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Scenario

Warheads for Windows is set in the near future. You are an Anti-Ballistic Missile Launch Officer whose job it is to site and launch Anti-Ballistic Missiles at incoming enemy missiles. Your Anti-Ballistic Missiles detonate at the location you specify. If enemy missiles are within the vaporization range, they will be destroyed. Otherwise, they will continue until they reach their destination, most often one of your Cities.

Be warned that your enemies have not been resting on their laurels during the Cold War. Rumor has it that a new type of Intellectually Enhanced Intercontinental Cruise Missile exists which has the ability to target only cities, and can even make attempts to evade your Anti-Ballistic Missiles.

Your enemies have also been working on some new technology. A heavily armored tactical bomber (NM-156), capable of withstanding significant damage, will invade your air space. The NM-156 can be destroyed, however; just keep your cool. Your intelligence organization believes that this bomber has stealth capabilities. Unlike the bombers of a large lethargic military organization we all know, this one actually works.

Object of the Game

Object of the Game

The object of Warheads for Windows is to keep your cities alive. You do this by firing Anti-Ballistic Missiles at incoming enemy missiles. If any enemy missiles are in the neighborhood when your ABM explodes, they are destroyed. If an incoming missile reaches one of your <u>Cities</u>, it will cause a <u>Humongo</u> Nuclear Explosion and kill everyone in the city (this is not good!!!).

<u>Scenario</u>

Cities

You have six cities assigned to your defense. Each city is a major military target for one reason or another. At the end of each wave of missiles, you receive bonus points based on the number of cities you have left. Obviously the more cities you save, the more points you receive, and the lower the death toll (the U.S. Census Agency will be tracking this number. If you lose too many people, they reduce the number of representatives you can send to Capitol Hill).

Missile Bases
Bonus Cities

Missile Bases
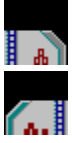
You have two missile bases, one on the far left and another on the far right, from which you launch all missiles. Twenty missiles reside in each missile base, giving you a total of forty. Although in early waves, twenty missiles is plenty, it is not adequate later on. You must use them wisely.

Scoring

Ballistic Missile	= 75 points
Smart Bomb	= 200 points
Bonus for each remaining city at end of round	= 100 points
Bonus for each unused missile at end of round	= 5 points
NM-156	= 500 points

Bonus Cities

Bonus Cities

Every 5000 points you earn causes a city to be rebuilt. You'll find that you need them.

Mouse Controls

Use the mouse to move the cursor to the missile destination. Use the Left Mouse Button to fire missiles from the left missile base. Use the Right Mouse Button to fire missiles from the right missile base. At this time two button mice are the only types of mice supported. Note to 3-button mouse users, the middle button will randomly blow up one of your Cities (don't use it - we're not kidding!).

The mouse buttons are also used to call up the Status Dialog Box and Control Dialog Box. See these topics for further details.

Keyboard Controls

Menu Commands
The menu commands that can be selected are listed below:

File
<pre>
    New   ^N
    Pause   ^P
    Status...   ^S
    High Scores... ^H

    Exit   F3
</pre>

Options
<pre>
    Settings...   ^V
</pre>

Help
<pre>
    Index   F1

    About...
</pre>

File

New - Immediately initiates a new game, starting from the beginning. Be careful, you are not given the opportunity to change your mind.

Pause - Allows the user to pause the game at any time and look at the screen. To resume one simply clicks in the play area and the game will resume. Bringing up any of the dialog boxes, using the system menu, or minimizing pauses the game automatically.

Status - this command calls the Status Dialog Box to show the current status of the game. See this topic for a list of information that is provided.

High Scores - This command shows those immortals who have made it into the Warheads hall of fame.

Exit - Immediately closes the game.

Options

The only command available under this menu is the Settings menu item. When you select this, the <u>Control Dialog Box</u> is shown. Please see this topic for more information.

Help

Index - starts the Windows help utility with the Warheads for Windows help file. (If you needed to look at the help to find out how to use help, then how in the world did you make it to this point?)

About - Creates a hardware interrupt that destroys your hard disk, no really it shows the About dialog box (just seeing if you're paying attention).

