Accelerator Keys

Most games respond to the following accelerators:

F1 for HELP.

CTRL - C or F9 to pull up the Control Dialog Box (Main Options).

CTRL - S to pull up the Status Dialog Box.

CTRL - X or F3 to get out of the game.

CTRL - H for the High Scores

CTRL - P to pause

CTRL - B for Boss Button.

Joysticks

Most of our games have the ability to use a joystick, however your system needs to have a joystick driver installed. Most cheapo joystick manufacturers are too cheap to write a joystick driver. The Warped for Windows package includes a generic joystick driver on the Installation disk. You'll need to install it from the Drivers Applet of the Windows control panel.

You can also obtain a Joystick driver from the Microsoft Windows Supplementary Driver Library, available from Microsoft for a nominal fee, or by downloading it from the Microsoft Download Service. These will be more current than those you obtain from us. They also provide something we can't - a calibration utility.

1.   First start the control panel.

2.   Next, double click the Drivers applet. A list of currently installed drivers is displayed.

3.   Click the Add... button. Another list is displayed.

4.   Scroll through the list until you find 'Unlisted or Updated Driver' and select this item. A dialog asking for the path to the new driver is displayed.

5.   Type 'A:\', place the first Installation Disk in drive A, and press OK. A list should be displayed that contains one item, the Generic Joystick Driver.

6.   Select Generic Joystick Driver and press OK. The setup program will copy the necessary files to the right place.

7.   When its done copying it will tell you that you should restart Windows for the driver to take effect. Do So.

8.   Note that Windows may ask you to configure the Joystick. A dialog showing two options will be displayed. One option is for a single 3 - d Joystick (do not select this one), and the other is for two 2-d Joysticks (select this one even if you only have one joystick attached to your system).

9.   If Windows does not ask you to configure the joystick immediately, when it reboots, you can use the control panel again to configure it. See next step.

10.   Select the drivers Applet again. This time you should see the joystick driver.

11.   Select the joystick and press the Setup... button.

12.   Choose two 2-d joysticks (even if you only have one joystick attached to your system).

Advanced information about Joysticks

Memory Issues

The amount of free memory needed by many of these games varies widely depending upon your video hardware. If you run straight 16 color VGA you'll need much less memory than if you run 1024x768 in 256 colors. If you encounter trouble we suggest that you try the following before you jump off a bridge (and if these don't work, please don't jump off a bridge - our world needs you, since you're one of the few sane one's left).

1.   More often than not, it isn't physical memory size or RAM which is in short supply; it's system resources. This is because Windows stores information for each program's resources in two tiny 64k segments called GDI and USER. Every program consumes some system resources and they come from these two really tiny segments. When it runs low Windows won't let more programs load - a kind of self preservation feature. If this is the problem, exiting other programs will usually cure the problem. If it does not, your problem may indeed be that you have insufficient RAM, read on.

2.   Get rid of your background / desktop bitmap. This can suck up a large amount of memory if you are running in high resolution video modes; about 700 - 800k for a full screen bitmap in 1024x768 at 256 colors.

3.   If you have a 386 then allocate Virtual Memory (also known as a swapdisk). Windows can use part of your hard disk as memory. It swaps parts of programs and data that aren't being used very much to a special location on your disk. When it needs this information again, it can retrieve it very quickly. Also, Windows manages memory differently when a swapdisk is present. Without a swapdisk, Windows compresses memory (discards all discardable segments) whenever you load a program -- even if you have plenty of memory available. With a swapdisk, however, Windows launches the program and relies on the memory manager to create the required space for it, presumably by swapping things to disk.

In most cases you should allocate the amount of memory that Windows suggests. However, very large swapdisks (greater than about 8 MB) should be avoided. They take up hard disk space and provide little additional benefit. If you have 16 or more MB of memory, allocate as little swapdisk space as possible. You'll get the benefits of the swapdisk memory management techniques without taking up significant disk space and the large amount of memory will ensure that very little swapping actually takes place.

Note, you should have at least 4 MB of physical memory in 386 enhanced mode anyway. If you are running SVGA or higher, you definitely should have more. 8 Megabytes is about right.

See your Windows manual for more information.

4.   Turn off the Sound Effects. Our programs used digital sound effects as well as MIDI background music. Digital sounds are much more memory intensive and occupy many kilobytes in memory. To avoid delays in playing those files, they must be kept in memory (which means less available for programs). Turn them off and they don't get loaded.

5.   Switch to a lower Video Mode. As mentioned above, SVGA mode can take up to 800 KB for a single picture. When running one of our games, there may be up to two of these big pictures in memory at one time, meaning that 1.6 MB of free ram are required as a minimum just to get the programs up and running. A lower video mode means less space required (and you'll probably notice an increase in speed as well). All of our games attempt to handle the differences between video modes with grace.

6.   If all else fails, you might be facing one of those really important times in your life where two roads diverge in a yellow wood and you being one traveler and all you're sorry you cannot travel both. It's either buy more memory, or perhaps a new machine, or give up the thing altogether. Let's face it, if you've got maybe 2 MB in your machine and you're

trying to run this high powered stuff, you're going to have headaches. Spend your money on RAM and stop spending it on aspirin.

Other Notes

The MIDI file background music was authored to the General MIDI standard on a Media Vision Pro Audio Spectrum 16 using a Casio MT-740. The patch setup for the songs uses channels 16 and 10 as percussion channels, and channels 13, 14, and 15 as main music channels. Channels 1, through 10 are used to accent music. If you don't hear drums, then you need to edit your MIDI patch maps and / or key maps. If you hear piano or something which imitates the rhythms made by the drums you need to edit your patch maps. This often occurs on the ProAudio Spectrum and can be remedied by mapping channel 10 to 16 with the MIDI mapper (on the Control Panel). See your Windows manual for information about editing patch maps. You may wish to consult the Windows Resource Kit on this one as well. It is available from that big software company in Redmond.

