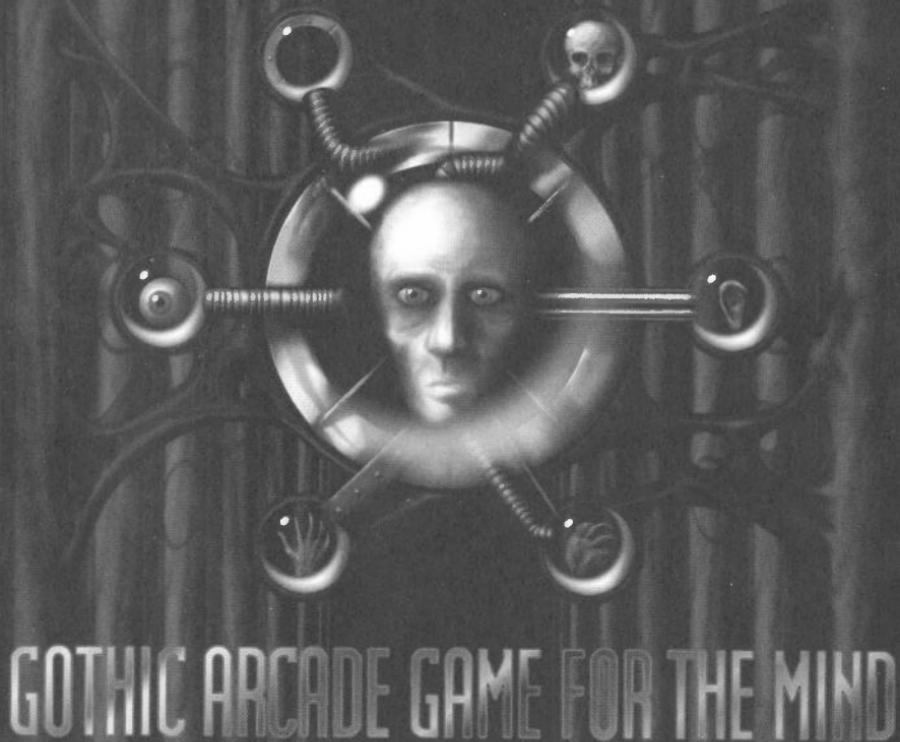


For Macintosh®

USER'S MANUAL

TROUBLED SOULS



GOTHIC ARCADE GAME FOR THE MIND

TROUBLED SOULS™

GOTHIC ARCADE GAME FOR THE MIND

Quick Installation of Troubled Souls

- Insert "Troubled Souls Disk 1" into the disk drive and double-click on the "Troubled Souls Installer" icon.
- Select the hard drive you wish to install Troubled Souls on and click the install button.
- In the Finder, double-click the icon of the hard drive you installed Troubled Souls on.
- Double-click the "Troubled Souls *f*" icon.
- Double-click the "Troubled Souls" icon and get ready!

Troubled Souls Requirements

Troubled Souls requires a Macintosh with a 256 color screen, 4 Megabytes of RAM, System 6.0.7 or higher.

Preferred: 5 megabytes of RAM, System 7 or higher, and Sound Manager 3.0.

PowerPC's and Macintosh AV's: Increase memory from 2350 to 2550.

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TROUBLED SOULS™

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TROUBLED SOULSTM

GOTHIC ARCADE GAME FOR THE MIND

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From The Varcon Game Collection

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WELCOME

Thank you for purchasing Troubled Souls. We hope you enjoy every part of it. If you have any questions about the use of this product, please refer to the technical support address and phone number printed at the end of this manual.

SYSTEM REQUIREMENTS

Troubled Souls will work with any Macintosh computer that has at least 4MB of memory and is capable of displaying 256 colors.

If you experience any difficulties running the game, please refer to the Troubleshooting section of this manual. Some machines with 4MB of memory require special instructions to operate the game. Please refer to the Troubleshooting section of this manual.

Although it is not required, we recommend a Macintosh with at least 5 megabytes of RAM, System 7 or higher, and Sound Manager 3.0.

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We'd love to hear what you think of this and any other MacSoft product. Please direct non-technical questions and comments to:

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TECHNICAL SUPPORT

Please refer to the phone number on page 12 of this manual.

Please look for these great MacSoft products at your local store, or call us at the above number:

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MAC ARCADE PACK	\$29.99

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Sky Shadow	MacWorld Hall of Fame, Rated 5 mice
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Home Finance Tools	Figure loan payments and payoffs, budgets, etc.
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Color Clipart: Office	100 color EPS images



BEFORE YOU BEGIN

Be sure to install the game by following the instructions in the Installation section of this manual. Then, store your disks in a safe place in case they are needed again.

