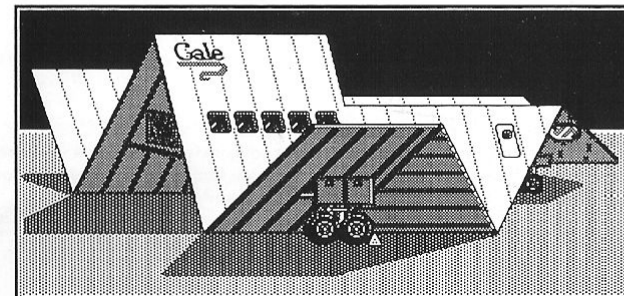


Glider 4.0

and Room Editor
an arcade game for the Macintosh

by john calhoun

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Introduction

When you play Glider, you control a paper airplane through rooms and hallways, up and down staircases. You rise on air blown from floor vents and precariously slide your glider under book shelves, over tables - always careful not to collide with a dangerous object nor become grounded on the floor. There are many surprises in store for you.

Glider Set Up

Glider can run either in 16-color mode or in black and white. The color and b&w graphics have been split up into two separate files, so don't worry if every there's an extra file that you don't seem to need. Here's a list and brief description of the files so you're familiar with them:



This is the game. You need this whether you have a black and white or color Macintosh.



This is the other application. You only need it when you want to create your own houses or modify existing ones.



This is an art (graphics) file and contains the graphics used by Glider and Room Editor. This particular one (shown above) is for b&w playing/editing. You will find an 'Art 16' file to be used with color Macintoshes.



This is one of two 'house' files. These contain the houses you fly your Glider through. "The House" and "The House 2" are part 1 and part 2 of the 'official' Glider house. This is the house to master - the house to swap stories with your friends about that high score you swung.



This is an INIT that will speed Glider up on a Macintosh Plus, SE, or Classic. You only use it on those three machines and only under system 6.0.7 or earlier. The INIT sets aside some special RAM that enables Glider to

play about 30% faster. (Unfortunately, you can't use the INIT with System 7 so if you want to play Glider on those three machines under System 7, it'll be somewhat slower. System 7 likes the same piece of RAM we do and they get there first.) To use the INIT, place it in your System Folder and reboot. Glider doesn't need the INIT, it just plays better if you have it.

Both Glider and Room Editor programs **require** that the Art and House files reside with them in the **same folder** (or all on the top level of the same disk). If you have a hard drive, this is easy, simply copy all of the files into a folder on your hard drive. On 800K floppies, you can squeeze a copy of Glider and Art 2 along with a few house files. Art 16 is so large, you'll need a hard drive or 1.4 meg floppies to play.

Here is the minimum set up for playing Glider in black and white mode:



For a minimal color set up, just substitute the 'Art 16' file for the 'Art 2' file shown above (although you won't find an 800K floppy large enough for both Glider and Art 16 - as mentioned earlier, go 1.4 meg or hard drive). For a minimal room editing disk, replace Glider with Room Editor.

Note: Room Editor requires that an art file is in the same folder with it as well. Art files are shared by both applications. In other words, if you intend having a 'Glider' disk and a 'Room Editor' floppy disk, you'll need a duplicate copy of 'Art 2' (for b&w) on both disks.

Beginning Glider for the first time.

Double-click on the Glider icon to begin playing. Glider saves information about the last time Glider was played and the 'factory settings' may not be suited to your particular system. For example, if Glider tells you that the graphics file is b&w don't be alarmed. You are obviously playing in color and the 'factory preferences' are looking at 'Art 2'. In this case, Glider will bring up a dialog box asking you to locate the proper art file. If you are running in color and have not changed the name of the files, just choose the 'Art 16' file.

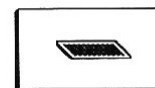
In any event, all this information will be saved so that you need not go through this the next time you play Glider.

All Casady & Greene master disks are locked so you don't accidentally damage them, so remember to make a backup copy if you're playing on floppies. It's important that you not play Glider on a locked disk. Not only will your settings (preferences) be lost, but your high scores will not be updated.