The joystick driver was not written by us, please don't blame its shortcomings on us.

Long live Grimmy.

Jokes

New ones in this help file are in with italics.

This guy decides to join a monastery, and one of the requirements is a vow of silence. The head monk informs him that once every ten years as a special reward, each monk is allowed to say two words.

After ten years go by, the head monk calls the monk in and says, "It's been ten years and it's time for your reward. You may say two words."

To which the monk replies, "Food cold."

Another ten years goes by and again the head monk calls the monk in and says, "Congratulations on another ten years, you may say two more words."

This time the monk replies, "Bed hard."

Again, ten years pass and the head monk calls him in and says, "Ten years have gone by, what do you have to say?"

The monk yells, "I Quit!"

To which the head monk replies, "Well that's no surprise, you've been complaining ever since you got here."

George Bush, Bill and Hillary Clinton are all traveling on official Presidential business when the plane goes down in flames. All three arrive in heaven and approach the immortal being (God in this case).

God says to George Bush, "Who are you?"

George replies, "I'm the former president of the United States."

God says, "That's impressive, you can come sit on my right." He then says to Bill Clinton, "And who are you?"

Bill replies, "I'm the current president of the United states."

God says, "That's impressive as well, you can come sit here on my left." He then says to Hillary, "And you are?"

Hillary replies, "I'm Hillary Clinton, and you're sitting in my seat."

Four guys are traveling on a plane: Bill Clinton, an old rabbi, the smartest person in the world, and a dumb schlock. The plane starts to go down, and the passengers begin to argue about the three parachutes on board.

Bill Clinton says, "I'm the president of the United States, I'm important to the future of the United States and I should get a parachute." No one argues with him, so he takes a parachute and jumps.

The smartest person in the world then says, "I'm the most intelligent person in the world. I have important contributions to make to society, I should have a parachute." Again no one argues, and the smartest person in the world takes a parachute and jumps.

The rabbi then says to the dumb schlock, "I'm old, I've lived my years. You take the other parachute and jump."

The dumb schlock says, "No rabbi, we can both jump, The smartest person in the world took my back pack instead of a parachute."

Q: How many Microsoft programmers does it take to screw in a light bulb?

A: None, they just rewrite the standard to be darkness.

A man goes to the doctor for a routine medical checkup, but the doctor informs him that he has developed a rare cancer and has only six months to live.

"I only have six months? What should I do?" the man asks.

The doctor replies, "the only thing I can suggest is that you get married as soon as possible."

"Will that cure me?" the man asks.

The doctor says, "No, but it will be the longest six months of your life."

Another guy goes to the doctor and says, "Doc, it hurts when I touch my forehead."

The doctor looks at his forehead as the man further explains, "It also hurts when I touch my shoulder."

The doctor looks at his shoulder as the man continues, "And it hurts when I touch my chest."

The doctor stands back and replies, "Well no wonder, your finger is broken."

WARNING: the crude ones start below:

A man lands at the airport and is proceeding through customs. The customs agent searches his packages and upon opening the first, finds a twelve inch baby grand piano.

The agent says to the man, "I can't believe this. It's terrific. Where did you find this thing?"

The man replies, "I have a magic lamp. You rub it and then make a wish."

The custom agent says, "I don't believe it."

The man opens another suitcase, takes out a lamp and says, "Would you like to give it a try?"

The custom's agent takes the lamp, rubs it, and says, "I want a million bucks."

Suddenly the airport fills up with a million ducks.

The agent says, "Hey, I asked for a million BUCKS, not a million DUCKS."

To which the man replies, "Well, did you think I asked for a twelve inch piano?"

A programmer is walking along the road when he hears something in the bushes say, "Pssst, hey you, I'm a princess."

The programmer looks over and sees a frog, picks it up and puts it in his shirt pocket.

The frog says, "If you kiss me, I'll turn into a princess."

The programmer ignores the frog and continues walking along the road.

A short time later the frog says, "Are you going to kiss me or what?"

The programmer again ignores the frog and continues his walk.

Still later, the frog says, "Hey, if you kiss me I'll turn into a princess. Then we can have SEX. Don't you get it?"

The programmer says to the frog, "Look I'm a programmer. I don't have time for sex. But a talking frog is just too cool."

This guy goes into a whorehouse, goes up to the back room, and he takes his clothes off.

The prostitute notices that he isn't very well endowed and says, "Who do you expect to please with that thing?"

The man smiles shyly, and then replies, "Me."

A married couple are visiting their doctor. The husband says to the doctor, "Doc, I'm worried. My testicles are blue!"

After examining the husband the doctor sends him out of the room in order to confer privately with the wife.

"Mrs. Hudson, are you using the diaphragm that I prescribed for you?" the doctor asks.

"Why yes doctor, I am" she said.

"Well what type of lubricating jelly are you using?"

"Grape."

Q: Why are lawyers like sperm?

A: Only one in a million ever does anything worthwhile.

Q: How can you tell if a lawyer is well hung?

A: You can't put your finger between the rope and his neck.

Q: What goes blond, brunette, blond, brunette, blond?

A: A blond doing cartwheels.

A church organist located in the balcony of an average size church gets up to adjust her seat when she loses her balance. She falls over the railing of the balcony, but is fortunate enough to grab the chandalier thus avoiding a catastrophe. Her skirt, however, flairs open. A mother sitting below is aghast when she notices that the organist isn't wearing underwear. She quickly turns to her son and says, "Don't you dare look up or you'll go blind." The son covers one of his eyes, looks up, and replies, "I'll risk one of them."

About the Authors

Brian C. Lowe (a.k.a. Overlord) - After returning from the Singapore Cane Festival, he returned to elementary school to finish his degree in new age crayon art and interactive story telling (he hears voices). He is also taking night classes learning advanced killing techniques from former government employees (ex-postal workers). He hopes to combine what he learns from these classes if his red crayon holds up.

