

REX NEBULAR

And The Cosmic Gender Bender™

Rex Nebular Macintosh Technical Supplement

Requirements

Rex Nebular requires a Macintosh with the following :

- 4MB of memory with a minimal system
- System 6.07 or later
- 12.5 MB of disk space
- a color monitor capable of displaying 256 colors
- a 1.4 MB high density diskette drive.

Installation

Rex Nebular is distributed on nine 1.4 MB high density diskettes. To start the installation insert the Rex #1 disk into your diskette drive . After the Rex #1 window has appeared on your desktop, double click on the Rex Nebular Install Script icon. The installer will begin to run and after 15 to 30 seconds the installer window will appear.

If you have more than one hard disk, choose the hard disk to be used for the installation by clicking on the Switch Disk button until the name of the desired disk appears in the window. The installer will not permit you to install to a floppy diskette or to disks with less than 12.5 MB of free space.

After you have picked the disk to be used, click on the Install button to begin the actual installation process. You will be requested to insert the Rex Nebular disks as the installer needs them.

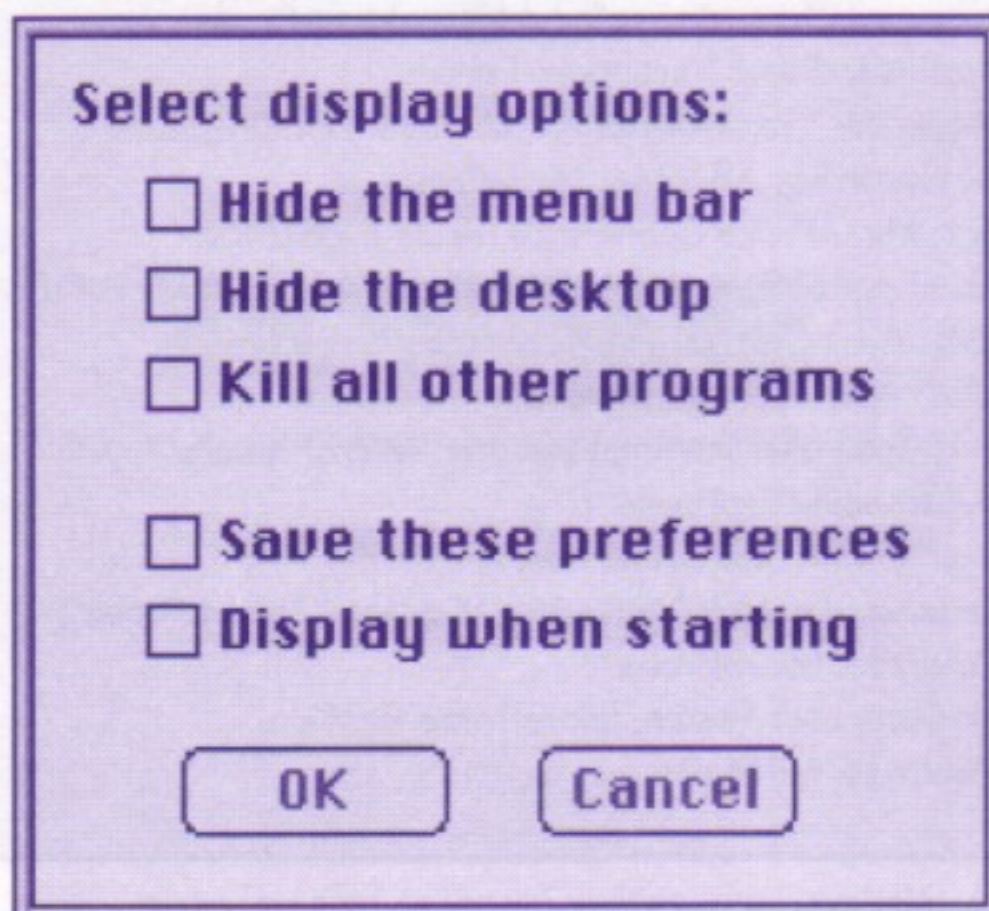
The installer will create a folder named Rex Nebular *f* on your selected disk. After installation you may move this folder wherever you want.

Running the Game

To launch the game double click on the *Rex Nebular* icon located in the *Rex Nebular f* folder.

Start Up Options

When you start the game for the first time the dialog box shown below will appear. This allows you to set some of the options that affect your Macintosh monitor during the game.



Click on the "Hide the menu bar" check box if you want the menu bar hidden while you are playing the game. You can still use the menu bar even if it is hidden by moving your cursor to the area of the menu bar and then holding down the mouse button.

