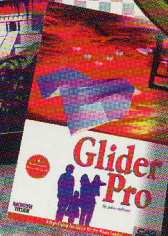
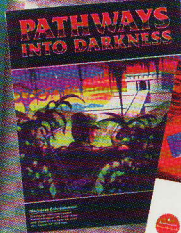


STARPLAY

9 BIG ONES™



MACINTOSH CD-ROM

Thanks for purchasing 9 BIG ONES. We believe this is the most star-studded compilation of Mac games ever released. Every game in the pack has won a "Best Game of the Year" award in its category. We've taken advantage of today's technology and the large capacity of a CD-ROM to put all 9 games on one CD. This should be more convenient for you and is more environmentally friendly. Most packs give you a stack of CDs, just so you think you're getting more, even though all titles would easily fit on 1 or 2 CDs. Enjoy these games. We hope at least one becomes your favorite!

Serial numbers for all games:

Crystal Caliburn: 5467CCM157460-U1
Pathways Into Darkness: No serial number required
F/A-18 Hornet Classic: 113-88-4677
Loony Labyrinth: 7041LLM129995-U2
Glider Pro: No serial number required
A-10 Attack!: No serial number required
Warcraft: No serial number required
PegLeg: 4-AD-4127-DHC-6
Marathon: DGBH4FYXZ282RLVV (2nd network
computer: N2AUGME8J1X137CC)

General Installation Instructions

Please read this page of brief instructions before you proceed with installing or playing any of the games.

1. This booklet provides basic installation and playing instructions for each game. The games are listed in alphabetical order. Detailed instructions can be found in the electronic manuals included in each game folder along with additional Read Me files. Some manuals are in Adobe® Acrobat® format. If you don't already have Acrobat installed on your system, run the **Acrobat Reader 3.0 Installer** provided. This will allow you to view and print these manuals.
2. Technical support is handled by the original publisher of each game. Contact information is included with the instructions for each game. Make sure to contact the correct company. If you have access to the Internet, first check the appropriate web site for answers to Frequently Asked Technical Questions.
3. The **9 BIG ONES Installer** provides additional installation details and hard disk space requirements for each install option by clicking the ☐ button on the right side of the installer dialog box.
4. No extensions are installed into your System Folder with any of the 9 game installs. Both Warcraft and Marathon require **QuickTime®** and some network extensions (for network play only). If you need these installed, choose them separately from the **9 BIG ONES Installer** options.
5. You'll no longer need the CD-ROM to play any of the games once installed to your hard disk except for Warcraft. Warcraft keeps movies and music on the CD and you must insert the CD during game play.

Installation

This game does not require a serial number.

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **A-10 Attack!** *f* on your hard disk.
3. Double-click the **A-10 Attack! 1.5** application icon in this new folder on your hard drive. See the Acrobat Manuals folder for the electronic documentation with detailed information on game play. (Manuals in Adobe Acrobat format).

How to play

Once you get to the Main Menu, you have three options to choose from: Quick Start, Missions and Pilots.

Quick start

Jump into the action immediately and take command of an A-10 with minimum procedure. Select QUICK START from the main menu and press one of the mission buttons to be placed directly in the hot seat.

Fly A-10 – In mission I the pilot is placed in an A-10 at one end of the island. There are no enemies around so enjoy the peace and quiet and practice some Hog flying.

Attack! – In mission II things get a little more lively. This time the pilot is placed in an A-10 at the other end of the island. Watch out for the MiGs! They will find you soon enough.

Missions

Choose MISSIONS from the main menu to select a theater of operations and mission. Two theaters of operation are included.

The Yuma database is a training theater in Arizona among friendly forces. Select a training scenario from the Yuma mission menu and practice the maneuvers described in the mission text window.

To access the tactical mission map, select a theater and mission and click the accept button. If there are no pilots, or all pilots are deceased, you must first create a new pilot. Go to the main menu and choose PILOTS.

Pilots

Choose PILOTS from the main menu to create new pilots, delete old pilots, and to review the glories of your past airmen.