Eric Lee Steadle (a.k.a. Dictator) - Having put the past behind him, Eric wants to be loved by all of America. Eric thinks that the best way to go about this is to become the host of a popular television game show. Having been turned away repeatedly by every production studio, Eric now plans to develop an animated likeness of himself and forcibly broadcast it across World Wide Web. As a cartoon character, he also hopes to use his powers of invisibility to help the X-men obtain their freedom from mutant haters.

Phrases overheard during the programming of Warped for Windows

Special Thanks

People who helped us

Annette Steadle

Dianne Swart

Chuck Gnagy

Kyle Gnagy

Lloyd Wright

Beta Testers

ARJUNA

Conley J. Boyd

Ed Green

Theodore C. Jones

Walt LeCouteur

Stacy Megahee

Steve Queen

Carol L. Welcomb

Miscellaneous

Margaret Shortridge (she has the nicest smile)

Stephanie Seymour (Thank you for more than you know. If you're ever in the area, stop in...)

Luzianne® Tea Company (For Eric's addiction)

Labatt Breweries of Canada

John of Austin Tech. Support

MEI Micro (Where's our pizza?!?)

Whoever it was that helped us with the questions.

French Foreign Legion

We would also like to thank the Venusian Armed Forces. Without their help the Onslot project would not have been possible.

About Warped Software NQI

Although we think magenta is up there.

We flipped a coin and Brian lost.

Phrases overheard during the programming of Warped for Windows

They probably don't make any sense to you, but they're absolutely hilarious to us.

"Snakes hate wirenuts!"

"Assume compiler wait position."

"Mommy test-tube! Mommy test-tube!"

"Conform or be cast out!"

"Simple but enjoyable."

"Is this thing on?"

"I think I need more hardware."

"It's in there somewhere."

"Didn't we fix this before?"

"Who created this evil thing?"

"You're out of here Abby."

"Oh, I can just print it out."

"Your delete privileges have been revoked!"

"Uh, oh."

"What's that Tech Support number again?"

"Don't get too happy - I'm using it's cousin."

"That's what you get for messing with the moth Mafia."

"You seem to be a very clever person. It's unfortunate that I must kill you."

Jokes

Seizure Warning

Warning: A very small percentage of the population is sensitive to the rapid flucuations in intensity of video monitors. These flucuations are particularly dangerous to people with a history of epilepsy. If you have a history of epilepsy, we advise caution when playing video games. You may wish to consult your family physician before playing this or any other video game.

there is some debate about this particular point, however

OK, Cancel, and Help Buttons

You'll find these buttons on almost every dialog box throughout our games. The OK button is used to accept any changes made on the dialog. Cancel is used to abort any changes that you may have made. Help launches the Windows help utility (this program) and loads this file (the one you're now reading).

Starting Level

The scroll bar in this area lets you change the level of the game. Some of our games allow you to start at higher levels (they are scaled differently). In general, the higher the number the more difficult the game.

Some games don't have a starting level (The Execution and Johnny Fingers) since they really don't have a level structure.

Sound

Our games use <u>two types of sound</u>: Waveform audio and MIDI audio. These two types of audio require a sound board for the best sound. It is possible to use a waveform driver for your PC speaker, but the sound quality is poor and it will still not allow you to hear MIDI music. Our games check to see whether you have correctly installed and configured your Waveform and MIDI drivers. If not these options will not be enabled.

a third type of sound, affectionately termed "Smacking your fist against the nearest convenient rigid object," was considered, however it lacked a certain tonal quality and rhythmic certainty to be an effective multimedia tool. You'll just have to make do without it, or alternatively, you can author the third sound yourself. We suspect that most folks will at least try this special effect.

Advanced Options

This space is reserved for options that are specific to a game. You'll find buttons in this area which will launch such things as the Game Options dialog box, the Controls dialog box, etc. Click on the specific button for more information.

Settings

We designed our games to be flexible. There are so many options that, in fact, it might become cumbersome to fiddle with all of them. So we provided buttons which save all of your current settings to a file (called WARPED.INI). Use the Save button to save the current settings, use the Load button to load the settings from the INI file, and press the Defaults button to set the game up the way it came from the factory.

Load (options)

Once you get the game adjusted the way you like it, you can save it (with the Save button). Then once you've done that, you can load your settings all at once by pressing the Load button.

Note: All of your settings are saved in a file called WARPED.INI. These settings are loaded automatically at the beginning of the game. You won't need to use load every time the game starts. But if you make some temporary changes and wish to go back to your standard setup you need not exit the game, simply click the Load button. Load is not available in Shareware versions of the games.

Save (options)

Once you get the game adjusted the way you like it, you can save it by pressing this button. This button writes all of your settings to a file called WARPED.INI. The next time you start the game your options will be loaded automatically. You can also load the settings in your INI file at any time using the Load button.

Note: Your options are NOT automatically saved when you exit the games. They were programmed this way intentionally. If you want to save options you need to use the Save button. Save is not available in Shareware versions of the games.

_____

Default (options)

This button will restore the default options (the options that the game sets the very first time you run it). This allows you to play with your setting, without ever getting too far away from the established 'normal' options.

Restart

Click this button to start over during the middle of a game. You'll notice that certain options are not available during the middle of a game (for example you cannot change number of players while you are engaged in a game). The Restart button allows you to quit the current game, begin again, and enable all options.

Note: When you first start a game, you'll find that the Restart button is disabled. You can't really re-start until you've started once. Subsequent visits to the Main Options dialog box cause this button to become available.

Exit

This is one of the three methods you can use to quit the game. The other two are Close on the System Menu, and the Ctrl-q accelerator.

Status Dialog Check Box

Check this box if you want the status dialog box to be shown between rounds and between player's turns.

Note: You'll always see this dialog box at the end of the game, regardless of the status of the Status Dialog check box.

