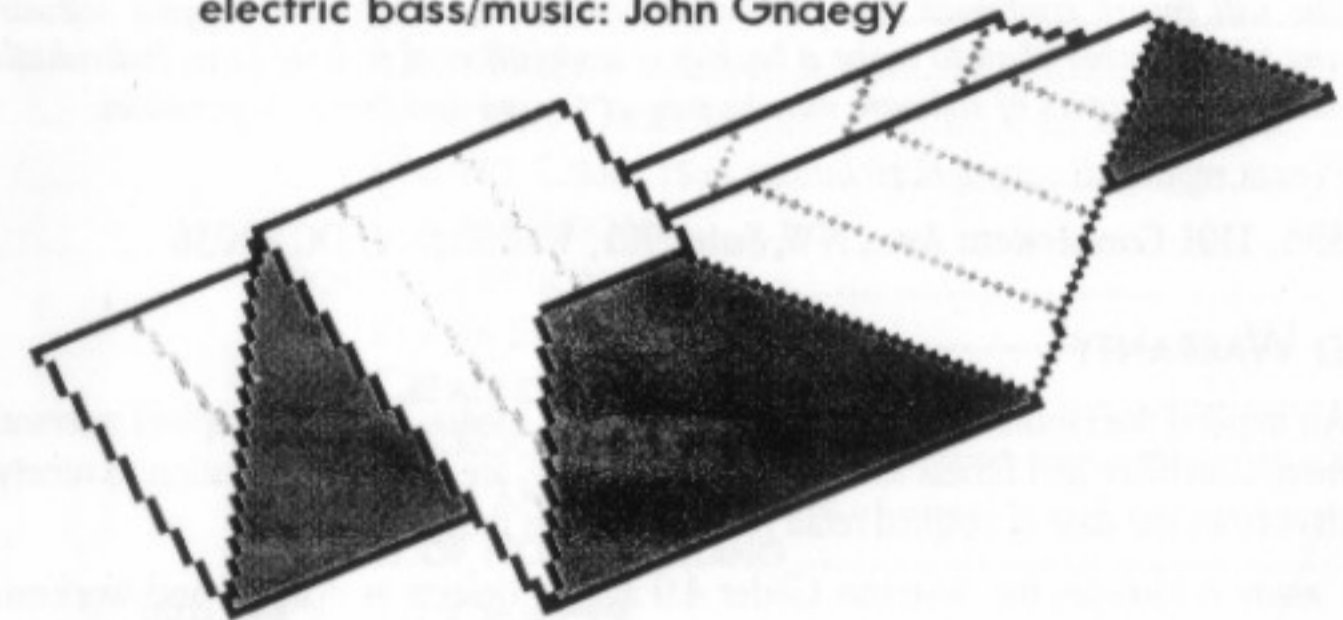


Glider™ and Room Editor

by john calhoun

original code/artwork/concept: john calhoun
additional sound code: Patrick Buckland
electric bass/music: John Gnaegy



USER'S GUIDE

**CASADY
& GREENE**

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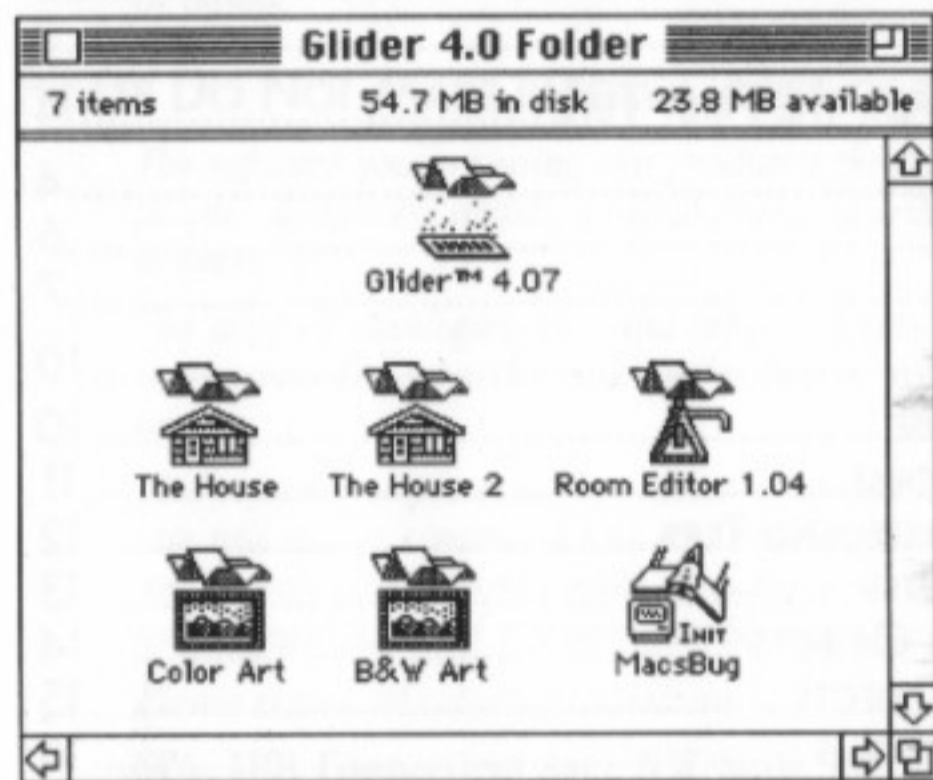
INTRODUCTION

When you play Glider, you control a paper airplane through rooms, hallways, up and down staircases. You rise on air blown from floor vents and precariously slide your glider under book shelves, over tables—always careful not to collide with a dangerous object nor become grounded on the floor.

NOTE: All Casady & Greene master disks are locked so you don't accidentally damage them, so remember to make a backup copy if you're playing on floppies. It's important that you not play Glider on a locked disk. Not only will your settings (preferences) be lost, but your high scores will not be updated.

NOTE: If you are playing Glider on Mac Plus, Mac SE or Mac Classic, copy the icon titled "Macsbug" to the **closed** System Folder icon.

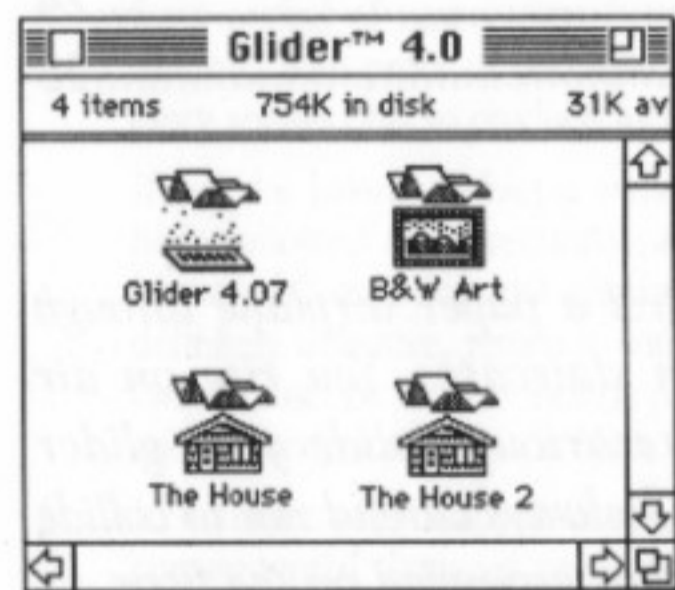
INSTALLING GLIDER ON A HARD DISK



The Glider 4.0 folder on your hard disk should now look like the above illustration.

- 1) Create a new folder on your hard drive and name it **Glider 4.0**.
- 2) Insert Disk 1 and copy all items from this disk to the Glider 4.0 folder on your hard disk.
- 3) Insert Disk 2 and copy all items from this disk to the Glider 4.0 folder on your hard disk.

INSTALLING GLIDER ON A FLOPPY DISK



Above are the minimum icons needed for playing Glider in Black & White.

Running Glider from a floppy disk requires a Macintosh with two floppy drives.

- 1) Insert a blank floppy disk into your Macintosh and name it **Glider 4.0**.
- 2) From the Special Menu choose Eject Disk.
- 3) Insert Glider Disk 1 into your Macintosh and drag *Glider*, *B&W Art*, *The House*, and *The House 2* to your Glider 4.0 floppy.

NOTE: For a minimal room editing disk, replace *Glider* with *Room Editor*. For a minimal color set up, you will need to use a high density floppy disk and substitute the **Color Art** file (located on Disk 2) for the **B&W Art** file shown above.

GLIDER FILES

MACSBUG



This is an INIT that will speed up Glider on a Macintosh Plus, SE, or Classic. You only use it on those three machines. The INIT sets aside some special RAM that enables Glider to play about 30% faster. To use the INIT, place it in your System Folder and reboot. Glider doesn't require the INIT, it just plays better if you have it.

Glider can run either in 16-color mode or in black and white. The color and b&w graphics have been split up into two separate files. Here's a list and brief description of the files so you're familiar with them:

GLIDER



This is the game. You need this whether you have a black and white or color Macintosh.

ROOM EDITOR



This is the editor. You only need it when you want to create your own houses.

ART FILES



These are art (graphics) files which contain the black/white and color graphics used by Glider and Room Editor.

THE HOUSE



There are two *house* files. These files contain the houses you fly your Glider through. **The House** and **The House 2** are part 1 and part 2 of the *official* Glider house. This is the house to master—the house to swap stories with your friends about that high score you swung.

