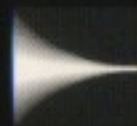


SPECIAL MACWORLD VERSION
FOR EARLY USERS PROGRAM

S P E C T R ETM
S U P R E M E



VELOCITY™

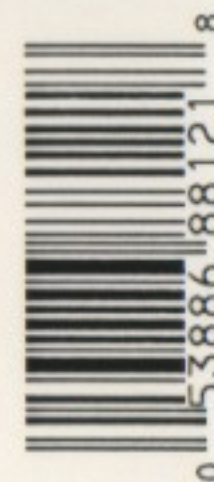
For Macintosh
Macintosh II Series, LC to FX
and Quadra

2 Mb for System 6.0.3 or greater
4 Mb for System 7.0 or greater

For both color and monochrome

Network Multiplayer Mode included

Not Copy Protected



S P E C T R E

S U P R E M E

FOR MACINTOSH

PUBLISHED
BY
V E L O C I T Y



Copyright © 1990-1991,92
Velocity Development
Corporation
333-3051

28N258Q

SPECTRE SUPREME EARLY USERS PROGRAM

SPECIAL TO MACWORLD ATTENDEES ONLY

Please fill out your name and address below, and sign it. The disk contained in this package is serialized with the tracking serial number you see below. By signing this form, you acknowledge three things —

- 1) You accept the terms of the "shrinkwrap" software licensing agreement.
- 2) You agree to become an "early user" of Spectre Supreme and to participate in a customer satisfaction survey, contained within, in order to qualify for the free upgrade to the final shipped version.
- 3) You agree not to pirate this software, or distribute it to any illegal BBS service.

We decided to create an Early Users Program for two reasons. First, in order to get really great customer feedback into the product before shipping it to the rest of the world. And the second, we wanted to donate a portion of our profits from MacWorld sales to the AIDS Foundation, which is a worthwhile charity. So we're doing this because we care, and we're begging you not to pirate this software. In pre-release form, a pirated version would cripple the normal retail roll out process, and hurt Velocity deeply. In fact you hold in your hand the potential to put us out of the Macintosh business. That's how much we're trusting you. So this means that you promise that you won't give this software to ANYONE! Okay? Do we have a deal? Great! Let's do it...

Serial Number

28N258Q

Name _____

Address _____

City/State/Zip _____

Phone _____

I promise not to pirate this software. Really, I promise! On my Mom's honor!

Signature _____ Date _____

Thanks. We really appreciate your participation and loyalty.

SPECTRE SUPREME EARLY USERS RESPONSE FORM

At Velocity, we use something called Total Quality Management. One of the principles of TQM is that in order to maximize customer satisfaction, we must involve our customer early in the design process. For this reason, we're launching an innovative process of extensive customer feedback *before* the normal release of the product. You will need to have played the game about a week, and have read most of the draft manual enclosed. You need to send this back within two weeks of buying it in order to qualify for a free upgrade!

There are three rules to follow –

- 1) Please don't pirate this software. If this version got out it could really hurt us.
- 2) If you fill out this customer form, and send it back to us within two weeks in the pre-addressed envelope, we'll send you the final version FREE!
- 3) Finally, if you are the first to report a killer bug, you win either a poster or a T-shirt, depending on how completely you fill out the enclosed bug report form!

Okay? Here we go!

Velocity Development Corporation
2161 Union Street
San Francisco, CA 94123
415 776 8000 voice 415 776 8099 fax



VELOCITY™

28N258Q

First, tell us a little about yourself.

What gender are you? ☐male ☐female _____

Do you consider yourself to be computer savvy? ☐yes ☐no _____

Do you know how to program? ☐yes ☐no _____

Are you interested in being able to write custom Matrices for Spectre Supreme? ☐yes ☐no _____

We need to know a little about your income level. ☐\$20,000/yr ☐\$20-40,000/yr ☐\$40-75,000/yr ☐\$75,000/yr _____

What computer magazines do you read regularly? Where would our ads best be placed? _____

First, tell us about your computer setup.

What model Macintosh are you using? _____

How much RAM do you have? _____

What kind of display are you using? _____

Anything special about your setup? What INITs are you using? _____

Tell us about your network setup.

