

Digital Pictures



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READ BEFORE USING YOUR CD-ROM.**COMPUTER MONITOR WARNING**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of your screen. Avoid leaving still images on your monitor screen for long periods of time.

IBM OR COMPATIBLE OR MACINTOSH CD-ROM USE

Depending on which version you have purchased, this CD-ROM can only be used with IBM or compatible or Macintosh computer systems. Do not attempt to play this CD-ROM in any other CD player; doing so may damage the headphones and speakers.

This game is licensed for home play on IBM or compatible or Macintosh computer systems only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

Unless otherwise stated, the characters and events portrayed in this game are purely fictional and any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR CD-ROM

- Avoid bending the compact disc. Do not touch, smudge, or scratch its surface.
- Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.
- Always store the compact disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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This Double Switch User Manual assumes you are already familiar with the basic operation of your computer and CD-ROM drive. If you have any questions regarding the operation of either of these, please consult the documentation that was provided with your hardware.

First, turn on your computer and allow it to boot completely. Then insert the Double Switch CD #1 into your CD-ROM drive.

NOTE: Some CD-ROM drives require that the CD must first be placed into a caddy before being inserted into the drive. If your drive uses a caddy, first place the CD into a caddy, then insert the caddy into your drive.

WINDOWS 95 SETUP

1. If you have never played Double Switch before on your computer:
You may be asked to install drivers necessary to run the application as well as files which, if copied to your hard drive, will allow the application to run faster. Choosing the optimal installation will give you the best performance; choosing the minimal installation will conserve space on your hard drive.

You will always have the option at each launch to uninstall the game or to change your installation. To uninstall, simply choose the **Options** button from the Double Switch **auto-play dialog** (described below), then select **Uninstall**.

After you have installed the appropriate files, you may be asked to restart your computer. If you are asked to restart, you cannot play Double Switch until you have done so.

2. If the auto-play dialog appears:
When you insert the Double Switch CD into your CD-ROM drive, an

auto-play dialog should automatically appear giving you three choices: **Play**, **Options** and **Quit**.

Select **Play** to begin Double Switch.

If you decide not to run Double Switch at this time, selecting **Quit** will close the **auto-play dialog**.

3. If the auto-play dialog did not appear:
To launch Double Switch without auto-play, first double click on the **My Computer** (or whatever you have named your computer) icon. In the window that appears, locate the icon for the CD-ROM drive that contains the Double Switch CD-ROM. Double click on that icon to open the CD-ROM, then double click on the **Setup** icon. The **auto-play dialog** should then appear.

Select **Play** to begin Double Switch.

WINDOWS 95 TROUBLESHOOTING

1. If the Double Switch CD-ROM fails to appear:
If the Double Switch **auto-play dialog** fails to appear *and* the CD-ROM drive that contains the Double Switch CD-ROM does not appear in the **My Computer** window, then Windows 95 cannot find your CD-ROM drive.

You may need to install a special software driver to allow your computer to read CD-ROMs. Please consult the documentation that comes with your CD-ROM drive and follow the recommendations of the CD-ROM drive manufacturer.

If you have an external CD-ROM drive, make sure the drive is turned on before you start your computer.

2. If the video in Double Switch runs poorly, with pauses or hitches:

There are three possible solutions:

A. Quit all other applications.

Make sure you have quit all other applications that may be running simultaneously with Double Switch. Double Switch performs best when it has the maximum amount of memory and processing power that your computer can make available for its exclusive use.

B. Change the video size or quality settings.

Your computer's processor or its video display card may not be powerful enough to run Double Switch at the highest quality settings. To solve the problem, you can do two things: run the video at a smaller screen size or reduce the quality of the video from High to Low.

To try either of these solutions, choose the **Options** button from the Double Switch **auto-play** dialog, then select **Advanced Options**. You can then toggle the video size from Large to Small, or the video quality from High to Low. Experiment with each until you determine which one works best on your computer.

If you choose the lower quality video options at the start of the game, you will be prompted to insert Disc #3. Disc #3 contains a complete copy of Double Switch with the graphics compressed from the two discs down to one.

Note, however, to play Double Switch in the lower quality video setting, you must first start the game from Disc #1.

C. Adjust your CD-ROM driver settings.

The problem may be that your CD-ROM driver has not been upgraded to Windows 95. A possible solution is to disable the Windows 95 READ-AHEAD feature.

Go to the Control Panel and double click on the System icon.

A System Properties dialog will appear. Select Performance; then, at Advanced Settings, click on File System.

A File System Properties dialog will appear. Select CD-ROM. Set Optimize access pattern to "No read-ahead," and then click on OK.

