever played. We have tried our best to combine high-speed graphics, addictive gameplay, networking capabilities, intense action and FUN!

How to Use This Manual

Experienced Users

If you're familiar with the Macintosh, you should skip to the next section to learn how to INSTALL and RUN Spectre. Then select Play from the main menu to start. Hey, nothing to it, just do it! To learn about the keyboard layout, simply refer to the QUICK REFERENCE CARD. This will get you started on the first levels. Come back to this manual when you attain level 10.

New Macintosh Owners

If you're new to computers or new to the Macintosh, or have never used a product like this before before, this chapter is for you.

If you see computer related terms that look unfamiliar to you, you should consult the manual that came with your Macintosh computer.

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GETTING THE PROGRAM TO RUN WITH A MINIMUM OF FUSS

Spectre requires the following equipment in order to run:

- A Macintosh Plus or better
- One Megabyte of RAM (at least 750K free)
- A 3.5" diskette drive
- System 6.0.3 or later

We also recommend that you use:

- A Macintosh with as fast a processor as possible
- A minimum of 1350K free RAM for full graphics and sound support
- A hard disk drive
- An 8-bit color card and monitor
- Several friends and an AppleTalk network

If you are not sure if you have the proper configuration, or some of these terms look strange to you, consult your computer dealer for more information. Please continue reading to learn about how to INSTALL Spectre.

Installing Spectre

Spectre may be installed to a hard disk drive. A hard disk disk is preferred and will be much more convenient for you to use. There is NO disk-based copy protection, so you don't have to worry about things like hidden files. To install Spectre, all you have to do is:

Step 1 Turn on your computer and 'BOOT UP' normally.
Step 2 Insert the Spectre Diskette #1 in a diskette drive
Step 3 Drag the Spectre icon from the Floppy Disk to the Hard Disk

That's all there is to it!

After You Install Spectre

After you install, you can run the program. New computer users can follow the detailed instructions below.

To run Spectre, perform the following instructions:

Step 1 Double click on the Spectre Icon in order to start playing
Step 2 Enter serial # located on disk label. You only have to do this step once.

Now, aren't you glad you bought the Mac instead of the PC clone?

Please register this copy of Spectre (the serial number is printed on the Spectre disk)

Name: John Smith

Serial Number:

Cancel   OK

Name and Serial Number Dialog

STARTUP OPTIONS

If you have a Mac II with a color or gray scale monitor, Spectre will automatically boot up in the best available video mode. In order to view the game with filled polygons and gradient backgrounds, rather than vector line representations, you need to have at least 1350K of free RAM in your system. Also, if you have less than 950K of free RAM, you will not be able to hear the full sound set.

HAVING TROUBLE?

If the above didn't work correctly for you, there may be something 'in' your computer system configuration causing trouble. Spectre has been tested on ALL types of Macintoshes, but it is IMPOSSIBLE to simulate each user's individual configuration, especially if you are using third party hardware or software drivers.

In the event of difficulties, the two MOST IMPORTANT things to try are:

1. Try 'BOOTING-UP' your computer with more free RAM. Try turning off some of your inits, or your accelerator board, if possible.

2. If the above doesn't work, try running Spectre on a DIFFERENT computer. Perhaps a friend's machine or one at work (as long as the boss doesn't mind). This will tell us if your machine has a hardware conflict.

Please consult the TECHNICAL INFORMATION section if you're still having trouble.

TUTORIAL

This short tutorial will get you up and playing in minutes. With a couple of keystrokes you will learn some of Spectre's most important features.

If you have followed the instructions on the preceding pages, you should be able to launch Spectre. Once the Main Menu appears on your screen, select PLAY by clicking on it with the mouse or pressing either the **P** or the **RETURN** key.

After selecting the Play button, the vehicle selection dialog appears. Choose the Balanced Spectre vehicle for this first time. Different vehicles are useful for various strategies, and each of the four has its own strengths and weaknesses. Select the vehicle by double clicking on the animated icon or click on the PLAY button with the mouse or press the **RETURN** key, and you will see the words "Level 1" spin up on your screen, and then you will descend into the Arena.

Notice the keyboard layout. The **8** and the **2** move you forwards and backwards. The **4** and the **6** keys turn you to the left and right. Try the **4** or **6** key and hold it down. Do you see a little enemy tank approaching you? Right about now, they should be firing at you, and your vehicle should be taking a hit or two. Line up the enemy robot craft in your sights, and press the **Space Bar** and this will fire a cannon at him. If you hit him, he will blow up. Do this for any other enemy tank in your sights.

Now try the **8** key in combination with the **4** or **6** key to practice moving around in the Arena. Get used to how it feels to move around. If you prefer, you can press the **Tab** key, and this

will give you an external camera view. Pressing the **Tab** key again brings you to an overhead map view, and the third time toggles you back into the internal cockpit view. Use the **+** and **-** keys to zoom in/out in the external and overhead map views. In the forward view you also have a radar in the upper right corner that allows you to locate enemy craft, ammo dumps and flags. Your tank is in the middle of the radar and the arena rotates around your position.

The single player game is played in levels of increasing difficulty. To complete a level, you must collect all the flags on the level, while avoiding or destroying the enemy robot tanks. Drive around until you see a flag. To collect a flag, just run over it, at which point you will hear a sound. If you see a robot tank, shoot it. You receive an extra bonus if you destroy all the tanks during a level before collecting all flags.

If you haven't returned to the internal view, do so now by pressing the **Tab** key once or twice. There are a few other things you should note. First, every time a robot tank's cannon hits you, you lose shield strength. This is noted in the damage level. Every time you shoot your cannon, you lose ammo. This is noted in your ammo count. To rearm and boost your shield strength, simply drive over an ammo dump, signified by the undulating squares scattered all over the ground in the Arena.

When you're done experimenting, press < ─Q> to leave the Arena and return to the Main Menu.
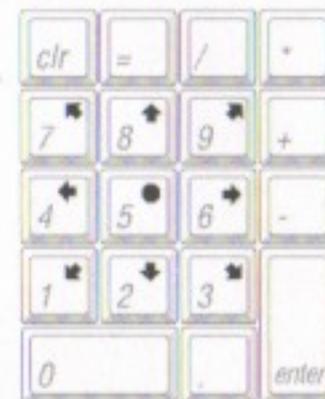
Keypad Controls

Spectre is based on something called simulated reality, or cyberspace. By reading this chapter, you will become acquainted with the underlying concepts, so that you may understand how the game is played.

Experienced Users

Hope you like cyberpunk. Here's a dose of it.

THE STORY SO FAR...

It was blistering. Hot as hell. So humid that every thirty seconds or so, Hart could feel a bead of sweat slowly trickling down his side. Three hours after sundown, and it was still like an oven. Ever since the runaway green-house effect had turned Earth into a sauna, the discomfort level was unbearable. Even in the northern latitudes, in places like in NuYork, Oslo and Vancouver, where everyone normal had relocated, the situation was getting pretty much intolerable. Normal. Ha. *Normal* just meant having a dismal hope of living 9-2-5. But down here in Nu L.A., it was unbeliev-able. Worst summer in years. The homeless were dying of heat prostra-tion, instead of freezing to death like they did hundreds of years ago.

Hart continued trudging down the street, like a camel. Slow deliberate steps. Conserving strength. But even without thinking, he had the reflexes to avoid bumping into the sweltering mass of the homeless and hopeless milling about on the street. Shoulda listened to the weather A.I., and hailed a cab from the hotel. But Hart just didn't want to pay extra to the driver for the drive into the Combat Zone in what was left of downtown. Hey, he figured, it was just a short walk to the best bar around. Well, the best bar around for guys like him. Yeah, Corley's. And it was somewhere around here. He was sure of it. Another few minutes. It had to be around here somewhere.

His beat up Special Forces beret kept his shaved head relatively comfort-able. Considering. Ah, there it is, the neon sign. Corley's with an "e". He trudged up to the automatic door, which was broken like most other electro-mechanical devices in this day and age. With all the miracles they'd come up with in the last three hundred and fifty years since the invention of atomic power, couldn't they get the dimwit multinationals to invent a concept to replace their credo of *planned obsolescence*? They spent billions of credits on research to put artificial intelligence into things just so machines would know the exact worst time to break down. That exact instant when you'd pay anything to have it working again. What a racket.

