Digital Pictures

USER MANUAL

Digital Pictures
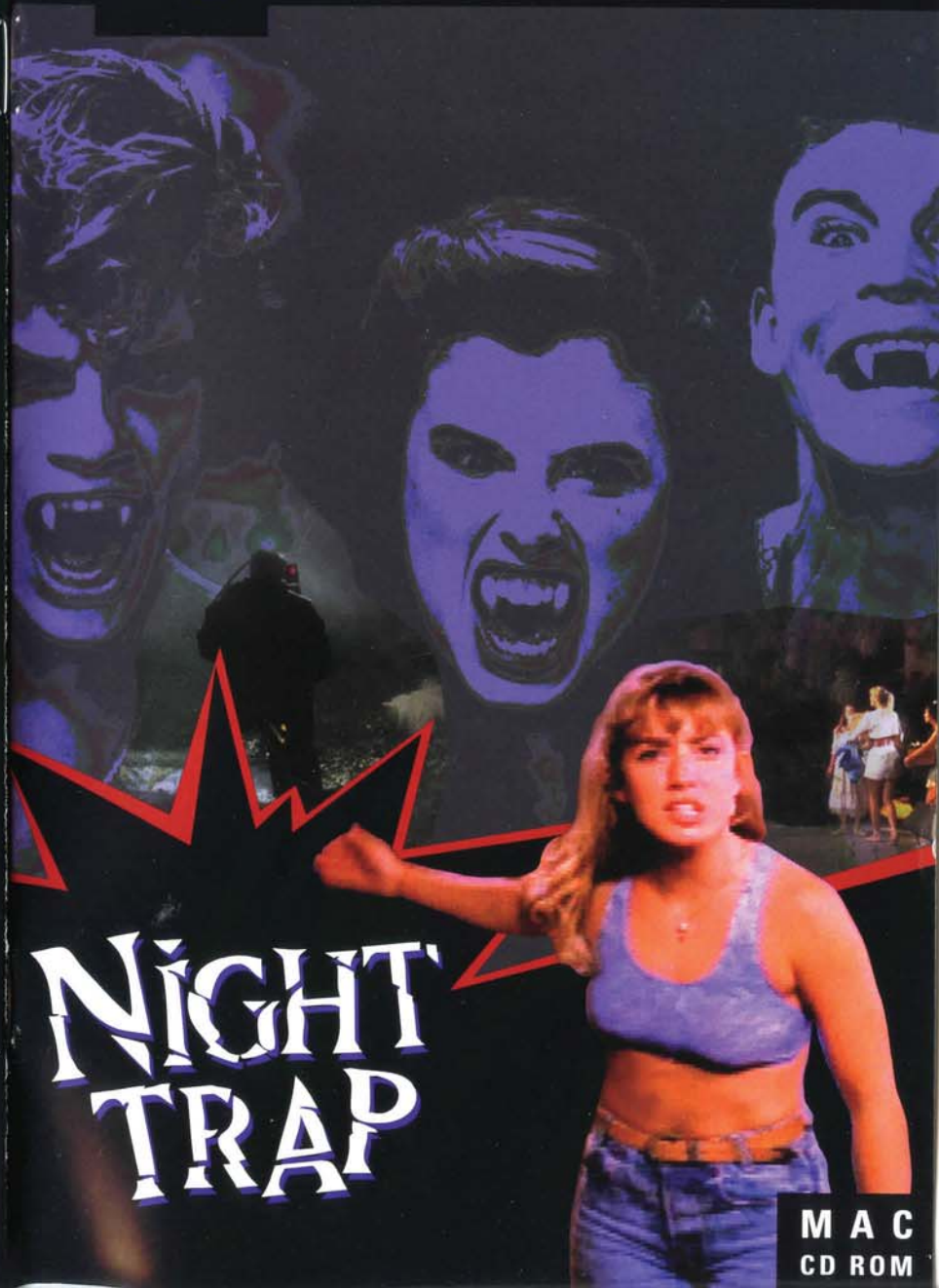
NIGHT TRAP

MAC
CD ROM

NIGHT TRAP

S.C.A.T.
Special Control
Attack Team

BRIEFING FILE :
CONFIDENTIAL
EYES ONLY

OPERATION CODE NAME:
NIGHT TRAP

MISSION NUMBER:
· 230

OFFICER IN CHARGE:
COMMANDER
SIMMS

MISSION BACKGROUND

Five teenagers have disappeared in the vicinity of the lake-shore winery house of Mr. and Mrs. Victor Martin. S.C.A.T undercover intelligence has determined that the teenagers were reported missing after spending the night as invited guests at the Martins' house.