Playing Glider

When you begin the game, you'll see a room with a few objects in it. In the upper left hand corner a paper glider will fade in - that's the glider - control it by using the keyboard. You control the glider's backward and forward (left and right) movement across the room by pressing either the comma or period keys. You can, if you wish, change the method of controlling Glider by selecting the **Controls** option in the **Option menu**.

Here's the hard part. Your glider has no engines (thus its classification as a 'glider'). Consequently, in a few seconds your glider will float to the ground and you'll lose that glider. Fortunately, to your advantage, many suburban homes feature central air-conditioning and heating. Scanning the floor of many rooms you'll see little floor vents and over these you'll find a column of air.



A Vent on the Floor - Use them for Lift

Use the columns of air over the vents to lift your glider back up towards the ceiling.

Young children may initially have problems **visualizing** the invisible columns of air over the vents. You may want to select the menu item 'Air is Invisible'. It will change to 'Air is Visible' and display wavy lines of air over vents and candles.

And here's the fun part. Flying from one side of a room to the other end can get pretty easy. Not to fear. There are tables to avoid landing on, shelves to avoid, books, cabinets, and other obstacles. There are also some pleasant things along the way. If you see a clock - go for it. Hitting it gets you points. If you see a folded up piece of paper - touch it. Hitting the piece of paper entitles you to an extra glider and some points to boot.

I don't want to give everything away, so, **if you see something interesting - run into it.** If it destroys you - don't run into it next time.

So how long does this house go on? Many, many rooms. Sorry, but I'm not going to tell you. I'll say this though, if you make it through 20 or 30 rooms, congratulations - but you're not even half way through. Have fun!

Controls

There are four methods of controlling the glider. Everyone will have their favorite method, and some methods are easier than others (with some drawbacks as you will see).

First, here are the features of Glider which need controlling:

Forward: The glider has to have some means of controlling its forward flight.

Reverse: Impossible for a real airplane (call it a severe stall) - this is how you back up the glider.



Energize: Or afterburners if you like. You begin with 0 energy. You have to get the batteries in order to get energy. All but a few of the rooms are possible to complete without 'energy'.



Fire Rubber Bands: As with the energy, you don't have rubber bands unless you get some.

Hold Key: To move the glider, you have to 'hold' down the forward or reverse keys. Let up on the keys and you fall straight down. This control method is all keyboard. You use the keyboard to energize and fire the rubber bands as well. You can configure the keys that control the above functions. For beginners, this method is probably the easiest to 'catch on to.'

Drop Key: Another all keyboard method for controlling the glider. The difference here is that if you let up on the keys for forward and reverse, you continue to head in the direction you were going. How does one go straight down? Wiggle! This method isn't too easy, but loads of fun. As above, you can re-configure all the keys for this.

Mouse: Despite the name, the mouse control method still requires a key on the keyboard to act as the fire-rubber-bands or 'energize' button. Whichever function the key performs, the mouse button performs the other. Moving the mouse left and right controls your glider left and right. In mouse mode, moving the mouse to one edge of the screen causes the glider to head in that direction and continue to head in that direction until you move the mouse somewhere else.

Joystick: This is similar to the mouse method. The difference is that the mouse is automatically 'centered' after the mouse is moved. As its name implies, use this method with joysticks.

All keyboard controls (as well as the mouse button) can be configured using the **Configure...** item in the menus.

Both keyboard methods mentioned above give you the **least** amount of control over the glider. You can either go forward full speed or backward full speed (and in the case of 'hold key', you can drop straight down). The mouse and joystick method however afford you the ability

to move forward and backward at different speeds (depending upon how **far** you move the mouse or joystick). In the case of the mouse method, moving the mouse slightly to the right of center will cause the glider to move slowly to the right. Moving it all the way to the right of the screen will cause the glider to move full speed. You get great maneuverability, but it may be difficult for the beginner.

Although I have mentioned the position of the mouse on many occasions, when the game is in session you don't actually **see** the cursor - it is **hidden**. Nonetheless, you will have no problem at all 'guessing' where it is - just watch the way your glider moves! If you use the joystick and it is spring-centering, you'll have no problems at all with the hidden cursor.