Display Score Check Box

Check this box if you want to be able to see your score on screen while you're playing your game. This can be distracting at times, but is mostly a matter of preference.

Note: The Status dialog box shows your score in addition to other information about your current game.

Display Lives Check Box

Check this box if you want to be able to see the number of lives you have remaining while you play your game.

Note: The Status dialog box shows the number of lives you have remaining in addition to other information about your current game.

Pause Check Box

Check this box if you want your game to pause when you exit from the Main Options dialog box. Press a mouse button or any key to resume the games.
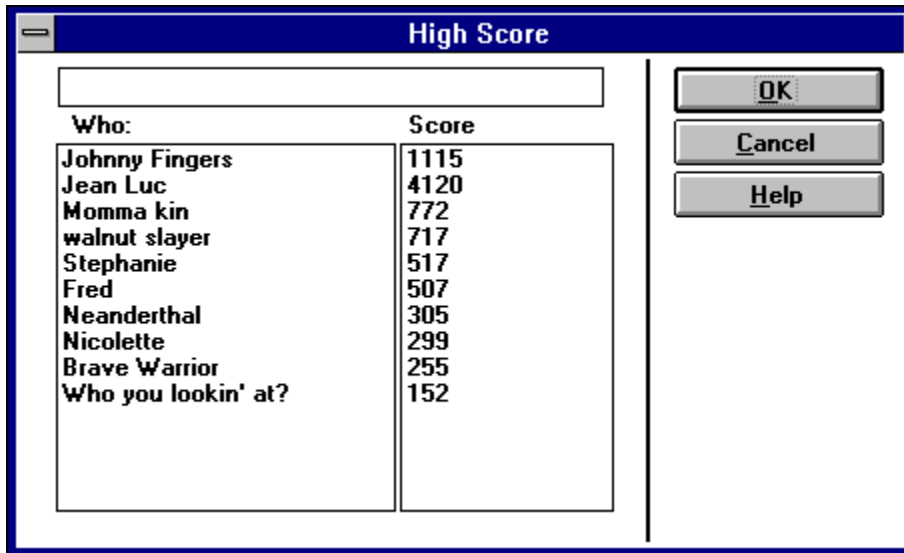
Note: All games pause automatically when you switch from them to another Windows application, and resume when you switch back.

Smart Comments

We place important and significant comments in this area about the controls on each of the dialogs. As you manipulate the controls, watch this area for a comment.

Hi Score Dialog Box

Most Warped for Windows games have a high score system. The high score dialog box (pictured below) shows you the top ten scores and the names or cool quotes that correspond to those scores. If you break a high score, one of the names will be blank and you'll be able to edit it. Type in your name of favorite saying. Remember that your spouse may play this game some time in the future so don't write anything obscene.

High Score

Who:	Score
Johnny Fingers	1115
Jean Luc	4120
Momma kin	772
walnut slayer	717
Stephanie	517
Fred	507
Neanderthal	305
Nicolette	299
Brave Warrior	255
Who you lookin' at?	152

OK
Cancel
Help

Note: The high scores are stored as entries in the WARPED.INI file for each of the four games (Walnuts, SpaceRocks, Venusian Onslaught, and RIPCord) of the form `Scorex=` and `Whox=`. If you decide that you can't live with those scores load up the ini file and delete those entries. And if you do decide to go mucking around with this file, make a backup. Our games are smart, but even Enrico Fermi can't make good conclusions with bad data.

Problem Report

If you have a problem with the games, including crashes, inability to run any of the games, or anything similar, please print and then fill out this problem report.

If you are familiar with Dr. Watson (a utility used to monitor Windows and Windows' applications) then please transmit a copy of the DRWATSON.LOG file found in your Windows Directory (following a General Protection Fault).

Finally a program called Microsoft Diagnostics (MSD.EXE) is included with Versions of Windows later than 3.1 and versions of DOS later than 5.0. This program can give you a summary of your system. This report can get somewhat long and you may wish to print the report to a file, then send it on disk.

Game Name

Describe the problem:

Is this problem reproducible or intermittent? Explain.

Description of actions leading up to crash. Note: be VERY detailed and tell us how to break it on our machines.

Describe what happened after the crash. Did your system become unstable? Did you exit and reboot?

Did you find a way to work around this problem? If so describe your actions.

Return this problem report and any additional information to:

Eric Lee Steadle
750 Harrison City Road

Trafford, PA 15085-1634
ATTN: Warped Problem Report

3 Dimensional Dialog boxes

Warped for Windows can use the 3D control library that has been written for Windows version 3.1 and above. The use of 3D dialogs is automatic, the first time you run one of the games, they check to see whether an INI file entry exists. If the INI file doesn't exist, it creates one and turns on the 3D dialogs. If you don't want 3D dialogs, you can disable them manually.

To manually disable 3D dialogs:

Load the WARPED.INI file into a text editor.

Look for the following two lines in the file

```
[WARPED]

3DDIALOGS=1
```

To disable the 3D dialogs, change the 1 in the second line to a 0. To enable them again, change value back to 1. If the two lines are not located in the INI file, they can be added to the end of the file to enable the 3D dialog boxes.

Note: The 3D dialogs only work with Walnuts, SpaceRocks, Venusian Onslaught, and RIPCord.

Note: You must have the dynamic link library called CTL3D.DLL installed on your system for this to work. If you do not, and you attempt to enable 3D dialogs, you may get errors. Change the setting back to 0 to disable them and everything should be fine.

Advanced Information about Joysticks

You may not be able to use both joysticks, even if you have both installed. We have had limited success with multiple joysticks. If your Joystick manufacturer or I/O card manufacturer has published a joystick driver and you can't seem to get both joysticks to work with the included driver, we suggest installing their joystick driver and trying again.

You may also wish to contact your game port card's manufacturer for suggestions. If you have two different cards which each support a game port, they could both be using the same interrupt request and/or I/O address. Your manufacturer would be able to tell you whether these settings could be changed, and if so, how to do it.