Keyboard Controls

This version of the game gives you the ability to emulate two mouse buttons with keys 'V' and 'B' (if you have a mouse with less than two buttons). There is however no way to escape having a mouse; you must have one to move the cursor effectively. If you are using Windows without a mouse, do yourself a favor and spend the $100. Its well worth it.

Using the **CTRL** keys in conjunction with Left and Right mouse button clicks allows the user to call up the Status Dialog Box and Control Dialog Box. See these topics for additional information.

F1 for HELP!!!!!
CTRL - C to pull up the Control Dialog Box.
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 - N for a new game
CTRL - P to pause

Mouse Controls

Control Dialog Box

Warheads for Windows contains a dialog box which allows control over various aspects of the game. This thing can be called up by chanting "There's no place like home" three times and then holding down the CTRL key while pressing the LEFT mouse button. The control dialog box is automatically displayed when the game first begins, or when you choose to restart the game. You can also select `Options` from the main menu, and then select `Settings...`

Smart Bombs - Allows control of the intelligence of the Smart Bombs. The options are pretty much self - explanatory. Default setting is Anti-Smart.

Stealth Mode - This causes incoming Smart Bombs to become invisible. If you pick this option then you have got to be nuts! Default setting is off.

Missile Speed - Allows control of the speed of the incoming missiles. The three speed settings are means about which the actual incoming missile speed will be distributed. Default value is Turtle.

Starting Level - Allows the user to start on various levels of play. Default is first level. Note that this option is only meaningful before game play begins.

Bonus Cities - Allows the user to start with up to 6 bonus cities in reserve. Default is 0 bonus Cities. Note that this option is only meaningful before game play begins.

Pause Check Box - Allows the user to pause the game at any time and look at the screen. To resume one simply clicks in the play area and the game will resume. Bringing up any of the dialog boxes, using the system menu, or minimizing pauses the game automatically and resumes in the same way. Default is off.

Show Status Check Box - Shows the <u>Status Dialog Box</u> after each missile wave. This is a useful option if you want some breathing space between rounds (those with 386 machines and co-processors that is). Default is off.

Make Noise Check Box - Allows the user to control whether the game plays sounds, gives error beeps, etc. If this option is off the game makes absolutely no sound whatsoever. You'll have to control your own grunts and curses, however. Default is on.

Restart Button - for when you really screw up. Use this button to start all over. When you press Restart, you are asked if you really want to abandon your current game. If you answer yes, the game redisplays the control settings dialog box with your standard defaults.

Status Dialog Box

This dialog box will give you vital statistics on the game.   It can be called up by depressing the CTRL key with some part of your body (keep it clean) and clicking the RIGHT mouse button.   The stats include:

Level - shows the level that you are currently on.

Bonus Cities - shows the number of Bonus Cities you have (temporarily) in reserve.

Death Toll - This keeps track of the number of people who trusted you to save them, but you allowed to die. As this number increases, so should your guilt.   In fact, when this number gets up to 500,000 people, you should feel the urge to send money to television evangelists to relieve your guilt.

Score - I think you know what this is.

Restart Button - for when you really screw up. Use this button to start all over. When you press Restart, you are asked if you really want to abandon your current game. If you answer yes, the game resets itself, and you start from the beginning.

Sound And the System Clock

While running Warheads for Windows you may experience what we call 'Windows Lethargy'. Windows Lethargy is when the Windows system clock slows down to roughly half of its normal value (in some cases slower). Although Windows is otherwise slow, it should not be this slow, and there is of course an explanation.

Whenever you run Warheads for Windows with other programs that use sound, Windows Lethargy may manifest itself. Although Warheads for Windows uses the sound driver correctly (by using *documented* Application Program Interface calls), many other programs access the sound hardware directly (which under Windows is a no-no). These other programs usually fail to clean up properly. Windows makes certain assumptions about the state of the system. For one thing it assumes that programmers don't directly access the hardware. As experienced Windows programmers we know that this can cause problems, we only wish that others did too. After these programs finish their little assembly language tricks, they fail to leave the system the way they found it. The result is a system clock running about half the speed it should.

There are two ways to deal with this problem, neither one of which we like:

·   Turn off the sound for Warheads for Windows from the Control Panel Dialog Box.

·   Do not use the sound features of programs which directly access the sound hardware. Some of the programs which are known to do this are Sounder and some After-Dark modules.

This should keep your system running smoothly.

