The Main Screen

The pictures in this chapter have been eliminated to save space, and therefore download time (and money).

This screen is the command center of the program.   Everything here should be completely self-explanatory, but we're going to explain it to you anyway.

The high score list is shown on this screen.   Each high score shows the player's name, their score, and the level they were on when they died.   The top ten scores are shown, along with the last player's score.   The scores are sorted according to score only; the level has nothing to do with the player's position in the list.

On the right side of the screen is a list of everything you can do here, along with buttons that perform each action.   The buttons on this screen (and all others) work like normal Macintosh buttons.   You can click on them with the mouse, or you can press the key shown on the button.   So, for instance, to (S)tart a new game, press the 'S' key.

You can set the volume that sounds will be played at by clicking on the appropriate volume button at the bottom of the screen (or by pressing the appropriate key).   Clicking on the 0 button will turn sound completely off, clicking on the 7 button will turn the volume all the way up, and clicking on one of the buttons in between will set the volume in between.   Just like the Sound control panel.   Your volume setting is saved when you quit the program, and restored when you run it again.   Your system volume setting is unaffected by this setting.