Note to Shareware Distributors

If you are a shareware distributor please feel free to redistribute this game to your customers. We ask only that you follow the guidelines listed below:

☑ Please include a statement on your distribution diskette or with printed distribution materials which describes the nature of Shareware; that it is not free software, and requires separate payment to the author if the program is found useful. Most of you already do this, but believe it or not there are some who don't.

☑ You must distribute all files included in the original archive. You may not modify the files included in the original archive. Do not change the time and date of any included files. We discourage the inclusion of additional files unless they contribute to the ease of installation of the program. If you preinstall the game on a computer or system or hard disk you must include all files and they must be readily accessible. We've had one hardware manufacturer "forget" the help file - this is a No-No.

Just for your convenience, all required files are listed below:

```
ONSLOT.EXE
UFOBACK.WRP
UFOOPEN.WRP
ONSLOT.MID
WARPED.DLL
HISCORE.DLL
WARPED.HLP
```

☑ Your distribution fee should not exceed a reasonable amount for this program. The cost of registration is 15 bucks. Please don't charge any more than half of this.

☑ CD-ROM manufacturers: we request that you send us a copy of any CD-ROM that you place the program on. We have had difficulty in the past trying to support users who had trouble with their CD-ROM distribution mechanism. The more familiar we are with your product, the better we can help our users.

☑ We suggest the following write-up/description for use in your catalog, although you are free to use your own:

Onslot - After the Final World War, the Earth was left defenseless. The leaders of Venus decided it was time to invade the planet and colonize it for themselves. In this time of darkness, one man rose to fight the Venusians. The man was Voyde Farstar.

Features of this game are: Arcade type action, Two-Player simultaneous play, High resolution video adapter support, Sound card support (including Wave sound effects and MIDI music score), Joystick, Mouse, and Keyboard control, Scaleable / Sizable Windows, High Score and On Screen Score display, and customization of parameters such as acceleration, velocity, friction, inertia, etc.

☑ You may, if you like, send us a letter notifying us that you are distributing the game. We will put you on our list of vendors for updates and other products.

Other programs by the Authors

Warheads for Windows

Eric Lee Steadle and Brian C. Lowe are the authors of Warheads for Windows - an arcade style game simulating a nuclear attack by a foreign country. Warheads, which was also distributed as shareware, came out in 1991 and has been well received by the shareware community. Later it became part of a game package known as The Wayforward Game Pack 1 distributed by WayForward Technologies. The latest version of Warheads (2.00) can be obtained from the authors for $17.00 (registered version) or from America On Line, Compuserve, Public Brand Software as well as many other shareware distributors.

Order Forms

Warped for Windows

Eric and Brian have recently worked their magic again on six arcade games collectively known as Warped for Windows. These six games - SpaceRocks, Venusian Onslaught, RIPCord, Johnny Fingers, Walnuts, and The Execution - have some pretty impressive features, including:

- ☑ Two Player play (4 games simultaneous)
- ☑ Sound Card Support
- ☑ Adjustable Keyboard, Mouse, and Joystick Control
- ☑ High Resolution Video Card Support
- ☑ Scaleable / Sizable Windows
- ☑ High Score and On Screen Score display
- ☑ Options Galore
- ☐ Full Frontal Nudity - sorry, this one didn't make it.

Walnuts - Try to catch nuts dropped by a psychotic squirrel high in the treetops. Watch out - he's got a supply of rocks which break your basket.

RIPCord - Dangerous Dan and Fearless Fred decide that a skydiving competition is the only way to prove who is more of a man. To make it interesting they decide to dive over sparse islands in the South Pacific. Who will win this battle of testosterone?

Venusian Onslaught - The Earth has recently been devastated by a nuclear holocaust. Dissidents on Venus convince the Venusian government that now would be the ideal time to invade and conquer "that pitiful excuse for a planet - Earth". Earth's only hope is a brave soul named Voyde Farstar. Can Farstar and his faithful canine companion, Toby, turn back the entire Venusian military armed only with an aging and decrepit missile launcher?

SpaceRocks - After the attempted invasion of Earth, Voyde Farstar tries to make his way to the outer planets and rescue the hostages kidnapped by the Council of the Other Planets. The remains of a destroyed planet, now a dense, impenetrable asteroid belt, stand in his way. Be careful - the council of the outer planets knows you're coming; you can count on them being prepared.

The Execution - You are one of the world's best lawyers and you've decided to take on your toughest case since the Bar exam. Your client is an alleged murderer and is facing certain death unless you can defend him against these heinous charges. Your success will depend upon your mastery of the English Language.

Johnny Fingers - Career criminal Johnny Fingers is about to retire, however, before he decides to forgo his chosen profession in favor of a Caribbean resort he decides to take on an apprentice. You'll learn how to crack safes from the master, but watch out, the police know Johnny's going away. It makes them that much more determined to catch him - and you too!

The game you're playing is one of the six games included in Warped for Windows. The entire package can be obtained for $35 from the authors. Obtained separately the games would cost you a

lot more, but purchase the package and you'll get not only the six games mentioned above but something we call Grimmy's Playroom (a shell for launching Warped Games) as well as a bonus game, "Toby vs the Anonymous Large Amphibious Lizard". What a great deal! More fun that 500 channels at about the same price as a month of cable! Hurry before the government deregulates us and we're forced to raise our rates like the cable companies!

Order Forms

Registration

This game is shareware. It requires registration if use extends beyond a trial period. The trial period is 4 weeks (or 28 days, which ever comes first). This gives ample time to try out this program and see if it is for you.

What does registration get me?

When you register we'll send you a copy of the latest version of the game on your choice of disk size. The version we send you will not contain any of the annoying shareware notices, and will be fully feature enabled. We will also send you a special set of codes which can be used to access future enhanced versions of this game.

