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Peter's Adventure Series: System Requirements (12/93)

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TOPIC -----

What are the system requirements of the Peter's Adventure series of games?

DISCUSSION -----

Peter's Adventure is a series of CD-ROM based games consisting of Peter's Numbers Adventure, Peter's Alphabet Adventure and Peter's Magic Adventure.

The Peter's Adventure series has the following system requirements:

- 1) A Macintosh LC computer or later with at least 5 megabytes of memory, System 6.0.7 or later, 32-Bit QuickDraw, and QuickTime version 1.5 or later.
- 2) A Macintosh monitor which displays at least 640 by 480 pixels and 256 colors.
- 3) A Macintosh-compatible CD-ROM drive.
- 4) 2560K allocated memory for Peter's Numbers Adventure and Peter's Magic Adventure, and 3072K allocated memory for Peter's Alphabet Adventure.

QuickTime Version

If you do not have QuickTime installed, you will see an error message. Note that each of the Peter's Great Adventure CDs has QuickTime v 1.6, which you can drag to the Extensions Folder inside your Macintosh's System Folder if you don't currently have QuickTime.

Number of Colors

If your Macintosh computer is not set to 256 color mode, you will receive an

error message. To set your Macintosh to display 256 colors, follow these steps:

- 1) Select Control Panel from the Apple Menu, then double-click on Monitors.
- 2) Select 256 and click on Color in the Monitor Control Panel, then close the control panel by clicking the close-box.

If your Macintosh does not support 256 colors, you must add VRAM or a video board that supports 256 colors.

Number of Pixels

If your monitor does not display at least 640 by 480 pixels, you will receive an error message. You must attach such a monitor to your Macintosh to play Peter's Adventure.

Memory

If you do not have enough memory available, your system may suddenly "crash" or stop operating. If this happens, follow these steps:

- 1) Go to the Finder and select About this Macintosh from the Apple Menu. The largest unused block must be at least 2560K for Peter's Numbers Adventure and Peter's Magic Adventure, and 3072K for Peter's Alphabet Adventure.
- 2) If you do not have this much memory, remove extensions and/or control panels that are not needed to run Peter's Adventure. Do NOT remove the QuickTime extension.

Note that using Virtual Memory will cause Peter's Adventure to run erratically and is not recommended.

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