The Martins claim the missing teenagers left the Martins' home Sunday night. Police investigation failed to turn up any evidence of their whereabouts. The case was then turned over to S.C.A.T.

SECURITY SYSTEM

In a previous undercover operation, S.C.A.T mission 229, a S.C.A.T. agent infiltrated the Martins' house and discovered something unusual.

Hidden surveillance cameras have been installed in eight locations:

- Guest Bedroom
- Bathroom
- Upstairs Hallway
- Entry Way
- Downstairs Hallway
- Living Room
- Kitchen
- Driveway

More curious is the series of traps located throughout these locations. S.C.A.T. Intelligence believes the cameras and traps may be part of an elaborate security system.

A control panel hidden from view in the basement of the house allows the Martins to operate the cameras and the traps.

As part of the covert infiltration, our S.C.A.T. agent spliced an over-ride cable into the trap and camera control system. This over-ride cable, located in the back hallway, allows S.C.A.T. to remotely control the cameras and traps.

If anyone inside the house discovers the over-ride cable, the covert status of the operation may be jeopardized.

The trap controls are protected with an access code in one of six color variations: red, green, blue, yellow, orange, or purple. The correct access color code must be entered in order for the traps to work. Note that anyone in the house can change the code at anytime from the Martins' hidden basement control unit.

THE SITUATION

Five more teenagers are on their way to the lake-shore winery house at the invitation of the Martins. Unknown to anyone else, one of them is S.C.A.T. team's best undercover agent, Kelli Medd.

YOUR MISSION

Control of the hidden cameras and traps has been routed to your Macintosh remote unit.

Use it to protect Kelli and the other teenagers from any danger inside the house. Switch cameras from room to room to follow the teenagers, and to look for any danger. Use the traps as necessary to capture anyone or anything that may endanger the teenagers. Make sure you don't capture any of the teenagers or members of the S.C.A.T. team.

Together with Kelli, you must find out what has happened to those missing teenagers and whatever else is going on in that house. Listen to conversations to pick up clues and to find out when the access code is changing.

ACTIVATING THE CONTROLS

Set up your Apple Macintosh as described in the documentation that came with your computer. This Night Trap documentation assumes you are already familiar with the basic operations of the Apple Macintosh and your CD-ROM drive. If you have any questions regarding the operation of either of these, please consult the documentation that was provided with your hardware.

1 ······ Turn on your Macintosh, and allow it to boot completely.

2 ······ Insert Night Trap CD 1 into your CD-ROM drive.

NOTE: Some CD-ROM drives require that the CD must first be placed into a caddy before being inserted into the CD-ROM drive. If your CD-ROM drive uses a caddy, first place the Night Trap CD 1 into a caddy, and then insert the caddy into your CD-ROM drive.

Once the Night Trap CD 1 has mounted on the desktop, double-click on the Night Trap CD 1 icon to open up a window with the Night Trap application icon inside.

NOTE: If the Night Trap CD 1 fails to mount or appear on the desktop, please consult the documentation that came with your CD-ROM drive. You may need to install a special software driver to allow your Macintosh to read CD-ROMs. Follow the recommendations of the CD-ROM drive manufacturer.

3 ······ Copy the Night Trap application visible in the Night Trap CD 1 window from the CD ROM onto your hard disk. IMPORTANT! If you try to start the game by launching the Night Trap application directly from the CD-ROM, you will get an error message. You do not need to copy any of the other files from the Night Trap CD-ROMs.

4 ······ Double-click the Night Trap application icon now on your hard disk to start the game.

The Macintosh desktop and menu bar will disappear, and the Night Trap Opening Sequence will begin. You may either let the opening sequence play through to obtain a briefing from Commander Simms, or click anywhere on the screen at any time to bypass the Opening Sequence. After clicking, the Night Trap SCAT Control Screen will appear, and your mission begins.