Hart pulled open the door, and a blast of conditioned air hit him. Ah, he breathed, just standing there for a second. It was better than sex. Well, not quite. He walked in. It was a dive, but a carefully constructed nostalgia dive. A waterfront bar for longshore-men, the only problem being that it was about twenty miles from the nearest harbor. A couple of the regulars looked up, took notice and went back to their beers. Hart scowled. He hated holograms. The owners thought it would be nice to touch up the crowd with a few long-shoremen types. Gimme a break. Least they could do was not insult the intelligence of the customer.

Hart walked up to the bar, slid onto a stool, adjusted his muscular frame, and took off his beret. Suddenly the real customers looked up at him. His gleaming bald head shined like a

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beacon - Hart was showing off his scars. Every time the electrodes pierced into his head, they left little pockmarks. And Hart's head was literally covered with scars. He felt the respect of the bar's regulars. It was a real and tangible substance, respect. It meant a lot to him, 'cause frankly, the pay stank. Hart didn't look like the average cyberjock. Most were emaciated and looked like they longed a little too much for the hookup. Hart took care of himself, worked out with weights two hours a day, and kept himself looking like an athlete. He was determined not to get too hooked on the cyberspace high, 'cause that was the easiest way to burn out. Cyberspace was *very* addictive. If you start getting dependent on it, you get good fast, but you fizzle even faster.

Hart was a cyberjock to the core. He lived for the sole purpose of fighting in the Arena. That electronic simulated battlefield floating in cyberspace. And he didn't take the sissy's way out, getting fitted with a socket. No way, man. Even though every time the electrodes went in, it killed a few hundred thousand neurons, you just couldn't get close and personal to the hardware unless you had a direct connection. It was like riding a motorcycle without a helmet. Like a boxer showing off a few scars around the eyes. It meant that you didn't give a damn. It meant that you were absolutely serious about the Arena. It meant that you weren't no lousy palooka. It meant that people could bet on you to do your best. But most

importantly, it meant that you had a few microseconds advantage over any sockethead who wore a superconducting magnetometer. The more layers of intermediary firmware you had to go through, the slower your reflexes. And in the Arena, timing and speed were everything.

The bartender came up. "Whad'ya have?"
    "Beer."
    "Yeah."
    "The real stuff. None of that synthehol stuff."
    "Yeah…" gruffed the bartender.
    "Say…"
    "You gotta be looking for Sousa."
    "Yeah." Hart was getting depressed. Sousa was the hottest cyberfight promoter in these parts. He was handling some new kid. Someone named Spectre. Nobody knew who he was, but he was supposed to be *lasersharp*.
    "Well. He ain't around."
    "Too bad."
    "But if you leave a message, maybe I could get it to him."

Tip time. What should he give him? Twenty credits? Fifty? How many cyberboxers came into the place looking to get in the Arena with Spectre. How many. Here he was, just another punk looking for a match.

"Excuuuuse me…." Hart felt this amazing voice vibrate and purr, grabbing his attention. The voice felt warm, like warmed up honey in milk with a whole lot of sex stirred in. Hart turned his head. Whoa. Redhead.

"Mr. Sousa is in the back room and he'd be willing to speak with you, Mr. Hart," she added, keeping it up. The

purring. Whoa. What a body. Had to be synthetic. No way you could defy gravity like that here on Earth. Hey, wait a minute, how did she know his name?

"Hey, how did..." began Hart.

Before he could finish, the redhead spun around and headed for the back room. Hart got up and followed her into the room behind the beaded curtain.

The room in which the great Mr. Sousa worked was quite modest. Really. Except for the monster computer he was chipped into. A tangled web of circuits extruded from his head to the supercomputer. It was a ghastly sight.

"Welcome, Mr. Hart," Sousa smiled. The smile sent a chill up Hart's spine.

"Hey. How'ya doin'."

"Your reputation precedes you."

Chilling thought. This guy must be hooked into just about every database there is. Lives in cyberspace. Probably thinks I'm just an image in code space.

"Thanks. You too."

"Do I repulse you?"

"Uh... what?"

"It may seem distasteful, but I find that it gives me a slight edge to be internetworked in real time to every paramutuel betting computer in the known world." Hart scowled, thinking, 'I'll bet you do. Just face it buddy, it ain't the money. You're addicted to cyberspace. All you gotta do is admit it. Hi, I'm Sousa and I'm a code-dependent.'

Sousa continued. "For example, I know exactly who you are. That you're a respectable cyberfighter, who had a future until you were forced to leave

the New York Gleason Network because you refused to throw a fight to King Ratface. Very admirable. But a relatively stupid action."

"Hey, I ain't no palooka!"

"Obviously."

"Well."

"So, Mr. Hart. You're here to take on my champion."

"Yeah. I'm looking for a good clean fight."

"Hmm. And why should I let you ruin the best meal ticket I ever had? What's in it for me?"

Hart had to think about this for a minute. What *was* in it for him? If Spectre loses, Sousa loses big time. If I lose to Spectre, Sousa don't make all that much.

"For you? Well, what are the odds against me?"

Sousa looked up at the ceiling, but Hart knew that he was lost in cyberspace. Collecting, analysing, sorting... Suddenly, the status lights on the computer behind him began flashing vigorously. Sousa came back. "Well, Mr. Hart, you're 32 and 2, 27 of which by KO, which is a great record, so the odds are only 7 to 2 against you. However, it may be possible that Ratface sent you as a converted operative, and is planning to hustle me on the spread. But on the other hand, you *are* a known cyberfighter. Hmm, an interesting problem..."

Hart knew he had him. "Hey, all I'm looking for is a shot. If you let me go up against Spectre, you can have my contract, okay?"

Sousa's eye's widened in response, and the mainframe behind him began accessing his legal A.I. "Yes, I could bury Ratface in interrogatories and discovery motions for eight months, end-run his restraining orders, and sign you for at least six months after the fight. And of course, if you do burn me, I'll have the pleasure of seeing you killed."

Hart maintained his poker face.

Sousa smiled, but it was an empty gesture. Poker requires humanity, and Sousa had lost far too much of it to look like anything but a machine.
    "A standard contract should be sufficient?" Sousa chirped.
    "Just gimme an advance."
    "Five thousand credits?" Hart nodded. "And the fight is in two weeks."
    "Deal."
    "Ah..." Sousa's eyes had glazed over. A bit of spittle accumulated on his lower lip. So deep into cyberspace he had lost control of body functions. He had obviously begun taking bets on the fight, and was lost in the adrenaline of the wager. Geez, this is one gambler who desperately needed a twelve step program. Hart got up to leave. What a sorry state humanity had fallen into. Turning toward the door, he saw the girl again, her cat eyes shining and Chelshire smile so brilliant her body disappeared. Well, maybe not so sorry a state after all. She smiled at him, and he returned his best cement mixer grin. Last chance to get lucky before training.

Waking up in his capsule, Hart found the girl sleeping next to him. She was snoring gently. He sat up, a little too quickly, and he felt his head spin. Damn it. Drank a little too much last night. In fact, he couldn't even remember if she was any fun in the sack. He looked at the room. It was a standard capsule hotel. With a room eight feet long by six feet wide by four feet high. Just enough to sleep in, but never enough to feel like you mean anything to the world. Blast these Japanese inventions. Always trying to come up with stuff that makes their size an advantage over the Western gai jin. He shook the girl by the shoulder. "Hey, babe."
    "Mmmm..." she responded.
    "Hey, darling. It's time to get up."
    "Mmmm! What'dya mean? It's still 7:38."

Hart felt that chill. She didn't look at a watch, so she had to be chipped up. Just perfect. She probably had a Motorola cellchip embedded somewhere in that lovely head of hers, so she could be linked into whatever computer her boss was using. The perfect secretary was a mindreader, courtesy of invivo cellular computer communications technology. This obviously meant Sousa had sent her along to keep an eye on him, and probably even watched her download of his sexual performance last night. Damn it! He hated tech stuff getting so deep into his private life!
    "Hey, babe, get your circuits up and back to Sousa."
    "Oh... honey...." She peeked an eye at him, confused but affectionately. "Good morning, babe... Hey, what happened?" Her hair was definitely a mess, but she was still quite a knock-out.