Some non-obvious issues:

A saved game is disqualified from appearing on the High Score table. Entry to the high score table signifies true achievement!

Glider can automatically figure out if you're playing on a color monitor and set the monitor back to the mode it found it in when you started the game. If for some reason you don't want Glider to restore the color/bw mode when it quits, disable this feature in the Options menu by selecting the Depth Restore menu item.

The high score table is cleared by the room editor.

STOP!

if you like surprises, skip this section until you've mastered Glider. There is information in this section you may not want to know until you've discovered it on your own

Building a House

Using the Room Editor to create houses is very simple, but creating "great" houses is more of an art and science. I'll present the science first and then try to touch on the art at the end of the manual.

House in Order

The best way to think of a house is to think of it as a collection of files containing a number of rooms which, in turn, contain a collection of objects.

A single house file can contain no more than 40 rooms. In other words, if you are aspiring to a 100 room house, you'll have to go with at least 3 'parts' or files to your house. The obvious breakdown would go: 40 rooms in part 1, 40 more rooms in part 2, and 20 rooms in the final part. You could break it down other ways so long as no one file had more than 40 rooms.

You may have noticed that 'The House' included with Glider contains two files ('The House' and 'The House 2'). It doesn't take much to realize that there can be no more than 80 rooms - although there may only be 2 (ha ha).

Besides rooms, a house file contains information about which house file (if any) is to follow it and the high scores for that house. In this way, your high scores for your own house will have nothing to do with the high scores for 'The House.'

Rooms contain objects. Besides the objects, you also specify what background to use for the room, whether the lights or blowers are on or off, how many 'enemies' (if any) there are in the room, what kind of enemies, and the name of the room.

There are 36 objects to choose from and each one has its own properties and some have limitations. More on the individual objects later.

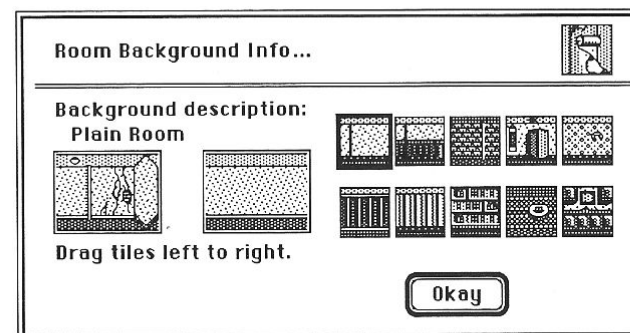
If you have ever played around with HyperCard, you might think of the house files as stacks, the rooms as cards, and the objects as buttons. It's a loose analogy, but it should get you going.

Beginning a House

When you launch Room Editor, you'll get a dialog box asking you which house to open. If you wish to begin a new house, select the **New House** button on the right.

Immediately the **House Background Info** dialog will come up. This is where you design the background for each room. On the right you'll see 10 icons showing the different types you can select. When you click on one, a descriptive name will show up on the left and a tiny picture of the background will appear in the two boxes on the lower left. Check them all out and select a background for your first room.

Although there are only 10 backgrounds, each one is actually composed of 8 vertical strips (like rectangular puzzle pieces). One strip might contain a crack in the wall, another strip might feature a light fixture on the ceiling. You order these strips by dragging the tiles from the box on the lower left (the source tiles) to the box to its right (how your room will actually appear).



This is a good time to make several comments about the tiles:

The first five background types contain 'dead-end' pieces as the seventh and eighth piece. When you place one of these in a room, it must be on the appropriate side of the room. For example, the eighth tile in the **Plain Room** is a left wall dead-end. If you want to close off the left exit from a room, you must drag this tile to the first position in the box on the right. The first room ('Welcome...') in 'The House' uses this exact tile in just such a place. This lets the person playing Glider know that they are in the first room and that they must head to the right.

You may use the same tile from the left box more than once in the right. What this means is, you can have eight light fixtures across the ceiling in a room if you like. Or you don't have to have a light fixture at all - you can put a plain tile in its place.

Usually, the left-most tile in the source box (tile 1) is a plain piece. For many of the background types, the Room Background Info dialog will even start you out with this tile for all 8 of your tiles in the box on the right. This gives you a nice, plain, generic room onto which you can drag over a crack or a light fixture or such.

