



SOULS

IN THE

SYSTEM

Credits

Souls in the System™ was designed and developed by Ravi J. K. Mehta of Terminal Sunset Software.

Concept and Programming	Ravi J. K. Mehta
Art and Graphics	J. Reginald Dujour and Ravi J. K. Mehta
Scenario Design	Mark Sargent, R. Sean Lindsay, and Erik Philips
Music	Steven Allen
Sound Effects	Ravi J. K. Mehta
Voices	Nichole Pelerine
Voice Sampling	George Silas
Publisher	StarPlay Productions, Inc.
Package Design	Koelsch Studios and StarPlay Productions, Inc.
Cover Illustration	Peter Bollinger
Game Documentation	Terminal Sunset Software and StarPlay Productions, Inc.
Manual Layout	Jodi Ginsberg
Writers	Jodi Ginsberg, Mark Sargent, Ravi J. K. Mehta
Marketing and Promotion	StarPlay Productions, Inc.
Testing	Scott Mesch, Mark Sargent, Jodi Ginsberg Maria Reller, Nicole Brown, Mary Mesch, Eric Case, Keith Wiley, Edwin O'Malley, Robn Kester, Max Krueger, Tim Schmitz, Rich Atkinson, Chris Schroyer and Chris Gensicke.

Souls in the System™ is a trademark of StarPlay Productions, Inc. All rights reserved. Software © 1996-1999 StarPlay Productions, Inc. and Terminal Sunset Software. Manual & Package © 1996-1999 StarPlay Productions, Inc. Other trademarks are the property of their respective owners.

This manual may not, in whole or part, be copied, photocopied, reproduced, translated, or converted to any electronic or machine readable form without prior written permission of StarPlay Productions, Inc.

Table of Contents

Installation and Operation.	2
Keyboard and Mouse Controls.	7
Features	8
Preferences.	9
Network Play.	12
Error Messages and Troubleshooting.	16
Technical support	20

For additional information, see the Player Guide Supplement and WraithEdit electronic manuals on your CD-ROM.

SOULS
IN THE
SYSTEM

Installation and Operation

Get ready to experience the fastest, loudest arcade adventure designed for the Macintosh!

Souls in the System must be installed to your hard disk before playing. Only the main application, data files, and required system extensions will be installed. Other files including QuickTime™ movies and over 50 minutes of an original, riveting music soundtrack will remain on the CD-ROM.

Serial Numbers

You've been provided with two serial numbers. You'll be prompted to enter one of these the first time you play. The standard number (contains "...SSM...") allows for unrestricted single user and network play. The other number (contains "...SNM...") allows for network play only. When registered with the standard serial number, Souls in the System requires that the CD-ROM be in the drive. When registered with a network serial number, the CD-ROM is not required and, because of that, the player won't be able to hear the background music tracks.

To register Souls in the System with a different serial number after it's been previously installed on a computer, throw away the Souls in the System Preferences file (in the Preferences folder).

CD-ROM Contents

Souls in the System™ Installer - Installs the application to your hard disk.

Read Me First - This file contains late breaking news not found in this booklet or the electronic Player Guides including modem and System Extension information.

Souls in the System Extras f - Contains the following:

Player Guide Supplement - Contains information on weapons and items.

WraithEdit f - Contains the official level editor and documentation.

Open Transport v1.1.2 - Provided as a courtesy. Required for network play with more than two players (or a newer version). Follow the instructions included in the folder to install. **NOTE:** *You must call Apple for technical assistance with Open Transport. (StarPlay cannot provide support for Open Transport).*

While this booklet contains most of what you need to install and play Souls in the System, your CD-ROM also contains the electronic Player Guide Supplement (weapons and items information) and the WraithEdit manual for experienced players who want to create their own levels.