"You can request your mainframe for an instant replay."

"Oh. That's why you're in such a fine mood."

"It's just that I don't appreciate being used."

"Oh, really? So why don't you tell me my first name, Hart." Good point. He screwed up on this one. He really couldn't remember it. Touché.

"Uh. Okay. I'm sorry. I used you. You used me. We're even."

"Sure. Don't sweat it."

"So what *is* your name."

"Daphne. And for your information, I logged out for the night, last night. I wasn't on line."

"Really? I bet you say that to all the guys."

"Okay. I give up." She sat up, grabbed for her clothes and started getting dressed. Obviously, she was very ticked off at Hart. Her bottom started waving goodbye to Hart. It was such a lovely sight that he melted.

"Okay, okay... Sorry. It just spooks me that your creep of a boss may have been watching me from behind your eyes."

She stopped. She was still a bit upset. Suddenly, a look of indecision crossed her face, and the anger passed. She popped her blouse back off, tossed to the corner of the capsule room, and got under the temperature adjusted covers. "Got any room service in this dump? Let's work up an appetite!"

Besides, he could always start training tomorrow.

Two weeks passed like a kidney stone. Training was tough. It always was. Pain. Blood. Exhaustion. And then more pain. And he had to do it

again today. All in the name of speeding up his reflexes. Pain makes man do incredible things. But he wasn't looking forward to it. His interneural response rate was pretty fast, but still not up to peak performance. He sat down in the console, with the padded seats, and adjusted the harness. The tech, a smiling teenage hacker appropriately named Smiley, brought over the electrode helmet. Man he hated this part. Smiley smiled, and swabbed Hart's entire head with alcohol. And placed the helmet on his shiny bald head. It attached itself with a slurp, and the eye shutters closed. Darkness. He heard Smiley, muffled as if talking from under a pillow or something. "Ready?"

Hart gave him the hand signal for standing by.

Now the hard part. Suddenly, Hart heard the grinding of the tiny motors that preceded the electrode needles beginning their journey into his skull. Down through the skin, then entering the little holes in his skull made by previous insertion runs, and finally lodging into his cortex. Right into the ol' gray matter. Ah!!! PAINPAINPAIN. The needles were scraping, looking for the skull channels. PAINHATEPAIN. Nostrils flared and breathing rate jumped to control the pain. PAINPLEASEDON'T!!! Hart regulated his breathing, trying to maintain an alpha brain state. Finally, the local anesthetics were released and took hold and began to numb his skull. And then he felt the injection of the neuro-endorphins, now flooding his brain.

Ah. Yes. Yes. Yes! He felt his brain go warm. Fuzzy, comfortable, like staying home from school during a thunderstorm. Then the circuitry began cutting in. He saw the status panel materialize in the dark space in front of him. A dislocated voice popped up in the darkness.

"Hart! Are you on line?"

He couldn't feel his body anymore. All muscular control and nerve input was shunted over to the computer now. No body or the absence of body. No breath or the absence of breath. No light or the absence of light. He thought a beam to Smiley, "Yeah. I'm in here. Standing by."

"Great. Comm bus is up. We're gonna boot up the Arena software set now."

Hart waited. Suddenly, a flash of hot burning light surrounded him. And he felt the sense of motion. Fast and beginning to accelerate. The bright flashes of light and cacophonous sounds began to overpower him, and he began to feel PAINPAINPAIN again. Hart controlled his mind, and re-entered the state of alpha, but now he felt like he was flying into a neutron star or a black hole or something, feeling his consciousness stretched out into infinity. An intense white light began to grow, bathing him, and surrounding him, and Hart was no longer Hart, it was just some old name, like in a past life that doesn't

matter, and he began to merge with the light that danced and hummed like a thrashing Dirac sea of radiant electrons. And then he was floating in dark quiet formless space. And then he felt the cybertank form and crystallize around him. Humming, as if the electrons and photons were coalescing into the reality of the cybertank. And then he *was* the cybertank. He moved his phantom legs, and he felt the wheels turn. He flexed his right arm and felt the cannon fire. He checked his systems, and all systems were go.

"Hart! You're hot. Are you linked with the tank yet?"
Hart thought, yeah. Feels good.

"Great, here's the Arena." And Hart felt his stomach lurch as he began to fall.

Hart crashed onto the ground. He looked around and saw the simulated playing field. Ever since actual human warfare and destructive human combat was banned by the United Nations Peacekeeping Force under direct command of the Trilateral Commission, people had resorted to betting on simulated warfare. No more wars, no more guns, no more boxing, no more martial arts, no more fighting. Just mood elevators and electrical stimulation of forebrain cortical synapses. Now everybody was supposed to be happy. There were no laws broken, and no one ever actually got physically hurt. But mentally? Well, that's another story. But everything was well within the law these days. Too bad the suicide rate was so high

though. It threw a little wrench into the politician's theories of utopian society. So they let the people have CyberWar. They played it, they watched it, they bet on it. The Arena became the opiate of the masses.

"Hart! Are you there?"
Hart looked around. The arena, normally filled with nice crisp barriers, shimmering walls and robot sparring partners, was de-rezzing. Hart thought, what the ..., Yo' Smiley?

"Just a power surge... Okay. How's that now?"

The landscape slowly began to recrystallize and.... zap! Now he was there. Home. Everything perfectly crystal clear and sharp. Like waking up and finding yourself in some high tech Maxfield Parrish painting. It was beautiful. Yeah!

"How's that now?"
Perfect! Just perfect! beamed Hart to the world outside.

"Okay, let's do a systems check. Go 60 meters on a heading of 090."

Glad to, thought Hart. He revved the engines of his mind, and began to move. He felt every gear rotate, every actuator open and close, every piston fire. Here. I am pure energy and adrenaline here. Only thoughts of the coming combat fill me now. Everything else has been burned away by the fire of a thousand suns. Only this Arena exists. Only Spectre is my goal.

PROGRAM REFERENCE

This program reference is for both experienced and new Macintosh users. Have fun!

OVERVIEW

In Spectre, you see a virtual world from the point of view of a battle craft, a 'Spectre', roaming around a computerized arena. The object of the game, of course, is survival. Shoot your enemies, collect ammo and flags, and race on to higher levels. That's basically all there is to it. Try not to get too addicted.

To begin playing Spectre, simply double click the program icon in the Finder, and when you see the Main Menu (buttons shown at right), you will be presented with a number of options:

You can play the game by clicking the Play button or pressing the **P** key. To start on a higher level, hold down the **Option** key while selecting Play or the **P** key. There is a demo mode that can be activated by pressing the **D** key or **Option-D**. You can initiate or join a multi-player network game by clicking on the Net Play button, or pressing the **N** key. You can see the top scores by pressing **S**, or get help by pressing **H**. To find out more about Spectre, press **A**.

On a color Mac with at least 1300K of free RAM you will see the Filled/Vector toggle button. Note that this button will not appear on a Macintosh Plus, Classic, SE or Portable. You may click on this button or press **F** or **V** to toggle between solid filled objects or vector line graphics. Finally you may quit the game by clicking on the Quit button or pressing **Q**.

If this is your first time at play, click on the Play button at this time.
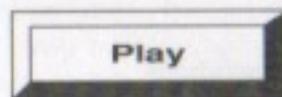
| Button	Description
Play	Select this option to begin playing the game.
Net Play	Select this option to begin playing a multiplayer network game.
Scores	Select this option to view the high scores.
About	Select this option to find out about the authors.
Help	Select this option if you need an explanation of how to play.
-> Filled	Select this option to choose between filled polygons or vector line drawings.
Quit	Select this option if you'd like to exit now.
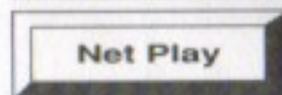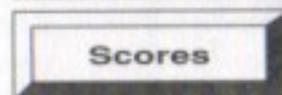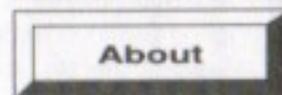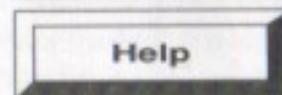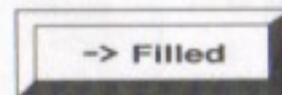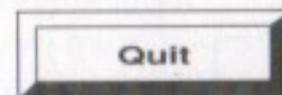
Playing a single player game:

After clicking on the Play button, the vehicle selection dialog box appears. Choose the Spectre vehicle you wish to use. Different vehicles are useful for various strategies, and each of the

four has its own strengths and weaknesses. If you wish to create a more finely tuned vehicle, select the Custom Spectre at the bottom of the dialog, and click "Edit Custom..." This will bring up the custom vehicle dialog. You have 15 points to distribute between speed, shields and ammo.