When you must switch to the second Night Trap CD, Night Trap CD 1 will be automatically ejected and you will be prompted to insert Night Trap CD 2. Insert Night Trap CD 2 into the CD-ROM drive to continue the mission.

FOR BEST PERFORMANCE

Night Trap is capable of running on many different models of Macintosh computers. Because the performance capabilities of the different models vary dramatically, the way Night Trap works may also vary.

Night Trap works best on the faster Macintosh models – any Macintosh with at least a 68030 microprocessor running at 33 MHz. Using a double speed CD-ROM drive is also recommended. The speed of your video display, whether you're using a NuBus video board or the built-in video output offered on many Macintosh models, also affects Night Trap's performance.

PERFORMANCE TIPS

One way to make sure Night Trap is getting the maximum level of performance from your computer is to temporarily remove or disable any system extensions or control panels that may be running in the background. The only extension that Night Trap requires is the one that enables your CD-ROM drive to work with your Macintosh. Other extensions and control panels, such as SuperClock! and DiskLight, which draw to the screen, or extensions that replace your desktop with a picture are likely to decrease your computer's performance.

Another way to increase performance is to make sure that no other applications are running at the same time as Night Trap. Make sure that virtual memory is turned OFF. You can also gain some performance by turning OFF File Sharing and by making sure that AppleTalk is disabled.

If your CD-ROM drive has a memory cache option, make sure that it is turned OFF. Night Trap works much better with CD-ROM disk cache OFF.

If your computer does not have sufficient performance to run Night Trap at its full capacity, the program will automatically adjust the video screen size and possibly the frame rate to allow you to play the game.

DIFFERENT SCAT CONTROL SCREEN SIZES

There are two different SCAT Control Screens, each with a different size video window. Which one you will see displayed depends upon the performance of your computer and the speed of your video display hardware.

If your computer system has enough performance, the Night Trap video display will be 544 by 272 pixels. Otherwise, the video display will be limited to 272 by 136 pixels.

To see the larger version, you must have a Macintosh computer with at least a 33 MHz 68030 microprocessor or faster. Just as important is the speed of your video display board (or graphics card). For example, a video board with a graphics accelerator will be able to display the larger size video, but some older 8-bit-only boards may display only the smaller size.

When you first launch the Night Trap application, it automatically determines the performance capabilities of your particular system, and selects the appropriate display size for the video.

You may over ride the automatic selection of the video size by holding down the **V** key while launching the Night Trap application. Holding down the **V** key each time you launch will display a dialog that lets you toggle the display size between the large size and the small size. Note, however, that any attempt to display the larger size video on a computer that does not have sufficient performance will result in severely reduced frame rate playback of the video and audio.

OPERATING THE SCAT CONTROLLER

Use the mouse to manipulate the on-screen controls. If you prefer, you can also use the keyboard to activate most controls (see **Keyboard Shortcuts** below).

Click on one of the **Camera Location Icons** at the bottom left of the screen to switch the camera view for that particular room. Click on the **TRAP** button to trigger a trap.

NOTE: Make sure that the Trap Sensor meter is in the red zone before you try to trigger a trap. If you try to trigger a trap when the meter is not in the red, the trap will not work and the trigger will be locked out for a short period of time.

Click on the **ACCESS** Color Code to change the color of the current access code. Each time you click on ACCESS, the color code will change to a different color in the sequence: Blue, Green, Orange, Purple, Red, Yellow.

Click on the **PAUSE** button to pause the action. When the action is paused, a detailed floor plan of the Martin house replaces the camera video, and a set of Game Options buttons become visible.

GAME OPTIONS

Pause brings up a set of Game Options buttons at the bottom of the screen. The Option buttons are:

NEW:
Allows you to start a new game.

OPEN:
Allows you to continue with a previously saved game. You will be asked to locate the file that contains your previously saved game.

SAVE:
Allows you to save the current game state, that is, the number of captured perpetrators and the current elapsed game time. If the current game has never been saved, you will be asked for a file name and location. If the current game has been saved before, it will be saved using the file name you last entered.

SAVE AS:
Allows you to save the current game under a different file name. Use "Save As" instead of "Save" if you have previously saved a game, and you do want to over write it.

