



## NISUS MISSILE MASTER™ V2.62 HELP

### SHAREWARE MAGAZINE EDITORS' CHOICE AWARD

MARCH/APRIL 1993

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Missile Master is a trademark of Nisus Development & Technology.

Visual Basic is a trademark of Microsoft Corporation.

Windows is a registered trademark of Microsoft Corporation.

# HOW TO PLAY MISSILE MASTER™

## OBJECTIVE

The objective of this game is to save your Cities and Missile Bases from the incoming ICBMs. The enemy is out to destroy your cities and missile bases. Your mission is to protect your population from the incoming ICBMs by firing missiles to intercept them.

**NOTE:** The shareware version of Missile Master is limited to 25 levels of play.

## GAME PLAY

The enemy will send ICBMs in waves. Each wave will get more difficult as the number and speed of the incoming ICBMs increase. Starting at wave 10 (level 10), the enemy will start to send MIRVs. MIRVs are ICBMs that split into several independent ICBMs (see below). The number of missile you have in each base will also increase as each wave passes. Beginning in wave 20, you will experience Streamers. Streamers are extremely fast ICBMs, and must be destroyed quickly (see below). The game ends when you have no more cities left to defend.

## GAME CONTROL

You control the placement of your missiles using the Mouse. To fire a missile, you press either the left or right mouse button, corresponding to the left or right missile base. Once the missile is fired, a small 'X' will mark the spot where the missile will detonate when it reaches its target.

## ICBMs

ICBMs are out to destroy your cities and missile bases. They will appear at the top of the screen, and each one will have a specific target it will home in on. As you go up levels, the number and speed of the incoming ICBMs will increase.

## MIRVs

MIRVs will start to appear in level 10 and higher. You'll never know which of the incoming ICBMs is a MIRV until it splits. Obviously then, it is wise to destroy the ICBMs as quickly as possible, before one has the chance to MIRV.

## STREAMERS

At level 20 and higher, you may encounter streamers ICBMs. Streamers are dark blue and are extremely fast. They must be destroyed as soon as you notice them or they will surely reach their targets.

## MISSILES

To defend your cities, you will fire Missiles. As the level increases, so does the number of missiles you have stocked at each Missile Base. When you run out of missiles, you will remain empty until the next level starts. Beside each launch tower, there is a readout of how many missiles are left. Please note that only 10 outgoing missiles can be active at any one time.

## LASERS

If you find yourself in a real bind (and you will....), you can fire a Laser at an incoming ICBM. To fire a laser, hold down either SHIFT key and press the mouse button

corresponding to the base you wish to fire from. For those with the 3rd button enabled on your 3-button mouse, pressing the middle button together with either the left or right buttons will fire a laser from either the left or right base. The advantage of a laser over a missile is that a laser blast will reach its target immediately and detonate, you need not wait for the 'travel time' a missile requires. However there is an additional cost for lasers, they will reduce your missile supply by 2.

## **PULSES**

Once every 50,000 points, you will gain a Pulse weapon. A pulse is very destructive, and when activated, will destroy all ICBMs and missiles on the screen. Use these only in extreme emergencies. Activate a pulse by pressing the SPACE BAR. For those with the 3rd button enabled on your 3-button mouse, a pulse can be fired by pressing all three buttons at once.

## **CITIES**

At the bottom of your screen, you have 5 cities to defend. One direct hit from an ICBM is all it will take to wipe it out. Once a city is destroyed, it will only be replaced by an earned bonus city. A bonus city is earned every 25,000 points, up to 100,000. After 100,000, bonus cities are earned every 50,000 points.

## **MISSILE BASES**

You have the use of two missile bases, located in each bottom corner of the screen. At the start of each level, they will be stocked with missiles and any damage sustained from the previous level will be repaired. A missile base can only be destroyed by two direct hits from an ICBM. On the first hit, the missile base may malfunction, and missiles may not fire on every attempt. On the second hit, the base is completely destroyed, and will be repaired only at the beginning of the next level.

## **EXPLOSIONS**

When your missile reaches its target, it will explode. When an incoming ICBM comes in contact with the explosion, it too will explode. An ICBM explosion can itself cause other ICBMs coming in contact with it to explode. This will create some interesting chain reactions and save you some missiles!

## MENU COMMANDS

### GAME MENU

#### **Start Game**

Choose this option to begin a game. If a game is already in progress, you will be prompted as to whether or not you wish to end the current game.

#### **End Game**

Select this to quit the current game. A dialog box will ask you to confirm your choice.

#### **Pause**

If you wish to pause the game, choose this menu item. The game will remain paused until you click OK in the dialog box.

#### **High Scores**

Choose this option to view or reset the high score file.

#### **Options**

To change game settings, use this menu selection (see [Game Options](#)).

#### **Boss**

Use this to quickly change Missile Master into a harmless 'work' application in case the boss walks into your office.

#### **Exit**

To exit the game entirely, choose this option.

### HELP MENU

#### **Index**

Choose to get the available index of help topics.

#### **Help on Help**

Use this option to get help on how to use the Help System.