Speed - You will need to experiment with these settings to become familiar with just how fast a setting feels to you. Here's a hint: the Speedy craft may be more easily destroyed, but in many cases you can play "chicken" against a robot or your opponent, run past him, quickly swing around and open fire.

Shields - Each point is one shield of armor - each shot that hits your Spectre destroys one shield. Sheild settings may range from 1 to 10.

Ammo - Each point of ammo allows you to carry 10 rounds (shots) for your cannon. You may not carry more than the maximum number you set here. Ammo may range from 1 to 5, giving you between 10 and 50 rounds.

Coast - Set this slider to any value other than 0, and your Spectre hover engines will allow you to glide over the Arena surface. This higher the setting, the greater the momentum. A setting of 7 will cause your craft to completely glide over the surface. When you use this setting, you should remember that the 5 key on the numeric keypad is the brake, and may be used to stop you from gliding.

After you have selected the vehicle you want to use, select Play to descend into the Arena.

Choose a vehicle for yourself:

BALANCE	A well balanced machine. Good for arena or raid.	Speed: Shields: Ammo:	5 6 4
SPEEDY	Very fast, but not much shielding or ammo. Good for flag rally.	Speed: Shields: Ammo:	8 4 3
STRONG	Lots of shields, but not very fast, and not too much ammo.	Speed: Shields: Ammo:	3 8 4
CUSTOM	Create/Edit your own custom Spectre settings.	Speed: Shields: Ammo:	8 4 3

[Edit Custom...]   [Cancel]   [Play]

Vehicle Selection Dialog

18
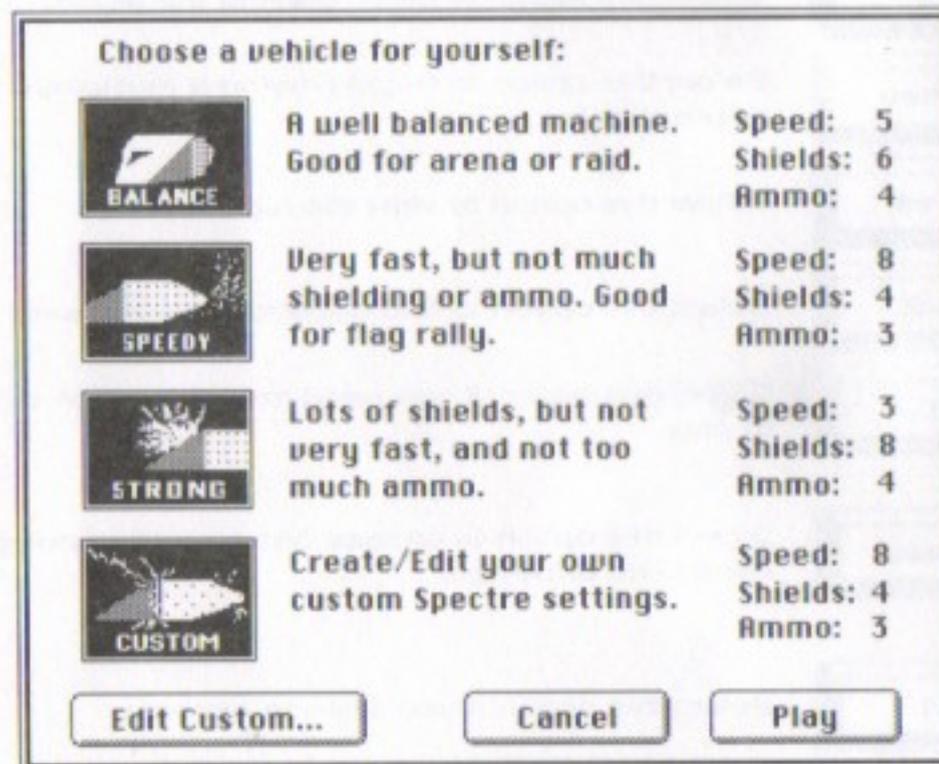
The object of the single player game

The single player game is played in levels of increasing difficulty. To complete a level, you must collect all the flags on the level. Flags are represented on your radar as small flashing crosses, and appear in the 3D views as rotating flags. To collect a flag, just run over it, at which point you will hear a confirming sound. When you have collected the next-to-last flag, you will hear another different sound. The exact sound you will hear is a function of the memory available on your Macintosh. Incidentally, if you manage to kill all of the robots on a level before you get the last flag, you will receive a bonus of 50 points per robot. This bonus applies only if you kill *all* the robots.

Don't dally however, there is a another bonus for beating a time clock. This time clock is displayed at the top of the screen and increases as the levels get more difficult. On the lower levels it is usually worth foregoing the time bonus in favor of the robot bonus. If you are good at hunting robots, that is...

All this killing of robots could leave you short on ammo. Fortunately, there are ammo dumps all over the board. These are represented by pulsating diamonds on the ground. These ammo dumps appear as very small dots on your radar. Running over an ammo dump will restore 20 rounds of ammo and one point of armor to your Spectre craft. But beware! On the higher levels, the Robot Spectres wise up to your maneuvers and begin to guard these ammo dumps as well as the flags!

Robot Spectres

Enemy Robot Spectres come in 2 flavors: regular and mean. You will see the regular ones all over the place in every level of the game. They aren't too bright - they typically find a flag to guard and wait for you to come to them, although sometimes they will surprise you. In the beginning levels they only have 1 shield for armor and are relatively easy to destroy. One direct hit will do the trick.

The mean robots are taller and pointy and begin to appear at level 5 and beyond. They have more armor, move faster, are more intelligent and fire more often. But wait, there's more... they also have the ability to 'lead' their shots - that is, they fire at where you will be, not where you are. So don't travel in a straight line when they follow you. Finally, beware that they like to travel in packs...

Every robot Spectre's armor gets an additional shield every five levels, starting at level 10. That means they require more direct hits to destroy. They also begin to move faster at higher levels. Oh, one last thing... Be careful not to get too close to them.
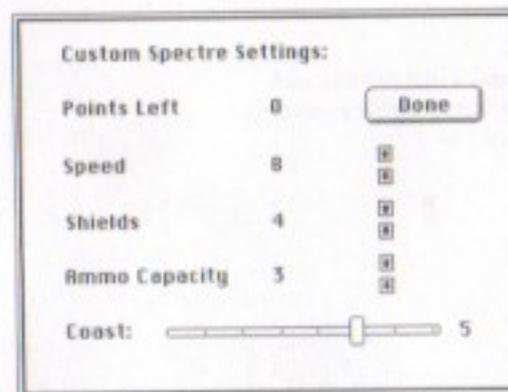
Custom Settings Dialog

**Motion Control
for Righthanded
Players**
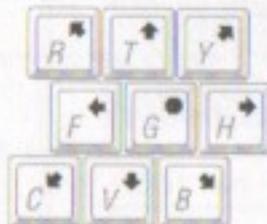
**Motion Control
for Lefthanded
Players**

Weapons and Controls

In the single player game you have a choice of two weapons: the cannon and proximity grenades. This is how they work:

Cannon

This weapon is fired by pressing the **Space Bar**, the **Shift** key or the **0** on the numeric keypad. The canon fires one round of ammo and causes one point of damage to any craft it hits (i.e. destroys 1 unit of armor shield). Note that this will not always kill whatever you are shooting at. Holding any of these keys down will cause multiple firings and deplete your ammo quickly. If you hear a short beep-beep, this is a warning that you are getting low on rounds. If you hear a click when you fire, it means that you are out of ammo. Drive over ammo dumps to resupply. The maximum range of the cannon is the limit of your vision (i.e. you can only hit what you can see).

This is the only weapon (besides your cunning) available in the multiplayer game.

