SPACESHIP WARLOCK™ CD-ROM
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Published by Reactor, Inc.

Thank you for purchasing the Spaceship Warlock CD-ROM! We urge you to send in your registration card so that you may be covered by our warranty and stay notified of product upgrades and new releases.

INTRODUCTION

This "Read Me!" document contains important information about Spaceship Warlock. Please read the entire contents before starting. This information will help you get up and running smoothly. You may find it helpful to print this document and save it for reference. The instructional contents are divided into two sections:

I. Getting Started with Spaceship Warlock

II. The Spaceship Warlock Interface

This document also includes a copy of the REACTOR software license. Please read it carefully.

I. GETTING STARTED WITH SPACESHIP WARLOCK

ABOUT SPACESHIP WARLOCK
What is Spaceship Warlock? Is it a game, an interactive cartoon movie, or a simulation? The answer is "yes, sort of" to all the above. From a technical standpoint, it's a simulation. From an entertainment perspective, it's a software game. From a romantic or categorical perspective, it is perhaps an "Interactive, First-Person Perspective, Graphic Exploration Adventure Simulation"... but we couldn't fit that on the package!

From our somewhat stilted perspective, Spaceship Warlock is what we call an Interactive Movie. It's structured in a linear fashion just as any story with a beginning, a middle, and an end. As an adventurer in Spaceship Warlock, the player brings his or her own morality and intelligence to the adventure.

Spaceship Warlock is not a role-playing game. In Spaceship Warlock you are not "Buck Starlight, Intrepid Space Wanderer and Gun-for-Hire". In Spaceship Warlock you are...well, YOU. However, we can't stop you from imagining that you are Buck Starlight, Intrepid Space Wanderer and Gun-for-Hire! Whatever ignites your rocket fuel is fine with us!
There are challenging levels of play, on-line help, and many other features in Spaceship Warlock-- including a "Save Movie" function. Read on to learn more:

HARDWARE REQUIREMENTS
Spaceship Warlock runs on the color Macintosh II family of computers including
Mac II, Mac IIx, Mac IIcx, Mac IIci, Mac IIfx, Mac IIsi. Spaceship Warlock was

designed to run on 13" color monitors at 640 X 480 pixel resolution and 8 bit color. While some Macintosh LC systems with 12" monitors may be able to run Spaceship Warlock, vital areas will be lost off screen— rendering Spaceship Warlock un-playable.

CD-ROM DRIVE
 Spaceship Warlock will run fine on all popular Macintosh-compatible CD-ROM drives. However, access speeds on CD-ROM drives vary. Spaceship Warlock runs best on a CD-ROM drive with an access time of 380 milliseconds or faster. We recommend that you check with your dealer or manufacturer to verify the access time of your CD-ROM drive.

SYSTEMS
Spaceship Warlock requires System 6.0.2 or greater. Users of systems 6.0.7 and 7.0 need to remember a few different things. Read the following carefully:

MEMORY REQUIREMENTS FOR SYSTEMS 6.0.2 THROUGH 6.0.7
 Spaceship Warlock requires a minimum of 4 megabytes of RAM to run under these systems. If you have no more than 4 megabytes of RAM, we recommend that you disable any memory-intensive enhancements in your system. Numerous fonts and inits take up RAM that Spaceship Warlock needs. ATTENTION: SPACESHIP WARLOCK WILL NOT RUN RELIABLY UNDER MULTIFINDER.

START UP PROCEDURE FOR SYSTEMS 6.0.2 THROUGH 6.0.7 USERS

STEP 1: Insert the SPACESHIP WARLOCK CD into the CD caddy that came with your CD-ROM drive. Follow the instructions that came with your CD-ROM drive.

STEP 2: Set your monitor to 256 colors from the Control Panel under the Apple menu.

STEP 3: (optional) Set the volume level from your Control Panel under the Apple menu.

