AMERICA'S GREATEST ARCADE HITS 3D

MacSoft®

Introduction and Installation

Introduction

Thank you for purchasing America's Greatest Arcade Hits 3D. We are certain that you will enjoy these 3D arcade titles for many hours to come. Look for other arcade titles coming soon!

System Requirements

Any Power Macintosh running System 7.1 or higher with 16MB RAM and a CD-ROM Drive.

Installation

1. Close all open windows on your computer screen.
2. Place the "America's Greatest Arcade Hits 3D" CD-ROM in your computer's CD-ROM Drive.
3. Double-click on the CD-ROM icon to open the CD-ROM window.
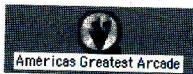
4. Double-click on the Installer icon to start the installation program.

5. Follow the instructions on your computer screen.

3D Munch Man

Introducing Crunchie. He's hungry. He's feisty. Crunchie wants to rid the world of nasty ghosts, and has decided the best way to do so, is to eat each and every one. So grab your antacid and help Crunchie in his mission to eat the world!

Starting the Program

Double-click on the 3D Munch Man icon in the 3D Munch Man folder. The first time you start the game, you will be asked whether you have a fast, slow, or medium-speed Mac. Click on the appropriate choice to configure the game to work best on your computer. Next, a screen will appear allowing you to customize your controls for 3D Munch Man. Enter the controls you wish to use, or set up your mouse or joystick, and click **OK** to continue starting up. Press **F9** at any time during a game to change your input settings.

When the game starts, the Main Menu will appear. Move up and down in the Main Menu by using the up and down arrows. When a menu item is highlighted, hit the spacebar or the [Return] key to select that item. You can tell if a menu item is selected when a little Crunchie appears to the left.

Starting a Game

Select **Play** to start a game.

Standard Keyboard Commands

Jump	Space Bar	Help	F1
Up	Up Arrow	Music On/Off	F2
Down	Down Arrow	Sound On/Off	F3
Left	Left Arrow	Tilt Camera Up	F7
Right	Right Arrow	Tilt Camera Down	F8
Pause	P	Toggle Game Size	F4
Menu On/Off	[Escape]	Exit	⌘ Q
Change Controls	F9		

Game Play

Throughout his adventures in many strange and mysterious
worlds, Crunchie will be chased by evil ghosts. If a ghost
catches Crunchie it will result in the loss of a life. Special
"power pellets" allow Crunchie to turn the tables on the
ghosts! After eating a single power pellet, our little yellow
friend will have a brief time period to eat the ghosts. When
the ghosts start blinking,the power pellet is about to wear off,
and Crunchie will again be vulnerable to ghosts attacks.
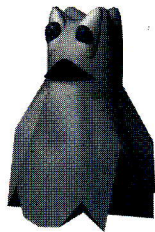
Extra points can also be earned by eating the "bonus" pieces that roam
around the mazes. As each level is passed, the bonus pieces are worth more
points. Extra lives are awarded as Crunchie's score gets higher and higher.
The first extra life is awarded at 10,000 points, the second at 30,000, etc.

Items

Glue - While moving over a glue tile, you will not be able to jump.

Death - The death tile will kill Crunchie if he touches it.

Jump - The jump tile will cause Crunchie to bound into the air.

Red Arrow - The red arrow tiles will push Crunchie very quickly in the direction of the arrows. He can not walk the wrong way over them.

Yellow Arrow - The smaller yellow and orange arrow tiles will push Crunchie in the direction of the arrows. If he moves the wrong way on them, he will move very slowly.

Locked - Special colored "locked" tiles can only be unlocked by eating the corresponding colored key. Then they will move to a new location needed for Crunchie to solve the maze.

3D Qube Jumper

Here's Jumpy! Complete each level by jumping on blocks to change their color. Avoid falling boulders, snakes, and spiders as you conquer more and more difficult levels!