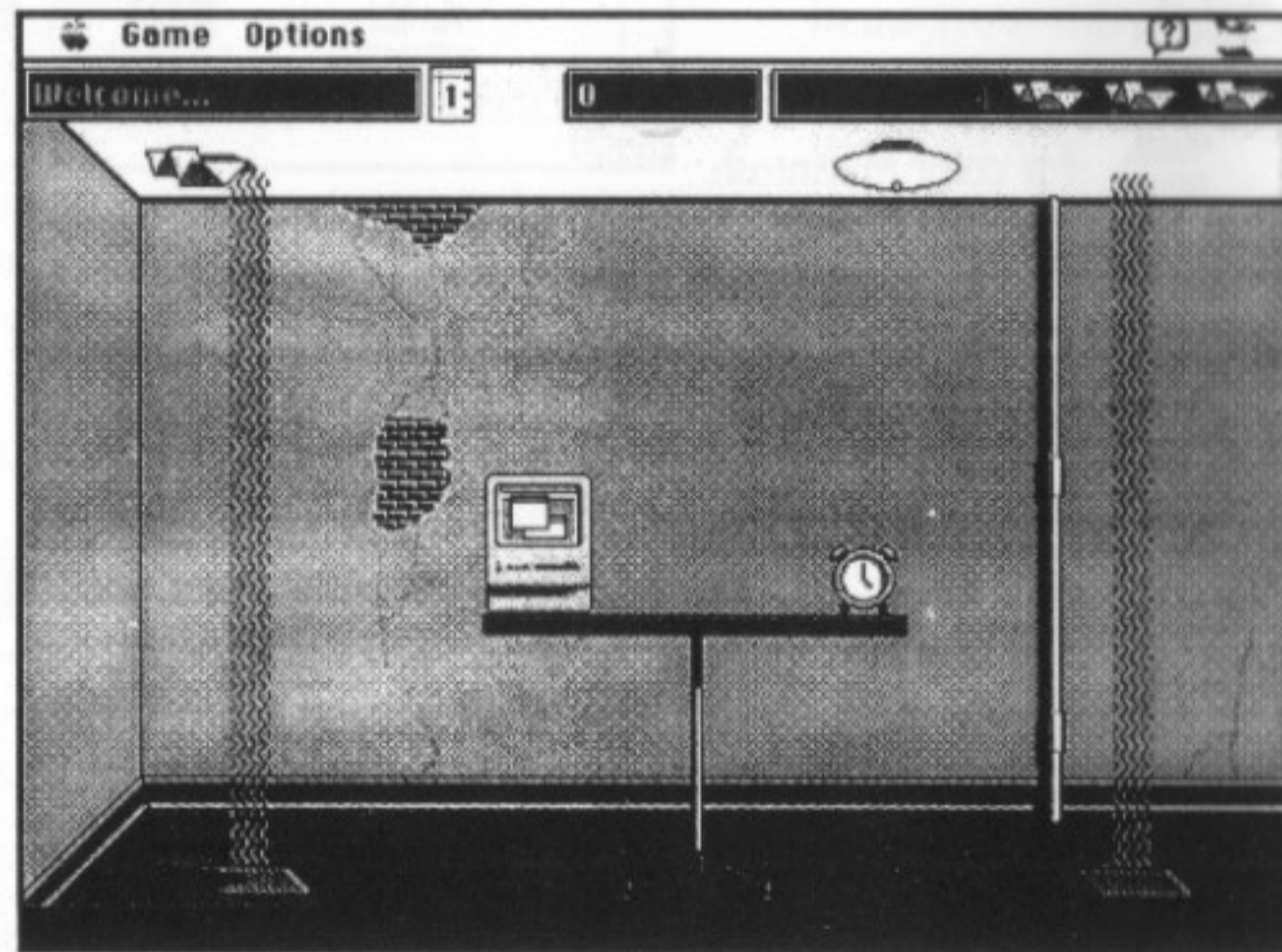
NOTE: Both *Glider* and *Room Editor* require that the Art and House files reside with them **in the same folder** (or all on the top level of the same disk). If you have a hard drive, this is easy, simply copy all of the files into a folder on your hard drive.

BEGINNING GLIDER FOR THE FIRST TIME

Double-click on the Glider icon to begin playing. You may get a dialog changing the default keyboard. If so, this dialog should only appear the first time you run Glider. Click on Okay.

If your monitor is not set to either Black & White or 16 colors, Glider will bring up a dialog box allowing you to automatically change to 2 colors (Black & White), 16 colors, or return to the Finder. This dialog will come up whenever you run Glider from other monitor settings. Glider is currently configured to return the monitor to its original setting when you quit Glider.

PLAYING GLIDER



The objective of the game is to safely fly your glider across rooms, accruing points and extra gliders while avoiding objects and entities that will destroy your glider.

When you begin the game, you'll see a room with a few objects in it. In the upper left hand corner a paper glider will fade in—that's your glider—control it by using the keyboard. You control the glider's backward and forward (left and right) movement across the room by the left and right arrows on your keyboard.

You can, if you wish, change the method of controlling Glider by selecting the **Controls** option in the Option menu. Some people prefer to control Glider with other keys or the mouse. See the Controls section (page 7) for more details.

FLOOR VENTS

Here's the hard part. Your glider has no engines (thus its classification as a *glider*). Consequently, in a few seconds your glider will float to the ground and you'll lose that glider.

Fortunately, to your advantage, many suburban homes feature central air-conditioning and heating. Scanning the floor of many rooms you'll see little floor vents and over these you'll find a column of air. Use the columns of air over the vents to lift your glider back up towards the ceiling.

NOTE: Young children may initially have problems visualizing the invisible columns of air over the vents. You may want to select **Air is Invisible** from the Options menu. This will change the command to **Air is Visible** and display wavy lines of air over vents and candles.

And here's the fun part. Flying from one side of a room to the other end can get pretty easy. Not to fear. There are tables to avoid landing on, shelves to avoid, books, cabinets, and other obstacles. There are also some pleasant things along the way:

- If you see a clock—go for it. Hitting it gets you points.
- If you see a folded piece of paper—touch it. Hitting the piece of paper entitles you to an extra glider and some points to boot.

I don't want to give everything away, so, if you see something interesting—run into it. If it destroys you—don't run into it next time.

So how long does this house go on? Many, many rooms. Sorry, but I'm not going to tell you. I'll say this though, if you make it through 20 or 30 rooms, congratulations—but you're not even half way through. Have fun!

NOTE: The Tab key pauses Glider and allows you access to the menus during the game.

GAME MENU

| Game | |
|--------------------|----|
| New Game... | ⌘N |
| Load House | ⌘L |
| End Game | ⌘E |
| <hr/> | |
| Open Saved Game... | ⌘O |
| Save Game | ⌘S |
| Save Game As... | |
| <hr/> | |
| Quit | ⌘Q |

NEW GAME... OR BEGIN GAME... OR CONTINUE GAME...

Starts a new game or continues an existing game.

Keyboard shortcut: ⌘N

LOAD HOUSE

Brings up dialog allowing you to choose another house to play in.

Keyboard shortcut: ⌘L

END GAME

Ends the current game. Keyboard shortcut: ⌘E

SAVE GAME

Brings up a dialog allowing you to specify a name and location to save the game. After a game has been saved once, Glider will pause briefly to save the game and continue. Keyboard shortcut: ⌘S

SAVE GAME AS...

Brings up the save game dialog even if the game has already been saved. This allows you to have many copies of the same game in different stages.

QUIT

Quits Glider. If in the middle of a game a dialog will ask if you want to save first. Keyboard shortcut: ⌘Q

NOTE: A saved game is disqualified from appearing on the High Score Table. Entry to the High Score Table signifies true achievement!

OPTIONS MENU

| Options | |
|---------------------|----|
| Controls | ▶ |
| Sound... | |
| Air is Invisible | |
| Depth Restore is On | |
| <hr/> | |
| High Scores | ⌘H |
| <hr/> | |
| Configure... | ⌘K |

CONTROLS

HOLD KEYBOARD

To move the glider, you have to *hold* down the forward or reverse keys. Let up on the keys and you fall straight down. This control method is all keyboard. You use the keyboard to energize and fire the rubber bands as well. You can configure the keys that control the above functions. For beginners, this method is probably the easiest to *catch on to*.

DROP KEYBOARD

Another all keyboard method for controlling the glider. The difference here is that if you let up on the keys for forward and reverse, you continue to head in the direction you were going. How does one go straight down? Wiggle! This method isn't too easy, but loads of fun. As above, you can re-configure all the keys for this.

MOUSE

Despite the name, the mouse control method still requires a key on the keyboard to act as the fire-rubber-bands or *energize* button. Whichever function the key performs, the mouse button performs the other. Moving the mouse left and right controls your glider left and right. In mouse mode, moving the mouse to one edge of the screen causes the glider to head in that direction and continue to head in that direction until you move the mouse somewhere else.

JOYSTICK

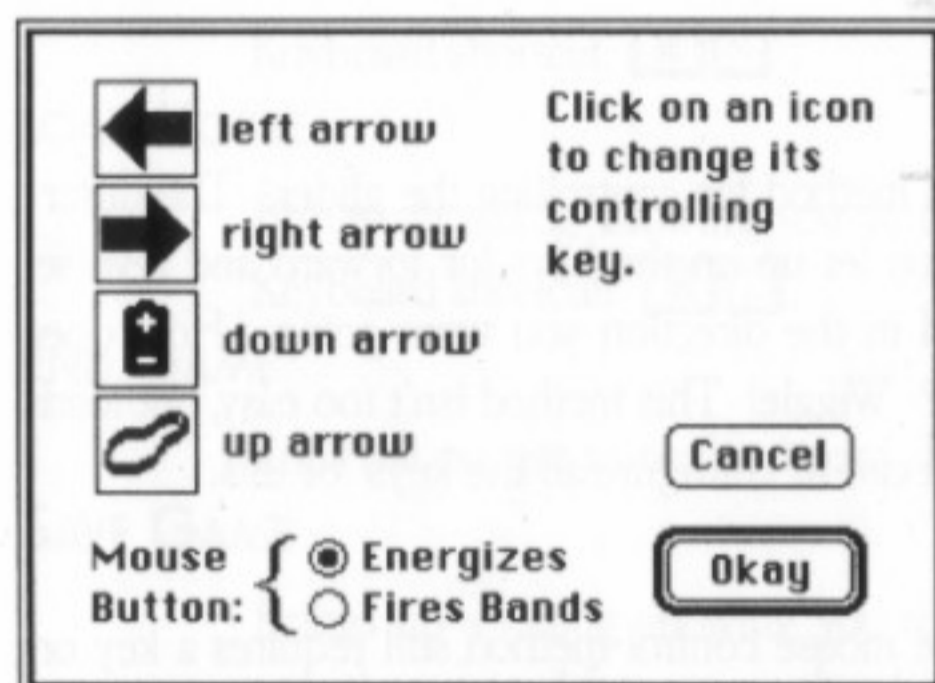
This is similar to the mouse method. The difference is that the mouse is automatically *centered* after the mouse is moved. As its name implies, use this method with joysticks.