The System Properties dialog will reappear. Select Close and answer Yes to Restart computer and start Double Switch again.

Once you have finished playing Double Switch, you may want to restore the Optimize access pattern to its original setting.

MACINTOSH SETUP

Configure your Macintosh.

For maximum performance, you must make sure some of your Macintosh settings are properly adjusted.

1. Disable Virtual Memory and File Sharing.

Open the Control Panels folder and make sure that **Virtual Memory** and **File Sharing** are turned OFF. (If **Virtual Memory** cannot be turned off on your system, reduce it to the minimum possible size.) You may also gain performance by disabling AppleTalk™.

2. Disable CD-ROM memory cache.

If your CD-ROM drive has a memory cache Options, make sure that it is turned OFF. Double Switch works much better with the CD-ROM

cache OFF. This may seem counterintuitive, and it may not be the case for some other applications, but it is certainly true of Double Switch.

3. Copy the SOUND MANAGER to your System Folder.

Once the Double Switch CD has mounted on the desktop, the Double Switch CD window will open automatically with the Double Switch application folder and Sound Manager folder icons inside.

This is **version 3.1** of the Sound Manager and the game's audio is optimized for it. If you already have version 3.1 or higher, you can ignore this step. But if you have an older version of the Sound Manager, you will need to copy version 3.1 to the Extensions folder in your System Folder.

To install the new Sound Manager, open the Sound Manager 3.1 Folder and select both Sound Manager and Sound Control Panel and drag them onto the *unopened* System Folder on your startup disk. A dialog will ask if it is OK to put these files in the appropriate folders (Extensions and Control Panel) inside your System Folder. Click OK. A second dialog may appear warning you that an older version already exists and asking if it is OK to replace them with the newer version. Click OK.

NOTE: You must then restart your computer for the installation to take effect.

4. Copy the Double Switch application folder to your hard disk.

Having the Double Switch application present on your hard drive makes it possible to switch between Disc #1 and Disc #2.

IMPORTANT! If you try to start the game by launching the Double Switch application directly from the CD-ROM, you will get the following error message:

"Please copy the Double Switch application to your hard disk."

Launching Double Switch

Double-click on the Double Switch application icon on your hard disk to start the game.

If the video in Double Switch runs poorly, with pauses or hitches:

You may be able to make some adjustments to your computer to solve the problem. See **Macintosh Troubleshooting** below for details. If those suggestions fail to improve performance, you can try running Double Switch from Disc 3 instead of Disc 1. Disc 3 contains more highly compressed image data capable of running on slower computers.

MACINTOSH TROUBLESHOOTING

There are three common reasons why Double Switch may not run optimally on your Macintosh:

1. Improper configuration.

Make sure you have followed all of the suggestions listed above for configuring your Macintosh.

2. Not enough memory or processor attention.

Double Switch performs best when it has the maximum amount of memory and processing power that your Macintosh can make available for its exclusive use.

Make sure that no other applications are running concurrently with Double Switch.

3. Too many Control Panels or Extensions.

Sometimes other software, such as control panels or extensions, also use

up some of your computer's memory and processing power. If you have followed all the guidelines to this point and are still having performance problems, you can try to optimize your Macintosh by turning off some of the control panels and extensions.

In order to help you optimize your Macintosh for use with Double Switch, we have included a copy of Extensions Manager. To use Extensions Manager:

1. Install Extensions Manager.

Drag the contents of the "Extensions Manager" folder on the Double Switch CD-ROM onto your unopened System Folder. Click "OK" when the Macintosh reports that it needs to place the two files in specific system subfolders.

2. Open the Extensions Manager control panel.

Every extension and control panel in your system folder will be listed; those in use will be checked; disabled items will be unchecked.

3. Save your current setup.

If you have a custom set of extensions and control panels currently in use (as opposed to "All On" or "All Off"), save that set before proceeding. To do so, select "Save Sets..." from the "Sets" pop-up menu and then type "My Set" (or something more descriptive) into the edit text box that appears.

4. Create a custom setup optimized for Double Switch.

From the "Sets..." pop-up menu, select "All off." Next, click on the control panel for your CD-ROM drive (commonly entitled "Apple CD-ROM," unless you have a third party drive) and the Sound Manager extension. Check marks will appear next to these two items. (If you have

a third party monitor, you should also include the monitor's control panel or extension.)

5. Save the Double Switch custom setup.

Once again, select "Save Sets..." from the "Sets" pop-up menu and then type "Switch" (or something more descriptive) into the Save Sets dialog box that appears.