Version 3.1 of Windows adds more extensive sound features to the API (as well as fixing some bugs that we found with the original functions). Since these sound features are so superior to the tiny little PC speaker functions we suspect that programmers will not need to resort to hardware hocus-pocus and will use the proper method of including sound in their programs. We plan to add sophisticated sounds to Warheads for Windows in the future.

Questions and/or Comments

Why are there ten hotdogs in a package, but there are eight hotdog buns in a pack?

How do they print "M&M" on those little pieces of candy?

Why do doughnuts and Lifesavers have holes in them?   Why do they sell the holes separately?

Is a schizophrenic a multi-tasker or a multi-processor?

What is that stuff that you pick out of your navel?

If it takes 20 shingles (costing $5 each) to cover 10 sq. ft. and there are fifteen barrels of apples (@ $4.25 each) and ten bushels of oranges (@ $3.75 each), with a 15 mph northeast wind, how long does it take the farmer's cow to hit ground after falling off the roof of the barn?

Why was the cow on the roof of the barn in the first place?

Why is it that the attractiveness of a person is directly proportional to the number of beers you've had?

If a tree falls in the woods and there is no one there to hear it, does it make a noise?

If a star goes nova and there is no one around to hear it or see it, did it really blow?

Is a bearcat , a cat or a bear?   Why are some goldfishes black, shouldn't they be gold?   Why doesn't a sloth have feet?

Why am I here, and for how long?

If you have any questions and/or comments for us....

Send them to: Eric, Brian or B & E
                        750 Harrison City Rd.
                        Trafford, PA 15085

OR contact us through America On Line using the ID **STEADLE.**

Just so we don't get a lot of letters telling us that the Succour doesn't work - IT WORKS. We swear to God on his book (Programming Windows - Microsoft (R) Press, Redmond, WA, 1990) that it works. Really! No kidding! It works exactly as intended...

As "Environmentalists for Nuclear Destruction", we would like to state that nuclear energy provides the most economical method of delivering an uncontrolled release of energy over any densely populated area in the world.

We will leave you with this one last thought, if you get good enough at this game maybe Grimmy will come and visit you. If he does, just ask him what the phrase for the day is. Tell us and you'll be immortalized in the next game we produce. Just remember what B.O.C. said,"Don't Fear the Reaper".

Gimme a dyslexic **U**, Gimme a dyslexic **A**, Gimme a dyslexic **E** !!!

About the Authors

Brian C. Lowe is presently attending third grade at the Hopkins Memorial Elementary School. His interests are nature walks, large moths, and skinny dipping in the Benzene Pool. Brian plans on becoming a mercenary. He already knows how to kill someone with a knife thrust upwards between the rib cage into the vital internal organs of the chest cavity. He's working on gouging out eyeballs with his tongue.

Eric Lee Steadle resides at the Trafford Area Rehabilitation and Mental Health Center. He is recovering from acute psychosis. Before Eric was committed he enjoyed such peaceful things as flying kites, playing piano, & helping older ladies across the street. Since being committed he enjoys things like heavy metal music, chrome and leather clothing, banging his head upon hard objects, and various toxic, dangerous, and radioactive chemicals. 'Civil disobedience' has become Eric's motto.

Special Thanks

Special Thanks

We'd like to thank all of the following people (in no particular order) who have helped us in various phases of game development. Guys, you're the <u>greatest</u> - we'll be looking forward to your help in the next one.

Charles Petzold	Windows God
Annette Blanar	Creative Consultant
Jim Thomas	Beta Tester & Revolutionary
T. Skinner	Beta Tester & Best Man
Phil Messer	Beta Tester & Doughnut Expert
Stu Kron	Beta Tester
Bruce Blanar	Beta Tester
Erol Caglarcan	Beta Tester & Musical Consultant
WDVE	Free Tickets to Concerts
Grimmy	Death Consultant

Smart Bomb

Very Big

Look it up in the dictionary

Greek for 'a real lot of'

As opposed to Imaginary Mode

Not the whole envelope, just the glue part...

Known Bugs...Get it?

Actually, we're the greatest, but they're pretty cool too.

"More Bang for the Buck"

More, more, more... we LOVE Windows!

Nicknamed "The NightMare"

Ok, it doesn't really exist, we just made it up. But it sounds kind of neat doesn't it?