Proximity Grenades

This is an awesome and destructive weapon. This weapon becomes available starting with level 10 in the single player game only. It uses 10 rounds of ammo for each grenade fired and explodes in midair, doing damage to anything nearby, and will destroy anything it directly hits. These grenades are fired with the **Option** key. Take care not to hold down the **Option** key when firing or you will launch multiple grenades and exhaust your ammo rounds quickly. This weapon is best used when you enter the Arena and are attacked by the mean, smart robot Spectres. Destroy them with a grenade, and other nearby robots will be taken out as well.

Controls

There are three sets of motion controls - one for righties, one for lefties and one up for grabs (Extended Keyboards only). Righties may also wish to use the left hand keys when playing on a Mac Portable (since there's no keypad on a Portable). See the diagrams on this page for an overview of the keysets. There is also an online diagram of the keysets on page 2 of the on-line help screens. Note that there are 'corner' keys (i.e. **7,9,1** and **3**) that do two actions at once: turn and move. This is very useful since some keyboards will not recognize more than 2 keys down at once. If this is the case with your system, use these 'corner' keys to move and fire at the same time. Finally, use the **5** or **G** key to stop movement. This is especially useful if you are driving a custom Spectre with the coast set to maximum.

The mouse may also be used to navigate around the Arena but it is unwieldy. Move the mouse in the direction you want to go and click the

button to fire. Suggestion: the keyboard controls offer more responsive steering and are highly recommended. Note: if your vehicle begins to turn or spin unexpectedly you may have bumped your mouse. Press the **5** or **G** key to stop.

Views

To change views press the **Tab** key, or the **RETURN** key for lefties. There are three available views to choose from, and you can play, shoot and accomplish your mission from any of these views. The three views are: straight ahead 3D view, a 'slot' view, which is like an external camera angled above and behind your craft, and finally a 2D overhead map view. In addition to changing views, you may also use the **+** and **-** keys to zoom in and out on the slot and map views. If you are using the numeric keypad to maneuver, try using an additional finger to zoom in and out while moving.

Each view has its pros and cons. In the straight ahead view you see all the action, the but only that which is in front of you. You also have the radar to locate enemies, flags and ammo dumps. The 'slot' view provides a more panoramic view, but you lose the aiming crosshair. The map view gives you a good overhead view of the action, but because of this advantage the radar is not available in this view. Try playing from each of the views to discover which one(s) are best for you.

Hyperspace

Cannons are blazing, you're surrounded by a hoard of enemy craft and your ammo and shields are giving out! Who ya gonna call? Hyperspace! Hit the ~ (**Tilde**) or **Backspace** key and you will be immediately transported to a new position in the Arena. Before doing so be sure to check your Hyperspace energy cell which is the vertical bar indicator labeled "H" located in the top central portion of your display. If this bar is solid then you have a full Hyperspace charge and may transport without the risk of being destroyed. Once you Hyperspace, the energy cell will be completely expended and the bar will become empty and will resupply over time. If you try to Hyperspace again before it is fully recharged you face the risk of self implosion (sounds gross, huh?). It is not a pretty sight to de-rez your own craft.

Command-Q will exit the game and pressing the **P** key will pause action in the single player game. The **S** key will toggle the sound off and on and the **[** and **]** keys will raise and lower the sound volume.

Lives: 2
Damage: ▭
Ammo: ■■■40

Score: 2760
Level: 6
Bonus: 068
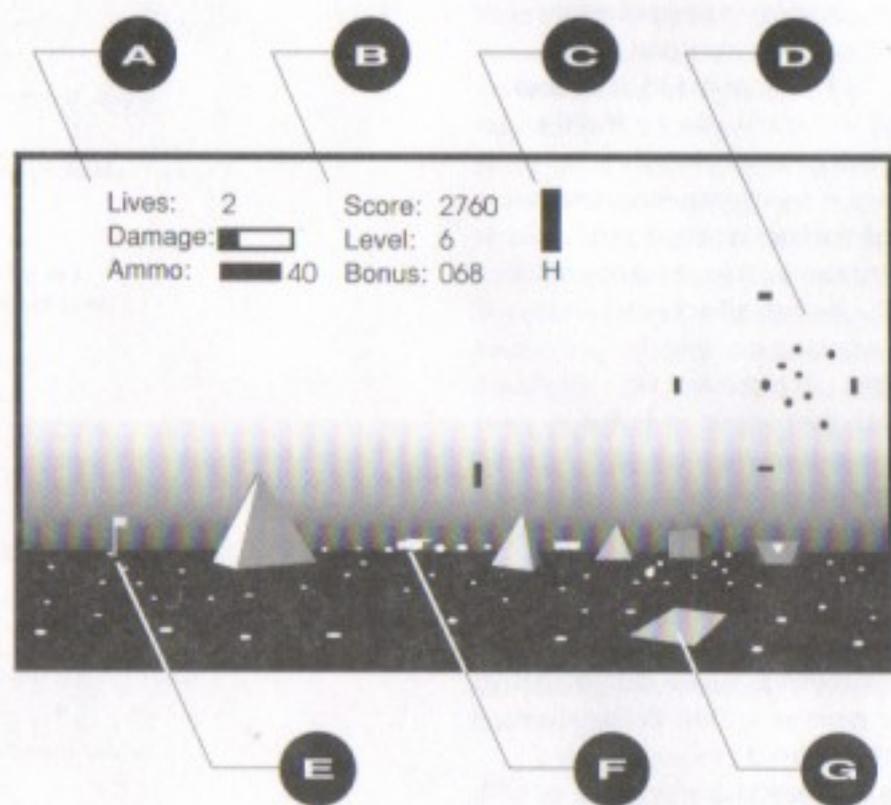
Spectre 3D View

A The top indicator shows the number of lives remaining in this session. The indicator directly below it shows the damage level that you have sustained. And the bottom number indicates the number of cannon rounds you have remaining.

B The top indicator shows your total score. The indicator directly below it shows the level you are currently attempting. And the bottom number indicates the number of bonus points remaining.

C This shows the state of the HyperSpace Launch Energy Cell. You should let this cell fully recharge before attempting to hyperspace. If you launch before fully charged the ship might implode.

D This is your radar screen. At the center of the display your vehicle is represented by a single large dot. Moving dots (red or orange on color monitors) represent the enemy robots. Flashing crosses signify the location of flags. And little dots (green on color monitors) are ammo dumps.

E This is a rotating flag, signifying a mission check point. You collect flags by running over them. In the multi-player game, please note that the flags do not disappear when collected.

F This is your aiming crosshair.

G This is an ammo dump. Running over this flashing, pulsating diamond will resupply your shields and re-arm your cannon.

Keypad Motion Controls

There are three sets of motion controls
- one for righties, one for lefties, and
one up for grabs (on Extended Key-
boards only). Note that the corner
keys do two actions at once: turn and
move.

Tab – Views

To cycle between three possible views
press the **Tab** key, or the **Return** key
for lefties. This switches views from
the 3D front to a 2D top view to the
overhead map view and back again.
To zoom in/out in the slot or map
views use the **+** and **-** keys.

Delete – Hyperspace

Press the **~** (**Tilde**) or **Backspace**
(**delete**) key to be transported to a
new position in the Arena via a hy-
perspace jump. You must have
enough energy to Hyperspace or you
run the risk of being destroyed. The
"H" indicator shows how much Hy-
perspace energy you have at any
given moment. This energy builds up
over time and is totally expended
when you Hyperspace to a new
location in the Arena.