#### **How to Register**

Choose this to get information on how to [register](#) Missile Master and obtain your personal copy.

#### **About**

The About menu command pops up a small box with some information on Missile Master and your current environment.

## OPTIONS

### MISSILES

#### EXPLOSIONS

You can vary the size of the explosions simply by choosing either **large**, **normal** or **small**. To make the game a little easier, choose large explosions. To make it more difficult, choose small.

#### SPEED

The speed of your outgoing missiles can also be altered. If you want them to reach their targets faster, choose **fast**. If you want more of a challenge, choose **slow**.

#### UNLIMITED MISSILES

If you want to cheat, or just like blasting things out of the air without having to worry about missile supply, enable this feature.

**NOTE:** Only available to registered users.

## COLORS

#### CHANGING THE COLORS

To change the foreground or background colors of various elements of Missile Master, simply click on the box representing the color you wish to change. Both foreground and background colors can be modified for several items. However, please keep in mind that the background colors for most items should be set the same for clarity.

## OTHER OPTIONS

#### SOUND EFFECTS

If you have a Wave compatible device, you can enable or disable the games sound effects. If this option is grayed out, it only means that you don't have a wave device, or Missile Master was unable to detect it.

#### BACKGROUND MUSIC

If you have a MIDI compatible device, you can enable or disable the background music with this box. If it is grayed out, it means you don't have a MIDI device. You can also change the MIDI file used for the background music. Click on the file name beside the Background Music prompt to select another MIDI file.

#### STARTING LEVEL

You can change your starting level for new games using the 'spin' buttons, or by directly typing in the starting level.

**NOTE:** Maximum starting level is 5 for unregistered users.

#### OVERALL GAME SPEED

Use this to change the overall speed of the game. Upon startup, the game speed is automatically set to the fastest possible. If for some reason you wish to slow the game down, simply adjust accordingly. Note that the game speed cannot be altered during a game, only before or after.

## HELPFUL STRATEGIES AND HINTS

### DON'T DEFEND DIRT!

If a city is destroyed, there is no need to defend it! Watch the trajectories of the incoming ICBMs and ignore the ones that are heading for a pile of rubble that used to be a city.

### PLACE MISSILES WISELY

To conserve your missile supply, watch the incoming ICBMs closely. You will find that many times they will intersect with each other on their way to your cities. If you fire a missile at the point of intersection, you will destroy both (or many) ICBMs with just one missile.

### LEAD YOUR TARGETS

In higher levels especially, it is important to lead the ICBMs when placing your missiles. If you fire directly at the head of an ICBM, you'll find that by the time your missile gets to the detonation mark, the ICBM will have long since past it! Of course, if you fire a laser you won't have this problem, but remember that lasers cost you 2 missiles.

### USE THE PULSE!

If you have gained bonus Pulses, use them only in an emergency. When you do find yourself in a situation that requires the dreaded pulse, wait until the very last possible moment to activate it. This will allow more ICBMs to come into view for destruction!

## SHAREWARE LIMITATIONS

The shareware version of Nisus Missile Master is limited in the following ways:

- An opening 'Nag' screen provides a friendly reminder that continued use of the program requires registration.
- The starting level on the options screen can only be set between 1 and 5.
- The maximum level playable is 25.
- The 'Unlimited Missiles' option is not available.

I don't consider the above limitations as 'crippleware'. All major functionality is available in the shareware version. Setting the maximum level of play at 25 may seem to cripple the program to some. However, it is VERY difficult to reach level 25, and it can only be done after much practice. My rationale here is that if you have played enough and can reach level 25, then you've probably been using and enjoying Missile Master for some time, and should register.



## ABOUT THE AUTHOR

**WARNING!** The following information may be really boring. However, if you want to hear some background on the author, please read on!

My name is Scott Murray. I've been programming since I was 14. That was 12 years ago (that makes me 26 for you math wizards). My first experience with a computer was with an Atari 400. For those of you lucky enough never to have encountered this 'computer', it was Atari's first entry into the personal computer market. The Atari 400 came complete with 4K of RAM, and Tape Recorder (for program storage), and a disgusting membrane keyboard. It had a slot where you could plug in ROM packs, and I had a BASIC ROM pack to play with. I began programming almost immediately. Since I hate doing real work, I 'invented' some computer games and coded them in Atari BASIC. Nothing fancy, just silly little programs, but I learned to program.

As the years progressed, I moved up to an Apple ][+. I joined the computer club at my high school, and spent my spares (and most English classes) in the computer room programming on a Digital PDP 11/23. I soon upgraded again, this time to an IBM 286 clone system, complete with EGA color graphics. I started a consulting company and developed a system for a large client in Clipper '87.

I now work for a provincial government ministry doing programming, and still spend most of my spare time in front of my computer (now a 386/40mhz system, VGA and 500meg of SCSI storage). Thank goodness I have an understanding fiancee.