6. Restart your Macintosh.

Quit the Extensions Manager by clicking in the Close box. Then restart your Macintosh. You can now play Double Switch by double-clicking its icon on your hard drive.

TO RESTORE YOUR MACINTOSH TO ITS ORIGINAL SETUP:

If you want to return your Macintosh to its former state after playing Double Switch, open the Extensions Manager and select "My Set" (or whatever you titled this set). If you were previously using the "All On" or "All Off" setting, choose that. Then close Extensions Manager and restart.

EXTENSIONS MANAGER SHORTCUT:

Whenever you want to play Double Switch using its custom setup, hold down the space bar while you first start or restart your Macintosh. The Extensions Manager will eventually appear and allow you to choose the "Switch" subset from the "Sets" pop-up menu.

If you control your system files using another utility like Now Startup Manager or Conflict Catcher, simply use that utility to create a custom startup set that invokes only the control panels and extensions mentioned above.



At the turn of the century, famous industrialist Lionel Atwater Edward III financed an archeological expedition to Egypt's Valley of the Kings. As a side trip, he visited the Treasury of Isix, the mythological figure believed to hold the key to the Pharaoh's riches. At the time of Edward's visit, stories circulated widely of a vast treasure within the building...but, generally, these stories were regarded as incredible rumors.

However, one fact from that era has been recorded: A priceless statue of Isix vanished from the tomb at about the time of Lionel Atwater Edward III's expedition.

Lionel Atwater Edward III returned to New York to begin construction of his much heralded mansion, The Edward Arms. (Edward's dig was assumed to be unsuccessful and was quickly forgotten.) Columnists of the day were quick to spot the Egyptian influence in the building... most conspicuous of all was the grand entrance hall, built to resemble the interior of an Egyptian temple.

Lacing through the building like veins were dumbwaiters, laundry chutes, elevator shafts and staircases. The building was praised and scorned by different architectural factions. Rumors grew up around it. One neighbor claimed that its rumblings sometimes woke her from her slumbers. Indeed, The Edward Arms was once an elegantly appointed palace where Presidents dined and dignitaries pontificated. And despite years of decline, some of that elegance still peeks through at us.

Lionel Atwater Edward III died shortly after the completion of The Edward Arms of what were reported at the time to be natural causes. His funeral was a society affair. Always the eccentric, he chose to be buried in his archeological khakis, with what one newspaper described as a "souvenir of his archeological pursuits" in his hands.

Years passed. And over time, the family fortune seemingly disappeared – though his descendants still lived in the house and rumors persisted that somewhere within he had hidden a vast haul of treasures. The neighborhood deteriorated. The heirs were forced to convert the once stately mansion into an apartment building. The laundry chutes were forgotten; the dumbwaiters rusted. Succeeding generations made alterations to the grand estate: some knew what they were doing; others didn't.

Until Eddie went to work.

Raised by eccentric parents, Eddie explored every nook and cranny of his ancestral mansion. He found the ancient dumbwaiter and rode it up and down. He explored the long forgotten laundry chutes. He found hidden spaces behind the walls where, decades ago, tenants had stashed their ill-gotten cash. He also uncovered secret passageways and chambers his grandfather had built.

Eddie knew The Edward Arms more intimately than anybody has ever known a building. It was his world. His secret. He loved it.

And Eddie wanted to protect it from enemies, outside and in. Fearing that it was prey to burglars, he built an elaborate security system.

As time went on, the criminals became more sophisticated. So too did Eddie's system. Some traps were designed to ward off intruders; others to punish; a few to eject unwanted or probing strangers from the building – a do-it-yourself criminal justice system.

As our story begins, someone has trapped Eddie in the basement and switched off his controls...



Eddie is the lead character, the designer of the security system. Some bonehead locked him in the basement and he wants you to help him get out.



Lyle is the handyman. Eddie doesn't like Lyle.



Elizabeth is the manager of The Edward Arms.



Alex is the young journalist, just out of college. She lives in the left apartment on the first floor.



Grads. Laura is the aspiring architect who lives with Phoebe, the dynamic, young archeology student, in the right apartment on the first floor.