Space Bar – Cannon

This weapon is fired by pressing the
Space Bar, the **shift** key or the **0** key
on the numeric keypad. The cannon
fires one round of ammo and does
causes one point of damage to
anything it hits (i.e. destroys 1 armor
shield). Note that this will not always
kill whatever you are shooting at. If
you hear a short beep-beep, this is a
warning that you are getting low on

Hyperspace
Sound Volume Up
Sound Volume Dn
Pause
View Selector
(toggles from
cockpit to
slot view to
map view)
Lefthanded
Keypad
Turn Left
Go Forward
Go Backward
Turn Right
Grenades
Sound On/Off
Hyperspace
Demo Mode
Trigger
Trigger
Stop
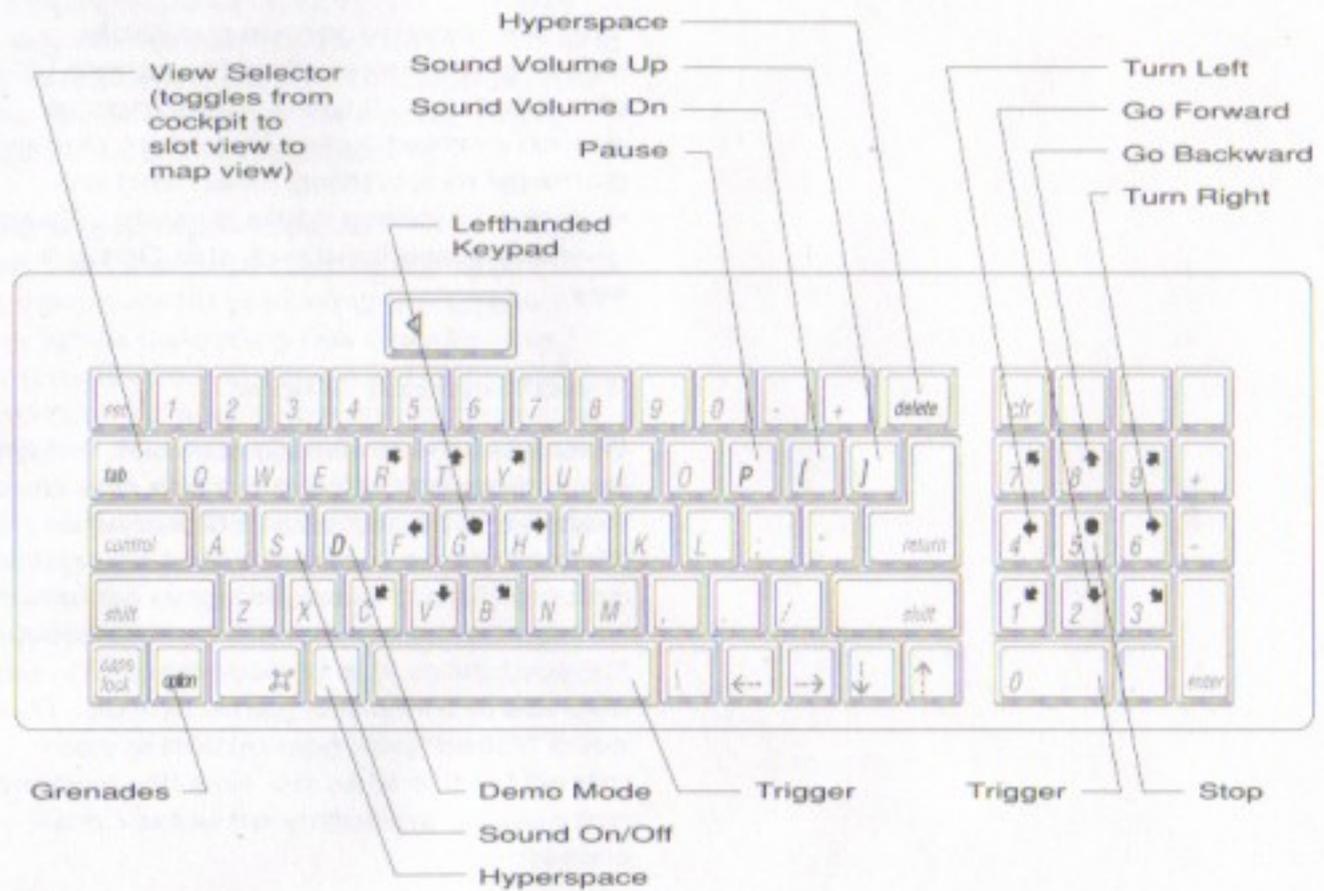
The Keyboard Interface

rounds. If you hear a click when you fire, it means that you are out of ammo. Drive over ammo dumps resupply. This weapon will reach to the limit of your vision.

Option Key — Grenades

This weapon becomes available starting with level 10 of the single player game. It uses 10 rounds of ammo and explodes in midair, doing damage to anything near, and will destroy anything it hits directly. These grenades are fired with the **Option** key.

Technical Tips

Spectre runs under Systems 6.0.3 and later. Spectre will run on any Macintosh and supports both Color and Monochrome monitors (2, 16 and 256 colors). The "Filled" polygon option is not supported on the Plus, Classic and SE and there is a reduced set of sounds to increase game speed. The solid "Filled" polygon option is optimized for the Mac IIci and IIfx and may not play as smoothly on lesser machines.

To play Spectre you must have at least 750K of free memory. For full sound effects and the "Filled" polygon option you must have 1350K of free memory. In 950K Spectre will play all of its sound effects and in 750K will play a reduced set of its sound effects.

If Spectre gameplay slows at higher levels, try toggling the sound off (press **S** key) and the animation will speed up. You may also toggle the "Filled/Vector" button in the startup screen to "Vector" for faster game play.

If your game score is among the top ten you will be prompted to type in your name. To clear the high scores throw away the Spectre settings file located in your System folder.

If you have trouble firing on the smaller Mac keyboards try using the **Shift** key instead of the **Space Bar**. Some keyboards have difficulty recognizing more than two keys being pressed simultaneously, but the Shift and Option keys will be recognized in any case. You know us software authors...always blaming the hardware!

GamePlay Hints

Bonus Points

In the single player game you have the opportunity to score additional bonus points if you: destroy all the enemy robot craft before you pick up all the flags, and if you complete the round within the allowed time. If you destroy all of the enemy robots you will receive 50 points per robot destroyed during the round. The number of robots increase as you move to higher levels. Time bonus is calculated by the time bonus remaining at the end of the round. You will see this bonus added to your score at the end of each round. Here's exactly how the scoring works...

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Points per robot: 25
Points per super robot: 150
Points for picking up a flag: 20

Total time bonus available per level (in seconds):
10 + 10* the number of flags, plus
10 + 10* the number of regular robots, plus
10 + 10* the number of super robots

You get 4 points per second left at the end of the round.

If you kill all the robots:

If the game level is less than 21, you get:
50 points * the number of robots * the number of lives per robot

If the game level is 21 or more, and less than 27, you get twice that.
If the game level is 27 or higher, you get the level divided by 9 times the first bonus.

Maximizing Scoring

Once you descend into the Arena, take a quick glance at the radar and get a feel for the location of the enemy robots and the flag checkpoints. If you have a mean robot nearby, (large dot moving quickly toward you!) take this guy out first and then proceed to the nearest flag. Try shooting the other robots as you are moving instead of stopping to take exact aim. If you miss you can always swing around to finish the job. Also, there will usually be a robot guarding the flags. Once he senses your presence he will fan out slightly from the flag and open fire. Study these movements as they are

somewhat predictable. Be sure to kill all the robots in the round before capturing the last flag to get that bonus.

Extra lives
You will receive an extra life at the following scores: 5,000; 10,000 and every additional 10,000 after that up to 60,000 points. Beyond 60,000 points you receive an extra life after every additional 20,000 points.

Starting at higher levels
You can start the gameplay at a higher level by pressing the Option key while selecting the Play button. You may start at any level between 1 and 50. To qualify for the high score list, you must complete the level that you begin on (i.e. if you started at level 20 you would have to get all the way through round to qualify for high score, otherwise points earned during the round won't count towards the high score).

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This chapter describes how to play the game over a network. It is intended for both experienced and new users.

Spectre will run on either AppleTalk or EtherTalk networks. This chapter does not discuss how to set up or configure an Apple network. Spectre requires no special network configuration or network server for multi-player games. For more information on setting up a Macintosh network please consult the manuals included with your AppleTalk or third party network products.

PLAYING OVER A NETWORK

OVERVIEW OF NETWORK PLAY

Spectre is both a single and multiplayer game. Much of Spectre's appeal can only be experienced during a Spectre network party. It is something that you have to experience yourself to appreciate. Once you talk a few other friends into playing with you over an AppleTalk network, read this chapter to become acquainted with the rules.

Playing the multi-player game

To play a multiplayer game each player on the network needs his or her own personalized copy of Spectre, and all players must be in the same zone. This means that each user has to purchase their own copy of the program, or you need to purchase a LAN pack. It will not work if you let someone copy your software.

