

STARTUP INFORMATION

What you need

To run Missions! you need a color-capable Mac with a 13" or larger monitor running any version of System 7. Missions! requires at least 3.5 Mb of RAM as well.

The following files should be present in the same folder:

- The [Missions!](#) game application
- Three resource files: [Main.rsrc](#), [Planet.rsrc](#), and [Crew.rsrc](#)

If all four files are not in the same folder, the game will tell you and return to the Finder.

You will need to turn 32-bit addressing on in the memory control panel on appropriate machines. Finally, your monitor needs to be set to 256 colors (8-bit). If it is not, an alert box will notify you of this and allow you to change depths, if possible.

Startup

After double-clicking the game icon, the title screen will present you with seven options:

- [About...](#) will give you information about the game and credits.
- [Register](#) will start the registration process to allow you to unlock the full game.
- [New Mission](#) will start the game and allow you to choose which mission to play.
- [Load Mission](#) will load an old saved game.
- [High Scores](#) will display the high scores for the three missions.
- [Preferences](#) will allow you to reset key commands to your liking and adjust the speed of the game for your computer.
- [Quit](#) will quit the game and return to the Finder.

After selecting New Mission and choosing your scenario, you will be presented with the Game Screen, and your mission will commence.