

SAFECRACKER

Position Available Security Systems

Crabb & Sons is looking for a person to work in the security industry. If interested, please contact the attention of T.J. Petherbridge.



Thank you for your letter dated the 24th.
Mr. Crabb will be delighted to offer you
an appointment on March 15th at 2 o'clock.

Yours sincerely,
T. J. Petherbridge

SAFECRACKER™

4



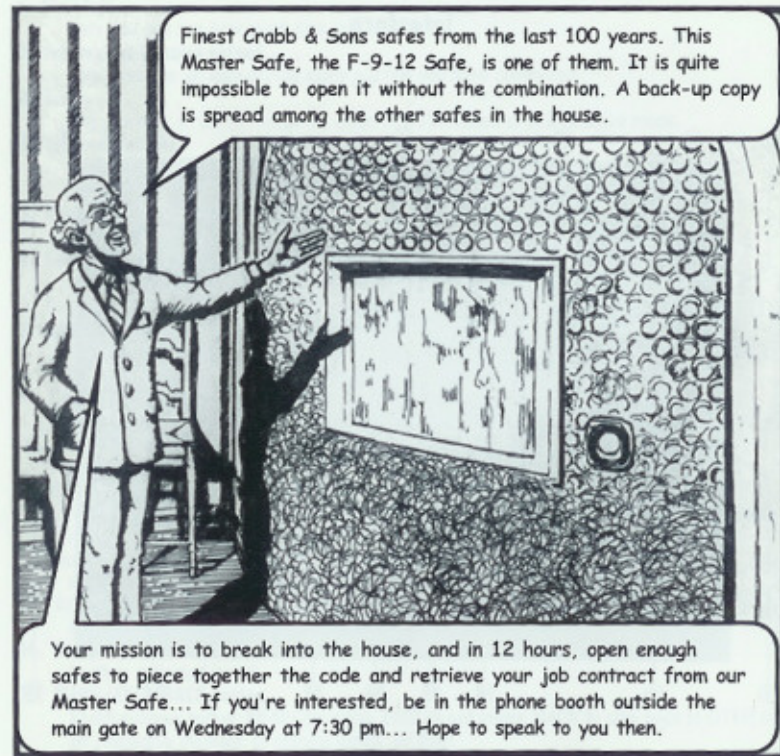
SAFECRACKER™

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SAFECRACKER™

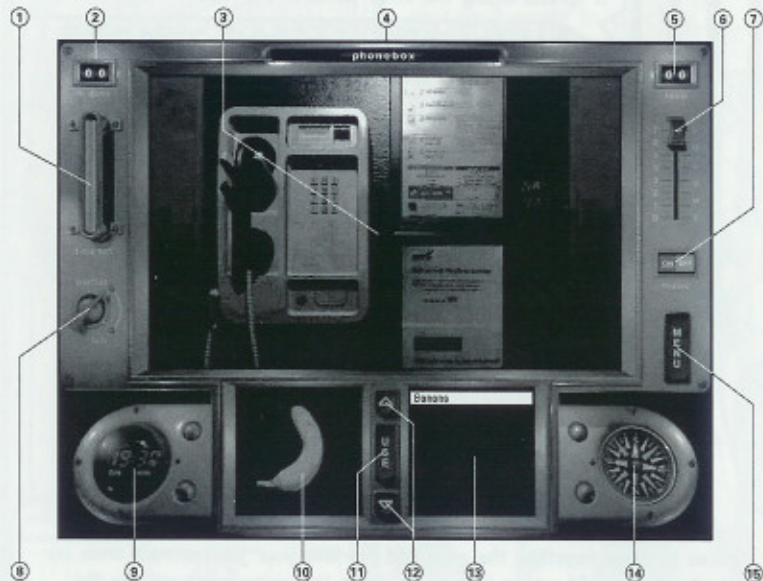
6



SAFECRACKER™

7

Interface



1. Time left

Here you can see how much time you have left.

2. Interactive puzzles solved

This gives you an idea of how many puzzles you have completed.

3. Scene

This is where all the fun happens, either in QTVR mode or in interactive mode.

4. Information bar

Here you can see what room you are in. It will also give you additional interesting information. If nothing happens check this!

5. Room number

To help orientate yourself (in case you get lost).

6. Sound volume

Well, you figure it out...

7. Background music on/off

8. QTVR correction

Partial correction makes your computer go faster. Full correction gives you a more realistic view!

9. Time

Check this to see when you should eat.

10. Object examination window

Here you can play around with objects in glorious 3D.

11. Use button

Press this when you want to use an object from the inventory list. (If that item is not usable nothing will happen.)

12. Scroll buttons for inventory

Hey! Hey! Scroll away!

13. Inventory

Everything you will need should end up here.

14. Compass

North is indicated in red.

15. MENU/EXIT/BACK button

Multifunctional button. MENU for menu. EXIT to exit menu. BACK to step back to QTVR from an interactive moment. (If nothing works, hit this!)

