# STARTUP INFORMATION

## What you need

To run Missions! you need a color-capable Mac with a 13" or larger monitor running any version of System 7. Missions! requires at least 3.5 Mb of RAM as well.

The following files should be present in the same folder:

- The Missions! game application
- Three resource files: Main.rsrc, Planet.rsrc, and Crew.rsrc

If all four files are not in the same folder, the game will tell you and return to the Finder.

You will need to turn 32-bit addressing on in the memory control panel on appropriate machines. Finally, your monitor needs to be set to 256 colors (8-bit). If it is not, an alert box will notify you of this and allow you to change depths, if possible.

## Startup

After double-clicking the game icon, the title screen will present you with seven options:

- New Mission will start the game and allow you to choose which mission to play.
- Load Mission will load an old saved game.
- About This Game will give you information about the game and credits, and tell you how you can register for the full version.
- Register will begin the registration process using Release Software's AutoPay module, giving you access to the entire game.
- High Scores will display the high scores for the three missions.
- Preferences will allow you to reset key commands to your liking and adjust the speed of the game for your computer.
- Quit will quit the game and return to the Finder.

After selecting New Mission and choosing your scenario, you will be presented with the Game Screen, and your mission will commence.