

Readme

Welcome to the Captain Quazar demo disc. This demo will give you one huge level of intense action and fun, Below is everything you need to know to get you started.

- 1) The directory structure that the demo comes in must be maintained or the game will not play. The game is currently on the CD in this directory: D:\Demos\3DO\CQ with several folders contained in that directory. The player may copy the game to their hard drive, but they must copy the entire directory (\Demos\3DO\CQ) or the game will not play.
- 2) The Teaser.exe file is the file that starts the game, and it is contained in the following directory
D:\Demos\3DO\CQ\BIN\Teaser.exe

For ease of play, a shortcut of the Teaser.exe could be made and renamed "Shortcut to Captain Quazar". To do this right click on the Teaser.exe file, choose "make shortcut" from the pop-up menu, and your shortcut is made. To rename it, right click on it, choose "Rename" from the pop-up menu, and type "Shortcut to Captain Quazar" in the highlighted space beneath the shortcut icon.

This shortcut can now be moved to a more convenient place.

[DirectX setup screenshot]

Note: Captain Quazar requires that you have Microsoft DirectX installed on your system. When you run Captain Quazar for the first time you may see a screen that notifies that you need a new version of DirectX software. When you see this screen, click OK if you want the setup program to determine if you need a new version of DirectX and install it for you. If the setup program installs it for you, the machine will prompt a restart. Click YES to restart the machine. Re-insert the Captain Quazar disc after you've restarted, and the Autoplay feature in Windows 95 will automatically bring up the opening screen.

[Opening screenshot]

From the opening screen you can choose to Play a game, Cancel the game and return to Windows 95, or adjust the Settings

Play

Selecting the play option from the opening screen will take you directly to the video introduction to Captain Quazar and then allow you to choose a new game or load a previously saved game. To skip the video introduction and go straight to gameplay, press the Escape key or the Fire A button.

A note about the game controls: Often you will see "A", "B", or "C" as selections on the screen. These refer to the Fire A, Fire B, and Fire C buttons. These controls can be adjusted through the Settings menu. The default settings are listed below.

Cancel

Selecting the Cancel option will exit the game screen and take you back to Windows 95

Settings

The Settings option allows you to adjust the sound quality and select between mono and stereo sound. Select 44100 KHz if your system has support for CD-quality sound, or 22050 KHz for FM radio quality sound if your system does not support CD sound. Select between 16 Bit or 8 Bit sound depending on the type of sound your system supports. Choose Stereo sound or Mono sound, according to your preference. The speed at which the game plays is effected by these settings. If you want to make the game play faster choose the less robust sound settings (i.e. 22050 KHz, 8 Bit, mono, medium quality streamed music.)

The overall volume of your machine is controlled by Windows 95 sound control. If you want to adjust the overall volume for your machine, click Start in the Windows 95 Taskbar, choose Settings from the menu, and select control panels. You can usually adjust the sound of your machine in the Multimedia control panel, but use the correct procedure for your system.

When you have configured the Sound Settings to your satisfaction, click OK to return to the opening screen, or use the index at the top of the screen to adjust another setting.

Video Settings

The video options allow you adjust the screen size and color depth of the game and to select between window play and full screen play. Some video cards do not support all of these options. Be sure to adjust your system display settings to 640x480 for best results. This adjustment is made in your Display Control Panel. Use the 320x240 Full Screen selection to play the game on the full screen. The 320x240 view on 640x480 will display the game in a smaller window. According to your display support, select either 8 Bit color or 16 Bit color.

The Window Settings allow you to select a default window size of 320x240, 640x480 scaled, or Full screen scaled. Use the selections at the bottom of the screen to scale movies to fill the window size or to start in full screen mode. The speed at which the game plays is affected by your video settings. Experiment with the different options until the game play is smooth.

When you have configured the Video Settings to your satisfaction, click OK to return to the opening screen, or use the index at the top of the screen to adjust another setting.

Player 1 and Player 2 Settings

Captain Quazar can be played as either a 1-player or a 2-player. If you choose to play a 2-player, the other character will be Lieutenant Pulzar, Captain Quazar's right-hand-man.