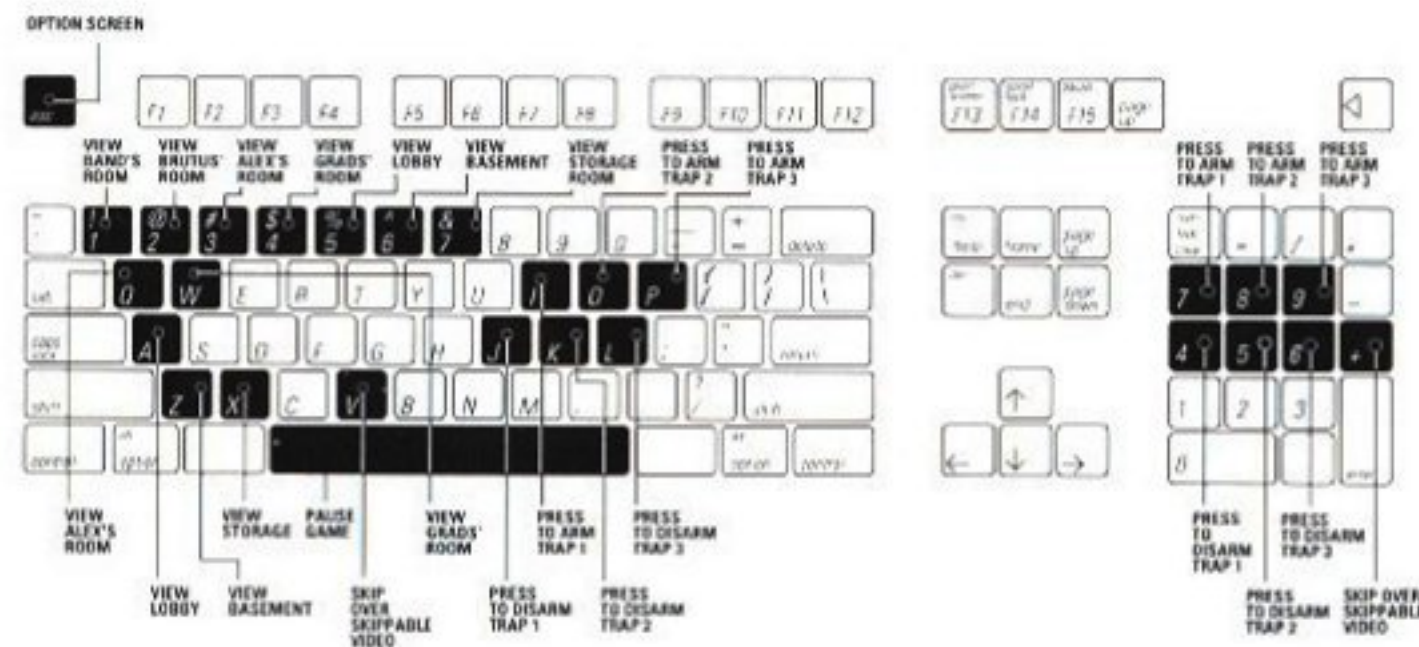
Jeff is the leader of *Scream*, the band that lives upstairs in the left apartment on the second floor.



Brutus is the dangerous, aging mobster who lives in the right apartment on the second floor. He's spent most of his life behind bars.

GAME CONTROLS

Basically, Windows 95 and Macintosh controls operate in a very similar way. Where Macintosh controls differ, you will see a Macintosh icon in the margin.



You can use either the mouse or the keyboard to play the game.

USING THE MOUSE

Move the mouse around the surveillance screen (page 18) and click on the item you want to select.

Click on a room on the Building map

- To view the characters and activity in that room.

Click on the + on any trap in the Trap Control Set

- To arm that trap; to fully arm a trap, you must click on the + three times.

Click on the - on any trap in the Trap Control Set

- To disarm that trap.

Click on the Statue

- To bring up the Options Screen.

Click on the video

- To pause the game.

Click anywhere on the screen

- To resume play when in pause mode.

USING THE KEYBOARD

TRAPS

There are two ways to operate the traps using the keyboard:

- 1) Use the selected letter keys on the Main Keyboard
- 2) Use the "Arm Trap" keys on the Number Pad Keyboard to the right of the Main Keyboard. (Windows 95 only: If using the "Arm Trap" keys, the "numlock" key must be ON.)

7 key or I key

- Press to arm Trap 1.

4 key or J key

- Press to disarm Trap 1.

8 key or O key

- Press to arm Trap 2.

5 key or K key

- Press to disarm Trap 2.

9 key or P key

- Press to arm Trap 3.

6 key or L key

- Press to disarm Trap 3.

ROOMS

There are two ways to change the room view using the keyboard:

- 1) Use the **number keys** on the top row of the Main Keyboard
- 2) Use the selected **letter keys** on the Main Keyboard.

1 key

- Press to view the **Band's Room**.

2 key

- Press to view **Brutus' Room**.

3 key or Q key

- Press to view **Alex's Room**.

4 key or W key

- Press to view the **Grads' Room**.

5 key or A key

- Press to view the **Lobby**.

6 key or Z key

- Press to view the **Basement**.

7 key or X key

- Press to view the **Storage Room**.

