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Fun Bundle III

What do you want to play today?

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Fun Bundle™ II

The best games to ever emerge from the Casady & Greene workshop!



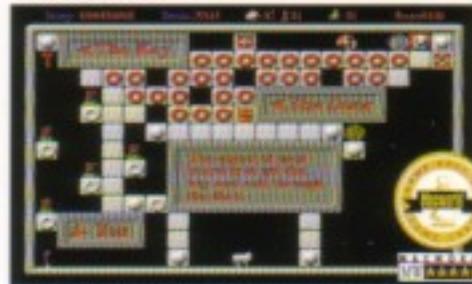
Zone Warrior Become a one-man army in a desperate battle to maintain your station against missiles, raiders, and more!



Glider Pro CD Explore devious updrafts to capture hidden stars and make it out in one piece!



Crystal Crazy Out of the sun flies the Space Cow, with more crystals to collect, and fragile ornaments to smash!



Step On It! Create building blocks out of thin air to get the key and to the doorway, onto the next level of mayhem!

Zone Warrior
Requirements:
Power Macintosh.

Glider Pro CD
Requirements:
System 7, Mac OS 8, or higher.

Crystal Crazy
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System 7, Mac OS 8, or higher.

Step On It!
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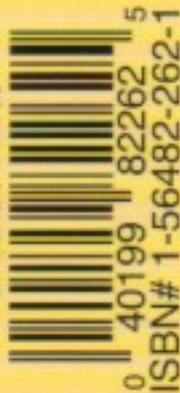
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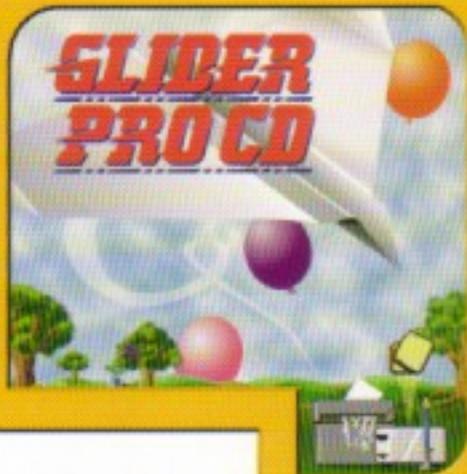
Since 1984

Fun Bundle II M100

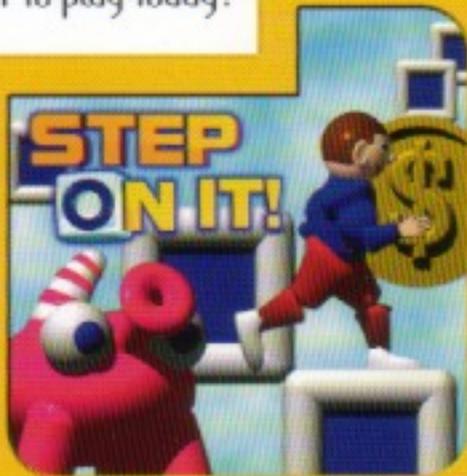
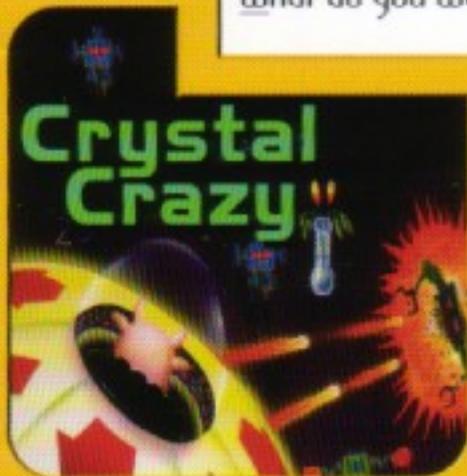


