Here They Come! ©1994

Stimulus Gaming

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How to Play

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Registration Info

What You Get
      When you register Here They Come, you get:
- Your own personalized copy of the game, with bonus enemy spacecraft to shoot at in place of the 'Register Me' nag bitmap, and no reminder screens!
- Free upgrades to future, improved versions of the game, PLUS
- Early notification of releases of other Stimulus game titles when available!

How to Get It
      Registration is easy!   To register Here They Come, just print out a copy of the registration form (use the command in the File menu above) and send it with a check or money order for $8.00 per copy (US funds please) to:

            Eric Kenslow
            1023 Maple W.
            The Dalles, OR   97058

      If you would like a copy of the fully documented C and Assembly source code, send an extra $25.00 per copy!

Why You Should Register
      You know why!   It's because Here They Come is shareware, not freeware!   Even if you decide not to register the game, please fill out a registration form and say what you feel can be improved in future versions.   It'll only take a second, and I'll really appreciate it.

See Also:
      Registration Form

Registration Form for Here They Come! for Windows

Name   _____

Street Address   _____

City, State, Zip   _____

Number of Copies of Here They Come: _____   (Please be sure to include $8.00 US for each copy)

Names to register copies to: (Only list one name per copy. Mark disk preference for each copy.)

_____ _____5¼" _____ 3½"

_____ _____5¼" _____ 3½"

_____ _____5¼" _____ 3½"

_____ _____5¼" _____ 3½"

Number of Copies of Source Code: _____   (Please be sure to include $25.00 US for each copy)

Please include any comments you have about Here They Come:

_____

_____

_____

Thank you for taking the time to register Here They Come! Your personalized copy of the game will be mailed within 2 weeks of the arrival of your order.

Credits

Design, Coding	Eric Kenslow
Additional Ideas	Jeff Bisset
Beta Testers	Jeff Bisset, Brandon Smith, Eric Otto, Darren Hensen, Chris Van Schoiack

Special thanks to Emily Emett, for whom this game was written.

Object of the Game

       The objective of Here They Come is simple- shoot as many aliens as you can before they destroy all of your ships.   When you blast all the aliens on a level, you move up to the next level to face another wave of beasties that move even faster than before!   Yikes, when will they stop?!

See Also:
       How the Game is Played
       Keystroke Reference
       Options Reference
       Using the Mouse to Play

How the Game is Played

Your ship starts out centered in the bottom part of the <u>play area</u>, opposite the enemy formation which is at the top of the <u>play area</u>.   The object is to shoot all the enemies in the formation without getting shot or running into the enemies.   When you are hit, you lose a life and the level starts over with a complete enemy formation at the top of the <u>play area</u>.
At the beginning of a new game, you have 3 lives.   Bonus lives are awarded every 12000 points.
The game is over when your last ship is destroyed, or when the enemy formation reaches the bottom of the screen.

<u>Scoring</u>

Scoring is based on the current game settings.   The higher the difficulty and enemy speed, the more points you get per enemy.   You also get more points if the bullet speed is set low.
When you clear a level of enemies, a 500-point bonus is awarded.

<u>See Also:</u>

<u>Object of the Game</u>
<u>Keystroke Reference</u>
<u>Options Reference</u>
<u>Using the Mouse to Play</u>

Keystroke Reference

Ship Control
Move ship up:	Up arrow key	8 on the keypad
Move ship down:	Down arrow key	2 on the keypad
Move ship left:	Left arrow key	4 on the keypad
Move ship right:	Right arrow key	6 on the keypad
Fire a shot:	Space bar	0 on the keypad

Game Options
Open this help file:	F1	'Help' on control bar
Restart game:	F2	'New Game' on control bar
Pause game:	F3	'Pause' on control bar

Note: To control your ship with the keypad, NUMLOCK must be off.

See Also:
Options Reference
Using the Mouse to Play

Options Reference

       The control bar underneath the <u>play area</u> allows you to customize your game.   The options included, and their keystroke equivalents, are:

About (Alt-A)-   Displays an about box with copyright and registration information about Here They Come! and Stimulus Gaming.
Options (Alt-O)-   Displays a configuration dialog with the following controls:
      Use Mouse-   Check this box if you want to use a mouse to control your ship.
      Use Sound-   Check this box if you want to hear sound effects. (This option will be disabled if you don't have a sound driver installed in Windows).
      Difficulty-   This controls the likelihood of the enemies shooting at you.   At 'easy' level, they don't shoot much, while at 'hard' they will barrage you.
      Enemy Speed-   This controls how fast the enemies move across and down the screen.   On very slow machines, play may be less than smooth at the highest speed.
      Bullet Speed- This controls how fast your shots (and the enemies') move up or down the screen.
New Game (Alt-N, F2)-   Confirms the new game, then restarts from level 1.
Help (Alt-H, F1)-   Opens this help file.
Pause (Alt-P, F3)-   Pauses the game until the Pause button is pressed again.
Exit (Alt-X)-   Ends the gaming session.

See Also:
      <u>Keystroke Reference</u>
      <u>Using the Mouse to Play</u>

Using the Mouse to Play

       When using the mouse to play, your ship will respond to mouse movements when the mouse cursor is within the <u>play area</u>.   To move the ship, move the mouse to where you want the ship to be, but be careful not to allow the mouse to leave the <u>play area</u>, since while the mouse is outside that area the ship ignores mouse movement!   To fire a shot with the mouse, simply press the left or right mouse button.

<u>See Also:</u>
       <u>Keystroke Reference</u>
       <u>Options Reference</u>

Eric is a broke college student, please register Here They Come so that he can keep his tank full of gas!

"This is the captain speaking.   Smoke 'em if you got 'em, we're going down."

Look out for Big B's directory program, it's gonna be hot!

Although he was drunk when he tested the game, Eric still did a good job.

Emily is waiting patiently for her turn to play.

Darren is a good tester, but don't bet against him on pool shots.

Since Chris goes to school in Seattle, the author got plenty of FTP practice while sending him the newest test releases.

Shareware- Software that you can 'try before you buy', evaluating the software for a trial period before you decide to register it.

Freeware- Software that can be distributed without restriction, and for which the author requests no compensation.   Here They Come!, in case you missed my point, is NOT freeware.

Play Area- The area on the game screen defined by a black rectangle with a 'recessed' border; the area where the enemy formation, bonus enemies, and your ship are drawn.