What kind of network do you run? _____

How many Zones are you supporting? _____

How many CPU's are hooked up on this network? _____

By the way, are you playing at work or at home? _____

Do you use E-Mail? Which package? _____

Bug Report!

In this section, we're interested in fatal errors that caused the program to become inoperable. Nitpicking comes later.

Description of problem. How did it crash? (Did the system freeze up? Did the Mac die?) _____

How long had you been playing? _____

What happened exactly before it crashed? (What level were you on, what were you doing, what enemies were you fighting?) _____

Did the Mac do anything notable before choking?

Were you able to reproduce the bug?

If you could reproduce it, can you go try it on another Mac, and see if it happens there. Did it?

How many hours had you been playing (total), before running into this bug?

How bad did you feel this bug was, on a scale of one to ten?

What you like and dislike about Spectre Supreme.

Do you like this game?

What features appealed to you the most?

Off hand, how could we make it more fun?

Does the display seem to run fast enough for you?

How do you feel about the new sound effects?

Does the game seem like you could keep playing it for a long time without getting bored? Why?

Network Scenarios

Which of the network scenarios did you really like? And why?

Which ones were not up to snuff?

Of the new scenarios we described, which would you like to see most?

☐ chicken ☐ flag rally deluxe ☐ search & destroy ☐ blue light special ☐ zone control ☐ football ☐ dodgeball

How do you feel about the concept of Team Intermural Sports over Remote AppleTalk?

What could we do to make the network part of the game more fun?

Velocity Development Corporation

5141 Union Street

San Francisco, CA 94123

415 778-3000 ext. 415 778-8000 fax

25N138Q

Other Questions

What other games do you really enjoy playing? Why? _____

How would you best feel supported technically? _____

What diskette size do you prefer? ☐ 800K Disk ☐ 1.4 M Disk ☐ CD-ROM

What kind of games would you like to see from us in the future? _____

What do you like to do in your spare time? _____

What are your three favorite movies of all time? _____

Who are your three favorite musical artists? _____

What do you think the best use of multimedia might be within our products? _____

Fill this out so we can know where to send your upgrade!

Name _____

Address _____

City _____ State _____ Zip code _____

Phone () _____

Tell us about your network setup.
Your Serial Number _____

Thanks for being an Early User Program participant! Your feedback helps us build better software!

How many Zones are you supporting? _____

How many CPU's are hooked up on the network? _____

Your signature _____ Date _____

Do you use E-Mail? Which package? _____

Send this form to:

Velocity Total Quality Team

2161 Union Street

San Francisco, CA 94123

Use the preaddressed envelope enclosed, and mail this by January 20, 1993, please! Thank you so much!

How long had you been playing? _____

What happened exactly before it crashed? (What level were you on? What game was it? What was the last thing you did?) _____

SORRY, WE DIDN'T
HAVE TIME TO STAMP
THE ENVELOPE, BUT
THE UPGRADE IS
FREE. THANKS!

VELOCITY TOTAL QUALITY TEAM
2161 UNION STREET
SAN FRANCISCO, CA 94123

1982 - 1992

10

ONE DECADE
ONE VISION

San Francisco
AIDS Foundation

S P E C T R E[™] S U P R E M E

Dear User,

Thank you for being part of our Early Users Program. The Manual was produced at the last moment, so there are a few errors in it. Please don't worry about reporting typos in this manual, as it is being proofed, over and over again, even as you read this. Here are some typos that didn't make it into this draft of the manual...

Memory requirements: You'll need 4MB RAM with system 7.0 or later (instead of just 7.1)

By the way, turning off extensions with the shift key down at startup only works on system 7.0 or later.

If you come across the term "goo," it means "cybermud."

Only one key can be set to fire the cannon at a time. there's a comment about trying a different key for firing. If it really irks you that we don't have multiple firing keys, like both the spacebar AND the numpad <0> key, let us know in the survey!

Certain network scenarios did not make it into this version. These scenarios include: chicken, balanced arena, search & destroy, blue light special, cyberfootball and dodgeball. Also, robot handicapping is not in this version.

If you have last minute bug reports or suggestions, and you didn't make the deadline to mail in the survey form, please AppleLink your feedback to us. Send it to AppleLink address: VELOCITY, Attn: Kelly Slater.

Thanks!