INSTALLING THE GAME

You may install Troubled Souls by following these steps:

1. Insert "Troubled Souls Disk 1" into the disk drive and double-click on the "Troubled Souls Installer" icon.
2. Select the hard drive on which you wish to install Troubled Souls and click once on the install button. (If you have only one hard disk connected to your computer, the installer will automatically select that hard disk for you.)
3. Follow the instructions on the screen. The computer will then complete the installation and inform you that all the files were installed properly. Click once on the OK button.
4. You should now see the Troubled Souls folder in the contents window of the hard disk on which you installed Troubled Souls. To run Troubled Souls, double-click on the icon of the Troubled Souls folder. Then, double-click on the Troubled Souls game icon and get ready!

THE GAME

Gameplay-The Object

The object of Troubled Souls is to form rings using parts from the Queue. When a ring is formed, it disappears with a sound of a chime and frees space on the Playing Field.

Gameplay-Making Rings

Rings are formed by placing parts in the Playing Field to make a closed loop. Parts left over can be moved to form other rings.

The most basic ring has four parts, all corners. Other rings can have straight parts in them. Rings can also cross over themselves. The simplest ring to demonstrate this is the lazy-eight ring. It uses seven parts: six corners and one cross. More complicated rings can be made by adding to this concept. Complex cloverleaf and other more twisted shapes are possible. There is no limit — other than the size of the Playing Field — to how complex a ring can be.

Gameplay-Body Parts

Early in a game, only plain parts fall into the Queue. As your score increases, body parts will appear. Body parts function just like plain parts. They can be part of a simple ring or a complex ring. They can score high or low, depending on how they are used.

There is one subtle difference: Plain parts may be used in any ring, but only one kind of any particular body part may be used in any one ring. You may have plain parts and eye parts in a ring, for instance. But you should not have hand parts and eye parts in the same ring. If you mix body parts in the same ring, that ring will not disappear.

As the game progresses, the Status Egg will flash to mark the appearance of a new body part.

THE GAME (cont)

Gameplay-Scoring Points

To Score points, you must form rings. Several factors affect how many points a ring is worth. These include length, complexity, body parts, and the use of cross parts.

- One long ring will score higher than several short rings.
- Straight parts are worth more than corners. Crosses are worth more than either, but only if both parts of the cross are used.
- Body parts score higher than plain parts.
- If you close two rings with one part, then the second ring is worth twice as much.

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Gameplay-Ascending

After thirteen rings are made, an intermission screen appears. It is wise to rest your hand now, because the next click clears the Playing Field and a new pattern appears. Play then continues at the next level.

An animated finale is shown on the thirteenth intermission.

After the finale, the Playing Field returns to its original pattern. The game starts anew, but with a faster pace and more types of parts.

Good luck, and enjoy the challenge.

Main Screen-Overview

The main screen is divided up into four areas. The Playing Field, the Queue, the Life Vials, and the Status Egg. Each serves a specific function.

The Playing Field is the large square that dominates the screen. Anything that can be clicked on falls within its bounds.

With a game in progress, the Playing Field becomes a ten by ten square. Theoretically, it can hold one hundred parts.

As a game progresses, various light and dark squares form patterns in the Field, limiting the available space.

Clicking in the Field puts the part in the bottom of the Queue into play. Clicking on a part previously placed swaps that part with the part in the bottom of the Queue.

The Queue, a holding place for game parts, is at the top right corner of the screen. As the game progresses, parts fall into it and stack up. Parts fall faster as your score increases.

TIP: To keep the Queue from overflowing, place the parts out on the Playing Field. When you place the last part, another will fall to replace it. There will never be an empty Queue.

If the Queue fills, one life is lost and the Playing Field is cleared.

THE GAME (cont)

The Life Vials. At the bottom right corner of the screen are the three life Vials. Each contains an arm clutching a beating heart. At the beginning of a game there are three hearts, one in each Vial.

The hearts respond to gameplay. They beat slowly with a low stack in the Queue. As the stack grows, the hearts beat faster. If the stack is about to overflow, the beating becomes both frantic and audible.

If the Queue overflows, a heart stops and one life is lost. If the last heart stops, the game is over. There is hope, however; every 200,000 points earns new life.

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The Status Egg is located between the Queue and the Life Vials. It shows the state of the game and marks progress in gameplay.

- When hands are displayed, the game is in either a paused or modal state, waiting for a click or keypress.
- When skulls are displayed, a game is over.
- During an active game, the Status Egg shows your score.

USING THE KEYBOARD

The following command key shortcuts can be used:

- Command-N** Starts a new game.
- Command-W** Surrenders game in progress.
- Command-P** Pause/Resume the game in progress.
- Command-F** Choose Thy Fate or select a new level.
- Command-Q** Quit playing Troubled Souls.
- Command-M** Toggle background music on & off.
- Command-D** Toggle the sound effects on & off.
- Command-1** (or -2 or -3) Changes the sound volume.
- Command-L** Show the Fools' List or high score list.

