FutureShock 3D

First things first, make a backup copy of your disk and use the backup! If something goes wrong you'll be glad you did.

The Object

The object is very simple. Just get your orb (the black one) across all nine fields before the time runs out. To exit a field you must collect all of the passage keys present. Each field is different and requires a different strategy. And while it seems easy enough, FutureShock is **very** tough to beat. You'll need to learn how to use the different colored tiles to your advantage and which paths are best to take.

The Controls

The Mouse -   The mouse works as you would guess, it allows movement of the orb side to side and front to back. One thing you will quickly notice though is the orb is not 'connected' to the mouse, instead it is 'pushed' in the direction of the mouse. In other words if you start the orb rolling by moving the mouse then stop the mouse **the orb keeps going.** To stop the orb either 'push it' on the other side or use the brakes (very handy).

Braking -   Pushing the mouse button, engages the 'brakes'. You will stop, but the faster you are moving the longer it will take. Keep the mouse still while you are braking.

Peeking -   While holding the mouse button, and after you have come to a full stop you can redirect the FutureShock camera. While the button is still down, move the mouse and you can temporary control the camera position. This can be very handy at times when you need to know what's ahead. Remember though that the game is still going while you are 'peeking' so be careful.

The FuturePad -   To get the orb into the air you must first place you hand on or very close to the FuturePad, this is the home position. The height pointer should be at the bottom. Then quickly raise you hand to the height you want to jump and stop it there. You won't be able to keep the orb in the air, you can only bounce it. To bounce again return to home position and **wait** for the orb to touch the floor. If you react to quickly you'll mistime the bounce.

Tips and Techniques

1) Some paths are better than others to take, experiment! One example of this is field #2. There is only one route that will work without having to wait for for the blue tiles to regenerate (if you can survive that long).

2) Use things to your advantage. For example you can use the blue tiles to block or even trap any nasties. And while you can't (or shouldn't) touch the red balls, you can always use the pesty but harmless blue ones to bump them out of your way.

3) Don't rush. This is one the most common mistakes made. The clock alone ticks fairly slowly, it's hitting the sides that really knocks time off the clock. And going fast it's very easy to get 'jammed up' (boinging back and forth in a narrow path). Also by going to fast you have less time to see, react and stop to what's ahead (there always seems be be something just out of camera range).

4) Improvise!! Use the walls to bounce off of or 'hide' from any nasties by jumping on a floating tile... you get the idea!

5) Don't over jump. Another common mistake. In some places it may not matter but it's a bad habit to get into. It's easy to lose your bearings when your high up, and in some places your jump height is critical.

6) Watch your shadow. Its the best way to keep your bearing when in the air. Note though that the floating tiles are made of a very unique material that absorbs your shadow, so you'll have to use your instincts around them.

7) Stop when the coast is clear and 'peek' around. You'll be able to find a better path that way and will be able to avoid any nasties. Remember though that the game is still in play while your peeking and it can take some time to return the camera if you stray to far. If it helps, pause the game (the ESC key) and make a map of what you remember. You can study it later for a better game.

8) GET A MOUSEPAD FOR YOUR MOUSE! You should have one anyway, but if you don't get one now! They really do work, and keep your mouse cleaner to boot. If you don't have a mousepad, the mouse may tend to 'slip' at times (probably just when you are trying to make a fast getaway). It's not the program, its the mouse.

9) Study the demo. It won't take long before your much better, but you can still learn some of the basics from it.

10) And last but not least: If you like what you see, pass the word around and recommend it to all of your friends. As long we have your support, we will continue to write the best games for your Apple GS computer.

Thank You,

Jeff E. Johnson
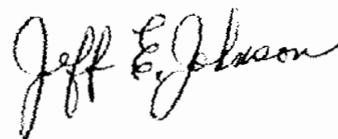
Warranty Registration Card - FuturePad
For updates and warrany please fill out and mail within 10 days.

Name: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Country: _____ Phone: ( ) _____

Amount Paid: _____ Serial Number: _____
(On Bottom of FuturePad)

Date Purchased: _____ Bought From: _____

Includes free update to FutureShock 2.0 and free Bonus Triple Game Pak when registered.