OTHER FUNCTIONS

ESC key

- Press to bring up the **Options Screen**.

Space bar

- Press to **Pause** and **Unpause** game; when the game is paused, you can view blueprints to discover the location of the traps in that room.

V key or + key on the Number Pad

- Press to skip over **skippable video**.

Left/Right Arrow keys (Windows 95 only)

- Press to move cursor around the interface screen.

ENTER key (Windows 95 only)

- Press to activate the item you've put the cursor on.

NO CONTROL

When Eddie takes control of the game, the control panel dims and you are temporarily unable to move around the building, view blueprints or activate traps.

HOW TO PLAY

When you start the game, Eddie welcomes you to The Edward Arms and introduces you to the residents: Elizabeth the manager, Lyle the handyman, Brutus the ex-con, and Alex the journalist. Eddie encourages you to trap all outsiders – as well as Lyle, his foe – and help him get out of the basement by collecting the lock code numbers. You have a surveillance screen to help you help Eddie out of his predicament.

At the left of the screen, you see the Building Map of The Edward Arms Mansion. On the bottom right of the screen, you see the Trap Control Set and, below the Trap Control Set, the Power Meter. Between the Lock and Captured/Escape counters, you see the Statue that lets you bring up the Options Screen.

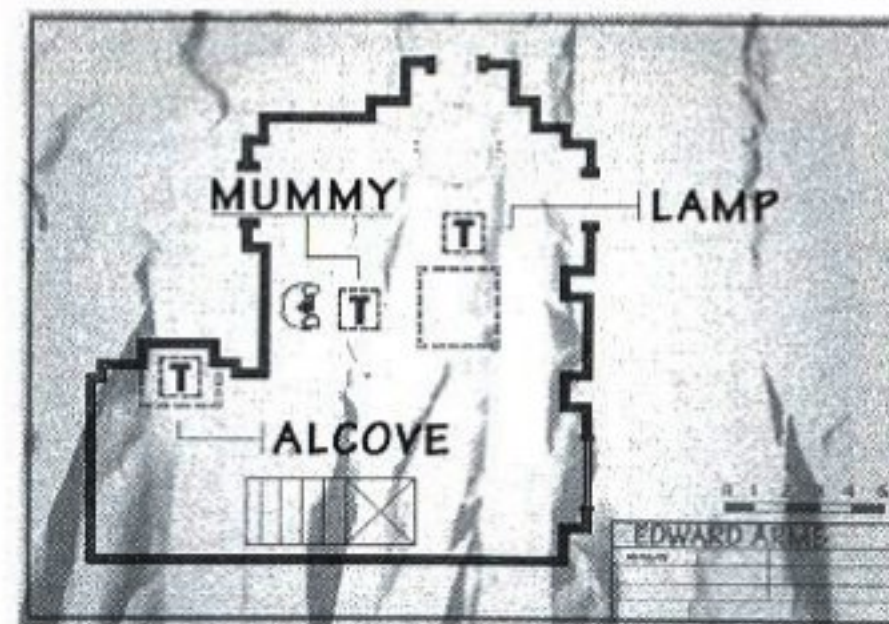


➤ *Surveillance Screen*

You want to follow the Double Switch story and the action in the Mansion by viewing those rooms where one or more characters have assembled. The colored bars on the Building Map indicate what characters have gone to what rooms: green bars indicate tenants, red bars thugs, and orange bars intruders. Listen for audio cues and look for open doors and windows on the Building Map to signal a character's entrance into a room.

You view rooms by switching from video monitor to video monitor. To select a room, you move the **mouse** to the room you want to view and then activate the monitor in that room by clicking the **mouse** on that room.

To see where the traps in a room are placed, or to pause the action, press the **Space bar**; a blueprint of the room will appear showing the location of all traps and triggers. To return to the game, press the **Space bar** again.



➤ *Blueprint*

To set a trap, either press the correct "Arm Trap" key three times or use the mouse to click three times on the + of the trap you want to set; the fourth time you press the key or click on the +, you spring the trap!

NOTE: Be careful. Every time you arm a trap, you use building power. This can be dangerous because you may trigger a Power Overload.



➤ *Power Meter*

Although you can set more than one trap in more than one room, don't try to set too many traps before you need them. You will cause a Power Overload and all set traps will spring! Watch your Power Meter: When it moves into the red, this is your alert that too many traps have been set.

When a character you want to trap touches or steps on a trigger, such as a tile on the floor, spring the trap by pressing the correct "Arm Trap" key or clicking the mouse on the appropriate +.