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FOR MACINTOSH—FOR AGES 5-90



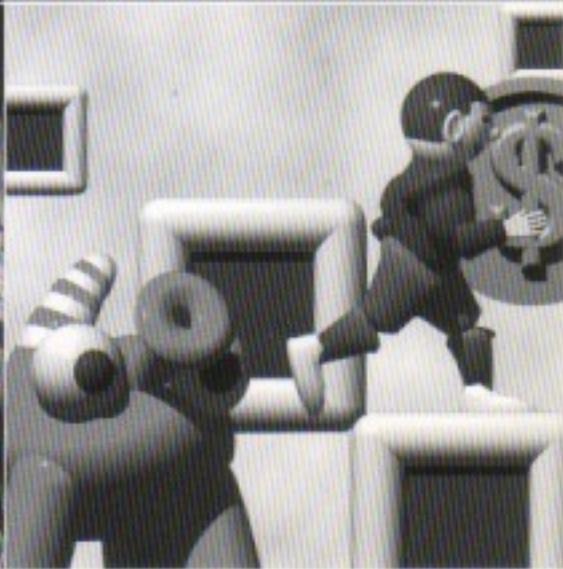
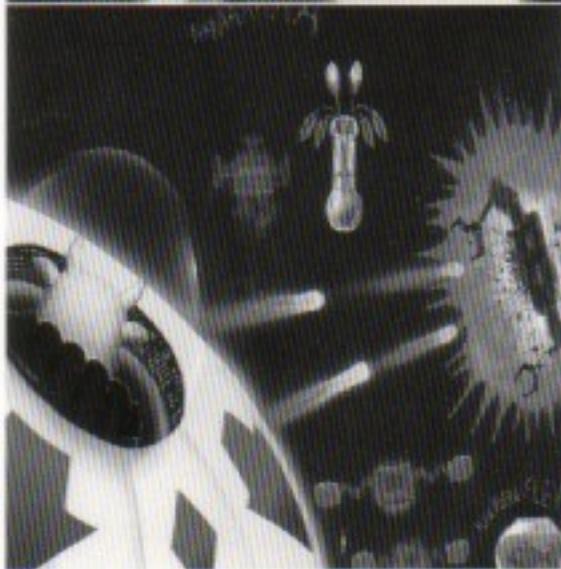
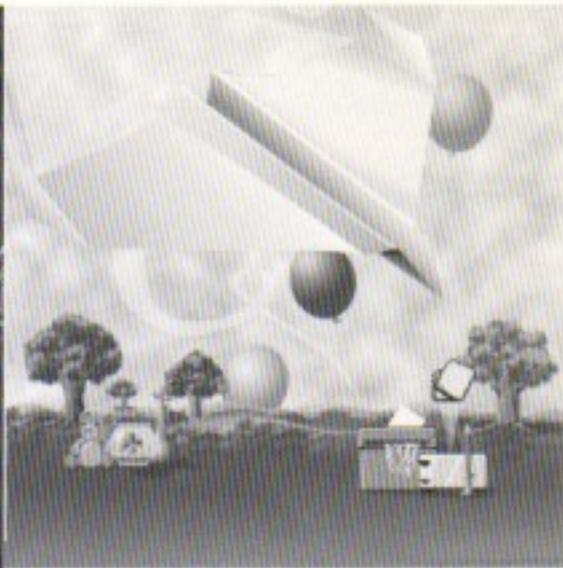
What do you want to play today?



FOR MACINTOSH—FOR AGES 5-90

Fun Bundle™ II





Installations

1. Place the Fun Bundle II CD-ROM in your drive.
2. Double click on the Fun Bundle Installer.
3. Choose whether you would like to install all of the games, or just an individual one.
4. The installer will ask you where you would like to place the Fun Bundle II folder. Choose the location.
5. After the installation is completed, choose Quit. The Fun Bundle II folder opens automatically, displaying the games that you have installed.

Zone Warrior

Requirements:

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Step On It!

Requirements:

System 7, Mac OS 8, or higher.

Zone Warrior SEE THE ELECTRONIC DOCUMENTATION FOR MORE INFORMATION!

Become a one-man army in a desperate battle to maintain your space station against batteries of missiles, raiders, marauders, and even the alien mother-ship herself!

Controls: You have two options for the mouse control: Yoke control behaves like the familiar flight simulator controls. Point is a simpler control that allows non-simulator users to control the craft easily (the craft will move in the direction of the mouse cursor). Edit the controls to suit your keyboard tastes.

Instrument Panel: Displays important information. A text message will appear, giving you assistance and warnings throughout the game and when attempting manual dockings. Radar showing the targets' positions relative to you are color-coded red (below you), and blue (above you), while flashing orange indicates enemy missiles that have locked onto you.

Our Side: Your light Assault/Jump Fighter—A highly-mobile fighter with laser weapons, missiles, inelastic shields, maneuvering drive and punctuated warp engines. Orbital Outpost Station—Has a single docking bay and a low power proximity tractor beam. In the event of tractor beam failure, the station launches a docking buoy to align your Fighter with the docking bay.

The Enemy: Projectiles—Launched to ram the station, can disable the tractor beam. Raiders—Protect the Projectiles, using lasers. Cruisers—Protect the Projectiles, using missiles. Marauders—Use grappling tractors to tear off sections of the Station. Command Ship—It has a seemingly unending battery of missiles. It's only weakness is the docking bay.