Pilots, Kills, Ribbons, Medals – The pilot window contains a listing of all pilots, both living and deceased. To view information on any pilot, highlight the pilot's name and select either pilot, ribbons, awards or kills from the main window.

To **Quit** A-10 Attack!, press **ESC**, then **Command + Q**.

Tech support

Tech support via e-mail is recommended for best response. Consult Parsoft's web site for answers to Frequently Asked Technical Questions.

<http://www.parsoft.com>

Tech support e-mail: support@parsoft.com

Tech support phone: (972) 379-4462

Tech support fax: (972) 379-4463

Orders only: (800) 372-9029



Installation

Your serial # **5467CCM157460-U1**

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **Crystal Caliburn f** on your hard disk. Crystal Caliburn cannot be played directly from the CD-ROM.
3. Double-click the **Crystal Caliburn™ 1.03** application icon in this new folder on your hard drive. The program file will merge and unpack itself. The first time you play, you'll be prompted to enter the serial number shown above. Enter all characters of the serial number including the dash.

How to play

You'll no longer need the CD-ROM for playing Crystal Caliburn. See the **Player Guide** electronic manual in your folder for detailed information on game strategy, rules and troubleshooting.

1. Launch Crystal Caliburn by double-clicking **Crystal Caliburn™ 1.03**
2. Insert one or more coins: **Command + I**
3. Start a new game: **Command + N**
4. Use the following keys to play-
 - Left flipper: **Z**
 - Right flipper: **/**
 - Pull back plunger: **<Shift>** (time held down determines force)
 - Nudge playfield: **<Space bar>**

5. Click your mouse to suspend play, choose Resume Game from the Operation menu to continue.

Entering your high score

If your score is one of the top four at the end of a game, you're prompted to enter your name for the high score roster. Use either of the flipper keys to scroll through the alphabet, one advances, the other descends. Use the <Space bar> to advance to the next letter, <Delete> to back up. Click the mouse button or space to the end of the line to finish. You CANNOT use the keyboard to type your name. You must toggle through the alphabet using the flipper keys.

Choose Create HighScore Report from the Option menu to save your high scores to a file. Use SimpleText to print your high score report.

Tech support

Tech support via e-mail is recommended for best response. Consult StarPlay's web site for answers to Frequently Asked Technical Questions.



<http://www.starplay.com>
Tech support e-mail: support@starplay.com
Tech support phone: (303) 447-9562
Tech support fax: (303) 447-2739
Orders only: (800) 203-2503

Installation

Your serial # **113-88-4677**

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **F/A-18 Hornet Classic f** on your hard disk.
3. Double-click the **F/A-18 Hornet Classic** application icon in this new folder on your hard drive. The first time you play, you'll be prompted to enter the serial number shown above.

How to play

Once you have **F/A-18 Hornet Classic** open, a window will appear with information about your pilot. Type in your pilot's name, then click on the briefing button. A mission briefing will appear giving you the details of your mission. If you would prefer another mission, hold down the option key and click the briefing button again. By repeating this process, you will see a selection of four missions. You can click on the map button for an overview of the mission area.

Once pre-flight is complete, pull down the "Mission" menu and select "Fly Kuwait". A weapon menu will appear allowing weapon selections. You may choose Recommended Load which will give you the recommended ordnance.

When ready to go, click on the "Fly" button. You will appear sitting on the runway (or carrier deck). Throttle your engines using the "+" key. Taxi to the head of the runway (or the catapult if on the carrier) and lock your brakes,

using the Space bar. (Be careful not to let your speed get too high while taxiing, or you may roll off the deck!) Throttle up to afterburner one (using the Delete key) and release your brake (Space bar).

Once your speed has reached 160 knots, you can pull back on the stick (or mouse) to become airborne. Raise your landing gear by pressing "G" and enjoy your flight. Weapons selection, navigation, landing and combat are detailed in your **F/A-18 Hornet Classic™ Manual** inside your folder.

