

Out Of This World

Reference Card for Apple IIgs

This document contains the specific instructions for the Apple IIgs version which do not appear in the manual.

Please read this document before starting the game.

System Requirements:

Apple IIgs with 1 megabyte of memory

One 3.5" disk drive

GSOS System 5.0.4 or later

Recommended:

Hard Drive

Accelerator Card

Note: If you are having problems running this program, try removing your INITs and Desk Accessories. If you are running GSOS System 6, you can easily do this by holding down the "Shift" key during bootup.

Installing the game on a hard drive:

Boot up GSOS.

In the Finder, make a new folder using any name you wish.

Copy the files "OutOfThisWorld" and "OOTWSound" from Disk 1 & 2 to this new folder.

To run the game, double-click on the file "OutOfThisWorld".

Note: This program uses resource files. Do not use a copy program that is not Finder friendly. If you are unsure of your copy program, use the Finder.

Running the game on a 3 1/2" only system:

Boot up GSOS.

At the Finder, insert Disk One and double-click on the file "OutOfThisWorld". Please note that on a single drive system, multiple disk swaps will be necessary during game play if sounds are enabled. If you wish to cut down on required disk swaps, please turn sounds off.

Note: It is recommended that you make a backup copy of the game for your own personal use. If you are unfamiliar with copying disks, please refer to your Operator's Manual.

Out Of This World Setup Menu:

The Setup Menu is used to set screen size, keyboard or joystick mode, sound on/off, and music on/off.

To allow for slower computers, the game play area can be resized. Using movie nomenclature, *Out Of This World* can be configured for four different screen resolutions.

16 mm	(full screen)
35 mm	(three quarter screen height, full screen width)
70 mm	(half screen height, full screen width)
Television	(half screen height, half screen width)

Note: Television mode is recommended for Apple IIgs computers running without an accelerator card.

In Television mode, the left and right areas of the screen will change colors throughout the game. This is because of the way the GS handles color palettes and is not a program problem.

Demo Mode:

After the Setup Menu, the game will run through a repeating demo. To bypass the repeating demo, press any key. You will then be presented with the introduction, followed by the actual game. To bypass the introduction, press any key.

Joystick Controls:

Left/Right - walk left/right
Down - duck/down
Up - up
Button 1 - attack/run fast
Button 2 - jump

Keyboard Controls:

Numeric keypad and arrow keys both function as movement keys.

Numeric Keypad:

4 - walk left
6 - walk right
8 - up
5 or 2 - duck/down

Arrow Keys:

Left Arrow - walk left
Right Arrow - walk right
Up Arrow - up
Down Arrow - duck/down

Control Key - attack/run fast
Shift Key - jump

Note: To make the character run, hold down a left or right direction key and then press the "Control" key. For joystick mode, move stick left or right and press Button 1.

Additional Keyboard Commands:

Pause Game - P or ESC (press any key to resume)
Switch between Keyboard & Joystick - K
Sound On/Off - S
Music On/Off - M
Enter Save Code - C
Quit Game - Open Apple Q

Save Game Codes:

At certain stages of the game you will be given a code when you lose. Refer to page 2 of the manual for a complete explanation. To enter these codes in keyboard mode, use the movement keys to highlight a letter and the "Control" key to select it. After you are done, move the cursor to the "OK" box and press "Control" again. In joystick mode, use the stick to highlight and Button 1 to select.