TO DESKTOP:
Clicking this button shrinks the Night Trap SCAT Control display into a standard Macintosh window and re-displays the Macintosh menu bar. You can then switch to the Macintosh Finder, or to any other software application currently running on your Macintosh while Night Trap remains paused in the background.

You can run other applications at the same time as Night Trap only if your system has enough free memory. However, remember that running other applications at the same time as Night Trap may impact the performance of Night Trap.

To continue with your mission after selecting TO DESKTOP, first click in the Night Trap window to bring it to the front, then select **"Return to Game"** under the **"Options"** menu.

CONTINUE:

Clicking here un-pauses the action and removes the Options buttons from the screen. Your mission will then continue.

QUIT:

Quits the Night Trap application and returns you to the Macintosh Finder. If you have not saved your current game, a dialog appears asking if you want to save it now or not, or to cancel. Selecting "Cancel" aborts the quit command and lets you continue with your mission.

KEYBOARD SHORTCUTS

As with most Macintosh applications, Night Trap has several keyboard shortcuts. These are sometimes called "command key equivalents" because you press the command key (the one marked with the ⌘ symbol) along with another key.
While playing the game, the following command keys can be used instead of using the mouse:

⌘T ······ Triggers a trap (you can also use the Enter or Return keys)

⌘A ······ Cycles through the Access Color Codes
When the game is paused, and the option buttons are visible, you can use the following command keys instead of using the mouse:

⌘N ······ Selects the NEW Game option

⌘O ······ Selects the OPEN Saved Game option

⌘S ······ Selects the SAVE Game option

You can use the following command keys at any time

⌘D ······ Shows or hides the Macintosh Finder Desktop

⌘Q ······ Quits the Night Trap application

Some keyboard shortcuts can be used without holding down the command key.

ESC ······ (Escape key) Pauses and un-pauses the game.

RETURN ······ Triggers a trap.

ENTER ······ Can also be used to trigger a trap.

You can switch camera views using the following keys directly:

1 ⸱⸱⸱⸱⸱⸱ Downstairs Hallway

2 ⸱⸱⸱⸱⸱⸱ Kitchen

3 ⸱⸱⸱⸱⸱⸱ Entryway

4 ⸱⸱⸱⸱⸱⸱ Living Room

5 ⸱⸱⸱⸱⸱⸱ Bathroom

6 ⸱⸱⸱⸱⸱⸱ Bedroom

7 ⸱⸱⸱⸱⸱⸱ Upstairs Hallway

8 ⸱⸱⸱⸱⸱⸱ Driveway

STRATEGIES FOR A SUCCESSFUL MISSION

CAMERA VIEWS:

Switch camera locations frequently to keep track of the action throughout the house. Listen to conversations to pick up clues. Click on the Camera Location Icon for the camera that you wish to view to switch to that camera location.

ACCESS CODES:

Intelligence shows that the Martins regularly change the access color codes as a safety precaution. If they change the code, you lose control of the traps until you enter the correct code by clicking on the **ACCESS** color. You will have to listen closely to conversations between any of the Martins to hear when they change the code and to what new color.

When you begin, the access code is set to Blue, giving you full control of the traps. If someone inside the house indicates that they will change the code, wait until they have entered the basement before you change to the same code.

TRAP SENSOR:

Each trap has a sensor that detects when someone is in range of the trap. When the trap meter moves into the red zone, click the **TRAP** button immediately to trigger the trap. If you try to trigger a trap when the meter is not in the red zone, the trap will not work and the trigger will be locked out for a short period of time.

POSSIBLE/CAPTURED:

The counters indicate how many perpetrators you could have trapped so far, and how many you actually have trapped.

CREDITS

Executive Producer . . . . Tom Zito
Original Concept . . . . Rob Fulop
James Riley
Screenplay . . . . Terry McDonell
Director of Photography . . . . Don Burgess
Interactive Designers . . . . James Riley
Rob Fulop
Computer Programmer . . . . Dan Oliver
Producers . . . . Ric LaCivita
Kevin Welsh
Director . . . . James Riley
Lead Tester . . . . David Popovich
Associate Producer . . . . Shari Little
Interface Design & Graphics . . . . Lode Coen
Dale Barcellos

In memory of Stephen D. Hassenfeld.

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