System Requirements

- A 68040 or Power Macintosh
- 13" (640x480) monitor with 256 color display
- 5500K free RAM
- 8 MB built-in RAM
- System 7.0 or higher
- 11 MB free hard drive space
- QuickTime 2.0 or later
- Sound Manager 3.0 or later

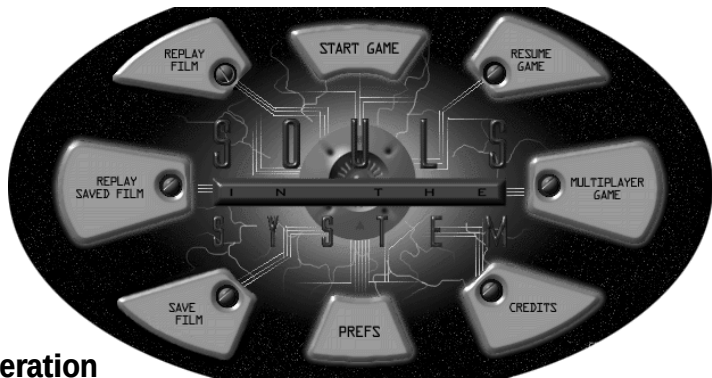
NOTE: *Computers with 8 MB of built-in RAM will need to use RAM Doubler™ or turn on virtual memory to play.*

System Recommendations

- Power Macintosh
- 6200K or more of free RAM
- 12 MB built-in RAM
- QuickTime 2.5 or higher
- Sound Manager 3.2 or higher

Installation

1. Insert the CD-ROM into your drive.
2. Double-click the Souls in the System™ Installer. The installer will place the game in a folder called *Souls in the System f* on the selected hard disk. Your system will be updated with QuickTime 2.5 and Sound Manager 3.2.1, unless you have newer versions already installed. (See the *Read Me File* for additional details and information on other System Extensions which may be installed).
3. Double-click the *Souls in the System™* application icon in the *Souls in the System f* folder. The first time you play, you'll be asked to register. Enter your name and the standard serial number containing "...SSM..." located in your booklet or in the Read Me file. Enter all characters including the dash. You can use upper or lowercase letters, but no extra spaces should be inserted. Click the Register button when you're finished.
4. A startup options dialog box will appear before Souls in the System loads asking to Switch Monitor to 640x480 and to Quit Finder and other applications. This will pop-up each time you launch Souls in the System unless you check the box "Don't Ask Next Time".



Operation

1. Double-click the Souls in the System™ icon.
2. After the logo screens, you'll get the Souls in the System main menu screen. (In the future, you can bypass the introductory logo screens by clicking the mouse). From this screen, you can choose several options:

Start Game- Click on this box to start a new game. You'll receive a dialog box asking you to choose the level of difficulty. Click Okay to begin a new game.

Resume Game- Click on this box to bring up a dialog box asking for the name of your saved game. Choose your game and click Open to load.

Multiplayer Game- Click on this box to bring up a dialog box for a multi-player game. *See the Network Play section for additional information.*

Credits- Click on this box for information about the publisher and developer.

Prefs (Preferences)- Click on this box to customize Souls in the System to your system. *See the chapter on Preferences for complete information.*

Save Film- Click on this box to save the last recorded film of your gameplay.

Replay Saved Film - Click on this box to replay a previously saved film of your game play.

Replay Film - Click on this box to replay the last recorded film of your gameplay.

NOTE: *These options are also available under the Souls in the System menu at the top of your screen (move your mouse to the top of the screen for the menu to appear).*

To Quit

While the game is in play, press the *ESC* key or *Command-P* to pause the game. Once the game is paused, press *Command-Q* or move your mouse to the top of the screen (the menu will appear) and then choose *Quit* from the Souls in the System menu.

Controls

Souls in the System supports *Keyboard Only* and *Keyboard and Mouse* controls for all aspects of game play (*the default is Keyboard Only*). You can use your mouse to control the ship and shoot the weapons and your keyboard to control everything else, or use the keyboard for all controls. The default keys and mouse control instructions are shown on page 7. You may change any of the keys in the Interface and Controls section of your Preferences dialog box.