How to Navigate in SafeCracker



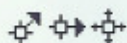
Jump cursor: *Appears when there is another location you can jump to. Click the mouse button to jump forward.*



Hot spot cursor: *Appears when the mouse is over a spot of interest. Click the mouse button to see what happens.*



Normal cursor: *Appears when the mouse is not over a jump point or hot spot.*



Panning cursor: *Appears when you press and hold the mouse down anywhere in the QTVR scene. Drag the mouse in any direction to turn around. The further you drag, the faster you turn.*



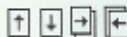
Zooming cursor: *Appears when you press the Shift or Control key. You will also experience a zooming feeling.*



Pick cursor: *This is the standard cursor when you're not in QTVR mode, (e.g. when you are opening a safe).*



Grab cursor: *Appears when you drag and turn objects. Press and hold the mouse button down and drag the mouse in any direction.*



Pageflip cursor: *Appears when you have a document to use in the scene. Use to push the document up, down or to turn a page.*

Tips and Tricks

Tip #1:

If your monitor's light and contrast is set to low, it may be difficult to see objects in dark areas of the game. Try to adjust your monitor settings so everything is visible. You may also try to calibrate your screen with third party software, such as Gamma or the equivalent. Full correction gives a more realistic 3D feeling, however it will slow down your computer and QTVR scenes may become a little pixellated.

Tip #2:

Save often and in different versions. This way you may return to any part of the game. Please check the README file on the CD-ROM for the latest information.

Tip #3:

Tuning your system will improve the performance and free-up valuable memory.

- Quit all other applications.
- Disable the screen saver.
- You may also choose to turn off the background music to save more memory.

Hints

- When you are finished with an interactive moment, or you have failed to open a safe and wish to move on and try again later, click **BACK** to return to QTVR mode. But please note, the safes can only be opened once, so be sure to take everything you want before you click on **BACK**.
- Remember to pick up anything that you find in a safe - it just may come in handy!
- Certain objects you pick up, such as keys, automatically sort themselves into the inventory. These objects will appear in the object examination window.
- Remember, not all objects you pick up and examine can be taken with you.
- The object examination window automatically clears when you take the next step.
- To add or return an object to inventory, click on the object in the scene and it will be saved.
- If you pick up, or are close up, to an object in the scene that cannot be placed in inventory, you must click on the **BACK** button to return to QTVR mode.
- **General Rule:** Objects from safes or interactive moments can be put in inventory. Objects in QTVR mode cannot.

FAQs

Installation Issues

Q1: I place CD#1 into the CD-ROM drive and nothing happens. How do I install the game?

A1: The game was not designed to Autorun, therefore the installation has to be started manually by completing the following steps:

Step 1) Insert the SafeCracker CD into the CD-ROM drive.

Step 2) Double-click on the My Computer icon on the desktop. Then double-click on the CD-ROM drive icon.

Step 3) Find the "sc32inst" file, then double-click on it to start the installation. Follow the on-screen instructions. The version of Quick Time™ that comes with the game must be installed as well. Once successfully installed, start the game by accessing the new shortcut in the START menu.

Q2: During installation it asks to install Quick Time™ version 2.1.2. I already have a newer version. Will the game work?

A2: Safecracker will only work with Quick Time™ version 2.1.2. Please install the version of Quick Time™ that is included on the CD. Other versions of Quick Time™ will not work with the game and it is possible to have multiple versions of Quick Time™ installed on your system. Please ensure that the Quick Time™ sample movie can be viewed within Windows before attempting to play the game.

Gameplay Issues

Q3: During gameplay, the game will freeze without any error messages.

A3: Change the following video setting within Quick Time™:

Step 1) From the Windows Start menu, select "Settings" then "Control Panel."

Step 2) Double-click on the "Quick Time™ 32" icon in the Control Panel, (it will appear as a black Q with a multicolored background). If the computer is running Windows ME, please read the Windows ME note below.

Step 3) In the new window that appears, click on the "More" button and more tabs will appear across the top.

Step 4) Select the "Video" tab, and in the box labeled "Draw Method," select the next Draw Method available from the list.

Step 5) Select "Apply" to apply the changes. Start the game. If the problem persists, attempt another Draw Method until all settings have been tried. Also, if needed, reduce the Video Acceleration. (Steps to do this are listed as the answer to Question #4)

Windows ME Note: In Windows Millennium, some of the icons and options in the Control Panel (such as for Quick Time™) may be hidden by Windows. If no Quick Time™ icon is found, perform the following so it can be seen:

- i) Double-click on the "My Computer" icon from the desktop.
- ii) In the new window that appears, click on "TOOLS" at the top of the window and select "FOLDER OPTIONS" from the pull-down menu.
- iii) A "FOLDER OPTIONS" window will then appear. Click on the middle tab named "VIEW."
- iv) Place a checkmark inside the box for the option "Display all Control Panel options and all folder contents."
- v) Click on the "Apply" button, then "OK", to close the window. The Quick Time™ icon should now appear in the Control Panel. Continue to follow the steps for Windows 98/95 to change the Quick Time™ settings.

If freezes still persist, then please adjust the following on your computer:

Reducing Video Acceleration.

Step 1) From the Windows desktop, right-click on "My Computer" and select "Properties."

Step 2) Click on the "Performance" tab and then the Graphics button at the bottom of the window. The "Advanced Graphics Settings" window will appear.

Step 3) Move the slider for "Hardware Acceleration" one notch to the left then click OK.

Step 4) Click OK again and select Yes to restart the computer.

Step 5) Start the game to see if the problem persists.

Step 6) Repeat steps 1 to 5, moving the slider down another notch, if the problem persists.

Note: Please be sure to set the Video Acceleration back to FULL when not playing the game so that your computer performs at peak efficiency.