To start a multiplayer game, each player launches their copy of Spectre and clicks the Net Play button or press **N** in the Main Menu screen. This brings up the Network Options dialog. In this dialog the players can communicate with each other and decide the ground rules for the game to be played. All items in this dialog appear the same on all screens and any changes made by any one player will be seen by all players. Pick a scenario and a team to play on.

When all players click the **Ready** button and select their Spectre type the network game begins.

Tip: if you have access to conference calling on your phones, dial up your teammates to talk with each other during game plan. Nothing like hearing your opponent's or comrade's

pleas for mercy. Use headsets or speakerphones to keep your hands free.

Rules of Engagement

In a multiplayer game, each player has an infinite number of lives. The match ends when one player or team gets enough points to win, or when time expires. Be sure to specify how you want

a match to end - by points or by time. Once the match has ended, each player will be disconnected from the network game and returned to the main menu screen.

One of the most unique features of Network play in Spectre is that you may leave or join a Multiplayer game that is in progress. If you leave the

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Network Options Dialog

other players will hear a Hyperspace sound and your vehicle and your sound and your name will disappear from the screen. When you join a game the other players will hear "hello man" and see your name appear at the top of the screen. If you try to join a Multiplayer game that is already in progress you will be presented with a "Game in Progress" dialog in which you may only select which team you want to join.

Game in Progress:	Player	Team
Scenario: Flag Rally	Sam	White
Play for 10 points	Steve	Red
	Craig	White
Team Choice: ○ Red ○ White		
Ready		

Network Game In Progress Dialog

Once you begin a network game, all the player's names can be found along the top of the screen. There is a number next to each name (1 through 6) that will also appear on the radar to show each player's position. Anytime you line up someone else's tank in your crosshairs that person's name will appear directly above their vehicle. That way you know exactly who you're about to blast!

The Multiplayer Scenarios

In the Network Options dialog, you may choose one of the following scenarios:

Arena

A total free-for-all. Drive around, shoot your friends (and enemies), and get one point for each kill you make. The match is over when someone gets enough points, or time expires. A good scenario to vent your frustrations and polish up your visceral skills. This scenario is best for warming up as well as finding out your friends and foes.

Flag Rally

This is similar to arena, but a little more complicated. No teams, every man for himself, but this time to get a match point you must collect all six flags on the field (flashing lettered A through F). To collect a flag simply run over it. Once you have collected a flag it will stop flashing in your radar display and the letter of the captured flag will appear in the bar next to your name at the top of the screen. If you are destroyed, all the flags you have collected go to the person who destroyed you. There are no additional points for destroying other players in

this scenario. The key to winning this scenario is to watch for the wise-guy making a run for all the flags. Let them blaze for a while and then blast them before they collect the final flag!

Base Raid

Remember capture-the-flag? Imagine it with missile weapons. Two teams, two bases, infinite lives. Each team gets a match point for "destroying" the other base. When the contest begins you will rez in near your home base. Home bases are identified in the radar by "W" for the White team and "R" for Red. To destroy the enemy base you must drive across the Arena and bump into it, not just shoot it. Tricky. Also there are no ammo dumps in this scenario. If you run out of ammo you must drive back to your base and bump into it to resupply. Best strategy is for one team member to stay in front of his/her base and defend it while other team members attack the opposing enemy base.

Vehicle Selection in Network Play

After clicking on the **Ready** button in the Network Options dialog, the vehicle selection dialog appears. Choose the Spectre vehicle you wish to use. Different vehicles are useful for various strategies, and each of the four has its own strengths and weaknesses, so the selection of the vehicle is a vital component of a winning strategy in network play. If you wish to create a more finely tuned vehicle, select the Custom Spectre at the bottom of the vehicle selection dialog, and click "Edit Custom..." This will bring up the custom vehicle dialog. You have 15 points to distribute among speed, shields and ammo.

Balance

This is a good vehicle for the Base Raid and Arena games. It balances all the capabilities you need to win. This vehicle may be too slow for competing in Flag Rally.

Speedy

This is particularly useful in Flag Rally. It is also useful for at least one team member in Base Raid. This person should be designated to lead the offensive against the enemy base.

Strong

Depending on the strategy and skill levels of your opponents, this could be a useful vehicle to select if you are going to guard the base in Base raid.

Custom

True Spectre enthusiasts will definitely want to build custom vehicles to maximize their chances of winning. You can customize your craft to get that extra edge over your opponents. You might wish to maximize your speed and sacrifice or move the coast slide to maximum and glide right past your opponents.

Choose your vehicle, click Play and prepare to descend into the Arena!

HOSTING A NETWORK PARTY

This chapter suggests ways to pull off a better network party.

Until you play Spectre over a network, you never know how much fun de-rezing your pals can be!

Much of Spectre's appeal can only be experienced during a Spectre network party. It is something that you have to experience yourself to really understand. Read this chapter to find a way to host a Network Party.

First, here's an offer you can't refuse

If you want to throw a network party for ten or more people, but you don't want to buy six separate copies of Spectre, here's an offer you can't refuse! Velocity sells Spectre Network Party Paks. In a Party Pak, you'll get:

- A Spectre network party disk — which will boot six nodes of Spectre for a 15 day "Party Period"
- 10 preprinted invitations to a Spectre network party
- A special offer so other friends can buy Spectre direct from us at discount prices

If you want to throw a network party during your next Friday afternoon beer bash, send in the offer card you'll find enclosed in the product packaging. It provides information on how to obtain a Network Party Pak.

Now that you're hosting a party...

Be sure to set up all the Macs with different "Chooser" names. To do this select the Chooser from the Apple menu, under System 6.0.X or File Sharing Setup under Control Panels under System 7.0. Type in the name of the player in the "Macintosh name" field and close the dialog. Now when you play you'll see that person's name appear above their craft when you line them up in your sights. FIRE!

If you have access to conference calling on your phone systems, dial up your team members for voice dialog during game play. Use headsets or speakerphones to keep your hands free.

This is a technical reference chapter. It is not meant to be light reading. To make this more readable, the entire chapter is posed as a question and answer narrative. Try to find your question, and it will provide the answer.

If you see computer related terms that look unfamiliar to you, you should consult your Mac manual. A Mac manual should have come with your computer.

TECHNICAL INFORMATION

This section will help you solve most problems you might encounter while playing Spectre.

This section is divided into two parts. First, questions and problems concerning the installation process are discussed. The second part examines problems you may experience with getting Spectre to load and play. Any questions you may have about playing the game and game strategies are covered in earlier chapters.

Questions about Installing Spectre

Q: How much hard disk drive space will I need to load Spectre?
A: You will need 700K of free space on your hard disk to install Spectre.

Q: How much available RAM will I need?
A: Spectre automatically sense the total amount of free RAM in your machine and adjusts its capabilities accordingly. To play Spectre you must have at least 750K of free memory. For full sound effects and the "Filled" polygon option you must have at least 1350K of free memory. Systems with less than 950K will also be play Spectre with a reduced set of sound effects.

Q: Is there an un-installation process?
A: To remove Spectre from your machine, simply remove the application file from your hard drive. You might, however, check your back-up disks to insure that you have the original program intact.

Q: Can I run Spectre from the floppy disk?

A: You bet, although you will experience some delays as the program loads in from the diskette. You should also make sure that your floppy is not write-protected so that the serialization process will work correctly.

Q: What if my floppy disk is not readable?
A: If you receive the message "This disk is unreadable, do you wish to initialize it?" Select the Eject button and try it on another machine. If it fails on other machines contact the dealer where you bought your copy of Spectre.

Q: What if I'm trying to serialize Spectre but the floppy disk (with the serial number on the label) is in the disk drive?
A: You will need to eject the floppy from the disk drive. Press and hold down the Command key while pressing and holding the Shift and 1 key (the 1 that is at the top of the keyboard). This key sequence will eject the disk. Copy down the serial number, reinsert the disk and continue with entering your name and serial number.

Q: Can I loan my serial number to my friends so we can play a network game?
A: No. Not only would this violate your copyright agreement but it won't work either. Each copy of Spectre needs a unique serial number in order to play a network game. Come on, help us put out more great Mac games and tell your friends to buy their own copy. It isn't that expensive!

