

PREFERENCES

OTHER OPTIONS

☐ Use Document Window

Puts Crystal Crazy in a document window rather than letting it use the entire screen area, allowing you to switch out of the game and into another application when running MultiFinder or System 7.

☒ Smoother game play

Turning this off allows other programs to use your Macintosh while you are playing (e.g. System Extensions or other applications left open under MultiFinder or System 7). Beware—this can cause jerkiness in your ship's movement. You should only turn this off if you need it to remain compatible with some other program or System Extension.

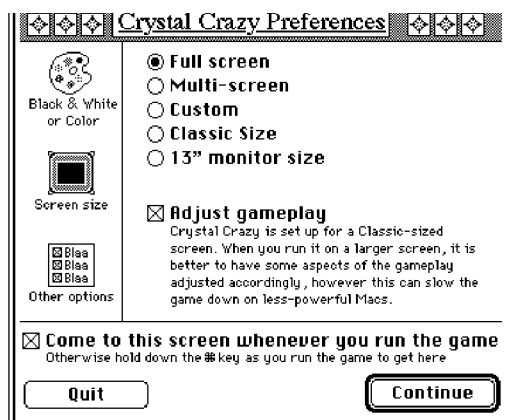
☒ Use MegaDraw™, not QuickDraw

MegaDraw is Crystal Crazy's own drawing system that is much faster than QuickDraw. You should always use MegaDraw unless you really have to turn it off, otherwise the game may run very slowly.

The only reasons to turn MegaDraw off are:


- ◇ Your hardware is having problems with MegaDraw (this can happen with some really weird video cards)
- ◇ Your hardware does not support 16 colors/grayscale

NOTE: MegaDraw only supports 16 colors/grayscale, anything else—i.e. 256, thousands or millions—will have to use QuickDraw.




PREFERENCES

When you first run Crystal Crazy, a **Preferences** window will appear. This window always pops up when you run the game unless you turn off the **Come to this screen whenever you run the game** checkbox, in which case Crystal Crazy automatically uses the settings you selected last time.

To see the **Preferences** window again after you've turned it off, hold down the  key while you start the game.

Three **Preferences** windows let you change various aspects of how Crystal Crazy runs. These windows are:

- ◇ Black & White or Color
- ◇ Screen Size
- ◇ Other Options

If all this seems confusing to you at first, don't worry. You can simply click on  and get on with playing the game.

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BLACK & WHITE OR COLOR

This window allows you to choose whether to run the game in color, black and white, or with your existing monitor settings.

☐ **Switch to color/grayscale**

The game will run in 16 colors or 16 shades of gray, depending on whether your monitor is set to colors or grays in the **Monitors Control Panel**. If you are currently set to anything other than 16 colors/grays, Crystal Crazy will change this for you.

☐ **Switch to Black and White**

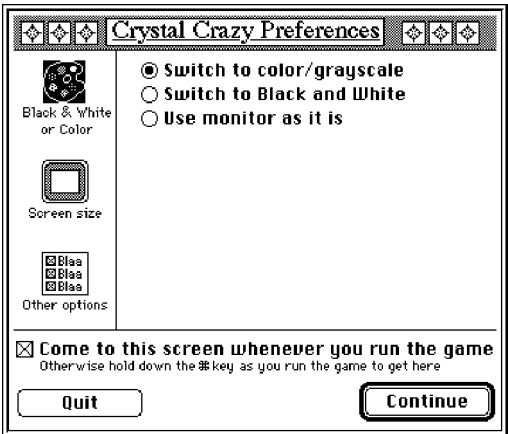
The game will run in black & white (1-bit) mode. If you are currently set to anything other than black and white in the **Monitors Control Panel**, Crystal Crazy will change this for you.

☐ **Use monitor as it is**

Crystal Crazy will not change the monitor, but will use whatever settings you have made in the **Monitors Control Panel**. The effects are as follows:

MONITORS SETTING	EFFECT
Black & White.....	Game plays in Black & White.
4 colors/grays.....	Game plays in Black & White but uses QuickDraw which slows it down.
16 colors/grays.....	Game plays in color or grayscale according to the Grays/Colors radio buttons in the Monitors Control Panel.
256/Thousands or Millions.....	Game plays in color or grayscale but uses QuickDraw which slows it down.

The only real reason for using the **Use monitor as it is** setting is if you have any trouble using either of the other settings. This can happen if you have a particularly strange video card in your Macintosh, or if your hardware does not support 16 colors/grays but you want to play the game in color.



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SCREEN SIZE

This window will display the various monitor options available with your hardware setup. If an option is not visible, or is grey, then your setup does not support this option.

☐ **Full Screen**

Crystal Crazy will use the full size of your monitor.

☐ **Multi-screen**

Only available if you are using a Macintosh that has more than one monitor attached. Crystal Crazy will play across all monitors that support the requested screen depth.

☐ **Custom**

Allows you to enter any size other than those listed. You can set up some really weird games with this option, but don't expect them all to be playable!

☐ **Classic Size**

Configures Crystal Crazy to run on a Classic-size (9 inch) screen. This option is not available on Macintoshes that actually have a 9" screen—it is meant to restrict the area used on Macintoshes with larger screens.

☐ **13" monitor size**

Configures Crystal Crazy to run in a 13" screen and is meant for restricting the game to 13" size on Macintoshes with larger screens (e.g. 16" or 21").

☐ **Adjusted Gameplay**

This option is not available if a Classic-size (9") play area is selected. Turning on this option makes Crystal Crazy adjust various aspects of itself to try to make a game on a non-Classic-size monitor feel as much as possible like a game on a Classic screen. The down side to supporting larger monitors is the amount of processing power the game will require. You may find that using a large screen in color on anything but the very fastest of Macintoshes isn't much fun either because everything soon slows to a crawl.

Experiment to see what you like—you can always return to a Classic-size screen to have a really fun game.