When you click Okay, you'll get your first look at the room you're beginning. Don't worry if the background isn't ordered quite right or if you have to change it later. You can always select **Room Background Info...** from

the **Windows** menu and change it (none of the objects you placed will be disturbed). Play around with different backgrounds and tile arrangements - it's fun.

Adding Objects

Once you've designed a room, you'll want to drop in some objects. The objects palette will appear in the upper right hand corner when you select **Show Object Palette** in the **Windows** menu. The palette is shown below. You may drag the palette around by its top edge or get rid of it by clicking in the little square in the upper left corner. When the palette is gone you cannot add new objects, but you can bring it back by re-selecting **Show Object Palette**.



The tool palette is divided into an upper and lower half (actually it's more like upper one third and lower two thirds). Although there are 36 objects, only 6 are shown (in the lower half) at a time. The objects are lumped in groups of six in a semi-logical manner. You can select different groups of objects by clicking on the little icons in the upper half of the palette. As an example, all "bonus" objects (like clocks and rubber bands) are grouped together. You can select them by clicking on the tiny clock icon in the upper half of the palette. The "bonus" objects will be displayed as the 6 larger icons in the lower half of the palette. If in fact you want to place a clock at this point, you click on the larger clock icon and drag it into the room.

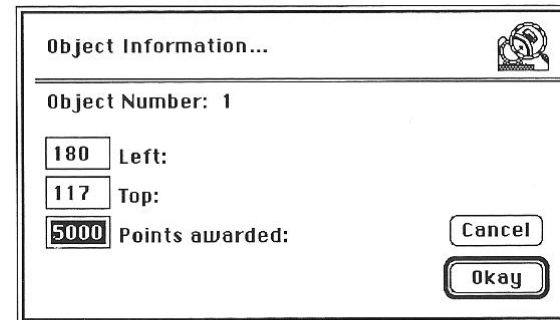
Note: If you click on one of the larger icons and let up on the mouse button without dragging, you may have actually placed an object 'under' the palette. If this bothers you, select **Auto Hide is Off** from the **Windows**. Clicking in the palette will automatically and temporarily hide it.

Once you drag an object out into the room, you may always come back to it and drag it around to a new location.

Selecting Objects

When you drag an object out of the tool palette, you will notice a 'marquee' around it indicating that it has been selected. If an object in the room is not selected, you can click on it to select it. You can also press the Tab key to sequentially select all the objects in the room.

Objects like the table and shelf, will display a small square in their lower right-hand corner when they are selected. This is a handle you can use to resize an object. Tables and shelves may be stretched width-wise. Windows, cabinets, exit rectangles, and bonus rectangles can be stretched or shrunk lengthwise or widthwise. The vents, fans, and candles have lines with handles on the end that indicate how far the air (heat) blows - you can stretch or shrink these.

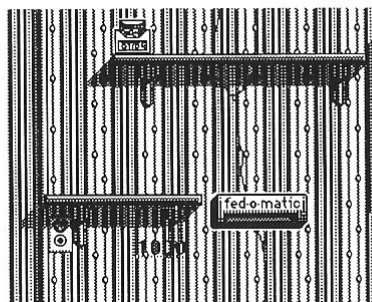


When an object is selected, the editor makes **Object Info...** in the **Windows** menu available. Certain objects (like clocks for example) have properties you can't change simply by dragging handles around. A list of the objects and their properties are listed at the end of this manual. In the case of the clock, you will need to bring up the **Object Info...** dialog box to set the number of points awarded by the clock. By default, a clock is worth 1000 points. For a particularly difficult clock, you might want to reward the player with 5000 points. You can enter 5000 in the **Object Info...** dialog box.

There is a rather important point to keep in mind when dragging objects into a room. Too many 'dynamic' objects in one room can bring slower Macs down to a crawl. If you own a high speed Mac and intend only to play your house on your machine, you can get away with a whole slew of dynamic objects. But if you have a friend with a Mac Plus, you might want to go easy on the dynamic objects. There is a complete list of dynamic objects at the end of this manual. Static objects like shelves and tables do not slow down a Mac much so feel free to go nuts with these.