STEP 4: Double-click the Spaceship Warlock icon to run. That's all!

START UP PROCEDURE FOR SYSTEM 7.0 USERS

STEP 1: Read the next section "MEMORY REQUIREMENTS FOR SYSTEM 7.0 USERS" and make any necessary adjustments.

STEP 2: Open up your MEMORY Control Panel and turn off "32-Bit Addressing" and "Virtual Memory." These must be turned off in order to run Spaceship Warlock.

STEP 3: Open up your MONITORS Control Panel and set up for 256 colors.

STEP 4: Insert the SPACESHIP WARLOCK CD into the CD caddy that came with your CD-ROM drive. Follow the instructions that came with your CD-ROM drive.

STEP 5: (optional) Open up your SOUND Control Panel and set the volume level.

STEP 6: Double-click the Spaceship Warlock icon to run.

MEMORY REQUIREMENTS FOR SYSTEM 7.0 USERS
 System 7.0 requires more memory than preceding systems, and it is always running under the Process Manager (known as the Multifinder® under System 6). If you are using System 7.0, please note that you will need at least 3.8 megs of free RAM available to allocate to Spaceship Warlock ("Free RAM" is RAM beyond what the the system is using. Select "About This Macintosh" under the Apple menu before starting Spaceship Warlock to see how much RAM is free and available).
 Adjusting the memory allocation for Spaceship Warlock: You should copy the
Spaceship Warlock icon/application onto your hard drive from the CD-ROM, and
set the memory allocation to the maximum amount of free memory. You can set the
memory allocation by selecting the copy of Spaceship Warlock's icon, choosing
"Get Info" off of the FILE menu, and typing a new number into the field in the
lower right of the info window. (You cannot adjust the memory partition on the
CD-ROM, as it is locked). If you are LOW on RAM and are running under system
7.0, open your Control Panel and turn your disk cache down to 16K, quit any
active applications, and remember to save movies frequently.

COPYING SPACESHIP WARLOCK TO YOUR HARD DISK
 Spaceship Warlock is available only on CD-ROM. There are no floppy-based versions of Spaceship Warlock because it would require several hundred floppy disks to hold it all.
 Provided that you have enough room on your hard disk, Spaceship Warlock can be copied to a hard disk. Running Spaceship Warlock from a hard disk will speed file access, NOT animation. To do this, copy the entire contents of the CD-ROM "as is" to your target hard disk. Name the hard disk "SS Warlock" and be careful not to move or change any of the files or folders. Eject the original SS Warlock CD-ROM before loading your copy of Spaceship Warlock.
 DO NOT try to place the Spaceship Warlock folders in a folder called "SS Warlock". That name must be reserved as the topmost volume name. Also: attempting to "split up" the data files of Spaceship Warlock across hard disks will simply not work. All of the data files are linked.
 As well, you may optionally choose to copy the Spaceship Warlock icon to your hard disk. It will launch and run Spaceship Warlock with no problems, provided that the Spaceship Warlock CD-ROM is mounted.

II. THE SPACESHIP WARLOCK INTERFACE

INTERFACE OVERVIEW
        Spaceship Warlock features an intuitive point-and-click interface. Moving through Spaceship Warlock is as easy as pointing and clicking in the direction you want to "travel". Most navigational steps are composed of advancing forward and 90 degree turns. While clicking near the center of the scene ahead of you will usually change your position, clicking to the far right or left of the screen will change your viewpoint without changing your position in the world.

 Whenever possible, take a look around you before moving ahead. Don't miss anything! In a few places, you can click upper and lower parts of the screen image to look up or down. Spaceship Warlock is truly a three-dimensional world. At nearly every scene you can turn a full 360 degrees.

 If you'd like a briefing of the interface, click on the document "GUIDE" or choose Help under the Apple menu on the menubar while running Spaceship Warlock.