NOTE: Both keyboard methods mentioned above give you the **least** amount of control over the glider. You can either go forward full speed or backward full speed (and in the case of **hold key**, you can drop straight down).

The mouse and joystick methods, however, afford you the ability to move forward and backward at different speeds (depending upon how **far** you move the mouse or joystick). In the case of the mouse method, moving the mouse slightly to the right of center will cause the glider to move slowly to the right. Moving it all the way to the right of the screen will cause the glider to move full speed. You get great maneuverability, but it may be difficult for the beginner.

Although I have mentioned the position of the mouse on many occasions, when the game is in session you don't actually **see** the cursor—it is **hidden**. Nonetheless, you will have no problem at all **guessing** where it is—just watch the way your glider moves! If you use the joystick and it is spring-centering, you'll have no problems at all with the hidden cursor.

CONFIGURE...



There are four methods of controlling the glider. Everyone will have their favorite method, and some methods are easier than others (with some drawbacks as you will see).

The following are the four features of Glider which need controlling:

→ RIGHT ARROW

The glider has to have some means of controlling its forward flight.

← LEFT ARROW

Impossible for a real airplane—this is how you back up the glider.

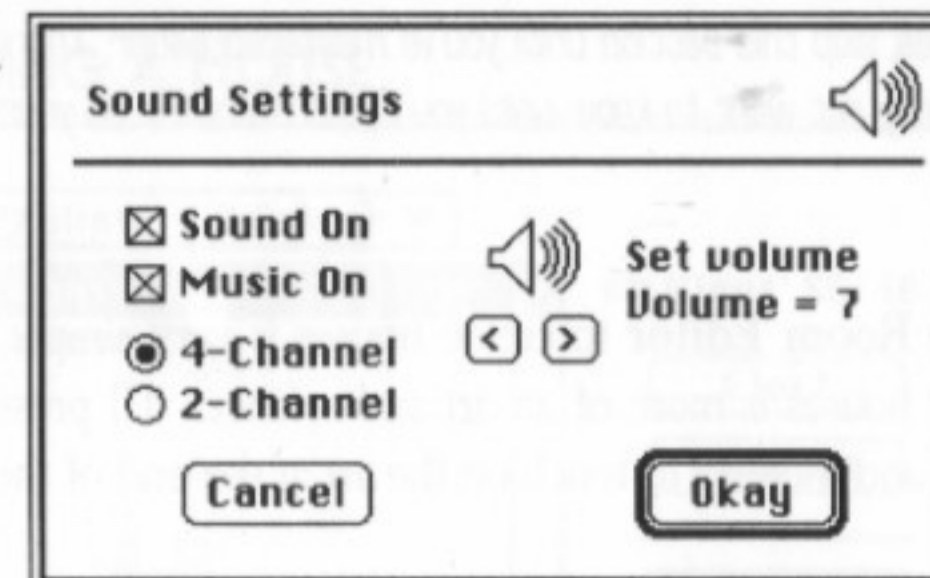
+ ENERGIZE

Or afterburners if you like. You begin with 0 energy. You have to get the batteries in order to get energy. All but a few of the rooms are possible to complete without *energy*.

🌀 FIRE RUBBER BANDS

As with energy, you don't have rubber bands unless you get some.

SOUND...



SOUND ON

Allows the various sounds of Glider to be heard.

MUSIC ON

Plays continuous music while you are playing glider.

4-CHANNEL OR 2-CHANNEL

Refers to how many sounds are played at the same time. Four channel sounds will be a little bit softer than two channel sounds.

Clicking on the < > keys controls the sound volume.

AIR IS INVISIBLE OR AIR IS VISIBLE

Highlighting this menu item changes air from visible to invisible or invisible to visible. Making air visible allows you to see the air while you are playing Glider. Recommended for beginners.

DEPTH RESTORE IS ON OR DEPTH RESTORE IS OFF

Choosing this item will toggle Depth restore on and off.

Upon quitting Glider, Depth Restore on allows Glider to reset the Macintosh to the number of Colors/Grays that were running prior to launching Glider.

STOP! If you like surprises, skip this section until you've mastered Glider. There is information in this section you may not want to know until you've discovered it on your own.

ROOM EDITOR

Using the **Room Editor** to create houses is very simple, but creating *great* houses is more of an art and science. I'll present the science first and then try to touch on the art at the end of the manual.

BUILDING A HOUSE

The best way to think of a house is to think of it as a collection of files containing a number of rooms which, in turn, contain a collection of objects. If you have ever played around with HyperCard, you might think of the house files as stacks, the rooms as cards, and the objects as buttons. It's a loose analogy, but it should get you going.

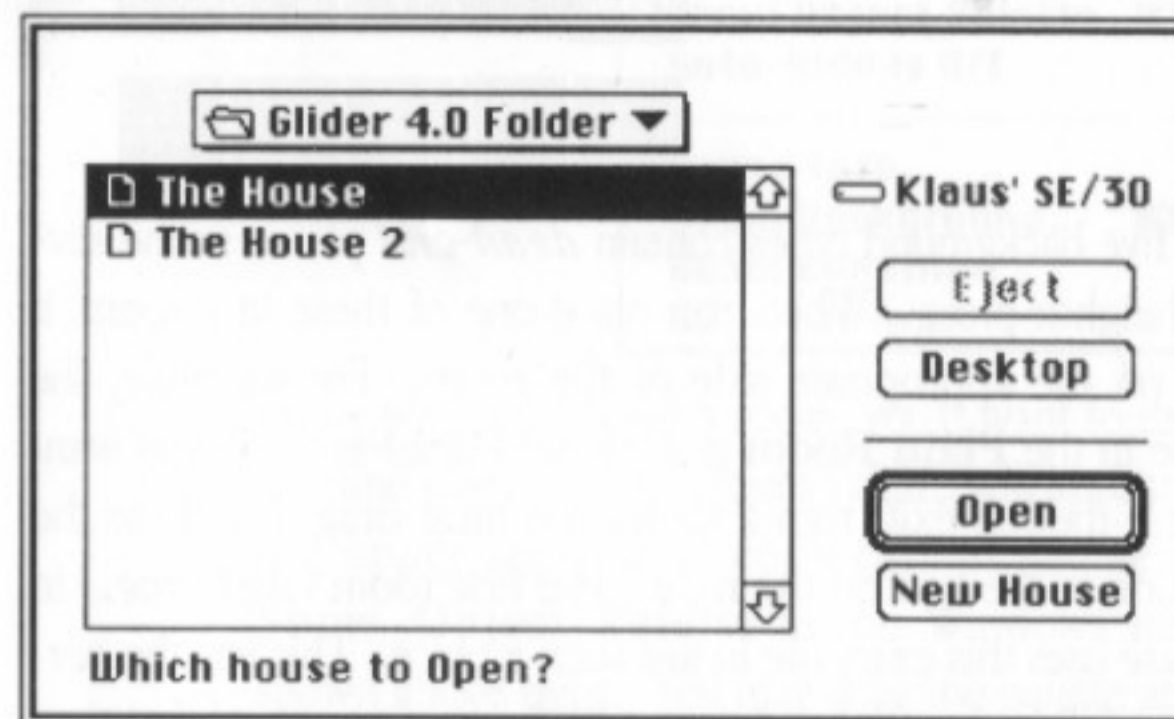
A single house file can contain no more than 40 rooms. In other words, if you are aspiring to a 100-room house, you'll have to go with at least 3 *parts* or files to your house. The obvious breakdown would go: 40 rooms in part 1, 40 more rooms in part 2, and 20 rooms in the final part. You could break it down other ways so long as no one file had more than 40 rooms.

NOTE: You may have noticed that **The House** included with Glider contains two files (**The House** and **The House 2**). It doesn't take much to realize that there can be no more than 80 rooms—although there may only be 2 (ha ha).

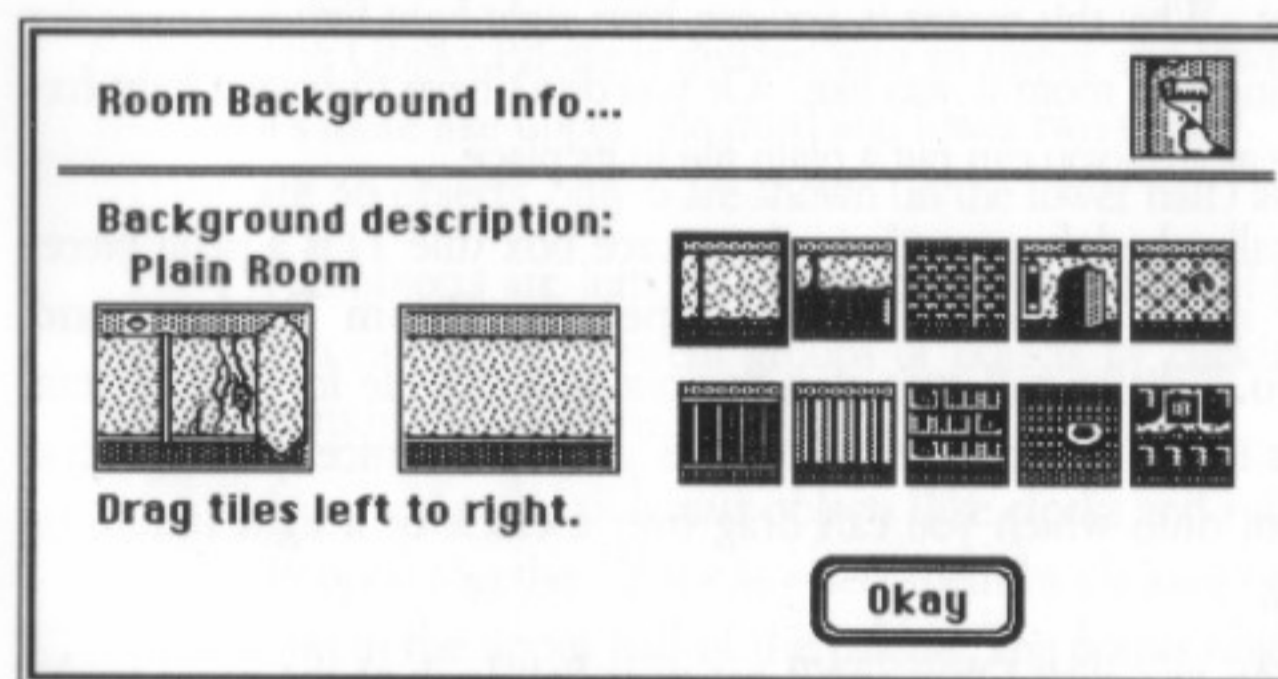
Besides rooms, a house file contains information about which house file (if any) is to follow it and the high scores for that house. In this way, your high scores for your own house will have nothing to do with the high scores for *The House*.