Questions about Running Spectre

Q: How should I set up my monitor to play Spectre?

A: Spectre will run in 2, 16 or 256 color modes. Please select Control Panels from your Apple Menu and select the Monitor CDEV. Set this to "Black & White", 16 or 256 colors. You may also set the monitor to 16 or 256 Grays. If you have two or more monitors attached to your Macintosh, Spectre will automatically sense the monitor with the highest settings (i.e. most colors or grays) and play on that monitor. If you have multiple monitors and Spectre does not come up on your primary monitor (i.e. the one directly in front of you), reset the monitor settings so that your primary monitor displays a higher number of colors that your other monitors.

Q: Is Spectre compatible with the Apple or other 3rd party Full Page or Two Page Displays?

A: While we have endeavored to test in a number of machine and monitor configurations, we cannot assure that Spectre will work in every possible scenario. However, Spectre should work fine with most Full Page or Two Page Displays. If you experience any problems, try setting your monitor to different color or gray modes.

Q: Is Spectre compatible with Accelerator cards?

A: We tested against a number of these cards and found Spectre to be compatible. However, if you experience a problem disable the accelerator and try again.

Q: When I start up the program, it seems to load up properly, but I don't see anything on the screen!?

A: Press Command -Q to attempt to Quit out of Spectre. If nothing happens, reboot your computer and disable your INITS and Extensions. Under System 7.0 simply hold down the Shift key while you boot up to disable the Extensions. Finally, check your monitor settings. If you can successfully Quit out of the game it is likely that the monitor setting is not being supported properly. Try a different color or gray mode and restart Spectre.

Q: The program won't run at all. What should I do?

A: The first thing you should do is check to see that you have enough free RAM to run Spectre. Again the minimum amount of free RAM required is 750K. If you do have enough free memory try rebooting your computer after disabling your INITS and Extensions.

Q: No matter what I do, the program won't boot!?

A: If nothing else works, there may be something 'built in' to your computer system configuration that is causing trouble. Spectre has been tested on all of the Macintosh line and a number of monitors and accelerators, but it is impossible to simulate each user's individual configuration. In the event of continued difficulties, try running Spectre on a DIFFERENT Macintosh. Perhaps a friend's machine or one at work (as long as the boss doesn't mind). This will tell you if your machine is causing the problem, or whether it is a problem with Spectre.

Q: I only have 800K of free memory, is there any way I can run the program to force all the sounds to play?
A: Nope.

Q: Will Spectre run on the older 512K (Fat) Macs?
A: No way. Sorry guys!

Q: What if I am having problems with network play?
A: Problems can occur in network play if several players attempt to join or quit a game at the exact same time, or if a player disconnects, crashes or turns off his or her machine in the middle of setting up or playing a network game. In many cases Spectre will sense a network problem and gracefully return you to the main menu. Just try again. If you experience a problem with a network game (i.e. a player is unable to join a game, or a game suddenly halts with an error message) have all players return to the main screen and restart the network game. Under rare circumstances it may be necessary to reboot everyone's machine. We have made every effort to make the network code solid as a rock, but this is way complex stuff and there is lots of room for the unexplainable. No cop out, just the facts.

Another note on network play: Under System 7.0, with AppleTalk Phase 1 installed (the old AppleTalk), networks with heavy traffic tend to experience problems. Spectre may be affected by these problems. If you have a large network running some System 7.0 with Phase 1, and you experience problems with Spectre network play, we suggest you upgrade to Phase 2. Contact your local Apple Dealer for details.

Q: What if my keyboard seems to be getting stuck on a certain key?
A: On some keyboards the keys may get "stuck" after extended periods of play. If this occurs, gently tap the stuck key and it will eventually release.

Q: What if my vehicle suddenly starts to turn or spin?
A: Spectre supports the use of the mouse to steer the craft. Some people might prefer to use a mouse, although it provides less control. Occasionally you may bump your mouse while playing which will cause your craft to start spinning. Simply press the 5 on the numeric keypad or the G key to center your vehicle and continue.

Q: How do I get human help?
A: Spectre has been fully tested and includes this comprehensive user's manual. However, if you should encounter any difficulties not included in this manual, please follow these steps:

1. Make sure you have correctly installed and serialized your copy of Spectre and that you are running under a supported Mac with at least 750K and System 6.0.3 or later.
2. Consult your local dealer. They should be able to help you with both your computer and the software.
3. Lastly, if you cannot get your question answered or problem solved, please call Velocity Development Registered User Support and ask for a Customer Service Representative. The number can be found on your warranty registration card.

This chapter includes information to you as a registered user of Spectre. It includes the terms of the software licensing contract we entered into, when you bought this program and opened the package, as well as the terms of the warranty provided.

Information about customer service and programs is also included.

CUSTOMER INFORMATION

Licensing Agreement.

This product is licensed by Velocity Development Corporation to the Customer, for use only by the Customer, on the terms set forth as: You may use the software on the computer you own or use. The software, user's manual, and all materials are copyrighted with all rights reserved. Under copyright laws, you may not: (1) copy the program (except to create a Backup version) or the user's manual, in whole or in part, without the express written permission of Velocity; (2) make alterations in the software; (3) grant sublicenses, rent or lease the software to others; (4) transmit the software or manual electronically. Removing the diskette from the package constitutes your acceptance of these terms.

Limited Warranty

Velocity Development has a commitment toward providing the highest quality products, and has established the following warranty for its products. Therefore, Velocity provides to the original purchaser of this product, for a period of ninety (90) days from the date of the original purchase, the following Limited Warranty:

"Velocity warrants that the materials of the software and disk are not defective and that the program is properly recorded on the disk. Velocity also warrants that the program operates substantially as described in the user's manual and as promised in the packaging.

To make a warranty claim under this limited warranty, please return the product to the original place of purchase, and bring with you the proof of purchase, a written statement of defect clearly stating your name and return address. Velocity, or its authorized dealer, will at its option, replace or repair your defective product and return it to you, or issue you a credit equal to the purchase price. This statement is your sole and exclusive remedy for any breach of warranty with respect to the software product.

Velocity expressly disclaims any implied warranties with respect to the media and the software, including warranties of merchantability, performance or fitness for a particular purpose. In any case, Velocity shall not in any case be liable for any incidental or consequential damages arising from any claim under this agreement. However, some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation of exclusion may not apply to you."

Velocity Development has a commitment toward providing the highest quality service for its products, and has established the following customer service policy for its products.

To take full advantage of these services, you MUST register with Velocity. Please take a few moments to fill out the enclosed Warranty Registration Card enclosed in the package, and forward it immediately to Velocity. As a registered owner, you will have access to:

1. Customer Service and Technical Support
2. Sneak Preview of New Productss
3. Upgrades and Replacements
4. Hint Booklets

We must stress that these services are available only to registered users. Otherwise, the dilution of our services would have an adverse effect on the quality of our technical support.

Customer Service and Technical Support Line

This product is fully tested and includes a comprehensive user's manual. However, if you should encounter any difficulties, please follow these steps:

Step 1 Review the materials provided in the user's manual. Check to make sure you have correctly configured the system and that program format indicated on the packaging supports the machine you own, the peripherals, and computer configuration.

Step 2 Consult your local dealer. They should be able to help you with both your computer and your program.

Step 3 Lastly, if you cannot get your questions answered or your problem resolved, please call the telephone number listed in your warranty registration card and ask for a Customer Service Representative. Please have your registration number available (it's on your program diskette label), as well as information about your question.

Product Upgrade Program

New versions of our products, as well as add-on products like scenery disks, will be made available to registered owners at special prices. We are planning to release sequels and upgrades in the near future, and if you want to be the first to hear about it, you need to become a registered user.

Hint Booklets

Velocity is constantly endeavoring to improve its products, and we collect information about them. If you should wish to obtain a hint book for your product, please send $7 (this includes our minimum shipping and handling fee) to:

I-Need-Help-With-Spectre
Velocity Development
Box 875
Palatine, IL 60078-0875.

Thank you for buying Spectre. We hope you enjoy the adventure and encourage you to write us with suggestions, comments, tips, and problems. Until then, watch out for the smart robots. They're really mean.

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