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Self-Destruct Disaster Version 1.11 Copyright 1994 Integrated Technologies By Joshua Duglin

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## **Evaluation Screen**

If you have not yet registered this software then each time you run it you will be presented with the Evaluation Screen. You must enter the evaluation code into the box provided in order to continue. This is here to remind you that this is not free software. Registering removes this and all other messages concerning evaluation copies.

#### MFE

Magnetic Field Emitter - A device which emits a strong magnetic force field at whatever it is fired upon. Consumes large amounts of power. It is used for retrieving objects from planetary surfaces.

## **Ordering Information**

To order simply click on any of the many ordering information buttons throughout the game. To make ordering easy, we've included an order form printer. To print an order form just click on the order form button from the ordering information screen and fill in the information. A personalized order form will be printed for you and all you have to do is place it and your payment in an envelope and mail. Registration entitles you to the following:

- Removal of all Evaluation Copy messages throughout the game.
- High score feature will be enabled.
- Eligible to enter your high score for possible publishing in version 2.00.
- You'll feel good about helping support the shareware concept.

## **Playing The Game**

From the options screen select your difficulty level. The levels vary in number of batteries that you have and the amount of time left before the station explodes. When you use your MFE it consumes one whole battery each time. When you are ready to enter the game click on the enter game button.

Once the game has begun you must shoot all the disarm buttons by clicking on them. Try not to shoot the enabled buttons which are colored dark blue, they will reduce your time by three seconds. There are twelve disarm buttons which you must shoot before time runs out, if you run out of batteries than time will run out and the base will detonate. If you do shoot all the disarm buttons then your score will be totaled. Scoring is as follows: 1 point for each second left on the clock and 1 point for each battery left.

If you have registered than high scores will be enabled, if you beat the high score for the difficulty level that you are playing you will be prompted to enter your name. Names and scores for each level are saved and displayed at the end of each game.

Registered users will have their highest scores published in the next version. Details when you register.

Have Fun!

This is our first product and we hope that you enjoy it, we hope that you will appreciate our low prices and free software offers.

InTech, Because High Quality Software Doesn't Have To Be High Priced

# **Shareware Policy**

THIS SOFTWARE IS NOT FREE.

You are granted 30 days to evaluate this product. After this time you may either purchase it or discontinue use.

We at InTech believe that this is the best way to sell software, simply because it allows the user to try it out and decide if they want to purchase the product. We feel that it is better for you to decide if you don't like the product before you buy it rather than afterwards when you have to take it back. Your registration fee is the only compensation that the author receives for his efforts. Please register if you continue use of this product after 30 days.

Use of this software constitutes agreement with the above.

This product is only \$5 to register!

To register see Ordering Information.

### The Story So Far

The year is 2194, you are aboard the Velorum space station. The station's computers have malfunctioned and activated the self-destruct sequence. It is impossible to disable it from the computer, so you must venture to the manual access panel and push the deactivation buttons. Unfortunatley the computer has closed the electron gate in front of the control panel. You have no way of accessing it. But then you remember, there is one <u>MFE</u> on board the station. You are going to aim the MFE at the buttons and fire, the force will "pull" them in, the same thing as you pushing them. With the MFE in hand you head towards the access panel....

You can start Playing The Game right now!