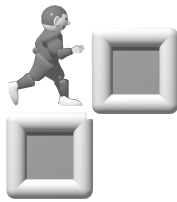


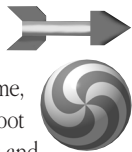
ABOUT TED

TED'S BLOCKS

Blocks are Ted's main tool to both navigate the boards and defend himself. Ted can create blocks at will, either at his level or blocks below his level. Ted can jump on those blocks and create other blocks, making paths and stairways to get to new places. Ted can use the blocks to cross over large gaps in the floor or scale great heights. He can also use them to protect himself from the Nasties by creating barriers between the Nasties and himself. But watch out—some Nasties can break blocks!



Ted has two weapons he can use: a magic arrow and a magic ball. The magic arrow flies across the screen in a straight line and kills the first Nasty it hits. The magic ball rolls along the wall for a certain period of time, killing every Nasty that gets in its way. Keep in mind that you can only shoot a single arrow or ball at a time! Also, you might want to save your arrows and balls for when you really, really need them. You start out with 1 ball and 1 arrow, but can pick up more along the way.



THE GOODIES

There are also goodies available along the way to assist Ted in defeating the Nasties and help him gain extra points.

- **MAGIC SHOES:** The magic shoes allow Ted to run really fast.
- **SHIELD:** The shield protects Ted from harm (but only for a little while).
- **THUNDER BALLS:** The thunder balls kill all of the reproducing Nasties on the screen.
- **GOLD & SILVER COINS, GOLD BARS, AND GEMS:** These goodies give Ted extra points!



For a complete list of Goodies, choose **Help...** from the Apple Menu or the title screen.



You complete a level when you exit the red door. But in order to unlock the red door, you must first get the red key—and the Nasties don't want that to happen!

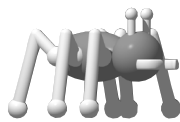
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URL: <http://www.casadyg.com>



THE NASTIES

Ted encounters many enemies. Each Nasty has its own strengths and weaknesses, which you have to discover for yourself. For a complete list of Nasties, choose **Help...** from the Apple Menu or the title screen.

- **ANT:** 50 points



- **PIGGY:** 250 points



- **OSTRICH:** 100 points



- **WHEELIE:** 300 points



- **HIPPO:** 200 points



- **BEENIE:** 750 points



HINTS

There are many secrets hidden within the blocks. You may also have to create a block and destroy it in order to see a hidden goodie. Keep in mind that what looks solid might not be solid!

If you are stuck in a level and can't get out, hit the Delete key. This will kill your current player and restart the level.

Final hint: You can stand next to the Spinner!

Good Luck!

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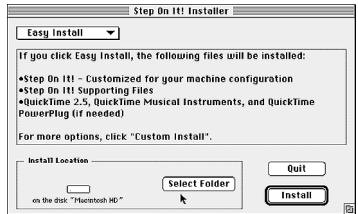


SYSTEM REQUIREMENTS

STEP ON IT! requires any Macintosh™ which supports 256 colors, with 4MB free RAM, running System 7.0 or greater. QuickTime 2.0 or later and QuickTime Musical Instruments (included) required to hear music. Not recommended for Mac II, IIfx, IIfx, LC, LCII, Color Classic, or Performa 200/400.

INSTALLING STEP ON IT!

To install the program, insert STEP ON IT! Disk 1 and double click the file **STEP ON IT! Installer**. This brings up a dialog box.



Make sure that the hard drive on which you wish to install STEP ON IT! is selected, and then click on Install. Or if you want to do a custom install, choose Custom Install from the drop down menu, and then click on Install.

GETTING STARTED

To begin playing STEP ON IT!, double click the STEP ON IT! icon.

The first time you run STEP ON IT! you will be asked to type in your serial number. You will not be asked for the serial number again unless you change hard drives or move your preferences.

PLAYING STEP ON IT!

We **encourage** you to watch the demo before playing STEP ON IT! to give you an overview of the game (as well as some useful hints). To do this, click on the Help button on the bottom of the screen. Then, click on the Demo button in the bottom right hand corner.

Next, you will want to go to **Set Keys...** underneath the **Options** menu. If the default keys are to your liking, click "OK."





You may want to change Set Keys to suit your preferences. We highly recommend that you use as many modifier keys (such as Shift, Command, Option, and Control) as possible for the second player. Some keyboards only allow you to press a certain number of standard keys at the same time.

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STEP ON IT! MENUS

FILE MENU

- **NEW GAME:**  Starts a new game of STEP ON IT!.
- **RESUME GAME:** Begins play of a game at the last level on which it was saved .
- **OPEN GAME:**  Opens a previously saved game.
- **SAVE GAME:**  Saves the current game.
- **SAVE GAME AS:** Saves the current game with a different name.
- **LOAD BOARD SET:** Allows you to select the level set you wish to play. This option is only applicable when board sets are created using the board designer.
- **SET STARTING BOARD:** Allows you to choose the level on which you will start your game. You can select 1 (Beginner), 21 (Novice), 41 (Intermediate), 61 (Advanced), or 81 (Expert).
- **QUIT:**  Quits STEP ON IT!.

OPTIONS MENU

- **ALLOW BACKGROUND TASKS:** Allows other applications to continue working in the background. This option is not recommended unless necessary as it can cause jerky game play.
- **ACCURATE GRAPHICS:** Allows for more accurate graphics when two objects overlap. This option may slow down the game play slightly.
- **SET KEYS:** Select this to change the keys used to play STEP ON IT!.
- **SPEED:** This option allows you to change the speed at which STEP ON IT! plays (Slow, Medium, Fast, or Really Fast). You may want to change this depending on the speed of your machine and your personal preference.

STEP ON IT! MENUS continued...

HIGH SCORES MENU

- **SHOW HIGH SCORES:** Displays the high score list.
- **CLEAR HIGH SCORES:** Clears the high score list.

SOUND MENU

- **MUSIC:** Select if you wish to have background music. *(Note: You must have QuickTime™ 2.1 and QuickTime™ Musical Instruments installed for music.)*
- **LIGHT MUSIC:** Select this option if you want lighter versions of the background music. The lighter versions require fewer system resources so you may want to use them if you have a slower machine but still want background music.
- **MUSIC VOLUME:** Allows you to change the volume at which the background music plays (Loud, Medium, or Soft). This option is only effective if you have Music enabled.
- **EFFECTS VOLUME:** Allows you to change the volume of the sound effects. Setting this to “0” disables sound effects.

ONE PLAYER

There are over 100 boards in Single-Player Mode.

TWO PLAYERS

STEP ON IT! has built-in support for two players. Player One is blue and Player Two is green. There are three different two-player games. Select the one you wish to play by pushing the appropriate button on the right side of the main screen.

ALTERNATE

Alternate Mode goes back and forth from the blue player to the green player. If Player One completes the board or dies, then Player Two has a chance to play. If Player Two completes the board or dies, Player One can play again.

COOPERATIVE

In Cooperative Mode, both Player One and Player Two work together to complete the boards. Hint: There are some secrets that can only be found in Cooperative Mode!

COMPETITIVE

In Competitive Mode, Player One and Player Two compete against each other to get goodies and to see who can finish the board first.

PLAYER MODES COMPARED

ALTERNATE

In Alternate Mode, each player plays his board normally.

COOPERATIVE

In Cooperative Mode, the bonuses are collectable by either player, and if either player gets the red key, the red door will be unlocked for both players.

COMPETITIVE

In Competitive Mode, there are two keys (blue & green) and two doors (corresponding to the color of the key). Each player can only get the key and exit out the door that corresponds to his color.