

Crank up Spaceway 2000™ and let's play with the aliens!

Spaceway 2000™

by Jeffrey Robbin (author of Conflict Catcher™ 3) and John Calhoun (author of Glider and Glider Pro™)

- Escape the alien-infested, intergalactic freeway!
- High-speed, high-voltage Macintosh arcade action
- Supports B&W and color- 4-Bit, 8-Bit, 16-Bit and even 32-Bit Graphics!
- High-quality rendered graphics - 99 waves to conquer

This version of Spaceway 2000 works on both the 68000 based Macintosh computers, as well as PowerPC based Power Macintosh computers.

New features of the Power Macintosh version of Spaceway 2000:

- New Sound Management!

Spaceway 2000 now incorporates a new sound management system that provides much richer sound effects. In fact, the new sound system can keep track of up to twelve distinct sound effects while playing the four most important sounds at any given time.

- Thousands/Millions of Colors!

Using the capabilities of the Power Macintosh, Spaceway 2000 is able to play at its highest speed (without experiencing any "slowdown") in any color depth, including Millions of colors! The graphics have never been more glorious than when seen at full-speed in Thousands or Millions of colors.

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Spaceway 2000 – a high-speed, intergalactic freeway. It's the ultimate commuter's nightmare!

Yelling "Get off the road, buddy!" won't work on these Sunday-driving aliens! Watch out for the Drones and Flies, which pursue you relentlessly, the Wall Creepers who crawl along the edge of the highway and fire at you, and the Blockers who follow your movements like bad mimes and keep you from passing. And More!

Use the laser cannons, automatic shields, smart bombs, missiles, and "stop time" to battle your way down the road. "Spin out" your space ship in a circular sweep of firing power.

Be sure to pick up the shield rechargers and keys to extra ships. On every route look for a mystical crystal – the key to surviving Spaceway 2000. The more crystals you obtain, the more ships you will be granted. Don't forget to nab the unopened crates as you barrel down the street – they will be opened at the end of each wave to reveal the wildest treasures!

Hop on Spaceway 2000 and drive yourself straight to the brink of super-arcade madness!

-----Spaceway-2000™----- The First Time You Play -----

Double-click on the "Spaceway 2000™" file. When the game comes up, go first to the "Options" menu and select the "Adjust Memory..." item. A dialog box will come up allowing you to select how much memory you would like Spaceway 2000™ to use. You select your monitor size and how many colors you will want to play Spaceway 2000™ in (these two variables - monitor size and # of colors - are what determine the amount of memory required). If you don't see your monitor size listed you can enter it in the area in the lower left of the dialog box. Your suggested memory size is displayed at the bottom of the dialog. If you hit "Okay" and then "Quit" Spaceway 2000™ it will have the proper amount of memory when you relaunch it.

Everything you need to know about playing the game is available from the Help menu.

Changes made in the Adjust Memory... dialog do not take affect until you quit Spaceway 2000™ and relaunch it.

-----Spaceway-2000™----- What you need -----

Spaceway 2000™ will run on every Macintosh. However, the very slow Macintoshes (like the Mac Plus and SE) are not recommended.

Spaceway 2000™ will run in black & white, 16 colors, 256, colors, thousands and millions of colors. It will run on any size monitor as well.

- Using an Apple Adjustable Keyboard

Due to an ADB (Apple Desktop Bus) bug, you cannot control your ship using keys on two separate keyboards (i.e. the Alpha Numeric Keyboard and the seperate Numeric Keypad). If you do, you will find that you cannot fire and turn at the same time. This means that if you use an Apple Adjustable Keyboard, you need to go to the "Options" menu, choose "Configure Keys..." and re-select Spaceway's control keys from a single keyboard.

Requirements: 2 MB RAM for black & white, and 4MB RAM for Color. System 6.05 or later. Not recommended for MacPlus, SE, or Classic.

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