

# Welcome to Step On It™ Demo!

To maximize your enjoyment of Step On It!, we ask that you read the following before playing the game for the first time.

## Minimum Requirements

Step On It! requires a minimum of the following:

- 3.5 megabytes of free RAM
- 256 colors
- A monitor that supports 640x480 resolution (all 13" monitors or larger)
- QuickTime 2.1 or later
- QuickTime Musical Instruments necessary for music (Only available in the Full Version)

We recommend the following:

- 4.5 megabytes of free RAM

The latest versions of QuickTime and QuickTime Musical Instruments are available on the World Wide Web at <http://www.quicktime.apple.com>.

## Demo Movie

We encourage you to take a look at Step On It!'s Demo movie to get a feel for the game before playing. To start the Demo movie, launch Step On It!, click the "About" button at the bottom of the main Step On It! screen, and then click the "Demo" button to start the Demo movie.

Please note that if you pause a normal game and then run the Demo movie, you will not be able to resume your paused game. If you are in the middle of a game and wish to run the Demo, we recommend saving the game first.

## Music

Music is unavailable in the Demo version of Step On It!.

## Play on Slower Computers

If you have a slower computer, there are several steps you can take to maximize the speed at which Step On It! plays. First, ensure that the "Allow Background Tasks" preference under the "Options" menu is turned off. Secondly, you may wish to turn off "Accurate Graphics Mode," also located in the "Options" menu. Please note: Turning this option off may allow inaccurate drawing when two or more objects are right on top of each other.

## Keyboard Layouts

Some keyboards have inherent limitations regarding which keys can be pressed at the same time. This may cause problems when playing Step On It! in Two Player mode. To address these limitations, Step On It! automatically detects the keyboard you are using and selects the best possible key combinations. To see the default settings for your keyboard, go to the "Options" menu and select "Set Keys...". From this screen you may

change the keys that have been assigned to your keyboard if you wish. However, changing these may cause problems during multi-player games.

#### Saving a Game

- Players can save a game in progress to be continued later.
- Saved games can only be continued at the beginning of the board at which they were saved. That means that players have to complete each board in one session and cannot rely on saving games to make incremental progress within one board. Of course they can pause (Tab key) at anytime to catch their breath!
- Players can most easily save their game by first pausing the action (Tab key) and then selecting Save or Save As from the File menu.
- There is also a QuickSave feature that allows a player to resave their game without pausing if they have completed additional levels since they last saved their game. The current game must have already been saved by pausing (Tab key) and selecting Save or Save As from the File menu for this option to work. To QuickSave a game in progress players hit command-S and will hear the "Huuuh!" sound to indicate that their game has been saved. **\*\*PLEASE NOTE:** In many keyboard setups either of these keys may be used for an action, usually to fire a weapon. Players can avoid losing a weapon when trying to QuickSave if they hit the Command and S keys at exactly the same time. (The game will not interpret the action key if it is part of a Command-S combination, but it has no way of knowing your intentions if the keys are pressed individually.)

#### Opening a Saved Game

You can load a saved game either by selecting "Open Saved Game" from the "File" menu in Step On It!, or by double-clicking on the icon corresponding to your saved game in the Finder.

To order Step On It! please contact any major mail order company or your favorite retailer. If they are out of stock, please contact Casady & Greene.

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