Tech support

Tech support via e-mail is recommended for best response. Consult Graphic Simulation's web site for answers to Frequently Asked Technical Questions.



<http://www.graphsim.com>
Tech support e-mail: support@graphsim.com
Tech support phone: (972) 386-7575
Tech support fax: (972) 386-7875
Orders only: (800) 580-4723

Glider Pro

Tech support
tech@casadyg.com

Installation

This game does not require a serial number.

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **Glider Pro™ f** on your hard disk.
3. Double-click the **Glider Pro™** application icon in this new folder on your hard drive. The first time you play, a dialog box will ask you to insert the CD-ROM. After this, you will no longer need the CD-ROM to play the game. See the **Glider Pro Manual.pdf** electronic manual in your folder for detailed information on game play. (Manual in Adobe Acrobat format).

Note: If you receive insufficient memory errors, use the Get Info dialog, and enter a higher number for memory in the Preferred Size box.

How to play

As with all new pilots, one of the first things that you need to learn is how to control your craft. Keep in mind that a glider gets all of its lift from thermals, so as you traverse the house seeking the magic stars, a primary thought is to keep the plane in the air. Air can come from floor vents, candles, ceiling vents, and other places as well.

Use your **right and left arrow keys** for control and to change direction. Your Glider will move in the requested direction when the corresponding key is held down (free falling when it is not).

Demo House

Included with Glider Pro is a small house called Demo House that serves a two-fold purpose—as a self-running demo explaining the objectives of Glider Pro and as a learning tool for understanding the principles of playing the game.

If you select **Demo...** from the **Options** menu, you can watch a self-running sample of the game that visually explains the basic objectives of the game, how to fly, what objects you want to collect, and what objects you want to avoid.

Once you understand the game and would like to test your wings, but aren't quite ready to tackle Slumberland, you can go to **Open House...** under the **Game** menu and select **Demo House**. This time you actually control the Glider and can discover whether or not you really have the hang of the game yet.

When *Demo House* appears to be too easy, it's time to enter Slumberland!

Glider Pro Room Editor

Glider Pro has included a Room Editor for you to create your own houses. For complete information on how to use the Editor, please see the electronic manual in the Glider Pro folder.

Tech support

Tech support via e-mail is recommended for best response. Consult Casady & Greene's web site for answers to Frequently Asked Technical Questions.



<http://www.casadyg.com>

Tech support e-mail: tech@casadyg.com

Tech support phone: (408) 484-9228

Tech support fax: (408) 484-9218

Orders only: (800) 359-4920

Loony Labyrinth

Tech support
support@starplay.com

Installation

Your serial # **7041LLM129995-U2**

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **Loony Labyrinth f** on your hard disk. Loony Labyrinth cannot be played directly from the CD-ROM.
3. Double-click the **Loony Labyrinth™ 1.02** application icon in this new folder on your hard drive. The program file will merge and unpack itself. The first time you play, you'll be prompted to enter the serial number shown above. Enter all characters of the serial number including the dash.

How to play

You'll no longer need the CD-ROM for playing Loony Labyrinth. See the **Loony Player Guide.pdf** electronic manual in your folder for detailed information on game strategy, rules and troubleshooting. (Manual in Adobe Acrobat format).

1. Launch Loony Labyrinth by double-clicking the **Loony Labyrinth 1.02** icon.
2. Insert one or more coins: **Command + I**
3. Start a new game: **Command + N**
4. Use the following keys to play-
 - Left flipper: **Z**
 - Right flipper: **/**
 - Pull back plunger: **<Shift>** (time held down determines force)
 - Nudge playfield: **<Space bar>**

5. Click your mouse to suspend play, choose Resume Game from the Operation menu to continue.

Entering your high score

If your score is one of the top four at the end of a game, you're prompted to enter your name for the high score roster. Use either of the flipper keys to scroll through the alphabet, one advances, the other descends. Use the <Space bar> to advance to the next letter, <Delete> to back up. Click the mouse button or space to the end of the line to finish. You CANNOT use the keyboard to type your name. You must toggle through the alphabet using the flipper keys.