You can hide the desktop if you check the "Hide the desktop" check box. Do not bother trying to hide the desktop if you are running under MultiFinder in System 6.0x or are not going to "Kill all other programs" under System 7.

If you are running under System 7, the "Kill all other programs" will be active. Checking this item will devote all of the processing power of your Macintosh to *Rex Nebular*.

Checking the "Save these preferences" check box will result in your selections being saved and used next time the game is run.

Finally, checking the "Display when starting" check box will cause this dialog box to be displayed next time the game is run. We recommend that once you have checked the items you desire, turn this item off so that this dialog is not displayed each time the game is run.

Differences in Displays

In the Macintosh version of *Rex Nebular* the game can be displayed on the screen in several different sizes. To switch between the different size displays use the Window Size menu shown below.

Window Size

✓ Standard Display
Display at 150%
Display at 200%

Note that in order to see the display at 200% of the standard display your monitor must be 640 x 480 or larger.

Differences in Play

The mouse on the Macintosh has only one button, therefore there are no "right button" selections and commands as in the IBM game.

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Please check game format here.

☒ Macintosh

Saving and Restoring Games

In the Macintosh version of *Rex Nebular* all of the game saving and restoring commands have been placed in the Macintosh "File" menu (shown below).

File	
New Game	⌘N
Resume Last Game	⌘R
Open Old Game...	⌘O
Save	⌘S
Save Game As...	
Start Up & Display Prefs...	
Quit	⌘Q

At any time during the game you can start a new game by using the "New Game" item in this menu.

The "Resume Last Game" item may be used to go back to your last saved game.

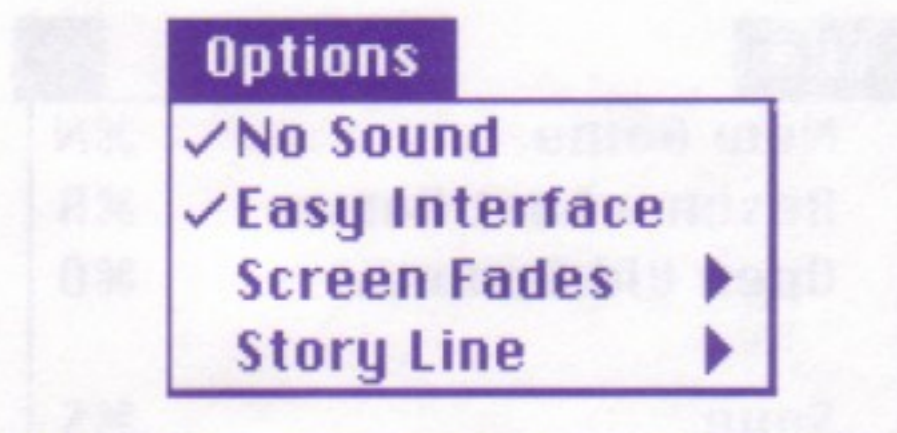
The "Open Old Game" item will allow you to take up play with any game you may have saved in the past.

The "Save" item saves your current game under the same name as your last saved game.

The "Start Up & Display Prefs" item brings up the "Start Up" dialog box. This menu item provides a means to change your display preferences at any time during the game. Please note that some of these changes will not take place until you restart the game.

Game Options

The game "Options" menu contains a number of parameters that you can control.



When the "No Sound" item is not checked music and sound effects will be played. When "No Sound" is checked music and sound effects are turned off.

When the "Easy Interface" item is checked your potential actions in the game are described on the screen before you click the mouse button.

The "Screen Fades" item allows you to choose between smooth, medium and fast screen fades.

The "Story Line" item allows you to pick between "Naughty" and "Nice" story lines. In addition we provide a "Nice Locked" mode so that the full features of the game are not available to children. When you choose "Nice locked" you will be asked to enter a password. This password will have to be entered at a later time if you want to change the story line to "Naughty".

Recommendations

When running under System 6.0x, we recommend that you run under Finder so that the full power of your Macintosh can be used by Rex Nebular.

When running under System 7, we recommend that you check the "Kill all other programs" check box on the Preferences dialog. Again, this will result in the full processing power of your Macintosh being available for Rex.

On some Macintosh systems, you may experience a corrupted display when you start the game. If this is the case, restart your system, open the "Control Panels" icon. This will display the control panels for your system. Open the "Memory" icon, and set 32-bit Addressing to the "off" position. Restart your system for the change to take effect. Rex Nebular will not run properly if 32-bit Addressing is set to "on".



Don't Trash!

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