Your job is to protect the tenants and to help Eddie get out of the basement. Keep your eyes open for anyone who threatens the tenants and look for code numbers in the power boxes in each apartment. If you don't discover the code numbers when the boxes are opened, you miss an opportunity to help Eddie. This makes Eddie mad and he will disconnect you!

SAVING GAMES

1. At the end of each Act, you will be prompted: "Do you want to save your game?" If no, select "Cancel"; if yes, select "OK."
2. If you selected "OK," the **Save File dialog box** will appear and request: "Name your saved game." Type in the name and select "Save."
3. If you change your mind about saving the game, select "Cancel" to return to the first dialog box; select "Cancel" again to return to the game.

You can restore a game you have saved by selecting the **Saved Games** option described below.

OPTIONS SCREEN

To bring up the **Options Screen**, press the **Esc** key on the **Main Keyboard** or click on the **Statue** below the **Building Map** on the surveillance screen.



➤ *Windows 95 OPTIONS SCREEN*

You have three ways to select an **Option** in Windows 95:

1. Use the **mouse** to move the cursor to the desired **Options** button, then click on the button to select.
2. Use the **Arrow** keys to highlight the desired **Options** button, then press the **Enter** key to select.
3. Look for the “hot” (**underlined**) letters on the **Options** buttons, then press the corresponding letter key on the keyboard to select the desired **Option**.



► *Macintosh OPTIONS SCREEN*

You have two ways to select an **Option** in Macintosh:

1. Use the **mouse** to move around the **Options** Screen; stop the cursor on the desired button, then, click to **open**.
2. Move the cursor to the **Menu Bar**, and select the desired item from the **Menu** to open.

OPTIONS

New Game and Resume Game

Select **New Game** from the **Options** Screen to start a new game.

1. If you're not already playing a game, a new game will start.
2. If you're already playing a game and you select **New Game**, a **dialog box** will ask, “Do you want to end your current game?” If no, select “**Cancel**” to return to the **Options** Screen; if yes, select “**OK**” and a new game will start.

RESUME GAME

Select **Resume Game** to continue your current game.

SAVED GAMES (WINDOWS 95 ONLY)

Allows you to restore or delete saved games.

If, at any time, you want to view the list of saved games, or delete or restore a saved game:

1. Select the **Saved Games** button from the **Options** Screen. The **Saved Games** screen will appear.
2. Move the cursor to the **scroll bar** and scroll through the list of saved games.
3. If you want to delete or restore a saved game, click on the name of the game, then select either **Delete** or **Restore**.
4. If **Delete**, a **dialog box** will ask: “Are you sure you want to delete game?” If no, select “**Cancel**”; if yes, select “**OK**.”
5. If **Restore** and you are not already playing a game, the game will start. Otherwise, a **dialog box** will ask: “Do you want to end your current game?” If no, select “**Cancel**” to return to the **Saved Games** screen; if yes, select “**OK**” to start the game.

game?" If no, select "Cancel" to return to the **Saved Games** screen; if yes, select "OK" to start the game.

SAVED GAMES (MACINTOSH ONLY)

Allows you to restore saved games.

If, at any time, you want to view the list of saved games or restore a saved game:

1. Select the **Saved Games** button from the **Options Screen**.
2. The standard **Open File** dialog box will appear.
3. Move the cursor to the **scroll bar** and scroll through the list of saved games.

To Restore a Game:

Click on the name of the game you want to restore and select **Open**. If you select **Open** and you're already playing a game, you will be asked: "Do you want to end your current game?" If no, select "Cancel" to return to the **Options Screen**; if yes, select "OK" to start the game.

To Delete a Game:

First **Quit Double Switch**, then go to **Finder**, click on the game to be deleted and drag it to the **Trash**.

TURN SOUND FX ON/TURN SOUND FX OFF:

Turns sound effects on or off. (Note: The sound track that accompanies the picture image cannot be turned off.)

1. Default setting: **Sound FX On**
2. Select "Turn Sound FX Off" to turn sound off.
3. Select "Turn Sound FX On" to turn sound on.

2. **Volume dialog box** will appear.
3. Use **scroll bar** to adjust volume.
4. Select **OK** to return to **Options Screen**.

DISPLAY LARGE VIDEO/DISPLAY SMALL VIDEO

(WINDOWS 95 ONLY)

Allows you to adjust the video by making the video larger or smaller.

1. Default setting: **Large Video**.
2. Select **Display Small Video** (or **Display Large Video**) to adjust video.

HIGH SCORES

Allows you to record and save, and clear the ten highest scores.