Starting the Program
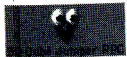
Double-click on the 3D Qube Jumper icon in the 3D Qube Jumper folder. The first time you start the game, you will be asked whether you have a fast, slow, or medium-speed Mac. Click on the appropriate choice to configure the game to work best on your computer. Next, a screen will appear allowing you to customize your controls for 3D Qube Jumper. Enter the controls you wish to use, or set up your mouse or joystick, and click **OK** to continue starting up. Press **F9** at any time to change your input settings.

When the game starts, move the mouse or joystick to bring up the Main Menu. Move up and down in the Main Menu by using the up and down arrows. When a menu item is highlighted, hit the spacebar or the [Return] key to select that item. You can easily tell when a menu item is selected because a little Jumpy will appear to the left.

Starting a Game

Select **Play** to start a game.

Standard Keyboard Commands

Up	Up Arrow	Help	F1
Down	Down Arrow	Music On/Off	F2
Left	Left Arrow	Sound On/Off	F3
Right	Right Arrow	Tilt Camera Up	F7
Pause	P	Tilt Camera Down	F8
Menu On/Off	[Escape]	Toggle Game Size	F4
Change Controls	F9	Exit	⌘ Q

Game Play

Points can be earned by jumping on tiles , destroying enemies with the beach balls and completing each level. Extra lives are awarded as Jumpy's score gets higher and higher. The first extra life is awarded at 10,000 points, the second at 30,000, and so on.

Important tip: Don't fall off the edge!

Tiles

Start Cube - Jumpy starts a level here.

Cube - This cube must be jumped on once to change its color.

Split Cube - This cube must be jumped on twice to change it's color.

Ping Pong Cube- Color reverses every time you jump on it.

Items

Boulder - Falls from the starting cube and can crush Jumpy.

Snake - Pursues Jumpy mercilessly. In higher levels, snakes can move at super speeds.

Frog - Changes cubes back to their original color. Jump on frogs quickly to kill them.

Spider - Another enemy of Jumpy.

Hour Glass - Freezes all objects on the board for a few seconds.

Beach Ball - Destroys all enemies currently on the board and transports Jumpy back to the starting tile.

3D Alien Invaders

Nasty aliens have launched an assault on your space station. Watch out, they have many different types of weapons to annihilate you! Some alien weapons can be shot down, others can only be avoided. Hide behind your space station for protection to protect you from damage under enemy fire. But beware, if damaged too severely, it will be destroyed, and you will be on your own!

Starting the Program

Double-click on the 3D Alien Invaders icon in the 3D Alien Invaders folder. The first time you start the game, you will be asked whether you have a fast, slow, or medium-speed Mac. Click on the appropriate choice to configure the game to work best on your computer. Next, a screen will appear allowing you to customize your controls for 3D Alien Invaders. Enter the controls you wish to use, or set up your mouse or joystick, and click **OK** to continue starting up. Press **F9** at any time during a game to change your input settings.

When the game starts, move the mouse or joystick to bring up the Main Menu. Move up and down in the Main Menu by using the up and down arrows. When a menu item is highlighted, hit the spacebar or the [Return] key to select that item. You can easily tell when a menu item is selected because a little space ship will appear to the left.

Starting a Game

Select **Play** to start a game.

Standard Keyboard Commands

Jump	Up Arrow	Help	F1
Fire	Space Bar	Music On/Off	F2
Left	Left Arrow	Sound On/Off	F3
Right	Right Arrow	Tilt Camera Up	F7
Pause	P	Tilt Camera Down	F8
Menu On/Off	[Escape]	Toggle Game Size	F4
Change Controls	F9	Exit	⌘ Q

Game Play

Points are earned by shooting enemy invaders. Extra lives are awarded as you reach higher scores. The first extra life is when you obtain 10,000 points, the second at 30,000, and so on.

> *Hint:* Be careful when jumping over enemy fire, because there are a limited number of jumps per ship.