Rooms contain objects. Besides the objects, you also specify what background to use for the room, whether the lights or blowers are on or off, how many *enemies* (if any) there are in the room, what kind of enemies, and the name of the room. There are 36 objects to choose from and each one has its own properties and some have limitations. More on the individual objects later.

BEGINNING A HOUSE



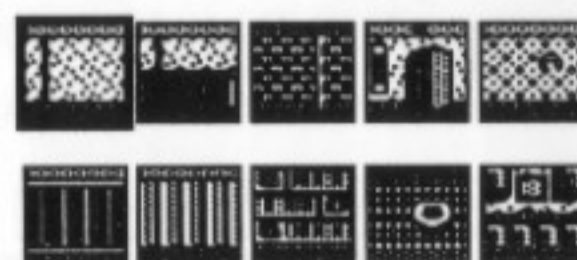
When you start **Room Editor**, you'll get a dialog box asking which house to open (**The House** and **The House 2** cannot be opened). To begin a new house, select the **New House** button on the right.



Immediately the **Room Background Info...** dialog will come up. This is where you design the background for each room. On the right you'll see 10 icons showing the different backgrounds. When you click on one, a descriptive name will show up on the left and a tiny picture of the background will appear in the two boxes on the lower left. Check them all out and select a background.

Although there are only 10 backgrounds, each one is composed of 8 vertical strips. One strip might contain a crack in the wall, another might feature a light fixture on the ceiling. You order these strips by dragging the tiles from the box on the lower left (the source tiles) to the box to its right (how your room will actually appear).

THE ROOM BACKGROUND TILES



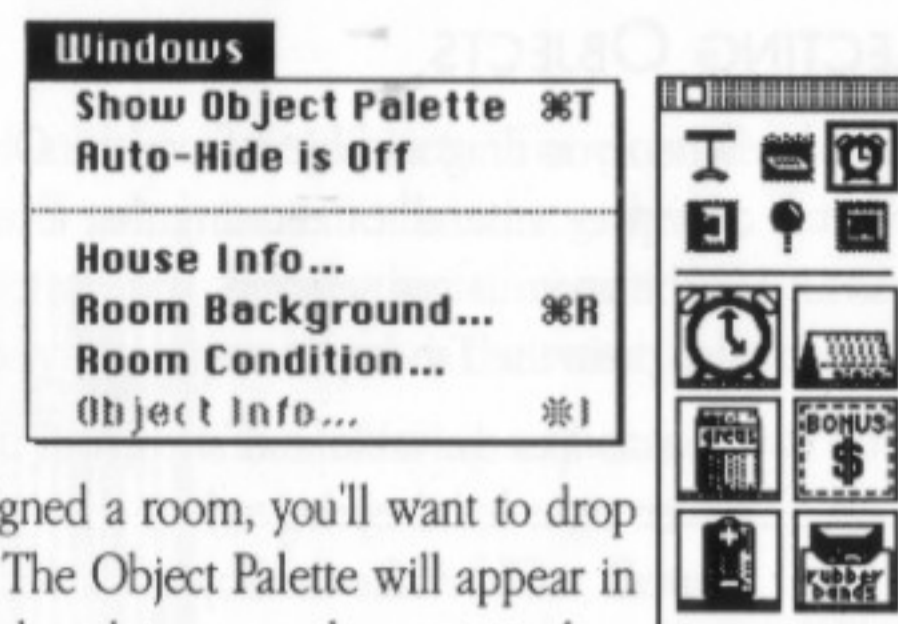
The first five background types contain *dead-end* pieces as the seventh and eighth piece. When you place one of these in a room, it must be on the appropriate side of the room. For example, the eighth tile in the **Plain Room** is a left wall dead-end. If you want to close off the left exit from a room, you must drag this tile to the first position in the box on the right. The first room (*Welcome...*) in *The House* uses this exact tile in just such a place. This lets the person playing Glider know that they are in the first room and that they must head to the right.

You may use the same tile from the left box more than once in the right. What this means is, you can have eight light fixtures across the ceiling in a room if you like. Or you don't have to have a light fixture at all—you can put a plain tile in its place.

Usually, the left-most tile in the source box (tile 1) is a plain piece. For many of the background types, the **Room Background Info...** dialog will even start you out with this tile for all 8 of your tiles in the box on the right. This gives you a nice, plain, generic room onto which you can drag over a crack or a light fixture or such.

When you click Okay, you'll get your first look at the room you're beginning. Don't worry if the background isn't ordered quite right or if you have to change it later. You can always select **Room Background Info...** from the Windows menu and change it (none of the objects you placed will be disturbed). Play around with different backgrounds and tile arrangements—it's fun.

THE OBJECT PALETTE



Once you've designed a room, you'll want to drop in some objects. The Object Palette will appear in the upper right hand corner when you select

Show Object Palette in the Windows menu. The palette is shown above right. You may drag the palette around by its top edge or get rid of it by clicking in the little square in the upper left corner. When the palette is gone you cannot add new objects, but you can bring it back by re-selecting **Show Object Palette**.

The Object Palette is divided into an upper and lower half (actually it's more like upper one third and lower two thirds). Although there are 36 objects, only 6 are shown (in the lower half) at a time.

The objects are lumped in groups of six in a semi-logical manner. You can select different groups of objects by clicking on the little icons in the upper half of the palette.

As an example, all *bonus* objects (like clocks and rubber bands) are grouped together. You can select them by clicking on the tiny clock icon in the upper half of the palette. The *bonus* objects will be displayed as the 6 larger icons in the lower half of the palette.

If in fact you want to place a clock at this point, you click on the larger clock icon and drag it into the room.

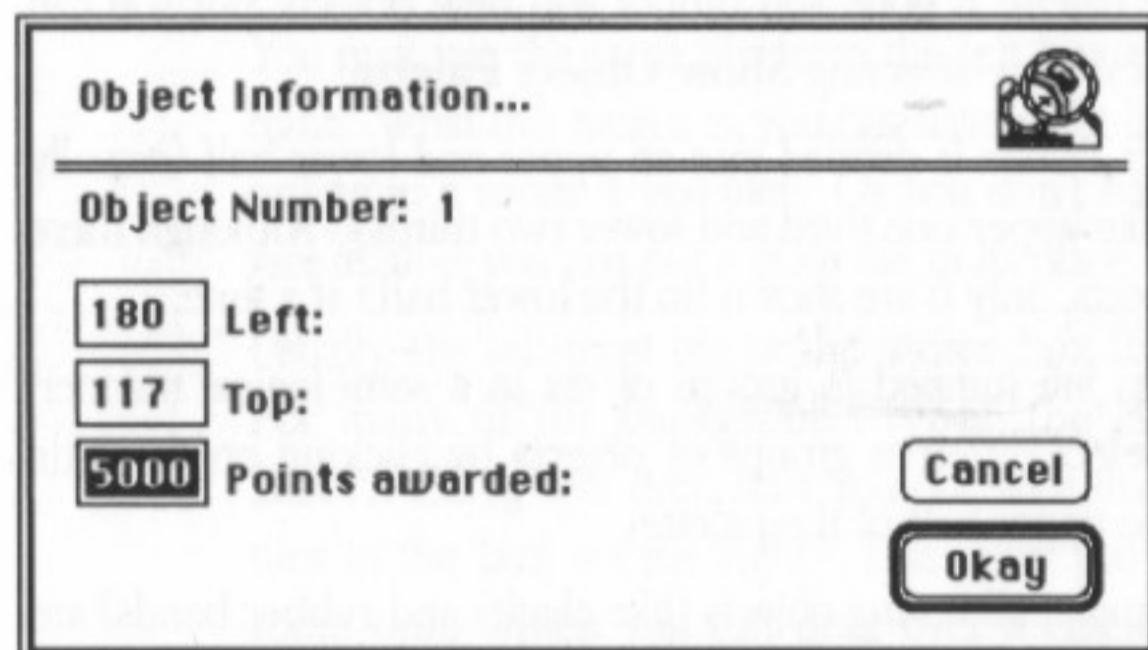
Once you drag an object out into the room, you may always come back to it and drag it around to a new location.

NOTE: If you click on one of the larger icons and let up on the mouse button without dragging, you may have actually placed an object **under** the Object Palette. If this bothers you, select **Auto Hide is Off** from the Windows menu. Clicking in the Object Palette will automatically and temporarily hide it.

SELECTING OBJECTS

When you drag an object from the Object Palette, you will notice a *marquee* around it indicating that it has been selected. If an object in the room is not selected, you can click on it to select it. You can also press the Tab key to sequentially select all the objects.

Objects like the table and shelf, will display a small square in their lower right-hand corner when they are selected. This is a handle you can use to resize the object. Tables and shelves may be stretched widthwise. Windows, cabinets, exit rectangles, and bonus rectangles can be stretched or shrunk lengthwise or widthwise. The vents, fans, and candles have lines with handles on the end that indicate how far the air (heat) blows—you can stretch or shrink these.