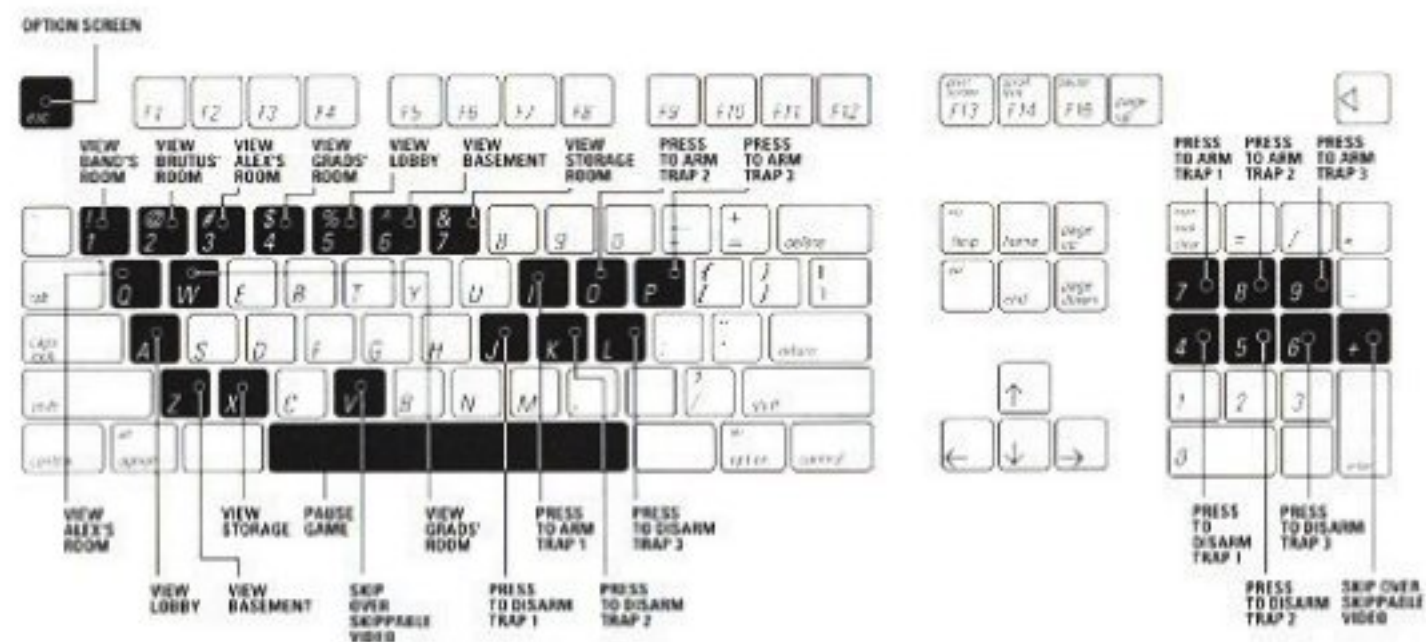
1. At the end of a game, if your game is among the ten highest scores, the **High Scores** screen and a **dialog box** will appear automatically.
2. **Type your name** in the dialog box.
3. Select **OK** to return to the **High Scores** screen.
4. Select **OK** to exit the **High Scores** screen.

If, at any time, you want to view the list of high scores or to clear the scores from the record of games:

1. Select the **High Scores** button from the **Options Screen**.
2. To **remove ALL** scores, select **Clear Scores**.
3. A **dialog box** will ask, "Are you sure you want to clear your high scores?" If no, select "Cancel"; if yes, select "OK."

🍏 KEYBOARD SHORTCUTS (FOR MACINTOSH)

Allows you to customize the keyboard controls for arming and disarming traps and viewing rooms.



1. Select Keyboard Shortcuts from the Options Screen and a Keyboard Controls Screen will appear.
2. Use the keyboard controls interface on the left of the screen to reassign alternate keys: Simply select a box and type in the new key.

QUIT

Select Quit from the Options Screen to quit the game.

SPECIAL MULTI-DISC NOTE:

Double Switch is a three-disc product, but you will use only two of the three discs depending upon your computer's capabilities. As you make progress through the game, you may be prompted to insert one of the other discs. Discs 1 and 2 contain the higher quality image data designed for faster computers. Disc 3 contains the more highly compressed data capable of running on slower computers.

With the Macintosh version, the first time you launch Double Switch you must start from Disc 1. Thereafter, if you have determined that the highly compressed data works better on your computer, you can start the game directly from Disc 3.

With the Windows 95 version, to begin a new game you must start from Disc 1, even if you have selected the lower quality video setting.

In both the Macintosh and Windows 95 versions, you can restore saved games from any disc by going to the **Options Screen**.