If you order the full Warped for Windows package you'll get a set of diskettes with all six games in the Warped package, as well as Setup and Uninstall programs, a printable user's manual, Grimmy's Playroom, and a bonus game "Toby vs the Anonymous Large Amphibious Lizard".

You'll also get the warm fuzzy feeling of having encouraged a shareware author not to go out and get a real job, but to sit at home and stare at a computer screen for hours on end while the spouse complains about the despicable state of repair the house has fallen into. New software doesn't grow on trees you know. It's nurtured by weird people who stay up late at night and type real fast and eat cold pizza and drink warm beer. They need money for programming books and magazines and compilers and electricity...

Finally, you get a chance to be heard. We'll be creating new games according to the requests of registered users. So if there's something you'd like to see or some game you'd like programmed let us know.

What if I don't want to register?

Was it something we said? Please reconsider, or perhaps you'd enjoy one of our Other Programs.

However, if you decide not to register this game then please, by all means, give it to a friend, upload it to your favorite BBS, send it to your aunt Edna in Albuquerque. Even if you do register, we encourage the copying of this game for evaluation purposes. Remember though, at the end of 28 days your evaluation period is over. You must either register or discard the game. You are on your honor (and remember that Santa Claus is always watching).

What's it cost?

If you decide that you would like to register this program, the fee is $15.00.

You can also obtain the entire Warped Package (of which this game is a part) for $35.00.

Didn't I already pay some money for this thing?

If you obtained this program through a shareware distribution service, the fee you paid was not for registration. It was for the media and handling charges associated with distribution. The distributor got that money, not the authors. You do not have a registered copy.

OK, OK! How do I register?

To register, print out a copy of the registration form(click the words to jump to it). Send it with a check, money order, or cash equivalent to the author:

Eric Lee Steadle
750 Harrison City Road

Trafford, PA 15085-1634

A note to residents of Pennsylvania:

Pennsylvania requires us to collect 6% state sales tax. Please include State sales tax with your order.

A note to those of you in Canada:

If you are sending a check drawn on a Canadian bank then please add $5.00 to the amount for processing fees (the banks, not ours).

If your bank also does business in the United States and you have an account which allows you to specify the type of currency (which must be US) then you do not need to include the extra processing fees.

If you send a Canadian Postal Money Order in United States currency, then you do not need to add processing fees.

A note to those of you outside the United States and Canada:

We cannot accept checks drawn on a bank outside of the United States. We suggest an International Money Order and recommend American Express. Other payment arrangements can be make by contacting the Author.

Registration Form

To register, please print this form (Use File | Print Topic...). It should print on any Windows compatible printer. The information requested is used only for internal processing, to inform you of updates, and of other products by the authors. It will not be given away or sold to anyone. (You may make comments on the back of the form).

Name   _____

Address   _____

City   _____State_____ Zip _____

Phone   _____ Fax _____

Email ID   _____

☐   Onslot $ 15.00*

☐   Walnuts $ 12.00*

☐   SpaceRocks $ 12.00*

☐   Warheads for Windows $ 17.00*

☐   Warped for Windows $ 35.00*

Total: _____

How did you obtain this software?

☐   Online service (AOL, CIS, Genie, etc.)   _____

☐   Shareware Service (name)   _____

☐   Bulletin Board (name or number)   _____

☐   Friend (height, eye color)   _____

☐   Other (retail, show, aliens in raingear)   _____

Tell us about your computer system:

Manufacturer   _____   BIOS manufacturer

                                                            _____

Processor type   _____   Processor Speed

                                                            _____

Hard Disk Size   _____   Memory Size

                                                            _____

Video Board   _____   Sound Board

                                                            _____

Your order will be sent on high density 3.5 inch diskettes unless you indicate otherwise   Disk Size

                                                            _____

Please return this form and a check or money order to:

Eric Lee Steadle
750 Harrison City Road
Trafford, PA 15085

* Those outside the US please see the topic <u>Registration</u> for comments about currency conversion and additional fees; PA residents please add 6% state sales tax.   *Revision 1.04 11/5/94*

Revision History

SpaceRocks Version information

1.00   Initial Release

1.01   Internal debugging build not released to public (see below).

1.02   Fixed a bug: General protection faults with Trident video drivers. The fault occurs at 0008:057A in MT640.DRV and is due to a small driver glitch. This driver cannot handle the LoadBitmap function if the bitmap is in DIB format.

1.03   Shareware Version release.

Walnuts Version information

1.00   Initial Release

1.01   Shareware Version release.

Venusian Onslaught Version information

1.00   Initial Release

1.01   Shareware Version release.

Warped_{tm} for Windows - Onslot

Copyright Information

Seizure Warning

Registration

Registration Form

Other Programs by the Authors

Redistribution

Object

Scenario

Game Play

Strategy

Scoring

Main Options

Game Options

Control Options

High Scores

Accelerator Keys

Joysticks

If you have problems...

Memory Issues

3 Dimensional Dialog Boxes

Other Information

About the Authors

Special Thanks

Venusian Onslaught

Venusian Onslaught: Object

Shoot down the Venusian spacecraft with your missiles.

Venusian Onslaught: Scenario

Near the end of the 20th century, nuclear weapons became abundant. After the break up of a powerful empire, the empire's nuclear weapons were spread through small nations. Other small nations, good and evil, began to develop their own nuclear weapons. Coralisions were formed and lines were drawn. One of the last major empires began to fear the state of the world and started to develop anti-ballistic missile sites around all major cities. Unfortunately, it was not enough. When the last world war started, random people were selected to defend the cities. These people could not stop the onslaught of incoming missiles and the all of the cities were destroyed. In fact, most of the Earth was in ruin. Only a few thousand humans had survived the war, but their nightmare had just begun. Now that the Earth was defenseless, the leaders of Venus decided that the time had come to invade. Their plan is to purge the planet of the filth called humanity and colonize the planet for Venusians.