Object Information...

Object Number: 1

180 Left:

117 Top:

5000 Points awarded:

Cancel Okay

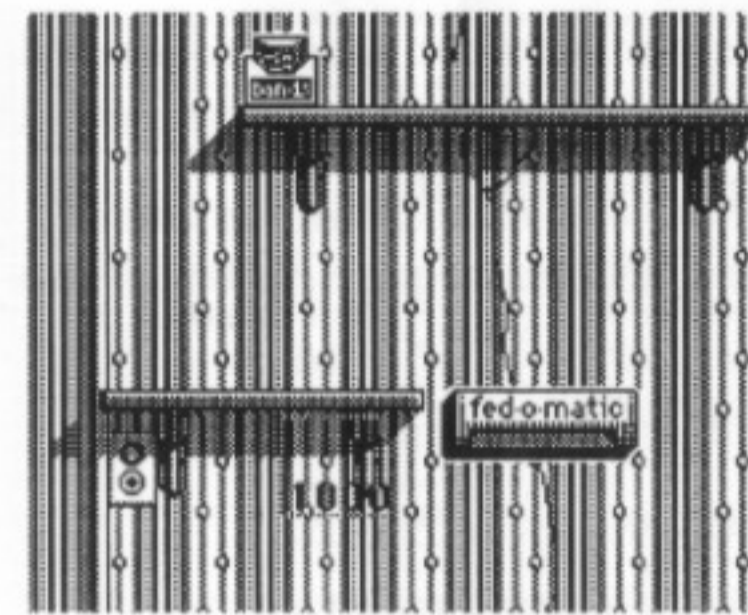
When an object is selected, the editor makes **Object Information...** in the Windows menu available. Certain objects (like clocks) have properties you can't change simply by dragging handles around. In the case of the clock, you will need to bring up the **Object Information...** dialog box to set the number of points awarded by the clock. By default, a clock is worth 1,000 points. For a particularly difficult clock, you might want to reward the player with 5,000 points.

NOTE: There is a rather important point to keep in mind when dragging objects into a room. Too many **dynamic** objects in one room can bring slower Macs down to a crawl. If you own a high speed Mac and intend only to play your house on your machine, you can get away with a whole slew of dynamic objects. But if you have a friend with a Mac Plus, you might want to go easy on the dynamic objects. There is a complete list of dynamic objects at the end of this manual. Static objects like shelves and tables do not slow down a Mac much so feel free to go nuts with these.

When an object is selected, the editor makes **Object Information...** in the Windows menu available. Certain objects (like clocks) have properties you can't change simply by dragging handles around. In the case of the clock, you will need to bring up the **Object Information...** dialog box to set the number of points awarded by the clock. By default, a clock is worth 1,000 points. For a particularly difficult clock, you might want to reward the player with 5,000 points.

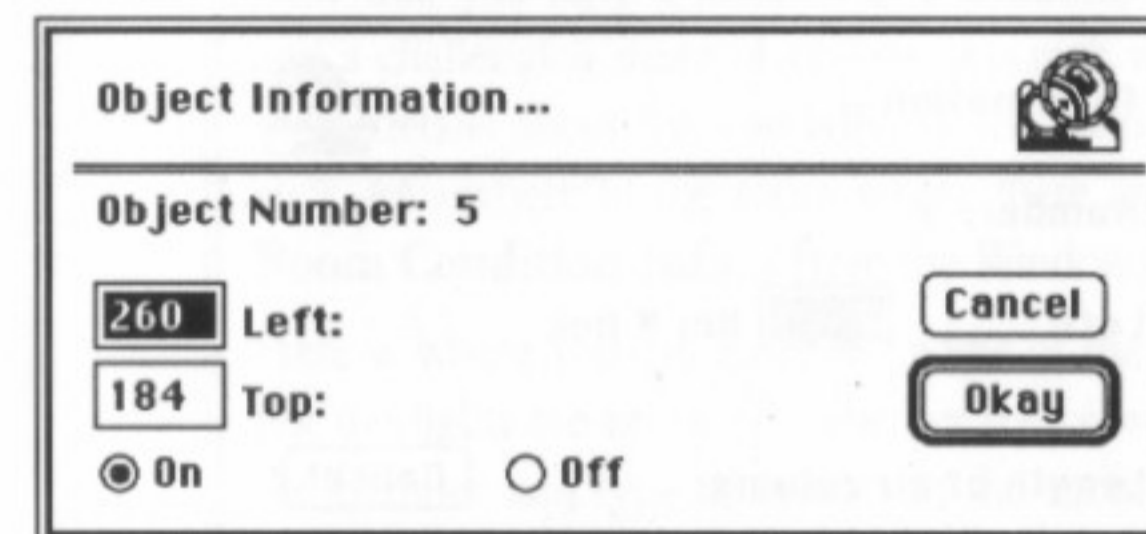
LINKING OBJECTS

Some objects are linked to other objects. For example, the fed-o-matic and an on/off switch must be linked together so that Glider *knows* the fed-o-matic gets turned on or off when the switch is touched.



The following sequence shows how the switch gets linked to the fed-o-matic in **Room 21 of The House**.

The first step is to click on the fed-o-matic and select **Object Info...** under the Windows menu to bring up the object information for the fed-o-matic shown at left.



Object Information...

Object Number: 5

260 Left:

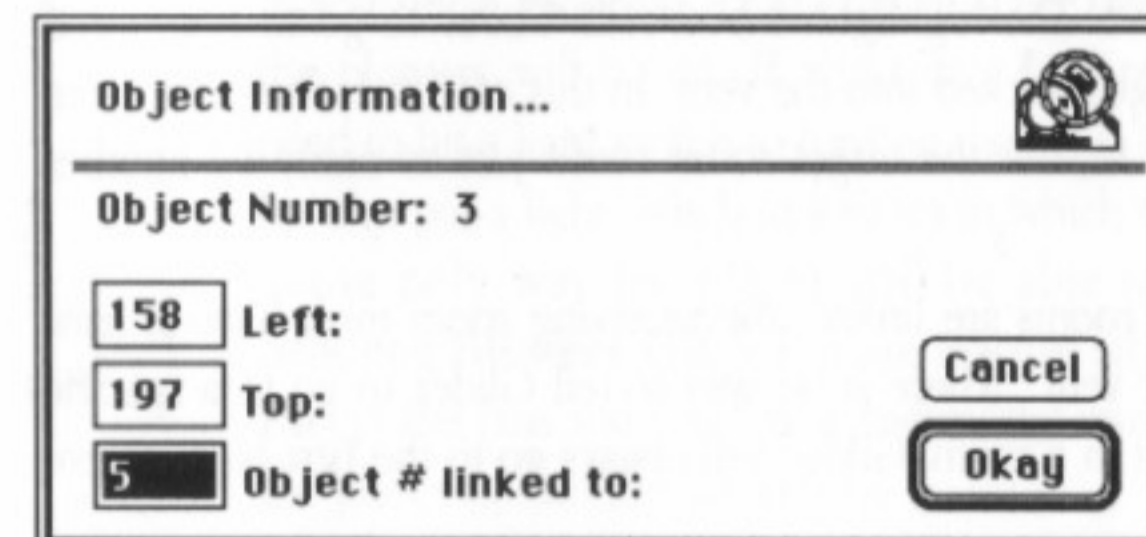
184 Top:

☒ On ☐ Off

Cancel Okay

The second step is to note the object number. In this case, it's object # 5.

Click the Okay button, then click on the switch under the shelf and select **Object Info...** to bring up the dialog box shown below.



Object Information...

Object Number: 3

158 Left:

197 Top:

5 Object # linked to:

Cancel Okay

The highlighted box shows that object #3, (the switch) is linked to object # 5 (the fed-o-matic). This instructs Glider that when you touch the switch the fed-o-matic is turned on or off.

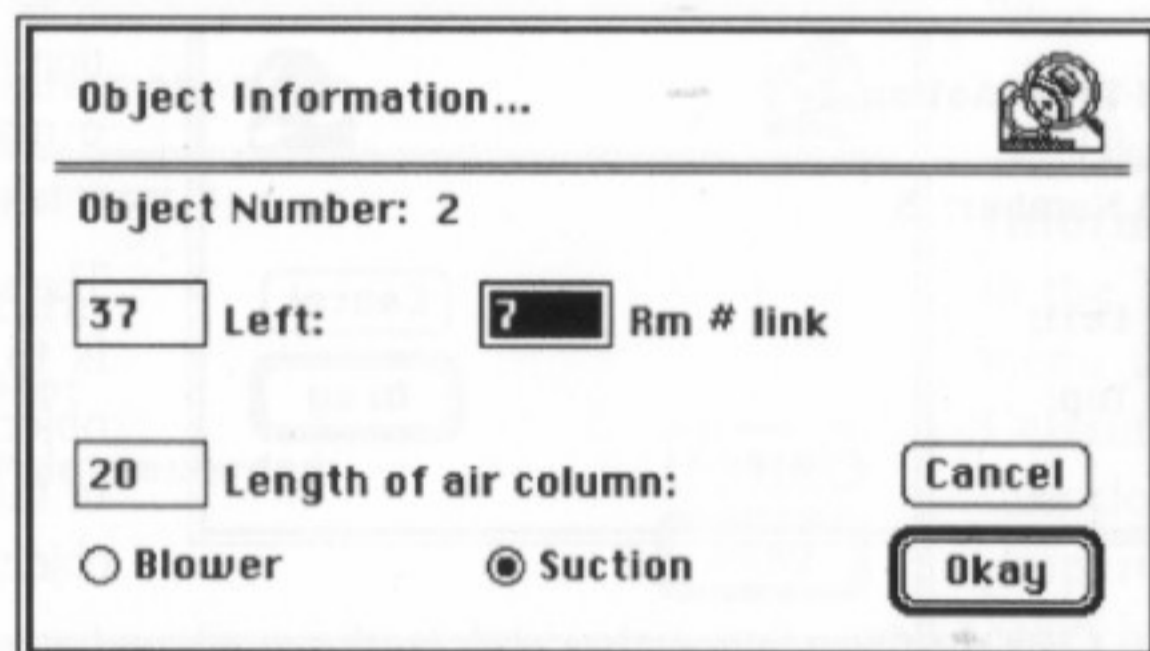
LINKING ROOMS

Linking rooms is as easy as linking objects. Most rooms will not need linking other than that provided by moving left to right.