Linking Objects

Some objects are linked to other objects. For example, the fed-o-matic and an on/off switch must be linked together so that Glider "knows" the fed-o-matic gets turned on or off when the switch is touched. The following sequence shows how the switch in room 21 of the House gets linked to the fed-o-matic.



Room 21 Fed-o-matic and Switch

The first step is to click on the fed-o-matic and select **Object Info...** under the Windows menu. That brings up the object information for the fed-o-matic shown below:

Object Information...

Object Number: 5

260 Left: Cancel

184 Top: Okay

☒ On ☐ Off

The second step is to note the object number. In this case, it's object number 5. Clicking the Okay button and selecting **Object Info...** for the switch under the shelf brings up box shown below:

Object Information...

Object Number: 3

158 Left: Cancel

197 Top: Okay

5 Object # linked to: Okay

The switch is object number 3. The high-lighted box shows that the switch is linked to object #5, the fed-o-matic. This box instructs Glider 4.0 that when you touch object 3, the switch, you turn the fed-o-matic, object # 5, on or off.

Linking Rooms

Linking rooms is as easy as linking objects. Most rooms will not need linking other than that provided by moving left to right. Moving off the right edge takes you forward to the next room and moving off the left edge of a room takes you back to the previous room (presuming

the room is open on both ends). Connecting suction units or magic transporters between two rooms requires that:

- You place a suction vent or transporter in a room
- Tell Glider which room to link to.
- Make sure the target room has a blower vent.

An example info box for the suction vent in room 7 is shown below:

Object Information...

Object Number: 2

37 Left: 7 Rm # link

20 Length of air column: Cancel

☐ Blower ☒ Suction Okay

The highlighted box tells Glider to go to room 7 if the player gets sucked into the vent. In this case, it is the same room the vent is in, but the target room could just as easily be another room. When two rooms get linked, the receiving room must have at least one blower vent. There is no way to tell Glider to go to a specific blower vent in a room, Glider will always go to the first blower vent it finds.

The Room "Condition"

Now that you have a room with a beautiful background arranged and a challenging maze of objects, you may want to describe a few more details about the condition of the room. You can simply double-click somewhere in the room where there are no objects or select **Room Condition Info...** from the **Windows** menu.

Room Condition Info...

Name of room: The parlour Number of objects: 0

Room number: 1

Room Condition... Room Entities...

☒ Normal ☒ Nothing

☐ Blowers Off ☐ Balloons

☐ Lights Off ☐ 'Copters

☐ Darts

0 Maximum # at one time:

0 Seconds of delay:

Cancel Okay

Here is where you can enter the name of the room, set whether or not the lights are on or off, whether the blowers are on or off, and the number and type of

enemies in the room. For most rooms you may simply want to just enter a name. When you turn out the lights or add an enemy or two, you make the room considerably harder. For room 1 you might want to go a little easy on the player.

If you select Normal for the room state, the lights will be on and the blowers will be on. If you select Lights Off, the player will need to hit a light switch to turn on the lights in the room. You don't actually **have** to put a light switch in a room in which the lights are off, but it is the only way the player will ever be able to turn the lights on. Selecting Blowers Off will make inactive all lifting/blowing objects except the fans and candles. A thermostat must exist in the room for the player to turn the air back on.



If you select an enemy (or enemies) you should also set the delay and number of enemies. The delay relates to the time it takes for an enemy to appear in the room. The number of enemies represents the number that can be in the room at the same time not the number that will ever appear. If you select 2 balloons with a delay of 1, you can expect no more than two balloons to appear in the room at the same time. When a balloon is popped or floats out of the room, Glider will wait 1 second before sending in a replacement. The same applies to the second balloon and this will continue indefinitely until the player exits that room.

Balloons appear from the bottom of the room and rise, darts appear from the right and fly left, and 'copters appear from the top and twirl diagonally down to the left.

Guess What?

That's all there is to making a room. Now I'll describe some of the subtler elements in making a finished house and using Room Editor to its fullest.