NOTE: *If you're using the keyboard to control ship movement in Keyboard and Mouse mode, you should make sure that the mouse is centered otherwise the ship will thrust forward or backward. If you plan on using only the keyboard to control your ship, change to Keyboard Only.*



Keyboard and Mouse Controls

Weapon Selection

Plasma Spark/Bolt
1

Assault Cannon
2

Auto Energy Repeater/
Lt. Mach. Gun
3

Shock Cannon
4

Std. & Mag. Grenade
5

Proximity Mine
6

Tactical Nuclear Grenade
7

Teleporter Mine
8

Prox. & Smart Missile
9

Plasma Missile
0

Weapon Triggers and Miscellaneous

Teleport
;

Afterburner
shift

Detonation/
Lock
⌘

Secondary
option

Primary
control

Action Key
Space Bar

Movement Control

Strafe Left
7

Forward
8

Strafe Right
9

Left
4

Back
5

Right
6

1

2

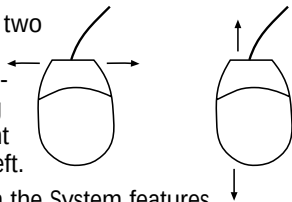
3

0

Mouse Control

When activated, the mouse controls the ship in two ways. Move the mouse to the right or left and the ship will rotate a small amount in that direction and stop. This keeps the ship from spinning indefinitely. To keep the ship rotating to the right or left, keep moving the mouse to the right or left.

To move the ship forward or backward, Souls in the System features forward/backward “auto-thrust”. If you move the mouse forward or backward, the ship will continue to move forward or backward until you run into something or move the mouse in the opposite direction.



Features

Doors - Press the Action key to open doors (<Space> is the default). Some doors require a color-coded key to open them, others are operated by a switch or invisible trip wire.

Teleporters - Move your ship over the white teleporters to instantly transport you to a different place in the maze.

Accelerator Pad - A burst of speed will accelerate your ship when it passes over an accelerator pad. Some pads accelerate only in one direction.

Decelerator Pad - Your ship will slow down when it passes over a decelerator pad. Works in all directions

Gravity Well - Either pulls your ship in or pushes it away. The force can be so strong, you'll need to use your afterburner to get away from it.

Switches - Some switches open doors, some close doors. To activate a switch, point your ship toward the switch and press the Action key. The switch will only operate if the door's status is different from the switch's functionality (i.e., If a switch only opens a door and the door is already open, the switch will not work.) Some switches may only work once.

Start Gates - You start with your ship directly on a Start Gate. Some levels may have more than one entrance.

End Gates - To exit a level, move your ship over the end gate. Some levels may have more than one end gate which can take you to different start gates in the next level or skip to a different level entirely.

Secret Doors - Throughout the levels, you'll find several secret doors. These appear as normal walls, but are physically transparent so your ship can fly right through them!



Door



Teleporter



Accelerator Pad



Decelerator Pad



Gravity Well



Switch



Start Gate



End Gate

Preferences

The Preferences dialog box allows you to adjust several elements of Souls in the System to fit your personal taste and computer configuration.

Graphics and Speed

The default is “Recommended (Faster)”. You should choose the option “Compatible (Slower)” only if your computer configuration cannot support the Recommended method.

PREFERENCES

Graphics & Speed
Sound & Music
Interface & Controls
Memory

Sound and Music

Panning - Static is the default. Sound effects emit from the speaker closest to where the action occurs on the screen. If you choose Dynamic panning, sound effects will emit from the speaker in relation to the direction your ship is facing (i.e. sound will emit from the left speaker if the sound effects occur to the left of your ship). Click in the stereo panning box if you would like stereo panning out of both speakers.

Channels - Four is the default. The number of channels refers to the number of sound effects that can be played simultaneously.

Music - On is the default. A spectacular soundtrack of original music has been compiled for Souls in the System. If you prefer to play without music, change this setting to Off.

Master volume - Full is the default. This setting controls the volume of the sound effects within Souls in the System.

Music volume - 4 is the default. This setting controls the volume of the music within Souls in the System. **NOTE:** *These settings will not change the sound settings in your control panel.*

Interface and Controls

Keyboard Only - This is the default. If you prefer to use only the Keyboard to control all aspects of game play, choose this option.

Keyboard and Mouse - If you prefer to use the mouse to control the ship, (keyboard for other functions) choose this option.

You can choose whether Souls in the System displays the Startup Options when launching the game. Click in the box if you don't want them displayed (**NOTE:** you can also choose this option in the Startup Option dialog box when launching the game).

Configure Keyboard - Souls in the System has assigned default keyboard settings for your movement, weapon triggers, weapon selection and modifiers. This dialog box allows you to customize these settings. **NOTE:** You cannot use the same key twice.