GENERAL TIPS

Don't worry about letting characters escape. It isn't *possible* to capture all of them, and you don't *need* to capture all of them. A good rule of thumb: Try to capture at least as many characters as you let escape.

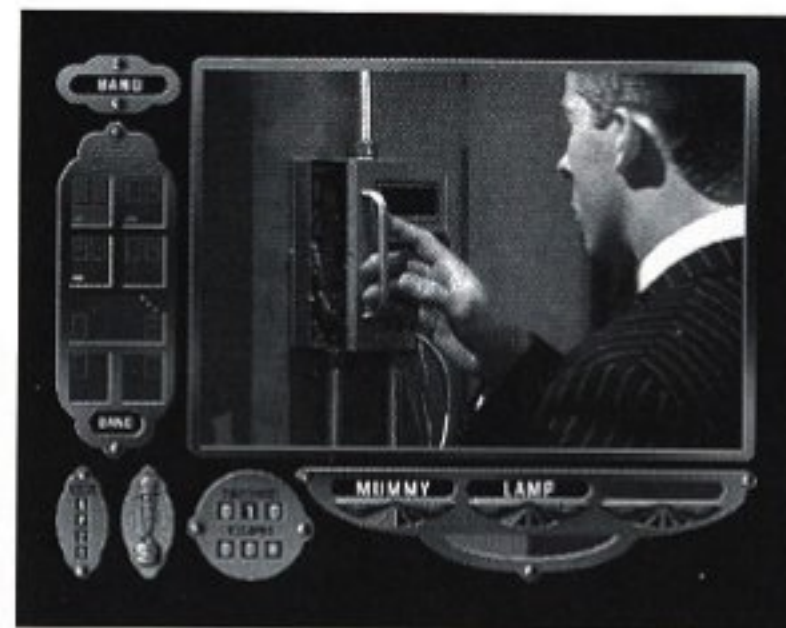
Remember the bar/color indicators: Green bars indicate tenants; orange bars indicate intruders; red bars indicate thugs. **A word of caution:** When in a room together, orange and green characters need your immediate attention!

You may want to fully arm traps (three clicks) before a character reaches the trigger; this way, you only need to press the trap key once more to activate the trap when the character reaches the trigger.

If two characters appear in two rooms simultaneously, click the trigger twice for the trap that will be used *last*, then switch to the other room and trap that character *first*. When you switch back to nab the remaining character, your trap is already partially armed. This increases your opportunity to react quickly.

Pre-arm your traps: Use the audio and open window and door alarms as a cue to prepare the traps you think a character might touch.

SPECIAL HINTS



► Power Box

It's essential you get the code numbers from the power boxes in the rooms. In Act I, the order in which the codes appear will always be the same. Once you've determined this order and you observe a character entering the next room in the sequence, go immediately to that room to obtain the code.

In Act I, Eddie wants you to trap Lyle, the handyman. But, don't be too hasty! Lyle reveals a few interesting secrets in Act II!

When you see characters in the storage room, get there quickly to trap them before they switch you off at the power box and the phone lines.

When the mummy appears in Act II, protect the tenants by *disarming* a trap and then trapping the mummy!

Don't forget to protect the basement after Eddie switches the basement camera over to you.

A DIGITAL PICTURES PRODUCTION

Executive Producer	TOM ZITO
Original Concept	JAMES RILEY
Interactive Design	KEN SOOHOO JAMES RILEY
Computer Graphics	LISA SEAMAN
Musical Score	THOMAS DOLBY
Editing	KATE MCGOWAN
Production Design	BARRY ROBISON
Director of Photography	SANDI SISSEL
Story	CHRISTIAN WILLIAMS JAMES RILEY
Screenplay	FLINT DILLE
Computer Programming	RICHARD SCORER (<i>Macintosh</i>) RICHARD LEVINE (<i>Windows 95</i>) JILL VERONDA (<i>Windows 95</i>)
Produced by	PAUL A. LEVIN JAMES RILEY DENA MAHERAS
Directed by	MARY LAMBERT
Associate Producer	CARINA CHOCANO
Product Marketing Manager	JUSTINE ROSENHECK
Package	The Design Office of Wong and Yeo
Manual	Damore Johann Design

CAST

(In Alphabetical Order)

ALEX	CAMILLE COOPER
LYLE	R. LEE ERMEY
PHOEBE	WENDY GAZELLE
EDDIE	COREY HAIM
ELIZABETH	DEBORAH HARRY
BRUTUS	IRWIN KEYES
BANG	BROOKE McCARTER
SLICK SAMMY	TAYLOR NEGRON
LAURA	KIM OJA
JEFF	DAVID PACKER

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