More Rooms

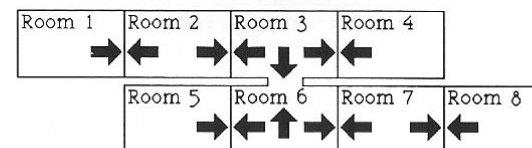
When you are satisfied with the room, select **Create New Room...** from the **Special** menu. You'll be presented with the **Room Background Info...** dialog box again and can repeat the process described previously.

When you have more than one room, you need a mechanism to switch from viewing one room to another. The **Special** menu gives you a number of ways. You can simply select **Next Room** or **Previous Room** to flip from room to room. Or, if you have quite a few and no where you want to go, you can select **Go To Room...**

There are a few things to keep in mind when adding rooms. Firstly, the player will appear in a room at the same height they left the previous room. You may need to put a floor vent at the end of one room to allow the player a chance to gain some altitude for the next room. Or you could put a floor vent very early on in the next

room so that if they are close to the ground they'll have a chance to rise.

A second thing you'll want to know is, rooms must be numbered left to right in sequence. See illustration below.



Presume that you have designed an up and down staircase between room 3 and room 6. After designing room 3, you must design room 4. After designing room 4, you must design room 5. Do not attempt to design room 6 after you've finished room 3. The editor will think you're working on room 4 and you won't be able to say otherwise.

I know, for a complex house it can get kind of messy. A good technique though is to block out the sequence of rooms ahead of time (similar to the illustration) and number them left to right. If you had done that, you would know to connect the down-staircase in room 3 to room 6. You would also know to connect the stairs in room 6 to room 3 and that there is a room 4 and 5 between.



If you blow it, don't worry. The Edit menu has real working **Cut**, **Copy** and **Paste**. If no object is selected, you can cut entire rooms, advance a few rooms forward or back, and paste the room in. All rooms will be pushed aside and **renumbered** to make room for the new room you pasted in.

Warning! If you paste a room in front of another, all the room numbers following will increase by one. This can cause you problems if you linked to a room with a blower and then paste in front of it.

As an aside note. You can even transfer rooms between two house files. Although the Scrapbook won't work for this, you can **Copy** a room in House A, **Close** that house (from the **File** menu), **Open** up House B, and **Paste**.

Rather than knocking about with **Copy** and **Paste**, another approach to building complex houses is to just throw in a few temporary rooms for filler and come back to them later. In the above example, maybe you would prefer to design room 6 right after you finish with room 3. So knock out a temporary room 4 and 5 and go on to 6. When you are done designing that room, go onto and finish out 5, then 7, and maybe do 4 last. Use whatever technique you find that works best.

Testing Out a Room

Under the Special menu you'll find Try Glider. When you select it, it will wait for you to click the place in the room where you would like to begin flying the glider. After you click, the cursor ball will spin for a few seconds allowing you to get prepared (in case you want to switch to the keyboard controls or whatever).

Now you can fly the glider through the room much like the game. There are some differences however. The most obvious difference is that your glider doesn't erase and leaves a long trail of gliders behind it. This is intentional. It allows you something of a gauge to go by. In case you find that a table in your room is impossible to fly over, you can use the trail of gliders to give you an idea of how far to lower the table or raise the vent before it.

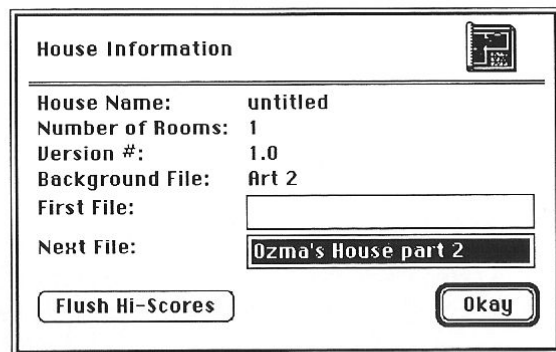
Another thing that's missing are the enemies. They appear at random anyway, so you can't determine how difficult a room is based on your experience with it. You may have been lucky and no darts appeared at your altitude as you crossed the room.