Glider Pro CD SEE THE ELECTRONIC DOCUMENTATION FOR MORE INFORMATION!

Glider Pro CD pits you, the daring pilot of a paper airplane, against the challenges of navigating through an obstacle-filled world. Ride thermals, avoid paper-airplane-hating enemies, and collect useful items while you search for all the magic stars.

Learning To Fly: Keep in mind that a glider gets all of its lift from thermals, so as you traverse the house, a primary thought is to keep the plane in the air. Air can come from floor vents, candles, ceiling vents, and other places as well. Use the left and right arrow keys to control and change direction. If you're playing a 2 player game, the second player uses the Control and Command keys.

Bonuses: Battery—Enables you to hurtle your glider forwards or backwards. To engage this turbo boost, press the down arrow key. A second player would use the option key. Rubber bands—Enables you to shoot rubber bands for protection and to clear paths. To take a shot, make sure that you're roughly in line with your target and press the up arrow key. A second player would use the shift key. Foil—Sheaths your glider like a thin skin of steel and protects it from getting burnt by a candle, crumpled by a shelf, or crushed by a basketball. Grease—Spilling this enables your glider to slip through tricky situations. Clocks—Extra bonus points!

Glider Pro Room Editor: Use the Empty House file to start with; it contains all the air vents necessary for flight. By eliminating the need to figure out the aerodynamics of flying, you are free to concentrate on selecting which objects—obstacles, enemies, and prizes—you want to include in each room.

Crystal Crazy SEE THE ELECTRONIC DOCUMENTATION FOR MORE INFORMATION!

Out of the sun flies the Space Cow, with more crystals to collect, jigsaws to solve and fragile ornaments to smash! Expect the unexpected. Half the fun is exploring the little quirks of this game to discover the many hilarious surprises awaiting you.

Game Controls: Pilot your "ship" by moving your mouse. Use the mouse button or any letter key to fire. The space bar detonates smart bombs.

Game Objectives: Crystal collection, jigsaw building picture painting, pool ball potting, and vandalism. Watch out for these other goodies too: bonus crystals, bonus points, bonus multiplier, exit anchor, free ship, and smart bombs.

Nasties: Stay away from the bundlers, driblets, fracturefluffies, throbblewobblers, vindictoids, zinkleflashoxicationizers, and other "nasties."

Shields: Body armor, force shield, mace-head, repeller, and rubber hat.

Guns: Captivator, explosive shots, guided missiles, multi-gun, and super-gun.

Bonus Waves: Every third wave is a Bonus Wave—no nasties, no mines, no bullets, just free points and other goodies, until the big squeeze happens.

Step On It!

SEE THE ELECTRONIC DOCUMENTATION FOR MORE INFORMATION!

Ted's in big trouble! Trapped in a zany world that looks like a toy set gone wacko! Create building blocks out of thin air to get to the key and charge through the doorway, onto the next level of mayhem!

Starting Out: We encourage you to watch the demo before playing Step On It! to give you an overview of the game (as well as some useful hints). To do this, click on the Help button on the bottom of the screen. Then, click on the Demo button. Next, you will want to go to Set Keys... under the Options menu. If the default keys are to your liking, click OK. For 2 player games, use as many modifier keys (Shift, Command, Option, and Control) as possible for the second player. Some keyboards only allow you to press a certain number of standard keys at the same time.

Two-player Games: Player 1 is blue and Player2 is green. Alternate Play—Both player take turns. If either player completes the board or dies, the other player plays his or her turn. Cooperative Play—Both Player 1 and Player 2 work together to complete the boards. Hint: There are some secrets that can only be found in Cooperative Mode. Competitive Play—Both Player 1 and Player 2 compete against each other to get goodies and to see who can finish the board first.

Playing the Game: Ted can create blocks at or below his level, making stairways to get to new places, or blocking nasties. Ted's weapons are magic arrows and magic balls—save them for when you really need them.

Completing a Board: You complete a level after you get the key and unlock the door.

Technical Support

If you need to get in touch with our tech-support staff, please be ready to give us the following information:

1. A description of your system configuration, including: Macintosh system manufacturer and model, system RAM, system software version, and the startup files in use on your system.
2. A detailed description of your problem including where and when it happens.

Technical support is available any time via the internet:

Message board www.casadyg.com/support/msgboard/
FAQ www.casadyg.com/support/faq/
Web site www.casadyg.com
FTP site ftp.casadyg.com

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Phone: (Mon-Fri 8:30am-4:30pm PST) 831.484.9228 FAX: 831.484.9218
Or write to: Casady & Greene, Inc. 22734 Portola Dr. Salinas, CA 93908



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