Choose Create HighScore Report from the Option menu to save your high scores to a file. Use SimpleText to print your high score report.

Tech support

Tech support via e-mail is recommended for best response. Consult StarPlay's web site for answers to Frequently Asked Technical Questions.



<http://www.starplay.com>
Tech support e-mail: support@starplay.com
Tech support phone: (303) 447-9562
Tech support fax: (303) 447-2739
Orders only: (800) 203-2503

Marathon

Tech support
macsupport@bungie.com

Installation

Your serial # **DGBH4FYXZ282RLVV** (already entered for you)

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **Marathon f** on your hard disk.
3. Double-click the **Marathon v1.2** application icon in this new folder on your hard drive. The first time you play, you'll be prompted to enter the serial number shown above.

*Note: Marathon requires QuickTime™ to play its movies. If you don't already have QuickTime installed on your system, choose the **QuickTime™ 2.5** option from the 9 BIG ONES Installer. Some of the other extensions listed in the installer are required for network play.*

How to play

Click the **Begin Game** button on the main menu screen to start. See the **Marathon User's Guide** electronic manual in your folder for detailed information on game strategy, rules and network play.

Network play

To play over a network, you'll need at least two Macintoshes connected via LocalTalk, Ethernet, or equivalent. The second computer must use the Network Serial Number, **N2AUGME8J1X137CC**. Call Bungie to purchase additional network serial numbers. Each player must launch a different copy of Marathon on their machine. One player chooses **Gather Network Game**; everyone else must

choose **Join Network Game**. The player who gathers the game selects the joining players from the Gather Dialog Box and then clicks the Begin Game button. To **Quit** Marathon, press **Command + Q**.

Keyboard Controls

Marathon supports keyboard controls for all aspects of game play. The default keys are shown here, but you can change any of the keys in the Preferences Dialog Box.

Tech support

Tech support via e-mail is recommended for best response. Consult Bungie's web site for answers to Frequently Asked Technical Questions.

CONFIGURE KEYBOARD	
Movement	Weapons
Forward Keypad 8	Previous Keypad 7
Backward Keypad 5	Next Keypad 9
Turn Left Keypad 4	Trigger Space
Turn Right Keypad 6	2nd Trigger Option
Sidestep Left Z	Modifiers
Sidestep Right X	Sidestep Command
Looking	Run Control
Glance Left A	Look Shift
Glance Right S	Miscellaneous
Look Up D	Action Tab
Look Down C	Auto Map M
Look Ahead U	Microphone
There are certain keys which cannot be attached to controls because they are used for other purposes: "<" and ">" adjust the sound volume. "+" and "-" zoom the overhead map. "[" and "]" scroll the inventory area. DELETE changes player views during replays. The function keys are used as shortcuts to the preferences dialog. Layout: Standard Cancel OK	



<http://www.bungie.com>
 Tech support e-mail: macsupport@bungie.com
 Tech support phone: (312) 563-6200
 Tech support fax: (312) 563-0545
 Orders only: (800) 295-0060

Pathways Into Darkness

Tech support
macsupport@bungie.com

Installation

This game does not require a serial number.

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **Pathways f** on your hard disk.
3. Double-click the **Pathways Into Darkness** application icon in this new folder on your hard drive to start the game.

How to Play

After the game first loads, you'll see the Pathways Into Darkness dialog box. Click the New Game button or choose New from the File Menu to begin a new game.

Pathways will keep track of up to six different saved games. You can delete an unwanted game by selecting it and clicking the Delete button.

To continue a saved game, select it and click the Begin button. You can't begin a new game if all six slots are filled; you will first have to delete one of the games.

It's a good idea to keep old saved games in case you put yourself in an intractable situation.

Keyboard Control

If the Keyboard option in the Preferences Dialog is selected, then you can use the following keys to control your character.