The Player1 Settings allow you to configure the directional keys and control keys that will control Captain Quazar's movements. Player 2 settings configure Pulzar's movements. Player 1 will always be Captain Quazar in the game. Player 2 will always be Pulzar.

Configuring Controls

When you open the Player 1 or Player 2 Settings menu, you will see boxes corresponding to each direction and control possibility. To change the key or control for a function. Click in the box and type the name of the key you want to designate as the control for that function.

For example, to make the “L” key move Quazar up on the screen, select Player 1 Settings, choose the UP box and type the letter “L.”

The Player 1 defaults are:

UP = Up arrow

LEFT = Left arrow

RIGHT = Right arrow

DOWN = Down arrow

FIRE A = Insert

FIRE B = Home

FIRE C = Page Up

TANK CONTROLS = Delete

STATUS BAR = End

MENU = Page Down

The Player 2 defaults are:

UP = G

LEFT = Z

RIGHT = X

DOWN = V

FIRE A = Q

FIRE B = W

FIRE C = E

TANK CONTROLS = 1

STATUS BAR = 2

MENU = Tab

A note about the game controls: Often you will see “A”, “B”, or “C” as selections on the screen. These refer to the Fire A, Fire B, and Fire C buttons.

Diagonals

In the Settings menu below the control configuration boxes you will see two choices Default Keys

Straight and Default Keys—Diagonal. The Default Keys – Straight option will set the default keys for both Quazar and Pulzar to respond only to Up, Down, Left, and Right. The default keys – Diagonal option will set the default keys for both Quazar and Pulzar to respond Up, Down, Left, Right, Up-left, Up-right, Down-left, and Down Right.

Here are the default diagonal keys for Quazar and Pulzar:

If you want to leave your current control setup as it is, but you don’t want to use the diagonal controls, the Clear Diagonals button will leave the Up, Down, Left, and Right controls in place and delete the Up-left, Up-right, Down-left, and Down-right controls.

Input Devices

You can also select between input devices on this screen. If you have a joystick or gamepad plugged in, Captain Quazar will detect it. Click the Controlled by Joystick option to change

from keyboard to joystick control. There is a joystick selection option for both Captain Quazar and Pulzar. To control Quazar by joystick, click the option for Joystick 1. To control Pulzar by joystick, click the option for joystick 2. To configure your Joystick, click on the Joystick Properties option at the bottom of the screen. If you have a joystick connected correctly, you will see the name of the device and the type of device. Click on Calibrate to accurately adjust the directional information that the joystick is sending to the game. When you have adjusted the joystick properties, click OK to return to the Player 1 or Player 2 Settings screen.

When you have configured the Player 1 or Player 2 controls as you want them, click OK to return to the opening screen.

The Action Screen

Faster than a speeding meteor. More powerful than an imploding gas giant. Able to leap tall...uh...well, OK, he can't jump. So sue him.

Captain Quazar's heroic deeds rely on his amazing speed and unstoppable firepower. For you as his handler, control is the essential element that will make the difference between Captain Quazar, Superstar, and Captain Quazar. Goon food. You don't have to read this chapter, but it will really help. Really

Controlling Captain Quazar

Action	Captian Quazar (Player 1 Default)	(Pulzar Player 2 Default)
Directional Control	The directional arrows	G = up
	Up & Down	Z = left
	Left & Right	V = down
		X = right
Machine Gun Fire (FIRE A)	"Insert" Key	"Q" Key
Rockets (FIRE B)	"Home" Key	"W" Key
Grenades (FIRE C)	"Page Up" Key	"E" Key
Menu	"Page Down" Key	"Tab" Key
Tank Controls	Hold "Delete" Key	Hold "1" Key
	While using directional Keys	While using directional Keys
Pause Game	"Escape" Key	"Escape" Key
Status Bar	"End" Key	"2" Key

Remember, these are the default controls for Quazar and Pulzar. If you changed any of the default controls under the Settings menu (see above) those controls will be the ones in operation. If you want to change any of the game controls once you have started playing, you must exit the game and go back to the opening screen. You can adjust the diagonals and change some of the control responses during the game by using the Options menu from the Information Screen.

The Status Bar

The Status Bar at the bottom of the screen gives you vital information about Quazar's health and firepower.