

002d9ce8-0

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REVISION HISTORY

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Chapter 1

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1.1 Screech Guide

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|                                     |
+          SCREECH - Demo version    +
|                                     |
+  ©Copyright 1995  Insane Software  +
|                                     |
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Code By Andrew Heap

Graphics By Bradley Leffler

Music and Sound by Jared Quinert

~Legal~Info~~~

Covering our asses.

~Requirements~

What you need.

~Installation~

Stick it wherever.

~Registration~

A paltry sum.

~Gameplay~~~~~

If you need the help.

~Future~Plans~

You mean there's more?

~Addresses~~~~~

Where to find us plus our credits.

1.2 Legal Stuff

The usual Legal Mumbo Jumbo.

Disclaimer:

We make no warranties, either expressed or implied, with respect to the software described in this document, its quality, performance, or fitness for any particular purpose. Any risk concerning it's quality or performance is solely the user's. Should the program prove defective, the user assumes the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages. In no event will we be liable for direct, indirect or consequential damages resulting from any defect in the software.

You may freely distribute this archive as long as all files listed are included as well as the files below. If this is to be added to a PD library then I (Andrew) must be notified. It is Illegal to add it without permission from anyone from Insane Software.

ScreechGuide
ScreechDoc.txt

Although Screech Demo is public domain, no one shall make a profit through it's distribution. You should pay no more than the cost of the media upon which it is transferred.

SCREECH is ©Copyright 1995 - Insane Software

1.3 Requirements

68020 or better processor 1MB+ CHIP RAM

NOTE: We would appreciate it if someone could let us know how Screech runs on Amigas other than the A1200. If anyone expresses interest, we may release a cut-down version for the A500.

Please also note that running any background tasks could basically cause a crash. If it does crash then make sure all commodities are turned off.

Screech has been tested on the following machines:

- * A1200 0MB, 2MB and 4MB fast ram configuration.
- * A1200 030/28 4MB System
- * A2000 040 *
- * A4000 040 25Mhz 6MB system

* Note: - For some reason on A2000 040 there are problems. The game crashes after the 6th or 7th race. The game seems to work fully on any other system.

The game will work on a A500 with 2MB if Chip ram but will only run at half speed. To get the full potential an accelerator would help greatly. (Although practice tracks with slowdown!)

1.4 Installing Screech

Screech Hard Disk Install

To install Screech simply copy all files into your directory.

Add a line to your user-startup:

Assign Screech: <Your Path>

Make sure the subdirectories within your directory match the ones in the distribution archive.

Well at the moment there is only one sub-directory:-

Data - This contains all game data!

To play Screech, either click the Workbench icon, or start the demo from a shell with:

run Screech_Demo

1.5 Registration

WE WANT YOUR MONEY!

Screech! is barterware. If you're interested in receiving the full version, with many more tracks and a nice management side, then send either \$12 US, \$15 AUS or equivalent goods/service, and we'll send you the complete version of Screech! BUT.....please notify us of your interest before sending any money.

Alternatively, if you are a programmer, or involved in the production of shareware or PD games, then send us a copy of your game. We hope to start a network of amateur game developers to share our skills. We would also like to organize a nice distribution process within the network. It would also be nice to have someone else test our software, and share ideas and suggestions.

In Australia:

Andrew Heap c/o Insane Software
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Northcote 3070
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In the US:

Brad Leffler c/o Insane Software
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USA

Upon registration you will receive an updated version of Screech with the original 3 tracks (all playable), and at least 4 new tracks. The following upgrade will consist of the remaining tracks.

1.6 Gameplay

How to play.

The Select/Options screen will allow you to choose a track and the number of laps, plus the difficulty level of the computer controlled cars.

In a 1 player game use the joystick in port 2:

Fire = Accelerate

Joystick Left = Rotate Counter-Clockwise

Joystick Right = Rotate Clockwise

For 2 player mode use a joystick in port 1, and hit the fire button during the Select/Options screen.

Press 'Q' while on the Selection Screen to exit game back to WB or CLI!

1.7 What's in store...

Screech will continue to be developed, here are some features that will be integrated or are already available for future versions!

Future plans include:

Pit stops

16 tracks in all (maybe even more)

Car damage and fires

More little characters and animals to run over!

Non player-race related vehicles - Fire Engines, Ambulances, Police.

Team management

Multi-player and modem play options

3 Player Split Screen - Hires Interlaced (AGA Only!)

Other games in the pipeline!

Hairpin II is already available as licenseware.

Forthcoming releases (in no particular order) are:

- * Combat 2000 (Combat/Scorched Earth cross) - working title
 - * Marauder (Robot combat game)
 - * Galaxian AMI
 - * Aerial Racers (Finished and soon to be available!)
-

What it was developed with:

Blitz Basic 2 V1.90
A68k Assembler
Brilliance
DPaint II
Protracker
3D Designer

1.8 Insane Info

The Usual Thanks.....

We would also like to thank the following people for their help with bug testing:-

Neil Brewitt - Thanks for the amount of Bug testing you have done!

Robert Atkins - A NSW dude!

Josh Jacobson - Thanks for the relief bug testing!

Steve Flock - Hey Steve, Great Tracker routines!

Special note: We would also like to acknowledge that Powerpacker and Crunchmania were used in the production of this game. We forgot to add them to the credits at this time but this does not diminish their contributions!

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And Remember: AGA => AAA is the WAY!