Also, you are given infinite battery energy when you're test-flying in the room. If you know that the player will not have the opportunity to have acquired such a luxury, don't make the room dependant upon it. It is always fun though to make a room or two where you need to have acquired and saved some battery energy. You may find that your complicated room has an easy path through it given that the player found a battery. Of course a well placed cabinet or books can fix that minor problem.

The real test of your house though is to play Glider with it. Keep paper and pencil or QuickDEX II handy when you play. Hit the TAB key to pause the game frequently and make notes about changes. A well-honed house is the result of thorough testing.

Big Houses and High Scores

You may have noticed one last menu item under the **Windows** menu. This is the **House Info...** item. Selecting this will bring up info displaying some of the characteristics of your house.



House Information

House Name: untitled

Number of Rooms: 1

Version #: 1.0

Background File: Art 2

First File:

Next File:

The first few items are fairly straight-forward. But the **First File:** and **Next File:** items may be confusing. If the house file you're working on is the first file in the sequence, leave **First File:** blank. If you are, for example, working on **My House part 2**, then **My House part 1** might go in the **First File:** box (or whatever the name of part 1 is on your disk). Remember, this is only necessary for houses that you want to exceed 40 rooms. If 40 houses is plenty for you, you won't have to link house files together like this.

If you have reached 40 rooms and want to begin another house file to connect to your first, enter the name your second part will have in the Next File: box. What this means is, after the player goes through room 40 of part 1, Glider will expect to find a part 2 on the disk with the name you've entered here.

Note: There is one limitation you ought to be aware of. You may place suction ducts and stairs in a house file that connect to rooms in a house file that follows (perhaps you have a suction duct in room 28 that connects to room 43 - obviously 43 is in the next file). You may not however go backwards! Going from part 1 to part 2 is a one-way street. If you send a player to room 43, consider that they will never be able to return.

If you create several house files to be linked together, you will notice that all the house parts will display the **Flush Hi Scores** button here. Only the first file contains the **real** high scores, the other house files always remain zero and can be ignored.

The Art of House Building

It's fun to just go nuts and drop objects all over a bunch of rooms and call it a house. As I noted earlier though, you may want to consider what types of Macintoshes your house will be played on. It's easy to make a hard room. It's even easier to make an impossible room.

Here are some things to aspire to:

- A challenging room that has few (or no) dynamic objects
- A difficult room that has very few objects
- A room that has two or more possible ways through the room

A house that starts out easy but gets progressively harder

A house with more than one path through it

A house that looks ordered and not too chaotic

Consider the ultimate room. This room might only have one dynamic object and no enemies. It is maze-like with tables, shelves, and the like, but there are three possible ways to cross it. One way is fairly obvious and simple. The second way is a bit tougher, but there is a clock you could get going that route. The third way is almost inconceivable, but you have placed an invisible

5000 point Bonus Rectangle down there and an Extra Glider to boot.

What is this room? It may not exist or you may never stumble upon it. Nonetheless, with something to strive for, you're likely to get some pretty nice rooms that contain many of the elements of the ultimate room.

Be creative! Hide Bonus Rectangles in your rooms. Place Exit Rectangles in odd places. How about a "bonus" room every 10 rooms or so with lots of goodies in it. What? You didn't find the bonus rooms in the House? They're there! Now go back and find them!

Problems with Glider?

Glider and Room Editor have been thoroughly tested on a whole potpourri of Macintoshes. Nonetheless, each individual's Macintosh is a unique environment. **If Glider Freezes or Crashes, before calling for technical support, remove ALL INITs from your System Folder.** An INIT can be a Control Panel Document or Startup Document in a System Folder. In System 7, the same critter is found in the Control Panel Folder or Extensions Folder in the System Folder..

Casady & Greene Technical support is available by calling 408 484 9228. You may write us at

22734 Portola Drive
Salinas CA 93908



And lastly, please don't give your friends free copies of Glider. Glider is not copy protected for your convenience. We have spent many, many hours making Glider fun to play and easy to find - please help us to continue developing new products by not giving our work away. Thank you!



What's in an Object?

