

## Important Notes

- Compatibility

If you have virtual memory turned on, it may slow down the game. The only thing you can do about it is turn virtual memory off and reboot.

See the chapter Setting Preferences for some important keyboard compatibility notes.

- Other Important Notes

If the program displays an error message like “Ran out of memory during a critical operation” or “Unable to load a needed resource,” try increasing the application memory size. Go to the Finder, select Space Madness, select Get Info from the File menu, and increase the number shown where it says ‘Current Size:’ by 100-200K or so. Space Madness comes set to 2800K, so you should never run out of memory. Make sure your system has enough free memory.

Space Madness comes with its minimum memory partition set to 2300K. However, in order to play Space Madness with only 2300K, you need to set the ‘Reduced game screen size’ and ‘Reduced viewscreen size’ options on the Preferences screen.

Space Madness will probably load without an error message even if you don’t give it enough memory. If you get an error message when you press the Start button, you need to give it more memory even though it seemed to start up okay.

The Create a Demonstration Copy command can take a couple of minutes on a fast machine, so please be patient. Future versions will show a progress bar, so you’ll know it’s still doing something.

- Known Problems

The animated ships and such in the about screens flicker on some machines. We know about it, we know it's ugly, and we’ll be fixing it in the next update.

Dialog boxes are centered on the main screen (the one with the menu bar) instead of the screen you're playing the game on.

If you have any problems with Space Madness, please contact us immediately! We will fix it as soon as possible!

- Hints, Tricks, Etc.

You can press the L key instead of the S key to start a new game on any level between 1 and 30. Your ship will start out with extra capabilities, depending on which level you start on, and whether or not you have discovered that capability in previous games.