In this time of darkness, a legend of a man was born. A young man by the name of Voyde Farstar. He single-handedly, or with Toby's help if you are playing 2 player, fought against the Venusian onslaught. Can you fulfill the destiny of this man and repel the invasion?

Earth Time

You know who you are

Or they just didn't have very good hand-to-eye coordination.

The planet of love?

That's you

Look, this is what you're up against. Almost everything on Earth was destroyed in the war or in the beginning of the invasion. You were lucky enough to find an old missle launcher that still works. It has plenty of gasoline and stock pile of missles, but, despite being call a tank, it doesn't have armor. I wouldn't suggest smoking a cigerette near it and I sure wouldn't suggest taking a hit by any of the Venusian weapons. The 'tank' also lacks any weapons that can be used on ground forces. If some Venusians escape and come back with a bulldozer, there is almost NO way you can stop them. So DON'T let the Venusians off the screen!

Venusian Onslaught: Game Play

You have three different types of missiles; normal, inertial, and guided. The normal missile will only shoot straight up. The inertial missile will feel the effects of the tank velocity and will veer to the left or right if the tank is moving when the missile is fired. The guided missile will move in back and forth with the tank. You will find that all three types of missiles are useful.

The Venusian spacecraft have their own methods of destruction; strafing runs, mines, aimed shots, and fire bombs. In a strafing run, the UFO will shoot straight down as it flies across the screen - primitive but effective. Occasionally a UFO will shoot one straight at you. Don't sit still. When you begin to reach higher levels, some UFOs will drop mines. You can shoot the mines out of the air as they fall, but once they reach the ground, they're deadly. If you run over a mine, your tank will burst into flames. In later rounds a Venusian scout ship will come out and fly around the screen. This scout is carrying a huge load of explosives which eventually gets fired at you in the form of a fireball. It's quite quick, so watch it.

When you shoot an alien ship, the alien piloting the ship falls to the ground. The alien will attempt to make it to either end of the screen, running away from you. You must not let the alien escape. If enough of them congregate together, they steal a bulldozer from a local construction facility and push you right off the screen. This is bad.

Venusian Onslaught: Strategy

You have a limited number of guided missiles so use them sparingly. They tend to work best on Venusians who are high in the sky or who are traveling very fast.

Inertial Missiles are very good for taking out Venusians who are strafing, or who are quite low to the ground and tend to hit your tank with their debris.

You get an unlimited number of 'fire and forget' missiles. So use them often.

It's very important that you shoot the mines out of the air. You will be in big trouble if the mines start landing on the ground. Remember, they stick around, even after you lose a tank.

After your tank gets destroyed, it comes back and has a grace period. For a few seconds, you are invulnerable. Use this time to place your tank where you want it.

When the scout comes out, your attention should turn to him. He has a firebomb and it's a nasty one. If he drops it, get away!

Venusian Onslaught: Scoring

Alien Ships
Unarmed	100
Strafe	125
Mines	150
Sight	175

Scout Ship
Unarmed	200
Armed	300

Alien   50

Mine   25

FireBomb   50
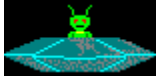
Venusian Onslaught: Main Options

The Main Options dialog box for Venusian Onslaught is shown below. You can click on it's various controls to get a description of the control's purpose and actions.

Note: To show the Main Options dialog box, use Ctrl+Left Mouse Button.
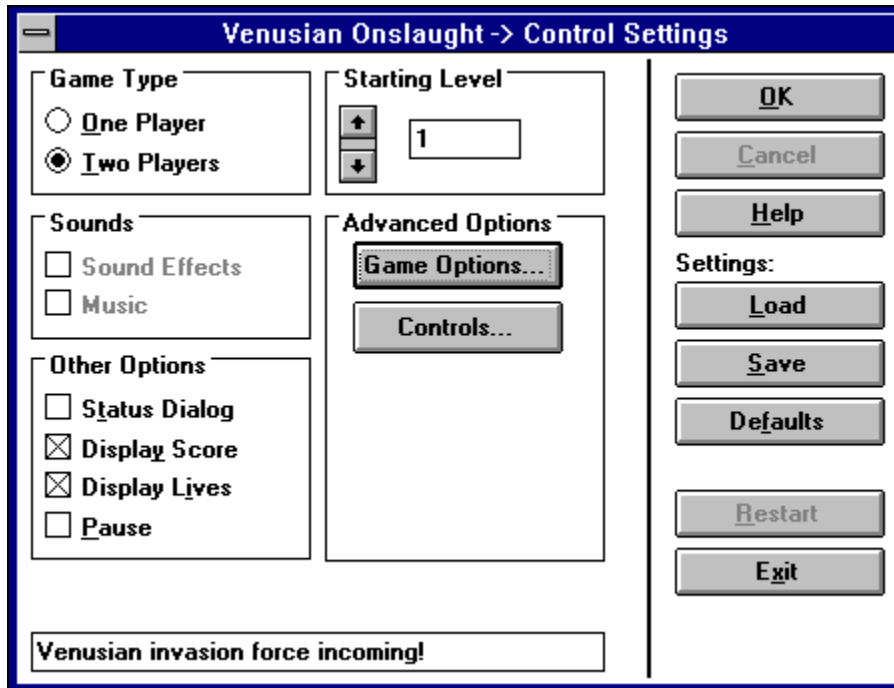
Venusian Onslaught: Game Options

The Game Options dialog box for Venusian Onslaught is shown below. You can click on it's various controls to get a description of the control's purpose and actions.

Note: to show the Game Options dialog box, use the Game Options... button on the Main Options dialog box.

Venusian Onslaught: Control Options

The Control Options dialog box for Venusian Onslaught is shown below. You can click on it's various controls to get a description of that control's purpose and actions.

Note: to show the Control Options dialog box, use the Control Options... button on the Main Options dialog box.