Moving off the right edge takes you forward to the next room and moving off the left edge of a room takes you back to the previous room (presuming the room is open on both ends).

Connecting suction vents, or magic transporters, between two rooms requires that:

- You place a suction vent or transporter in a room
- Tell Glider which room to link to
- Make sure the target room has a blower vent



Object Information...

Object Number: 2

37 Left: 7 Rm # link

20 Length of air column:

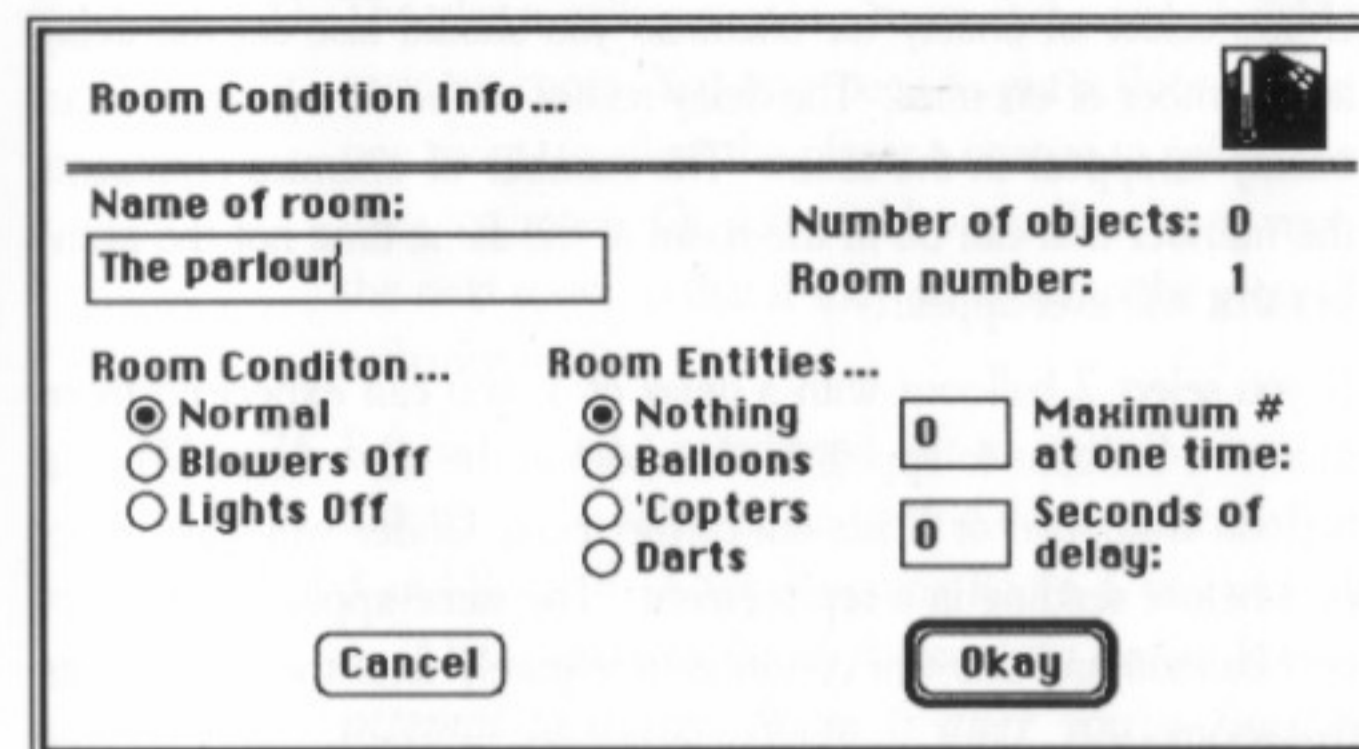
☐ Blower ☒ Suction

Cancel Okay

An example **Object Info...** box for the suction vent in Room 7 is shown above. The highlighted box tells Glider to go to Room 7 if the player gets sucked into the vent. In this case, it is the same room the vent is in, but the target room could just as easily be another room.

When two rooms are linked, the receiving room must have at least one blower vent. There is no way to tell Glider to go to a specific blower vent in a room, Glider will always go to the first blower vent it finds.

ROOM CONDITION...



Room Condition Info...

Name of room: The parlour

Number of objects: 0

Room number: 1

Room Condition...

☒ Normal ☐ Blowers Off ☐ Lights Off

Room Entities...

☒ Nothing ☐ Balloons ☐ 'Copters ☐ Darts

0 Maximum # at one time:

0 Seconds of delay:

Cancel Okay

Now that you have a room with a beautiful background arranged and a challenging maze of objects, you may want to describe a few more details about the condition of the room. You simply double-click somewhere in the room where there are no objects or select **Room Condition Info...** from the Windows menu.

Here is where you can enter the name of the room, set whether or not the lights are on or off, whether the blowers are on or off, and the number and type of entities in the room. For most rooms you may want to just enter a name. When you turn out the lights or add an enemy or two, you make the room considerably harder. For room 1 you might want to go a little easy on the player.

If you select **Normal** for the room state, the lights will be on and the blowers will be on. If you select **Lights Off**, the player will need to hit a light switch to turn on the lights in the room. You don't have to put a light switch in a room in which the lights are off, but it is the only way the player will be able to turn the lights on. Selecting **Blowers Off** will make inactive all lifting/blowing objects except the fans and candles. A thermostat must exist in the room for the player to turn the air back on.

ROOM ENTITIES...

If you select an enemy (or enemies) you should also set the delay and number of enemies. The delay relates to the time it takes for an enemy to appear in the room. The number of enemies represents the number that can be in the room at the same time not the number that will ever appear.

If you select 2 balloons with a delay of 1, you can expect no more than two balloons to appear in the room at the same time. When a balloon is popped or floats out of the room, Glider will wait 1 second before sending in a replacement. The same applies to the second balloon and this will continue indefinitely until the player exits that room.

Balloons appear from the bottom of the room and rise, darts appear from the right and fly left, and 'copters appear from the top and twirl diagonally down to the left.

GUESS WHAT! *That's all there is to making a room. Now I'll describe some of the subtler elements in making a finished house and using Room Editor to its fullest.*

CREATING MORE ROOMS

Special

| | |
|---------------------|----|
| Try Glider... | ⌘G |
| Controls | ▶ |
| Depth Restore is On | |
| <hr/> | |
| Go To Room... | |
| Previous Room | ⌘1 |
| Next Room | ⌘2 |
| <hr/> | |
| Create New Room | ⌘K |

When you are satisfied with the room, select **Create New Room...** from the Special menu. You'll be presented with the **Room Background Info...** dialog box again and can repeat the process described previously.

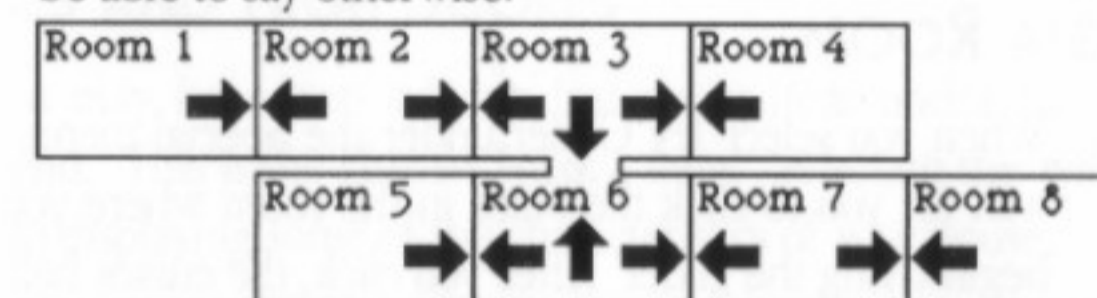
When you have more than one room, you need a mechanism to switch from viewing one room to another. The Special menu gives you a number of

ways. You can select **Next Room** or **Previous Room** to flip from room to room or use the left and right arrow keys.


Or, if you have quite a few rooms and know which room you want, select **Go To Room....**

There are a few things to keep in mind when adding new rooms:

- 1) The player will appear in a room at the same height they left the previous room. You may need to put a floor vent at the end of one room to allow the player a chance to gain some altitude for the next room. Or you could put a floor vent very early on in the next room so that if they are close to the ground they'll have a chance to rise.
- 2) Rooms must be numbered left to right in sequence. Presume that you have designed an up and down staircase between Room 3 and Room 6. After designing Room 3, you must design Room 4. After designing Room 4, you must design Room 5. *Do not attempt to design Room 6 after you've finished Room 3.* The editor will think you're working on Room 4 and you won't be able to say otherwise.



I know, for a complex house it can get kind of messy. A good technique though is to block out the sequence of rooms ahead of time (similar to the illustration above) and number them from left to right. If you had done that, you would know to connect the down-staircase in Room 3 to Room 6.

You would also know to connect the stairs in Room 6 to Room 3 and that there is a Room 4 and 5 between. 

- 3) If you blow it, don't worry. The Edit menu has real working **Cut**, **Copy**, and **Paste**. If no object is selected, you can cut entire rooms, advance a few rooms forward or back, and paste the room in. All rooms will be pushed aside and renumbered to make room for the new room you pasted in.

Warning! If you paste a room in front of another, all the room numbers following will increase by one. This can cause you problems if you linked to a room with a blower and then paste a new room in front of the room with the blower.

You can transfer rooms between two house files. Although the Scrapbook won't work for this, you can **Copy** a room in *House A*, Close that house (from the File menu), open *House B*, and **Paste**.

Rather than knocking about with **Copy** and **Paste**, another approach to building complex houses is to just throw in a few temporary rooms for filler and come back to them later.