Memory

NOTE: If you have less than 12 MB RAM, you'll need to turn on Virtual Memory or use RAM Doubler to utilize all the features in Souls in the System.

These options affect the amount of memory required by the application. The number next to "Preferred Size:" matches the Preferred size under Memory Requirements in the Souls in the System Information dialog box. To open the Information dialog box, click on the Souls in the System application icon and select Get Info from the File menu.

To run Souls in the System with all of its sound features, you need a Suggested size of 6200K. If you don't have this much free RAM, Souls in the System will automatically turn features off to match the amount of free RAM you have available. **NOTE:** The minimum amount of free RAM required by the application is 5500K.

Increasing the performance of Souls in the System

Slower machines such as lower-end 68K-based Macintoshes may not be able to run Souls in the System at full speed with all of the features turned on. In order to get the most out of Souls in the System try the following:

Quit all applications- This option can be turned on in the Graphics and Speed section of the Preferences dialog box.

Use the Recommended Graphics method- Selecting the Recommended Graphics method with compatible configurations will give you a significant increase in performance.

Virtual Memory and RAM Doubler - If you experience slow performance and you have at least 12 MB of real memory, you may want to turn off virtual memory or disable RAM Doubler.

Network play with modems - Use at least a 28.8 modem. A 56K modem is recommended. Modem throughput can be increased by turning off compression and error control for your modem. See the Read Me File for information and specific strings to use for turning off compression and error control for your modem. If your modem is not listed, then contact the modem manufacturer, not StarPlay, for assistance.

Network Play

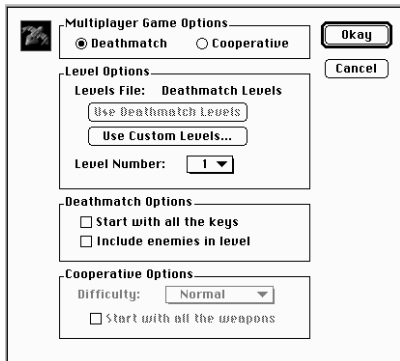
If you have RAM Doubler installed or virtual memory turned on, it could decrease the performance and speed during network play. If you experience slow performance and you have at least 12 MB of real memory, you may want to turn off virtual memory or disable RAM Doubler.

Souls in the System can be played with up to six players in multiplayer mode. Each player must have a copy of Souls in the System installed on their computer and the computers must be connected together by any of three connection methods; direct serial, modem, or network. **(NOTE: The Open Transport method of connection is required for multiplayer games with more than two players.)**

To play a network game of Souls in the System, each player must be using a unique serial number. Every copy of Souls in the System comes with two serial numbers, standard and network. Any player, regardless of serial number type, can host or initiate a network game

1. To start a network game, choose Multiplayer Game from the Main Menu Screen.
2. The Multiplayer Game Options dialog box will pop-up. Choose either Deathmatch or Cooperative.

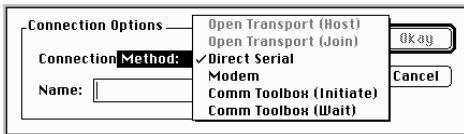
Deathmatch - Any number of players battle against each other. Choose "Use Deathmatch Levels" (specifically for network play) or "Use Custom Levels" (see the electronic



Level Editor guide for information on building levels). Deathmatch can be played either with enemies and keys, or without.

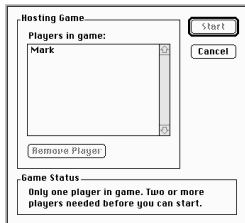
Cooperative - Any number of players battle against the enemies. Choose “Use Standard Levels” or “Use Custom Levels”. Select level of Difficulty and whether you want to start with all the weapons.