Navigation:

Move Forward: up arrow, 8 (keypad), or p

Move Backward: down arrow, 5 (keypad), or ;

Move Left: left arrow, 4 (keypad), or l

Move Right: right arrow, 6 (keypad), or '

Dodging & Looking:

Dodge Right: x,], 9 (keypad), or command + right arrow

Dodge Left: z, [, 7 (keypad), or command + left arrow

Look Right: shift + right arrow, shift + 6 (keypad)

Look Left: shift + left arrow, shift + 4 (keypad)

Weapons & Crystals:

Use Wielded Weapon: space bar, return, or enter

Use Selected Crystal: tab

For **Mouse Controls** and detailed playing instructions, see the electronic **Pathways Manual**.

Tech support

Tech support via e-mail is recommended for best response. Consult Bungie's web site for answers to Frequently Asked Technical Questions.

<http://www.bungie.com>

Tech support e-mail: macsupport@bungie.com

Tech support phone: (312) 563-6200

Tech support fax: (312) 563-0545

Orders only: (800) 295-0060



Pegleg

Tech support
(512) 419-7085

Installation

Your serial # **4-AD-4127-DHC-6**

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **PegLeg f** on your hard disk. PegLeg can also be played directly from the CD-ROM.
3. Double-click the **PegLeg™ v1.0.5** application icon in this new folder on your hard drive. The first time you play, you'll be prompted to enter the serial number shown above. Enter all characters of the serial number including the dashes.

How to play

After you've launched PegLeg, click on **New Game** to begin playing. See the **PegLeg™ v1.0.5 Manual** in your folder for detailed information on game play.

How to Move and Fire Guns

- Use the mouse to control ship movement
- Click the mouse button to fire.
- Press the <Shift> key to launch GOOMERs

If you prefer, use the keyboard to control your ship by pressing:

4 to move Left	8 to move Up	5 to Stop Movement
6 to move Right	2 to move Down	<Shift> to launch GOOMERs

Note: Select Customize Keys from Game menu to reconfigure game controls.

Tech support

Consult Changeling's web site for additional information.



<http://www.changeling.com>

E-mail: change@changeling.com

Tech support phone: (512) 419-7085

Tech support fax: (512) 419-7288

Orders only: (800) 769-2768

Warcraft

Tech support
macsupport@blizzard.com

Installation

This game does not require a serial number.

1. First, read the General Installation Instructions for all games at the front of this booklet.
2. Launch the **9 BIG ONES Installer** and select this game. The installer will create a folder called **Warcraft f** on your hard disk. Warcraft can be played directly from the CD-ROM (not recommended for normal use). Warcraft **requires** that your CD be in the drive during game play.
3. Double-click the **Warcraft** application icon in this new folder on your hard drive. See the **Warcraft Manual.pdf** electronic manual in your folder for detailed information on rules and game strategy. (Manual in Adobe Acrobat format).

*Note: Warcraft requires QuickTime® to play its movies. If you don't already have QuickTime installed on your system, choose the **QuickTime® 2.5** option from the 9 BIG ONES Installer. Some of the other extensions listed in the installer are required for **network play**. See the **Warcraft Two-Player Notes** file for details.*

How to play

The first time you play, you'll get the **Warcraft Startup Options** dialog box. If you choose "Don't ask again" you must hold down the Option key immediately after starting Warcraft to see this dialog again.

The game begins with a graphic introduction to the world of Warcraft. To bypass this introduction, press the space bar or click the mouse button. After the introduction, you'll be taken to the **Warcraft Main Menu**. Click the **Start A New Game** option to go to the **Race Selection Screen**.

You can command the Humans or Orcs. To command the **Humans**, select Human Campaign, make sure the Opponent setting is **Computer**, and the Game Mode is **Campaign**. There will be a short description of your first assignment, and then you'll be taken to the main game playing screen, the **Command Screen**.

To **Quit** Warcraft, press **Command + Q**.

COMMAND SCREEN – The diagram below displays the main screen used in Warcraft and identifies the key aspects used in game play. Each of these sections are described below:

RESOURCES – The amount of harvested lumber and gold available for training units and to use as construction materials.

