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Getting Started

System
Giza requires a 256 color capable Macintosh Computer with at least a 68020 processor. It requires 4.1 megabytes of RAM.To get started you should have the following files: Giza and Map. You should also have about 600k of free disk space for Giza to create a file it needs to run the game. Sound Manager 3.1 is required for sound and QuickTime™ 2.0 and QuickTime™ Musical Instruments is required for music (also QuickTime™ PowerPlug on a PowerMac).

Starting
Double click on the Giza icon.

Splash Screen Buttons

Begin New Game

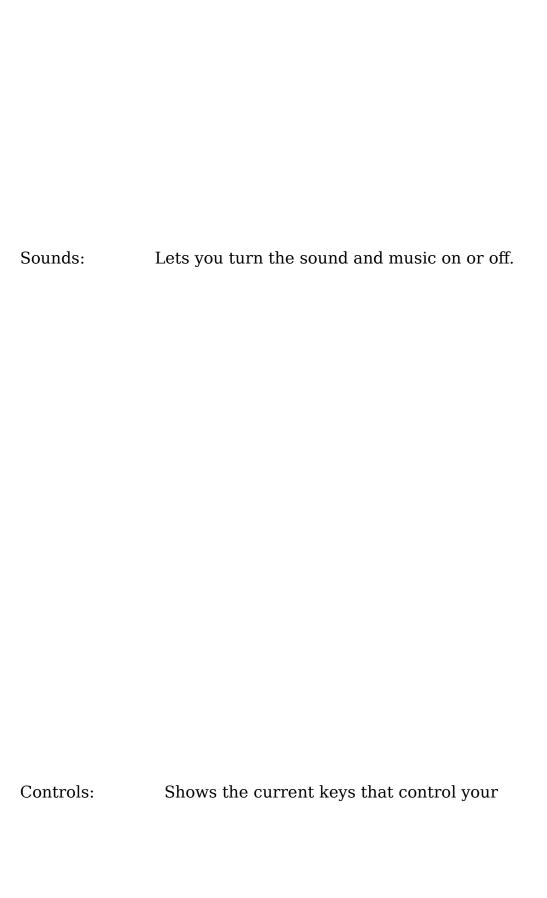 Selecting this will start a new game.

Continue Saved Game

This will let you continue a game you

saved.

Preferences

Graphics:
Allows you to change the way the graphics

are displayed. See Graphics below.

Sounds: Lets you turn the sound and music on or off.

Controls: Shows the current keys that control your

actions. It also allows you to set them the way

you like. See Controls

below.

Register   Gives info about the game and how to register

the game.

About   Gives info about who created the game.

Story　　　　Displays the original story of the game.

Quit   Quit the game.

Speed

The fastest way to run Giza is Graphics set at Low resolution, Every other line, Normal screen size and Sound: Music off.

Graphics

High resolution, All lines gives the best picture but is the slowest and is not recommended for less than a 68040 machine. The next fastest is High resolution, Every other line. The display will not be as bright. The next speed is Low resolution, All lines. This makes the image a little blockier. The last and fastest resolution is Low resolution, Every other line. Double screen size creates a full screen image. This should only be used on very fast machines.

Controls

To set the keys you would like to use click on the button to the left of the function you would like to change. In Figure 9 below the key that controls forward movement is being changed. When you click on the button it will be outlined in gold. Hit the key you would like to use for that function. The value in the button will change to the key you selected. When you have set all the keys click on the OK button to save your changes.