3. Next, the Connection Options dialog box will pop up with several connection methods:



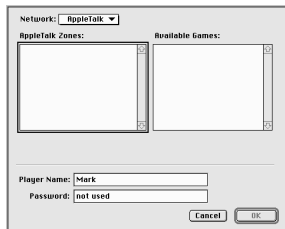
Open Transport - The Open Transport network protocol allows for greater flexibility in a networking environment. If you choose to connect using Open Transport, you can choose to either Host or Join a game. Open Transport software is included on the Souls in the System CD-ROM. **NOTE:** *Open Transport is not a StarPlay product and we are unable to provide support for it. If you experience problems using or installing Open Transport, please contact Apple Technical Support.*

Open Transport (Host) - In the first dialog box, select the protocol for “advertising” the game (either AppleTalk or TCP/IP, AppleTalk is recommended). Name the game, enter your name (ignore password) and click OK. Next, the Hosting Game dialog box will pop up showing your name and any other players that have connected to your game.

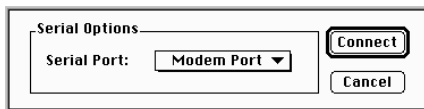


Once you have all the players for your game, click Start.

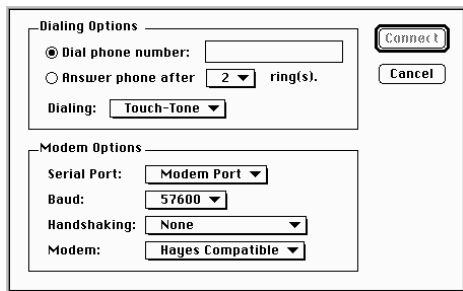
Open Transport (Join) - In the dialog box, choose your network. If you're playing on a large AppleTalk network, select a zone from the AppleTalk Zones and the Available Games will be listed on the right side. Click on the Available Game you would like to join, enter your name (ignore password) and click OK.



Direct Serial - You must have two computers connected with a Macintosh modem/printer cable (plugged into either the modem port or the printer port). In the Connection Options dialog box, choose Direct Serial, type in your name and click Okay. The Serial Options dialog box will pop up. Choose the Serial Port that the cable is plugged into and click Connect.



Modem - You must have two computers each equipped with their own modem and phone line. In the Connection Options dialog box, choose Modem, type in your name and click Okay. The Dialing Options dialog box will pop up. Choose to either dial



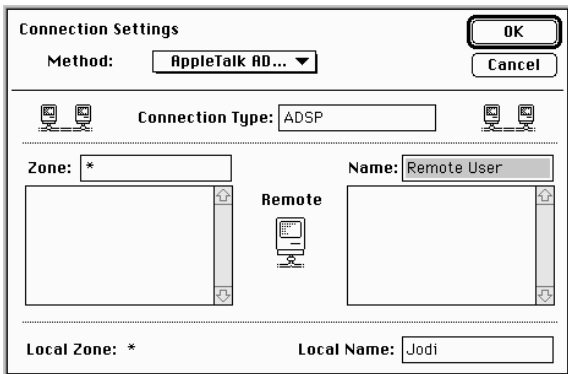
(enter the phone number) or answer. The modem options depend on the brand and speed of your modem and the serial port your modem is con-

nected to (consult your modem's manual for information on these settings.)

Communication Toolbox- Communications Toolbox- Communications Toolbox is the connection method to use if you would like to play over an AppleTalk network when using classic networking or when 680x0 machines are involved. This method supports only two player networking.

NOTE: For modem-to-modem connections, we recommend using the Modem option from the main Connection Options dialog box first (see page 14). If you have trouble connecting using that method, then try the Apple Modem Tool in Communications Toolbox.

To connect via AppleTalk, choose either Comm Toolbox (Initiate) or Comm Toolbox (Wait). If you are initiating a game, choose Comm Toolbox (Initiate), otherwise choose Comm Toolbox (Wait). Once in the Connection Settings dialog box, choose the AppleTalk ADSP



Tool from the Method menu and type in your Local Name. The other player will need to choose Comm Toolbox (Wait) and choose AppleTalk ADSP Tool from the Method menu and type in his name. When you see the other player's name in the box on the left hand side of the dialog box, choose OK to connect.

Error Messages and Troubleshooting

Insufficient memory or conflicts with system extensions or control panels is a common source of problems.

Even though you have 8 MB RAM, you may have control panels or system extensions which leave less than the minimum 5500K required by Souls in the System to operate. The System 7 operating system can easily take 3 MB or more of memory by itself. If you're low on memory or experiencing conflicts, make sure you quit any open applications. To check if you have the minimum amount of RAM available, choose "About This Macintosh..." under the Apple menu. If Souls in the System still won't run, try the following:

Restart your computer with only the minimum necessary system extensions and control panels.