Here is the promised list of objects and their properties:

Object	Static/Dynamic	Re-sizable?	Comments
Table may	static	tabletop width	table-top will destroy glider, glider
Shelf	static	width of shelf	pass beneath
Books	static	no	shelf will destroy glider
Cabinet	static	yes, fully	books will destroy glider
it			will destroy glider, if near the ground,
top			will feature a baseboard and counter-
Exit Rect.	static	yes, fully	invisible to the player, links to another
room'			
Obstacle Rect.	static	yes, fully	will destroy glider, invisible to the
player			
Floor Vent	static	height of air	lifts glider, must be on the floor
Ceiling Vent	static	bottom of air	blows glider to ground
Ceiling Duct	static	bottom of air	may either suck a player to another
room' or			blow them down
Candle	dynamic	height of heat	burns glider if too close, otherwise lifts
Fan/Left	static	length of air	blows & turns glider to the left, on or
off'			
Fan/Right	static	length of air	blows & turns glider to right, on or off'
Clock	static	no	1000 points' by default
Folded Paper	static	no	points' and 1 extra glider
Grease	dynamic	length of spill	may be already spilled'
Bonus Rect.	static	yes, fully	invisible to the player, gives player
points'			for touching it
Battery	static	no	gives player a number' of energy
points			
Rubber Bands	static	no	gives player a number' of rubber
bands			
Light Switch	static	no	turns lights on, useless in a lit room
Power Outlet	dynamic	no	zaps periodically' and destroys the
glider			
Thermostat	static	no	turns air on, useless in a room with air
on			
Shredder	static	no	may be on or off', shreds glider
Power Switch	static	no	may toggle a shredder or fan on or
off			
Guitar	static	no	simply plays a sound, just for fun
Drip	dynamic	length of drip	periodically' drops water, destroys
glider			
Toaster	dynamic	height toast flies	periodically' pops toast, 1 per room
Ball	dynamic	height of bounce	bounces, destroys glider, the higher it
			bounces the slower its period
Fishbowl	dynamic	height fish jumps	periodically' a fish jumps, destroys
glider			
Tea Kettle	static	no	periodically' blows, glider pushed
diagonally			
Window	dynamic	yes, fully	if open' blows glider randomly, 1 per
room			
Painting	static	no	just for decor
Mirror	dynamic	yes, fully	displays reflection of glider, 1 per
room			
Waste Basket	static	no	just for decor
Macintosh	static	no	just for decor
Up Staircase	static	no	transports player to another room'
Down Staircase	static	no	transports player to another room'
*			

After

"I cannot understand why you should wish to leave this beautiful country and go back to the dry, gray place you call Kansas."

"That's because you have no brains," answered the girl. "No matter how dreary and gray our homes are, we people of flesh and blood would rather live there than in any other country, be it ever so beautiful. There is no place like home."

The Scarecrow sighed.

The Wonderful Wizard of Oz

L. Frank Baum

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from

Casady & Greene, Inc.

Crystal Quest™ with CritterEditor™: \$49.95

This is one of the all-time favorite games on the Macintosh. Fast Moving! Your job is to collect all the crystals and avoid all the mines, bullets and 12 varieties of super-nasties out to get you in 40 waves of play. There are nasties that gush bullets like hailstorms, nasties that stalk you, nasties that fire laser beams at you, nasties that refuse to die... It's a very nasty game. The CritterEditor gives you the power to create your own style game. You can change over 1,000 parts of Crystal Quest. Add your favorite friends, enemies, film stars into the game!

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The evil leader of Aalgezy, Adolph Blitter, has enslaved the people of your solar system and is stealing all of its resources. Your job - knock out Blitter's power plants on the five planets which generate his protective forcefield and attack his evil base station in the middle of the solar system. Seek out Mr. Blitter, and destroy the bum. Realistic flight action!

4 Mice Rating - *MacUser*

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One false move and you're all washed up! You've got only a short time to select the pipes from the conveyor belt and fit them together, with no errors (bloopers) before the basement fills with water. Rack up points for speed and for the complexity of your pipe design. Use the game's editor to choose your favorite sounds and graphics.

MacPlus or greater, hard drive recommended, Black & White or Color. System 6.02 or greater.

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