Venusian Onslaught: Preset Games

We have provided the ability to quickly set up a game by pressing one of the buttons below. See the description of each of the buttons.

Venusian Onslaught: Status Dialog

Venusian Onslaught -> Status

Player 1

Score:	0
Level:	1
Number of Lives:	5
Shooting Percentage:	0%
Aliens Crushed:	0
Gravitational Acceleration:	9.8

Player 2

Score:	0
Level:	1
Number of Lives:	5
Shooting Percentage:	0%
Aliens Crushed:	0
Gravitational Acceleration:	9.8

OK

Cancel

Help

HighScores...

Venusian Onslaught: Game Type

Allows you to select whether one or two players participate. In Venusian Onslaught, two players play at the same time.

Venusian Onslaught: Game Options... Button

Use this button to show the Game Options dialog box.

Venusian Onslaught: Controls... Button

Use this button to show the <u>Control Options</u> dialog box. Controls include Keyboard controls, Mouse controls, and Joystick controls.

UFO Weaponry: Mines

The UFOs periodically drop mines at higher levels. If your tank runs over these mines, it blows up. It is therefore best not to let them hit the ground.

UFO Weaponry: Sight Tanks

If this option is checked, some UFOs shoot directly at your tank with uncanny accuracy.

UFO Weaponry: Strafe

If this option is checked, some UFOs make a strafing run, that is they fire continuously straight down.

UFO Weaponry: Debris

If this option is checked, the UFOs, when shot down, emit debris. If this debris hits your tank, it blows up.

Limits: Guided Missiles

This check box and field allow you to specify whether to limit *Guided missiles*, and if so, to what number they are limited. Valid range is 0 to 99.

Limits: Inertial Missiles

This check box and field allow you to specify whether to limit *Inertial missiles,* and if so, to what number they are limited. Valid range is 0 to 99.

Limits: Escaped Aliens

This check box and field allow you to specify whether the escaped aliens can steal a bulldozer, and if so, how many it takes to steal it. If you uncheck this option, you can let all the aliens escape. Valid range is 1 to 99.

Limits: Lives

This check box and field allow you to specify how many tanks you get before your game ends. If you uncheck this box, your tanks are unlimited. Valid range for the field is 1 to 99.

Tank Speed

This scroll bar allows you to scale the speed of your tank.

UFO Height

Controls the height of the Alien ships. The lower the setting the lower the aliens fly. They become tougher at these low levels.

Missile Speed

This scroll bar allows you to scale the speed of your missiles. Higher speeds get the missile to its destination faster, however you'll find that they are harder to control.

Use Scouts

Controls whether Scouts are sent into battle. Scouts can be very difficult to play with, especially if you have trouble hitting them. Use this check box to turn them on or off.

Firebombs

Controls whether the Scouts drop firebombs. Firebombs are very deadly and you do not want to be around when the hit the ground.

Tea Party

The Venusians will behave themselves.

Skirmish

The Venusians will break some dishes.

Offensive

The Venusians will break some furniture.

Invasion

They're not takin' prisoners man, so if you're not a maniac, RUN!

Keyboard

Sets the control device to the keyboard. Note that if two players are playing, both can be set to the keyboard. It just means that you'll need to squish in and get close.

<u>Default Keys</u>

Mouse

Sets the control device to the mouse. The tank follows the mouse cursor position. Move it left, and the tank moves left. Move it right and the tank moves right. (The speed of the tank can be controlled with the Game Options dialog box.) To fire a missile press the Left Mouse button. To change the missile type press the right mouse button. Guided missiles are gray, Inertial missiles are gold, Fire and Forget missiles are magenta.

Note: If two players are playing, only one player can use the mouse. The other player must use some other control device.

Joystick

Sets the control device to a Joystick. The tank moves left and right at varying speeds according to the position of the joystick. To fire a missile press Button 1 on the Joystick. To change the missile type press Button 2. Guided missiles are gray, Inertial missiles are gold, Fire and Forget missiles are magenta.

Joysticks are special, there can actually be two of them on your system (using the included Joystick driver). Player 1 always uses Joystick 1 and Player 2 always uses Joystick 2.

Note: If you have two joysticks and one doesn't seem to be working you may have to set up the Joystick driver using the Drivers Applette on the Control Panel for **two** 2-D joystick (not one 3-D joystick). See the topic on Joysticks for more information.

Advanced information about Joysticks

Keyboard Keys

By default the following keys are used to control the tank:

Left:	Left Cursor
Right:	Right Cursor
Fire:	Space Bar
Change Missile:	Down Cursor

To change them, simply place your cursor inside the box, and press a key. You'll see the key description change.

Note: Some keys cannot be used since they are reserved for system services or for Windows. For example you cannot use the Alt, Ctrl, and Shift keys by themselves. Nor can you use F1 (it's reserved for Help). The game won't change a function to a key that can't be used.

STOP!

You've made a wrong turn and you're going the wrong way.

Get me out of here!

The mines are closing in on me!

So you've been searching through the 'Search Topics'. Don't you have anything better to do? Shouldn't you be working on the novel you been meaning to write? I wish I had the free time to investigate and experiment. Well, now that you're here...

Damned if you do.

Damned if you don't.

Damned if you even care.

Don't care

You don't care? Well I guess that's a good sign.

This is what you are looking for.

Just don't look here.

Don't Look

I guess you don't care about warnings either.

See no evil!

Hear no evil!

Speak no evil!

The mines are closing in on me!

In Venusian Onslaught, when at least one of the tanks is in the grace period (they blink during the grace period) press Ctrl+M -- all mines disappear.

Behind every great hero is a sidekick, and Voyde Farstar is no different. His sidekick is a faithful German Shepherd named Toby. Toby has fought an Anonymous Large Amphibious Lizard (repeatedly) and lost, as well as survived the final world war (despite the fact he's a dog, not a cockroach). He has remained faithful to Farstar throughout the entire ordeal.

That's you

no kidding, look it up!