In the above example, maybe you would prefer to design Room 6 right after you finish with Room 3. So knock out *temporary* Rooms 4 and 5, and go on to Room 6.

When you have finished designing that room, go to and finish 5, then 7, and maybe do 4 last. Use whatever technique you find that works best.

TESTING A ROOM

When you select Try Glider under the Special menu, the editor will wait for you to click the place in the room where you would like to begin flying the glider. After you click, the cursor ball will spin for a few seconds allowing you to get prepared (in case you want to switch to the keyboard controls or whatever).

Now you can fly the glider through the room much like the game. There are some differences however. The most obvious difference is that your glider doesn't erase and leaves a long trail of gliders behind it. This is intentional. It allows you something of a gauge to go by. In case you find that a table in your room is impossible to fly over, you can use the trail of gliders to give you an idea of how far to lower the table or raise the vent before it.

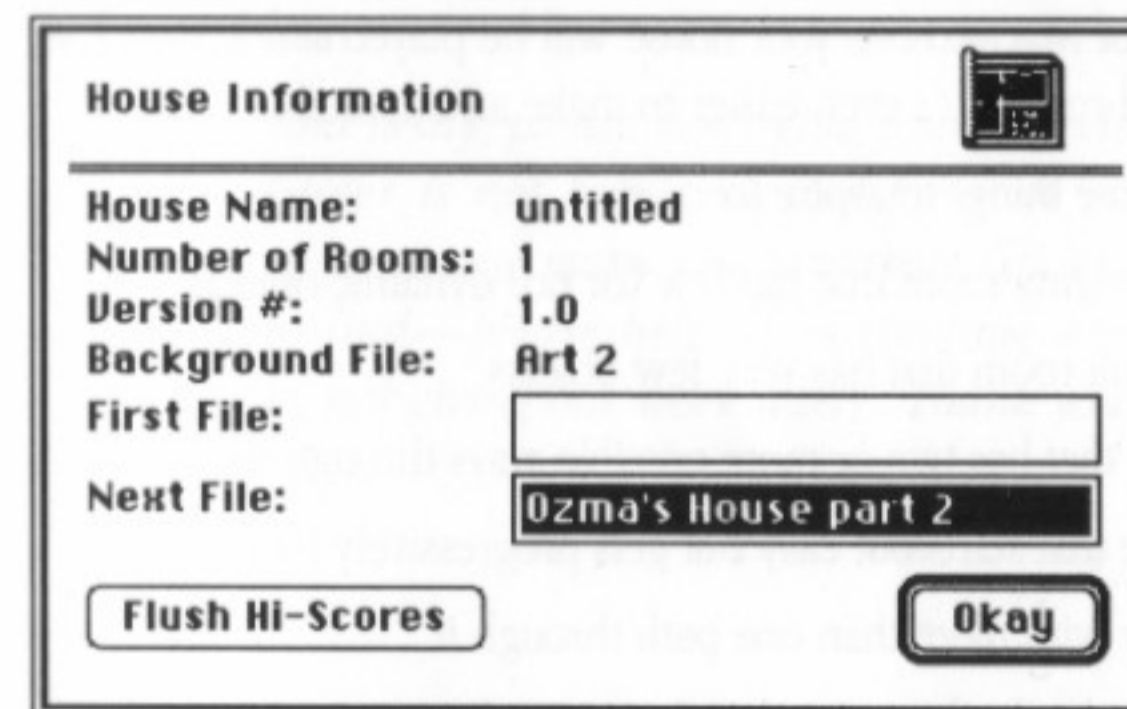
Another thing that's missing are the entities. They appear at random anyway, so you can't determine how difficult a room is based on your experience with it. You may have been lucky and no darts appeared at your altitude as you crossed the room.

Also, you are given infinite battery energy when you're test-flying in the room. If you know that the player will not have had the opportunity to acquire such a luxury, don't make the room dependent upon battery energy. It is always fun though to make a room or two where you need to have acquired and saved some battery energy. You may find that your complicated room has an easy path through it given that the player found a battery. Of course a well placed obstacle can fix that minor problem.

The real test of your house though is to play Glider with it. Keep paper and pencil or QuickDEX II handy when you play. Hit the TAB key to pause the game frequently and make notes about changes. A well-honed house is the result of thorough testing.

BIG HOUSES AND HIGH SCORES

You may have noticed one last menu item under the Windows menu. This is the **House Info...** item. Selecting this will bring up info displaying some of the characteristics of your house.



| House Information | |
|---|---------------------|
| House Name: | untitled |
| Number of Rooms: | 1 |
| Version #: | 1.0 |
| Background File: | Art 2 |
| First File: | |
| Next File: | Ozma's House part 2 |
| <div> <div>Flush Hi-Scores</div> <div>Okay</div> </div> | |

The first few items are fairly straightforward. But the **First File:** and **Next File:** items may be confusing. If the house file you're working on is the first file in the sequence, leave **First File:** blank.

If you are, for example, working on My House part 2, then My House part 1 might go in the **First File:** box (or whatever the name of part 1 is on your disk). Remember, this is only necessary for houses that you want to exceed 40 rooms. If 40 rooms are plenty for you, you won't have to link house files together.

If you have reached 40 rooms and want to begin another house file to connect to your first, enter the name your second part will have in the Next File: box. What this means is, after the player goes through room 40 of part 1, Glider will expect to find a part 2 on the disk with the name you've entered here.

NOTE: There is one limitation you ought to be aware of. You may place suction vents and stairs in a house file that connect to rooms in a house file that follows (perhaps you have a suction vent in Room 28 that connects to Room 43—obviously 43 is in the next file). However, you **may not go backwards!** Going from part 1 to part 2 is a one-way street. If you send a player to Room 43, consider that they will never be able to return.

If you create several house files to be linked together, you will notice that all the house parts will display the Flush High Scores button here. Only the first file contains the real High Scores, the other house files always remain zero and can be ignored.

THE ART OF HOUSE BUILDING

It's fun to just go nuts and drop objects all over a bunch of rooms and call it a house. As I noted earlier, you may want to consider what types of Macintoshes your house will be played on. It's easy to make a hard room. It's even easier to make an impossible room.

Here are some things to aspire to:

- A challenging room that has few (or no) dynamic objects
- A difficult room that has very few objects
- A room that has two or more possible ways through the room
- A house that starts out easy but gets progressively harder
- A house with more than one path through it
- A house that looks ordered and not too chaotic

THE ULTIMATE ROOM

Consider the ultimate room. This room might only have one dynamic object and no enemies. It is maze-like with tables, shelves, and the like, but there are three possible ways to cross it. One way is fairly obvious and simple. The second way is a bit tougher, but there is a clock you could get going that route. The third way is almost inconceivable, but you have placed an invisible 5,000 point Bonus Rectangle down there and an Extra Glider to boot.

What is this room? It may not exist or you may never stumble upon it. Nonetheless, with something to strive for, you're likely to get some pretty nice rooms that contain many of the elements of The Ultimate Room.

Be creative! Hide Bonus Rectangles in your rooms. Place Exit Rectangles in odd places. How about a *bonus* room every 10 rooms or so with lots of goodies in it. What? You didn't find the *bonus* rooms in **The House**? They're there! Now go back and find them!

A FINAL NOTE

And lastly, please don't give your friends free copies of Glider. Glider is not copy protected for your convenience. We have spent many, many hours making Glider fun to play and easy to find—please help us to continue developing new products by not giving our work away. Thank you!

WHAT'S IN AN OBJECT?

| OBJECT | STATIC/DYNAMIC | RE-SIZABLE? | COMMENTS |
|----------------|----------------|--------------------|---|
| Table | Static | Tabletop width | Top will destroy glider, may pass beneath |
| Shelf | Static | Width of shelf | Shelf will destroy glider |
| Books | Static | No | Books will destroy glider |
| Cabinet | Static | Yes, fully | Will destroy glider |
| Exit Rect. | Static | Yes, fully | Invisible, links to another room* |
| Obstacle Rect. | Static | Yes, fully | Will destroy glider, invisible to the player |
| Floor Vent | Static | Height of air | Lifts glider, must be on the floor |
| Ceiling Vent | Static | Bottom of air | Blows glider to ground |
| Ceiling Duct | Static | Bottom of air | Either sucks glider to another room* or blows glider down |
| Candle | Dynamic | Height of heat | Burns glider if too close, otherwise lifts |
| Fan/Left | Static | Length of air | Blows & turns glider to the left, on or off* |
| Fan/Right | Static | Length of air | Blows & turns glider to right, on or off* |
| Clock | Static | No | 1000 points* by default |
| Folded Paper | Static | No | Points* and 1 extra glider |
| Grease | Dynamic | Length of spill | May be already spilled* |
| Bonus Rect. | Static | Yes, fully | Invisible, gives player points* for touching |
| Battery | Static | No | Gives player a number* of energy points |
| Rubber Bands | Static | No | Gives player a number* of rubber bands |
| Light Switch | Static | No | Turns lights on, useless in a lit room |
| Power Outlet | Dynamic | No | Zaps periodically* and destroys the glider |
| Thermostat | Static | No | Turns air on, useless in a room with air on |
| Shredder | Static | No | May be on or off*, shreds glider |
| Power Switch | Static | No | May toggle a shredder or fan on or off |
| Guitar | Static | No | Simply plays a sound, just for fun |
| Drip | Dynamic | Length of drip | Periodically* drops water, destroys glider |
| Toaster | Dynamic | Height toast flies | Periodically* pops toast, 1 per room |
| Ball | Dynamic | Height of bounce | Bounces, destroys glider, the higher it bounces the slower its period |
| Fishbowl | Dynamic | Height fish jumps | Periodically* a fish jumps, destroys glider |
| Tea Kettle | Static | No | Periodically* blows, pushes diagonally |
| Window | Dynamic | Yes, fully | If open* blows randomly, 1 per room |
| Painting | Static | No | Just for decor |
| Mirror | Dynamic | Yes, fully | Displays reflection of glider, 1 per room |
| Waste Basket | Static | No | Just for decor |
| Macintosh | Static | No | Just for decor |
| Up Staircase | Static | No | Transports player to another room* |
| Down Staircase | Static | No | Transports player to another room* |

TROUBLESHOOTING

The graphics file could not be opened. It could not be found, is busy, or has been moved.



