

Welcome to the Step On It!™ Demo

To maximize your enjoyment of Step On It! Demo, we encourage you to read the following before playing the game for the first time.

Please note that this a demonstration version of Step On IT! The full version includes lots more goodies, nasties, over one hundred non-competitive boards and fifty competitive boards! To order the full version, contact Casady & Greene Sales at (800) 359-4920.

Requirements

Step On It! requires the following:

- 3.5 megabytes of free RAM
- 256 colors
- A monitor that supports 640x480 resolution (all 13" monitors or larger)
- QuickTime 2.1 or later (necessary for music)
- QuickTime Musical Instruments (necessary for music)

We recommend the following:

- 4.5 megabytes of free RAM

Story Line

Ted, the robotic, little man, is trapped in a zany maze world of blocks that looks like a toy set gone crazy. Ted can use his magical powers to make white toy blocks appear out of thin air. He can also smash the blocks, causing them to disappear and leave openings in the maze. Players control Ted's movement through the block maze to reach and capture the magic key before charging through the enchanted door, into the next level. Ted must also duck the smiley faces, hippos, cannons and many more nasties. Coins, gold bars, clocks and other gathered goodies are good for extra lives and times.

Demo

It's a good idea to take a look at the Step On It! Self-Playing Demo to get a feel for the game before playing. To start the Self-Playing Demo, click the "About" button at the bottom of the main Step On It! screen, and then click the "Demo" button to start the Demo.

Please note that if you pause a normal game and then run the Demo, you will not be able to resume your paused game. If you are in the middle of a game and wish to run the Demo, we recommend saving the game first.

Music

Music, by default, is turned off. To turn music on, go to the "Sound" menu and select "Music." You may also adjust the volume of the music by selecting the "Music Volume" option and then either Loud, Medium, or Soft.

If you are playing Step On It! on a slower computer, you may wish to use Light Music.

See below for more information on speeding up play on slower computers.

Play on Slower Computers

If you have a slower computer, there are several steps you can take to maximize the speed at which Step On It! plays. First, ensure that the “Allow Background Tasks” preference under the “Options” menu is turned off. Secondly, you may wish to turn off “Accurate Graphics Mode,” also located in the “Options” menu. Please note: Turning this option off may allow inaccurate drawing when two or more objects are right on top of each other. Thirdly, you may turn off “Music” under the “Sound” menu. Alternatively, you may keep partial music by selecting Light Music as noted above.

Keyboard Layouts

Some keyboards have inherent limitations regarding which keys can be pressed at the same time. This may cause problems when playing Step On It! in Two Player mode. To address these limitations, Step On It! automatically detects the keyboard you are using and selects the best possible key combinations. To see the default settings for your keyboard, go to the “Options” menu and select “Set Keys...”. From this screen you may change the keys that have been assigned to your keyboard if you wish. However, changing these may cause problems during multi-player games.

Saving a Game

- Players can save a game in progress to be continued later.
- Saved games can only be continued at the beginning of the board at which they were saved. That means that players have to complete each board in one session and cannot rely on saving games to make incremental progress within one board. Of course they can pause (Tab key) at anytime to catch their breath!
- Players can most easily save their game by first pausing the action (Tab key) and then selecting Save or Save As from the File menu.
- There is also a QuickSave feature that allows a player to resave their game without pausing if they have completed additional levels since they last saved their game. The current game must have already been saved by pausing (Tab key) and selecting Save As from the File menu for this option to work. To QuickSave a game in progress players hit command-S and will hear the "Huuuh!" sound to indicate that their game has been saved. ****PLEASE NOTE:** In many keyboard setups either of these keys may be used for an action, usually to fire a weapon. Players can avoid losing a weapon when trying to QuickSave if they hit the Command and S keys at exactly the same time. (The game will not interpret the action key if it is part of a Command-S combination, but it has no way of knowing your intentions if the keys are pressed individually.)

Opening a Saved Game

You can load a saved game either by selecting “Open Saved Game” from the “File” menu in Step On It!, or by double-clicking on the icon corresponding to your saved game in the Finder.

Thank you for trying Step On It! For purchase information, please contact:

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