CREDITS

*Game and art by Randy Reddig
Music composed and performed by Jim Holt*

Inspired by H.R. Giger, Salvador Dali, M.C. Escher, H.P. Lovecraft, Bram Stoker, and Isaac Asimov.

Testers: Rodney Jacks, Leo Breebaart, Janet Mika, Susan Filippone, Mathias Foodim, Ray Dunakin, and AFC Alice.

Thanks to: Mathias Foodim, Andrew Welch, John Calhoun, Robyn Miller, Susan Whitmack, Janet Mika, Susan Filippone, Bobby, Lisa, Donny, Guy, Mackenzie Carpenter, Jen Perkins, Jeremy Sharp, Bill Ramsey, and Brian Uri.

Extra special thanks to: Rodney Jacks, for invaluable help and advice. Without him, this never would've happened. Leo Breebaart, the mother of all beta testers, and the reigning high score champ.

My parents, especially my dad, who supported me throughout this whole thing.

Musical credits:

Pearl Jam, Nirvana, The Cranberries, 4 Non Blondes, The Greenberry Woods, Belly, A.E.M., The Grateful Dead, Clutch, Rage Against The Machine, Smashing Pumpkins, U2, Counting Crows, UB40, U83, Blind Melon, Radiohead, Stone Temple Pilots, Arrested Development, The Red Hot Chili Peppers, Soul Asylum, The Gin Blossoms, Jesus Jones, Depeche Mode, The Breeders, and Cypress Hill

This game is dedicated to Greg Farrar, my 5th grade teacher, who patiently taught me how to bang out BASIC programs on the Apple II, way back when. . . at Central Elementary, in Bellevue, Nebraska. Those were simpler days. . .

Hats off to you, Greg!

TROUBLESHOOTING

If you have installed Troubled Souls on a Macintosh with 4MB of memory, it is possible to get a "Not enough memory" error when you run the game. To solve this, simply restart your Macintosh (by choosing Restart from the Special menu) while holding down the SHIFT key. Keep holding down the SHIFT key until you see the message on your screen, "Welcome to Macintosh. Extensions Off." Turning off your extensions in this manner creates enough additional memory to allow you to run the game.

Certain Macintosh AV computers, Power Macs, and other new Macintoshes may give you strange error messages. Most of these problems may be resolved by increasing the memory allocation size to 2500k or greater. This may be done by selecting the Troubled Souls game icon on your hard drive (single-click only) and choosing "Get Info" from the File menu. Then, enter the amount 2500 into the Minimum Size and Preferred Size fields.

Although Troubled Souls has been tested on various Macintosh models and system software versions, it is not possible to predict all combinations of Macintoshes, system software, and extensions or INITs which might be present in your system when you play Troubled Souls.

If you experience problems with Troubled Souls, you should first remove all INITs from your system folder, restart your machine, and see if the problem occurs again. If you are using system 7.x, an INIT document is called an "Extension." You can find these documents in the System Folder, the Extensions folder, and the Control Panels folder.

If you are using System 6.x, an INIT document can be a Control Panel Document or a Startup Document. Choose View by Kind in the Finder's View menu to see the contents of your system folder listed by the document type.

GETTING HELP

Telephone support is available for assistance with installation, operation, and technical difficulties. Please call or write Varcon Systems if you have any questions or difficulties.

Varcon Systems Technical Support
10509 San Diego Mission Road, Suite K
San Diego, CA 92108
(619)563-6700 FAX: (619)563-1986

To help us provide the best technical assistance, please have information about your Macintosh available, including what type of Macintosh you have, how much memory is in your Macintosh, and which version of the Macintosh operating system you are using. You can find much of this information by selecting the "About This Computer" option under the Apple menu.

VERY IMPORTANT: When calling for technical support, please be near your computer.

NOTE: You must send in the enclosed product registration card to receive technical assistance.

A Note From the Author

First of all, I'd like to express my gratitude to you for purchasing my game. I always enjoy ripping the shrink wrap off a new game and sitting down to play it. Games, unfortunately, have a tendency to distract me in the worst way. I hope my work does that for you.

I created this game as just something to do, but it became much more than that. It became an expression of myself, a work of art rather than a product. I revised it and reworked it, added things and took things out. I am immensely pleased at how closely the final product resembles my vision of the way things should be.

I have a philosophy (am I old enough to say that?) about how a game should be. It should be elegant, both visually and audibly. It should be easy to play, but with subtleties that are uncovered over time. It should be fun (naturally). But most of all, there should be as direct a connection as possible. The interface should immerse the player, and the perception of using a computer should fall away. There can't be any cracks in the facade -- any flaw in the presumed seamlessness immediately and constantly reminds the user that he or she is using a machine.

So close your blinds, turn off the lights, crank up the volume and enjoy the ride...

Randy Reddig
7/23/94

Thanks to Kat, Cat, Mack, Mac, Mike, Michael, and my mother.