Player Weapons

There are five weapons you can acquire. When the alien's flying saucers that move across the top of the screen are destroyed, special 'power ups' will fall. If the power ups are caught, they will activate a new weapon. Each weapon has it's own strengths.

Single fire - More power than your original weapon.

Double fire - Double your fire power with this weapon

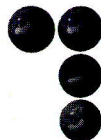**Triple fire** - Triple fire power weapon, but its numbers are limited.

Boomerang - Fires quickly, but be careful! The boomerang can bounce back and hit you!

Missile - Only one can be fired at a time, but this missile blasts through everything in its path.

3D Tetra Madness

Solve each level by filling in the required number of rows. The levels become progressively difficult, and increase in speed as you gain experience A row is filled in when all spaces have been eliminated.

Starting the Program

Double-click on the 3D Tetra Madness icon in the 3D Tetra Madness folder. The first time you start the game, you will be asked whether you have a fast, slow, or medium-speed Mac. Click on the appropriate choice to configure the game to work best on your computer. Next, a screen will appear allowing you to customize your controls for 3D Tetra Madness. Enter the controls you wish to use, or set up your mouse or joystick, and click **OK** to continue starting up. Press **F9** at any time during a game to change your input settings.

When the game starts, move the mouse or joystick to bring up the Main Menu. Move up and down in the Main Menu by using the up and down arrows. When a menu item is highlighted, hit the spacebar or the [Return] key to select that item. You can easily tell when a menu item is selected because a little ball will appear to the left.

Starting a Game

Select **Play** to start a game

Standard Keyboard Commands

Rotate Piece	Space Bar	Help	F1
Left	Left Arrow	Music On/Off	F2
Right	Right Arrow	Sound On/Off	F3
Pause	P	Tilt Camera Up	F7
Menu On/Off	[Escape]	Tilt Camera Down	F8
Change Controls	F9	Toggle Game Size	F4
		Exit	⌘ Q

Additional Game Options:

Random Pieces: The board starts with spaces already filled with random game pieces.

Random Rows: Rows will appear on their own and push the rows above them up.

Game Play

Move the falling pieces so they line up without any spaces in-between them. More points are earned when more than one row is filled in at the same time. Some of the pieces and geometry make gameplay difficult, therefore, new items have been introduced to create a refreshingly new and exciting feel.

Items

New Geometry - New shapes that are difficult to master

Anchor - Destroys the piece it lands on

Bombs - Destroys pieces to the left and right

Weights - Compresses all empty spaces from a column

Row Goblins - Two extra randomly appear in the row it lands in

Column Goblins - Two extra appear in the closest empty spaces below in the column in lands in.

Note: After the last level, special 'nightmare' levels will follow. Test your skills, and see if you can handle them!

Technical Support

Technical Support (U.S. & Canada)
Help Via Telephone/Fax Or Mail In The United States & Canada

For assistance with this product, call MacSoft Tech Support at 425-398-3085. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 7:30 AM until 7:30 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model and processor type; MAC/OS version number; RAM; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address on the next page.

Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), MacSoft will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, MacSoft will replace the product storage medium for a

nominal fee. If your product information contains Technical Support phone numbers for Europe, you must contact those phone numbers and abide by their warranty policies.

Product Return Procedures In The United States & Canada

In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied you by the technician and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

<div align="center">

MacSoft
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
Attn: Technical Support
RMA#: (include your RMA# here)

</div>

Technical Support (Europe)

Help Via Telephone In Europe

Technical Assistance: English speaking customers call 01923 209145

Assistance Technique: Remarque: Notre service de soutien technique se trouve en Angleterre. Clients francophones appelez le 00 44 1923 209148

Technischer Kundendienst: Beachten Sie bitte dass sich unser technischer Kundendienst in England befindet. Den deutschsprachigen Kundendienst erreichen Sie unter folgender Nummer: 00 44 1923 209151

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