Using the Extension Manager or third party products like Conflict Catcher™, turn off all unnecessary extensions and control panels. Souls in the System requires the following extensions, so don't turn these off—Sound Manager, QuickTime™, Apple CD-ROM, AppleTalk ADSP Tool, and Apple Modem Tool. Open Transport users will need the Open Transport modules and NetSprocketLib. Restart your computer and try to run Souls in the System again. If the problem goes away, the problem is caused by one of your extensions, not the Souls in the System program. If the problem persists, and you cannot find an answer in the following error message section, contact StarPlay Technical Support. See page 20.

Users of Connectix—RAM Doubler™

Souls in the System is compatible with RAM Doubler. However, if you are experiencing problems with uneven ship movement or crackly sound, especially during network play, RAM Doubler could be the cause. If you have 12 MB or more of real memory, try rebooting with RAM Doubler turned off.

Error Messages

Application cannot run with this machine.

System 7 or higher is required.

- or -

32-Bit QuickDraw is required.

- or -

A 68040 or higher processor is required.

-or-

A 13" or larger monitor (640x480) with 256 colors is required.

System running old version of Sound Manager

Sound Manager 3.0 or higher is required.

Refer to the Memory section in the *Preferences* chapter for information on memory allocation.

Initializing Error

-or-

Initializing loading sequence error

-or-

Episode loading error

-or-

Souls in the System couldn't load menu screen.

NOTE: *If you receive an error message not mentioned above, please write down the error message verbatim, where and when it happened in the game and contact Technical Support for further information.*

Troubleshooting

- Q: After opening Souls in the System, I received a dialog box asking to turn off all open applications and the Finder. Do I need to do this?**
- A:** Souls in the System needs 6200K of RAM to run with all of the sound features. Turning off or quitting all open applications and the Finder will free up additional RAM to optimize Souls in the System's performance. **NOTE:** *You'll receive this dialog box every time you load Souls in the System unless you choose "Don't Ask Next Time".*
- Q: Do I have to look at the company logos every time I play Souls in the System?**
- A:** No, press the mouse button until you get to the main menu screen to skip the introductory logo screens and/or movies.
- Q: How do I access the menu bar?**
- A:** Press the ESC key or Command-P to pause an active game. Move your mouse to the top of the screen and the menu bar will appear.
- Q: When I load Souls in the System, the sound stutters. What can I do?**
- A:** Make sure you've quit all other open applications. If you have at least 12 MB of real memory, you may want to turn off virtual memory or RAM Doubler. Make sure you have the latest QuickTime 2.5 and Sound Manager 3.2.1 or later installed. These should have been installed automatically for you unless you chose Custom Install in the installer. If you are still experiencing problems, it could be caused by

another extension conflict. See the Error Message section for information on disabling extensions.

Q: I've entered the serial number properly. Why won't it work?

A: Serial numbers are 16 characters long. Make sure you enter ones as "1" and not "l". The full serial number is 16 characters long and is made up of numbers, letters and a dash. Also, there should be no blanks between characters or blanks at the end of the serial number. Try quitting the game and starting over if the serial number is rejected.

Remember, the standard serial number contains "...SSM...". Always use this number unless you're installing a second copy for network play only. The network only serial number contains "...SNM...".

Q: When I double-click the Souls in the System application I get an error and it won't start up. Why won't it work?

A: There could be several reasons. If you're using the Open Transport connection method, then you must have the NetSprocketLib module in your System Extension folder or the Souls in the System *f* folder.. If you're using "classic" AppleTalk networking, you must remove NetSprocketLib from the System Extension Folder and restart your computer. The Display Enabler and Display Library system extensions are also required on some systems especially non-US MacOS systems. All these extensions may be installed from your original CD-ROM.

Technical Support

StarPlay provides Technical Support via email (support@starplay.com) or fax (303-447-2739).

Before contacting technical support review the *chapters—Installation and Operation and Error Messages* in case of oversights. Restart your system and try playing with all but the essential extensions turned off. Run Disk First Aid to make sure your hard disk directories are not corrupted.

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. 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.

023-05-202