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## Installing STORM

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Before you start playing, we suggest that you make a backup copy of Project STORM and then make a copy on your hard disk. Loading and playing from a hard disk drive should be much faster than from a diskette.

If you want to install STORM on a file server, you can copy the STORM Defaults file in your system folder. This file will contain your personal settings for Project STORM. If you want to have high scores saved on the file server, you should have write priviledges to the STORM data file. In this case, only one player at a time may play that game.

Project STORM occupies about 250 kB on your disk. Most of this is compressed data, so compression utilities like DiskDoubler, Compact Pro and Stuffit will probably not be entirely effective.

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## Starting STORM

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When you double-click the STORM icon or any of it's documents, you will first see a dialog box closely resembling the one below. [*This is from a Beta version. It should later be replaced with the final version.*]

<b>Mouse Function:</b> <input checked="" type="radio"/> Directional <input type="radio"/> Rotary Controller	<b>Display:</b> <input type="checkbox"/> Blank Unused Screens <input type="checkbox"/> Monochrome Colors <input type="checkbox"/> Smaller Game Area	<b>Sound:</b> <input checked="" type="checkbox"/> Sys 6.07 Sound <input type="checkbox"/> Disable Sound <input checked="" type="checkbox"/> No Loud Sounds
<b>Movement Sensitivity:</b> <input type="radio"/> High <input checked="" type="radio"/> Medium <input type="radio"/> Low <input type="radio"/> Very Low	<b>Project S.T.O.R.M.</b> Copyright ©1991 Project STORM Team All rights reserved	
<b>Clockwise Rotation:</b> <input checked="" type="radio"/> Right <input type="radio"/> Up <input type="radio"/> Left <input type="radio"/> Down	<small>This version is only for a selected group of people. If you are not a selected beta tester or your company is not interested in publishing this program, please destroy all your copies of this application.</small>	<small>Beginning title animations, high score tables, the level editor and most game levels are still missing. There are only 8 different difficulty levels in this demo version.</small>
<input type="button" value="Start Game"/>	<small>For more information, please contact: Juri Munkki Ehrens-värdintie 20B8 STO0150 Helsinki, Finland FAX: +358 0 466 251 jmunkki@hut.fi</small>	<small>Tab changes to directional mouse. Arrow keys change to rotary control. Use &lt; and &gt; to control sound volume. Quit the game with esc, return or q. Hit space to detonate a supercapper. All we need is love and a publisher! Version 0.946</small>
<input type="button" value="Quit"/>		

Also, every monitor that you have connected to your Macintosh should have a box of some kind indicating whether STORM can run on those display settings. If not suitable monitors are available, you should quit STORM and use the Monitors control panel to change settings so that at least one display has 256 colors available.

Clicking the boxes will allow you to select which display to use for playing the game.

If you have multiple connected monitors, you might also want to make sure that the "Blank Unused Screens" option is checked.

If your display is black and white only, you should probably select the Monochrome colors option.

A smaller game area option is provided so that you can play the game smoothly on large displays or slower computers. This option should be quite useful on any Macintosh connected to a two page display. Some users might also like to use this option with the Macintosh LC, although it will make the graphics quite small.

If you have System 6.07 or later installed, you can select the System 6.07 sound manager option. This makes STORM much more reliable on exotic hardware, but takes somewhat more processing power. It's really your choice. If you have no problems with the older sound interface, use it.

The "No Loud Sounds" option is quite useful. It halves the volume of some sounds. The decision to use it is a matter of personal opinion. The author of STORM feels that the sounds are better with this option switched on.

If you experience weird crashes while playing STORM, you could try to switch off sounds altogether. This also speeds up loading time considerably, so if you are not interested in sounds, select this option.

The options on the left are mostly for player control. You can switch some of these options from the keyboard even while you are playing.

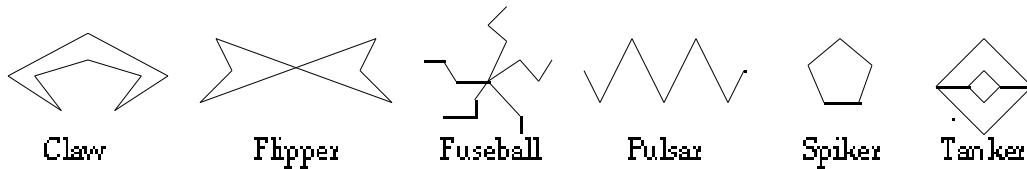
If you are casual player, the directional mouse control setting is probably easier than the rotary controller. You can switch on directional mouse control by hitting the tabulator key and you can switch to any of the four rotary controller modes by hitting an a cursor control key.

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## Playing STORM

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You control the claw with the mouse [or keyboard]. The claw moves on the edge of the grid and shoots down.



Flippers move up the grid and try to capture the claw.

Fuseballs move randomly on the screen, but can make quick jumps up and down the grid.

Pulsars create void lanes by pulsing. A pulsar can be shot while it is flipping.

Spikers build spikes and fire plasma. Avoid spikes at the end of the level.

Tankers split into two enemies. They can contain flippers, fuseballs or pulsars.

Press the mouse button to fire your photon gun. The superzapper can be discharged by hitting space. There usually is a small residue energy load in the superzapper even after it has been discharged.

You can control sound volume with the < and > keys. To switch sounds completely off, press and hold down the < key.

The game can be quit at any stage by pressing 'Q' or return or the escape key.

Hints:

- Relax
- Move carefully
- Spread your fire
- Avoid spikes

Enjoy!



----- Sidebars -----

Created: Tuesday, April 23, 1991  
change: Friday, May 31, 1991

Last

Project STORM

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STORM Instructions  
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Team

*This document is intended for the end-user. It gives instructions on how to play Project STORM.  
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