Okay

This dialog will appear if Glider cannot find the B&W or Color Art file or the file is already in use. *Make sure the Art files are in the same folder as Glider 4.0.* (See page 2 for Installation instructions). Also check to see that the Art file is not currently in use by another application like the Room Editor.

There was an error trying to load a graphic. The file is damaged or we need more memory.



Okay

This dialog will appear if a file is damaged or Glider has run out of memory. If you are running System 6 under Multi-finder or System 7 (always in Multi-finder), try increasing the amount of memory by following these steps:

- 1) Make sure you are not currently running Glider
- 2) Go to the folder containing Glider 4.0
- 3) Highlight Glider 4.0
- 4) From the file menu choose **Get Info**
- 5) Increase the number in the memory box by a few hundred K. (*Application Memory Size (k):* in System 6 and *Preferred size:* in System 7).
- 6) Run Glider again

If the error dialog still comes up, you need to throw away all the Glider files on your hard drive and reinstall Glider. (See page 2 for Installation instructions).

PROBLEMS WITH GLIDER?

Glider and Room Editor have been thoroughly tested on a whole potpourri of Macintoshes. Nonetheless, each individual's Macintosh is a unique environment.

If Glider Freezes or Crashes, before calling for technical support, remove ALL INITs from your System Folder. An INIT can be a Control Panel Document or Startup Document in a System Folder. In System 7, the same critter is found in the Control Panel Folder or Extensions Folder in the System Folder.

Casady & Greene Technical Support is available Monday through Friday from 8 a.m. to 5 p.m. (Pacific Standard Time).

Phone: 408-484-9228

FAX: 408-484-9218

You may write us at

**CASADY
& GREENE**

22734 Portola Drive

Salinas CA 93908-1119

You may also contact us at:

Applelink: D0063

America on Line: CasadyGree

TECHNICAL SUPPORT QUESTIONNAIRE

We'll be able to help you more quickly if you provide the following information about your computer system and Glider 4.0.

Product: _____ Version Number: _____

Macintosh Model: _____ RAM (memory): _____

Operating System: _____ Finder version: _____

Hard Disk Size: _____ Manufacturer: _____

Monitor Model: _____ Manufacturer: _____

Other Hardware: _____

What Startup documents (INITs) are in your System Folder?

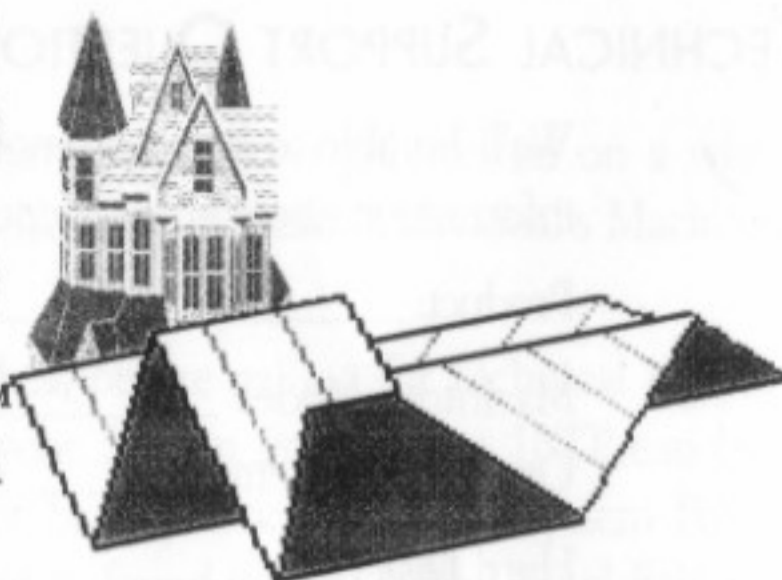
Did the program ever work correctly? If so, what changes have you made recently to your hardware, software, or system? _____

When the problem occurred, were there any error messages? If so, what were they? _____

Can you duplicate the problem? If so, please include all steps necessary to reproduce the problem. _____

MORE Glider™

By John Calhoun



Thought you had **Glider 4.0** licked, did you? Hah! Give **More Glider** a test flight! John Calhoun has put together one of the toughest houses you'll ever play—*Mad House*. This maze of rooms contains dead ends, circular routes, and all sorts of unexpected twists.

More Glider also includes six houses designed by **Glider 4.0** fans. Some are easier than others but all show true inventiveness and challenge.

"If you've tried to make your own houses with the Room Editor, you may have come to the same conclusions I have:

- 1) *Making even a 40-room house is a lot of work (months to get it polished and make each room interesting)*
- 2) *Playing through a house that you created isn't nearly as much fun as playing through a house you've never seen before.*

For these reasons I want to thank the people who contributed their time and houses to this disk. They are: Jeff Carter, Brian Eaton, Tony Korlath, and Steve Sullivan.

Of the many, many houses I've seen others create, these were among the finest. They have graciously allowed me the rights to offer these houses to you. There are enough challenges in these houses to keep you busy exploring new rooms for months and months. Have fun!"

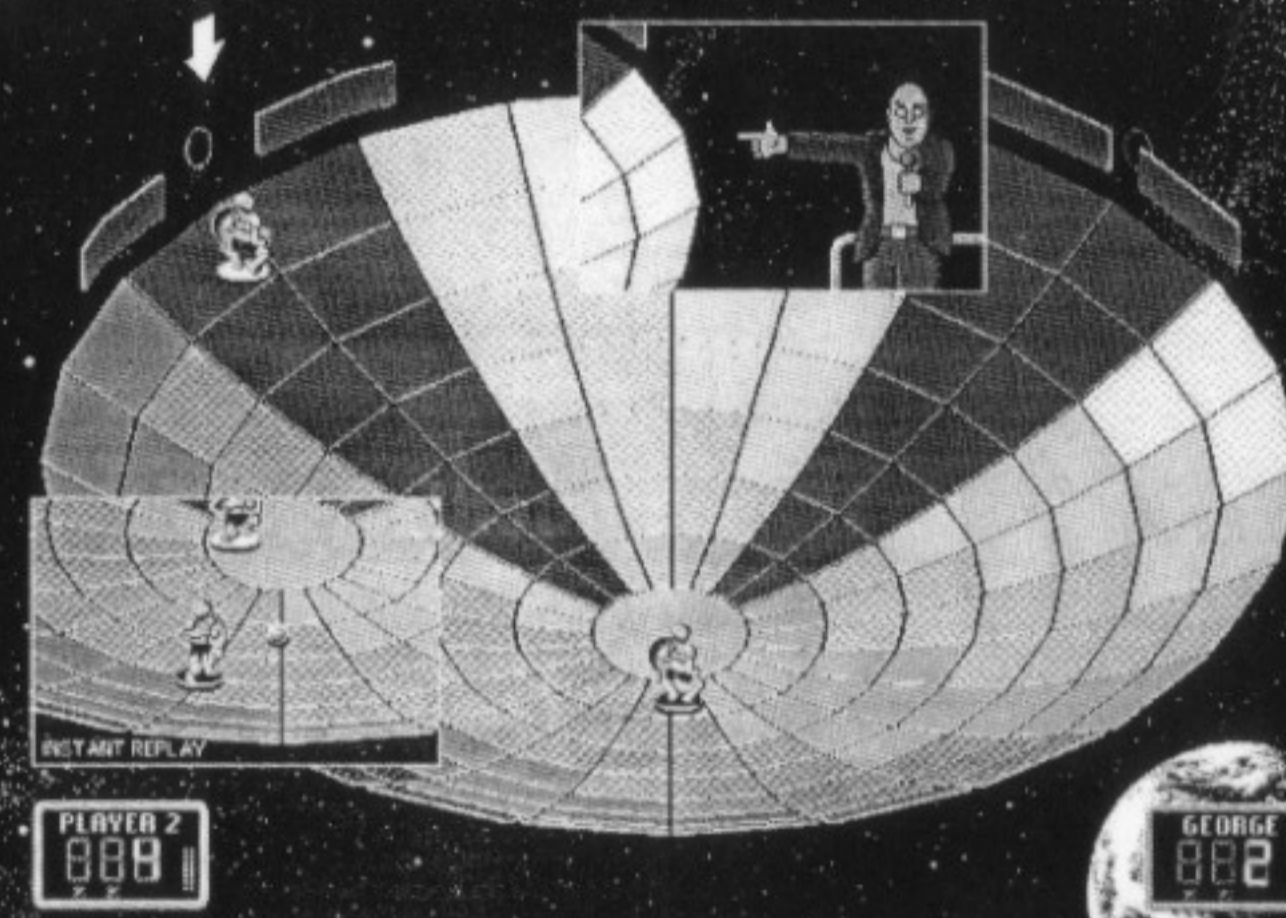
john calhoun, 1992

MORE GLIDER requires **GLIDER 4.0.4** or later and is available from your favorite Mail Order company, Retail Store, or Casady & Greene directly.

SUGGESTED RETAIL PRICE
\$19⁹⁵

John Calhoun does it again!

PARARENA 2.0



NEW! Don't miss out on this networkable space-action game by the author of **Glider 4.0** and **More Glider**. The action is fast and the graphics and sounds are classic John Calhoun!

You'll play against futuristic opponents on an air-hoverboard in an outer-space arena. Send the ball (or your opponent's player on an AppleTalk network) zinging into a challenging target! You'll hear clinking armor, the roar of the crowd, and even stadium vendors hawking peanuts. Moreover, you'll experience that most important of John Calhoun traditions—**GREAT FUN!**

REQUIREMENTS: MAC PLUS OR GREATER, SYSTEM 6.02 OR LATER.

SUGGESTED RETAIL PRICE
\$49⁹⁵

Pararena 2.0 is available from your favorite Mail Order company, local Retail Store, or directly from Casady & Greene.