



## Winvade

By Peter C. Finch  
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If you would like to register your copy of Winvade then all you have to do is **send me a POSTCARD**. That's all! No cost.... IT'S FREE! Please send your postcard to the following address. If you would like to be informed for more software releases from PC Finch software then please let me know.

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For more help on

[Controlling cannon](#)

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## Controls

You can control the cannon using the mouse or the keyboard.

Mouse:

<b>Mouse</b>	Move cannon
<b>Left Button</b>	Fire

Keyboard:

<b>Left arrow</b>	Move left
<b>Right arrow</b>	Move right
<b>Space bar</b>	Fire
<b>F2</b>	Reset the game
<b>Pause</b>	Pause the game

(note: the game will automatically pause when minimized)

For more help on

[Registration](#)  
[Changing scale](#)  
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## Changing Scale

As a result of all the different screen sizes that can occur when using windows, Winvade has the facility that allows you to change the size of the window. You can scale the window up to 4 times, by selecting **Options|Scale** from the menu, and by then choosing the scale you require.

**WARNING** : As the window grows larger it will take longer for windows to draw the images. As a result, slow systems, less than a fast 386DX, may have performance problems when the screen is scaled. Try it and find out?

## Changing Craft

Unlike the standard space invaders, Winvade gives you the choice of the types of invaders you are fighting against. By selecting **Options|Craft** from the menu, you can select the types of craft you want to use.

Currently Winvade has three different craft types

Classic

Modern

Microsoft

## Waves

The game is broken up into 4 Waves, each containing 3 levels. At each level the invaders get progressively lower. At the start of each wave the invaders move back up to the top of the screen. The 4 waves have the following features..

- Wave 1** Invaders do not fire at you
- Wave 2** Invaders fire at a low rate
- Wave 3** Invaders fire at a medium rate
- Wave 4** Invaders fire at a high rate

You can set which wave you want to start on by selecting the **Wave** menu option, and choosing the wave number you want to start on. For each wave the mother ship is worth more points. See [Scores](#)

## Scores

The following shows how the scores are calculated in Winvade.

<b>Each invader</b>	add 10 points
<b>Mother ship</b>	add <u>100 points x Wave</u>
<b>Completed level</b>	add <u>50 points x (Wave x 3 + Level)</u>

You get an extra Canon at 5000 points and another every 10000 points after that.

**Classic**

Standard monochrome space invader characters similar to the original arcade game.

## **Modern**

Full colour invaders.



**Microsoft**

Defend poor old IBM from the onslaught of Microsoft and its family of invaders, Excelitor, Wordian, and of-course Winvade. Watch out for Bill, he's worth big points!

OR....

Watch Microsoft kick the crap out of IBM.

(Depends on who's side your on :-)

**Mother Ship Scores**

Wave 1	100 Points
Wave 2	200 Points
Wave 3	300 Points
Wave 4	400 Points

**Completed Level Scores**

	Level 1	Level 2	Level 3
Wave 1	50 Points	100 Points	150 Points
Wave 2	200 Points	250 Points	300 Points
Wave 3	350 Points	400 Points	450 Points
Wave 4	500 Points	550 Points	600 Points

