

SoulTrap Demo

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1.0 Limitations of the Demo version

This demo version of SoulTrap is fully functional, but can load only demo levels. If you try to load a level shipped with the full version of SoulTrap, the operation will fail and you will be prompted to load only demo levels.

The full version of SoulTrap includes 11 heart pounding levels.

2.0 System requirements

To play SoulTrapDemo, you must have Win95 and a Pentium processor. Faster Pentium PCs will allow for the best results (P120 or greater is recommended), 16 MB of RAM or more are required. Sound cards and joysticks are optional.

The installation of SoulTrapDemo requires approximately 20 MB of free space on your drive.

When you run SoulTrapDemo, the main menu screen will appear. Click New Game to start a fresh game.

3.0 Installation

Run Setup.exe to install the demo version of SoulTrap.

After you start the SoulTrapDemo Setup program, choose a destination directory, then a program folder where you want the SoulTrapDemo program icon to be created.

Under the folder you have selected, a folder called SoulTrapDemo is created. To run SoulTrapDemo, click on the SoulTrapDemo icon in this program folder.

The installation of SoulTrapDemo requires approximately 20 MB of free space on your drive.

In order to run, SoulTrapDemo requires Microsoft DirectX™ 2.0 or higher to be installed on your computer. If you don't have Microsoft DirectX™, you can download it from our website:

www.microforum.com

SoulTrapDemo has only been tested with the drivers that ship with DirectX™. If you have already installed DirectX™, but have since changed video or sound drivers and are experiencing problems with SoulTrapDemo, run the DirectX™ setup program again and make sure you click the ReInstall button. After installing DirectX™, restart Windows® 95 before running SoulTrapDemo.

4.0 Uninstallation

There are two ways to uninstall SoulTrapDemo.

Select Settings from the Start menu, then click on Control Panel. Double click on the Add/Remove Programs icon. Choose SoulTrapDemo from the list of installed software and click on the Add/Remove button. SoulTrapDemo will be removed from your hard drive with the exception of your saved games.

Another way to uninstall SoulTrapDemo is to click on the Uninstall icon in the SoulTrapDemo program folder, or the folder that you specified when installing SoulTrapDemo. SoulTrap will be removed from your hard drive with the exception of your saved games.

5.0 Controls

The default controls of the player are:

Control Mechanism	Game Function
Up Cursor	Move forward
Down Cursor	Move backward
Right Cursor	Sidestep right
Left Cursor	Sidestep left
Mouse up/down	Look up/down
Mouse left/right	Turn left/right
Shift or right mouse button	Jump
Enter	Stop
Space or left mouse button	Activate selected item
Select inventory items	Home or End

While playing, the following keys can be used to set rendering properties

Key	Function
V	Switch player view (internal, external)
O	Show/Hide status information (health, time, etc.)
I	Show/Hide inventory items and booster effects
P	Toggle Smart Camera in the external view
F7	Decrease brightness
F8	Increase brightness
T	Show/Hide the targeting cursor

Also while playing, the following keys set up the user interface and sound settings:

Key	Function
/ (Numeric Keypad)	Toggle detail mode - low/high
+ (Numeric keypad)	Increase window size
- (Numeric keypad)	Decrease window size
1-6	Select inventory item
F11	Toggle sound effects

While playing, the following keys can be used to instantly access any of the SoulTrap menu screens:

Key	Menu Screen
Escape	Exit to the main menu
F1	Help
F2	Save Game
F3	Load Game
F4	Options
F5	Quick Save Game
F6	Choose Level
F9	Quick Load Game

These screens can be also be accessed from the main menu.

6.0 Joystick support

You can use a joystick with up to six axes of motion and 32 buttons to play SoulTrapDemo. Before you start SoulTrapDemo configure and calibrate your joystick. Use the joystick application from the Windows® 95 Control Panel to calibrate and test your joystick.

7.0 Miscellaneous

7.1 Switching to high detail mode

By default, SoulTrap will run in low detail mode and full window size. To increase graphic detail switch to high detail mode (Numeric keypad /).

7.2 Optimizing performance

To optimize performance, try the following:

- Switch to low detail (Numeric keypad /)
- Decrease the window size (Numeric keypad -)
- Switch Targeting Cursor off (T)
- Turn Smart Camera off (P)

Note: When using the keys on the numeric key pad make sure the Num Lock key is On.

7.3 Customizing the controls

You may select Options from the main menu to define your own keyboard/mouse/joystick actions. You can also set the sound volume and some other parameters of the game.

7.4 Exiting SoulTrap

To exit SoulTrap, switch to the main menu, and choose Quit, or press Q while playing.

For more detailed information please refer to your SoulTrap Manual. The online format of the manual - SoulTrap Manual.doc - can be found in your target installation directory.

8.0 Last minute trouble-shooting

After you have installed SoulTrapDemo and DirectX™ on some systems (NEC for example), once you re-boot, the CD audio volume setting under Windows® 95 set up may default to zero. If you notice that the background music for SoulTrap and other games does not seem to be playing: exit the game and go to Start/Programs/Accessories/Multimedia/Volume Control. In this window raise the CD Audio Volume to medium and you should now hear the game's music.

9.0 Word of Caution

Remember: Malcolm's dreamworld is a constantly shifting one where every move he makes can influence the appearance, disappearance and movement of platforms around him. If he tries to retreat off of a moving platform, he may find that a solid object will disappear from beneath his feet!

Quick Save (F5) your game often. You'll find that Quick Loading (F9) the game will save you a lot of travel time.

10.0 How to order

For more information or to order direct call Microforum at:

- **1-800-465-2323**
 - or (416) 656-6406, Fax: (416) 656-0548
- Visit our website at: **www.microforum.com**

Enjoy,
SoulTrap development team.