MINI MAP – This is a bird's eye view of the entire play area. Buildings and units appear as different colored squares; enemies are shown in red.

UNIT DESCRIPTION – Detailed info on buildings or units selected in Command Map window.

INFO TEXT – Info on any units, buttons or structures selected in Command Map window.

COMMAND MAP – This is the main play-field. Here you will be able to see, in great detail, the events that transpire in the area around you. You may select units or buildings in this window by using the mouse to select them. When selected, a yellow box will surround the unit.



Tech support

Consult Blizzard's web site for answers to Frequently Asked Technical Questions.

<http://www.blizzard.com>

Tech support e-mail: macsupport@blizzard.com

Tech support phone: (714) 955-1382

Tech support fax: (714) 955-0157

Orders only: (800) 953-7669



9 BIG ONES™ is a trademark of StarPlay Productions, Inc. Crystal Caliburn™ and Loony Labyrinth™ are trademarks of LittleWing Co. Ltd., Pathways Into Darkness™ and Marathon™ are trademarks of Bungie Software Products Corporation, F/A-18 Hornet Classic™ is a trademark of Graphic Simulations Corporation, Glider Pro™ is a trademark of Casady & Greene, A-10 Attack™ is a trademark of Parsoft Interactive, Warcraft® is a registered trademark of Blizzard Entertainment, Peggle™ is a trademark of Changeling, Inc., QuickTime® is a registered trademark of Apple Computer, Inc. Other trademarks are the property of their respective owners. All rights reserved.

StarPlay's Limited 90 Day Warranty

Damaged Media Replacement

StarPlay thanks you for selecting one of our software products for your computer. The software enclosed is provided "as is" without warranty of any kind. StarPlay warrants the media on which the Software files are furnished to be free from defects in operation or use for a period of 90 days from the original retail purchase as evidenced by a copy of your receipt. During this period, StarPlay will replace any defective media which is returned to StarPlay at its Boulder office with a copy of the receipt, shipping prepaid. This service is StarPlay's sole liability under this warranty. You may contact StarPlay customer service by calling (303) 447-9562. Please return damaged or defective media to:

Attn: Damaged Media
StarPlay Productions, Inc.
P.O. Box 19679
Boulder, CO 80308-2679

This warranty gives you specific legal rights and you may also have other rights which may vary from state to state. Some states do not allow for the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation and exclusions may not apply to you.

Limitations of StarPlay's Warranty

StarPlay's liability is limited to the purchase price of this software. No other advertising, description or representation made by a retailer, distributor, agent, or employee, is binding on StarPlay or changes the terms of this agreement.

Making Copies

This software is provided for your own personal use. You may make a backup copy for safekeeping. However, it is against U.S. copyright laws to make copies of this software for use by others or use the software on more than one computer at the same time across a network. If the software is designed for network use and labeled as such, then the number of copies specified may be used on a network as described in the user documentation. You may not disassemble, modify, or rent the software to others. Your respect for the copyright laws allows StarPlay and similar companies to continue producing quality products at affordable prices. Thank you.

SOULS™ SYSTEM

The Ultimate Network Combat

Battle Forces with Lightning Fast Game Play.

Souls in the System™ is the fastest, loudest, top-view arcade adventure for the Macintosh. Over 25 levels of pulse-pounding action, a full level editor, game film recorder, 50 minutes of CD-playable music, QuickTime™ movies, and head to head combat over modem or network with just one copy.



Accelerated for
Power Macintosh

Hot new games from StarPlay!

Call 1-800-203-2503 to order

Demos at <http://www.starplay.com>

Cruise back to the 50's
for authentic

bowling action!

Authentic Bowling Action Right on your Computer!

Alley 19™ offers great family fun with one of the top sports hits of the year! Its unique mouse-controlled throwing action replicates the true bowling experience. Full-motion video characters, fun 50's graphics, network support, and an original soundtrack. Bowling shoes optional! For Mac and Windows 95.



Accelerated for
Power Macintosh

Alley 19™