SOUND

Spaceship Warlock features continuous audio play during scene switches. This helps make the Spaceship Warlock Interactive Movie run as seamless as possible. You can adjust the volume of the sound under the Sound menu. Sound levels are especially important when you need to hear what characters are saying to you. Spaceship Warlock was designed as a complete audio/visual experience and we suggest that you run it at FULL VOLUME (sound level 8) for the full effect. Amplified speakers are a very good idea for demonstrating Spaceship Warlock to groups or large audiences. In fact, amplified speakers are a very good idea, period!

COLLECTING SPECIAL ITEMS (INVENTORY)

While there is no "inventory" window, specific objects CAN be collected and used in Spaceship Warlock. As you travel through the adventure, you will encounter many items and places of interest. Don't be afraid to click on anything that interests you. However, dangerous characters and deadly traps also await you, so be careful!

TALKING TO CHARACTERS

Periodically, you may communicate to simulated characters with our dialog interface. The parsing in Spaceship Warlock is simple which means you can't ask two questions at once such as "Can you talk now, or are you tired?". Responses are also contextual, which means that a bartender might understand your drink order but know nothing of rocket science. In other instances, characters have short-term memory. They cannot handle threads of discussion and will seem confused when asked prompters such as "Oh, really?". What these entities may expect you to ask them may seem somewhat obscure at times and so we offer this one hint: think about where you've been, where you are, and where you're going.

If you'd like an example of the dialog interface, choose Help under the Apple menu on the menubar while running Spaceship Warlock or refer to the the **GUIDE**.

FIGHTING

You may find yourself pitted against hostile entities. when and if you acquire a Mark V Blaster, you can learn how to use it from the **GUIDE** or within the Help file. Barring the use of special items such as the Mark V Blaster, a good rule of thumb is to use your pointer cursor as you would your fists. Act fast, and keep your wits about you!

SAVING/LOADING THE MOVIE

Spaceship Warlock features a Save Movie feature that saves your EXACT point in the movie. Here's how to use it:

STEP 1: Select "Save Movie" from the File menu.

STEP 2: When you see the file requestor, you may name and save your movie to your internal hard disk, any external drive, or to a floppy disk. Your choice.

You can save ANY number of "Movies in Progress" as you wish (the files are very small). Loading is simple: after double-clicking on the Spaceship Warlock icon, wait until you can access the menubar, then choose "Load Movie" from the File menu and use the file requestor to locate your saved movie and open it.

Additionally, you may also interrupt any movie in progress and load another. Whatever you do, do NOT attempt to save your game on the CD-ROM! Remember that CD-ROM stands for a Compact Disc Read-Only Memory. You can't write to it.

THE HIDDEN MENUBAR
 The menubar automatically hides itself during Spaceship Warlock as you advance. You can show the menubar by clicking on the screen in the area just below where the menubar should be. Once you've shown the menubar, it cannot be toggled off. It will automatically hide itself again as you advance through Spaceship Warlock. A good place to familiarize yourself with menubar commands is during the title screen sequence or in the **GUIDE**. Remember: Keyboard equivalents for menu commands will not be recognized when the menubar is hidden.

BYPASSING THE PROLOGUE
 Every time you run Spaceship Warlock, you will see the prologue sequence. You can advance rapidly through the prologue by clicking on the fast forward buttons. You may completely bypass the prologue by clicking on a "secret button" during the opening sequence. The secret button is the disc-shaped Reactor logo symbol against the yellow color field. This button will initiate a shortcut to the title screen. From the title screen, the "Begin" button will launch the adventure.

THE DEVELOPMENT SYSTEM
Spaceship Warlock was developed using MacroMind® Director, Version 2.0 © 1991 by MacroMind, Inc.

MORE TO COME!
Bringing you new and exciting entertainment products on CD-ROM is what Reactor is all about! Future Reactor releases will explore new frontiers in the technology and artistry of CD-ROM based computer entertainment!

Onward and upward!

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