Visual Basic. How do I love thee, let me count the ways..... I had a brief look at Visual Basic 1.0 in late 1991. I spent approximately 5 minutes playing with it, and promptly deleted it off my hard drive in frustration. It wasn't until late summer of 1992 that I had another look, thanks to Mike (a co-worker). After one hour of watching his demo, I fell in love (well, I liked it a lot, OK?). I began doing all sorts of neat things within days, and made my first game, Boink!, within a week. Then, one day at lunch, a few co-workers and I were chatting about old computer games we used to play "in the olden days". One of my favorites was *Missile Command*™ by Atari. I played it endlessly on my Atari 400. Too bad there wasn't an equivalent for the IBM.....

Then the challenge. Doug (another co-worker), half jokingly said, "Why don't you program it in Visual Basic?". Of course! Why not! "Sure!" I said. Doug of course said it wouldn't be possible. By late that same afternoon, I had the basic shell of the game working. The rest is history, as they say.

Scott A. Murray

Missile Command is a trademark of Atari Computers.

## HOW TO REGISTER

I'm glad you asked! Simply fill out the [registration form](#), and mail it in! Here's what you'll enjoy as a registered user of Missile Master:

- **Personal serialized copy on disk**
  - **Cheat mode (unlimited missiles)**
  - **No level maximum**
  - **Start at any level up to 25**
  - **Unlimited phone support**
  - **Reduced/Free future upgrade prices\***
  - **Preferred pricing on other products from Nisus**

Missile Master is [Shareware](#). It is not [Freeware](#) or [Public Domain](#). As such, you are required to register this software if you make continued use of it, usually longer than 21 days. In addition to the benefits of being a registered user, you will feel good (I hope) about supporting the Shareware concept. I'm not making a living at writing shareware, but a little encouragement in the form of registrations will allow me to continue writing fine pieces of software for all to enjoy.

\*NOTE: [Upgrade Policy](#)

[Registration Form](#) (click me)

## UPGRADE POLICY

Upgrades to future versions of Nisus Missile Master will be available to registered users at 1/3 (33% or less) the cost to unregistered users. Registered users can receive one upgrade at no cost if they mail a **self-addressed stamped disk mailer** to Nisus Development & Technology. Upgrades must be requested by paper mail, electronic mail or phone (see [Contacting Nisus](#)), **they will not be sent automatically**. Registered users will however be contacted by mail when major upgrades are available.

## DISTRIBUTION GUIDELINES

Here are a few rules I require any potential disk distribution services to adhere to:

### ALL

The following rules apply to everyone (individuals and organizations):

- Absolutely no changes, additions or deletions to the program code, data or documentation files are to be made without the prior written consent of Nisus Development & Technology.
- Nisus Development & Technology reserves the right to prohibit any organization or individual from distributing Missile Master if the guidelines listed below are not followed.

### RETAIL SHAREWARE VENDORS AND CD-ROM DISTRIBUTORS

Retail Shareware Vendors and CD-ROM Distributors must contact Nisus Development & Technology to negotiate royalty/distribution terms. If you do not contact Nisus before including Missile Master in a retail environment or in a CD-ROM collection, you will be in direct violation of copyright laws.

Nisus has adopted this policy because of confusion caused when users purchase a disk in a retail setting or CD-ROM collection. Some users incorrectly assume that because they have paid for the disk or CD-ROM, no further payment to the author is required. This has caused several angry calls to some shareware authors from irate users who don't understand why they must pay twice for a program. Your understanding is appreciated.

Many reputable retail shareware vendors and CD-ROM distributors have already adopted royalty policies with shareware authors.

### CATALOG DISK DISTRIBUTORS AND VENDORS

You are hereby granted a **non-exclusive** license to include Missile Master Shareware Version in your catalogs provided:

- Your catalog must make it clear to the buyer that a disk purchase from you does not include registration of the programs on that disk.
- No more than \$10US is to be charged for a disk containing Missile Master and other programs.
- If Missile Master is the only program on the disk, no more than \$5US may be charged.
- You must inform me by mail that you have decided to include Missile Master in your catalog.
- You mail Nisus a copy of your catalog issue which contains Missile Master, and any review you might have done.

### ELECTRONIC BULLETIN BOARD SYSTEMS

You are hereby granted a **non-exclusive** license to include Missile Master Shareware Version on your BBS provided:

- There is no additional charge (on top of regular on-line charges) for downloading.

### USER GROUPS

You are hereby granted a **non-exclusive** license to distribute/share a copy of Missile Master Shareware Version with any member of your user group.

## **INDIVIDUALS**

Individuals are encouraged to distribute Missile Master Shareware Version by any means, providing that no compensation be received, except that of the value of a disk if one is given away with the program.

## CONTACTING NISUS

If you wish to contact Nisus Development & Technology to report bugs, submit comments or for any reason other than registration (see [how to register](#)), use one of the following:

### MAIL

**Nisus Development & Technology**  
**PO Box 703, Station 'A'**  
**Toronto, ONT CANADA**  
**M1K 5C4**

### PHONE

**(416) 261-7866**

Nisus can be reached most weeknights and weekends between the hours of **6:00pm and 10:00pm** Eastern Standard Time. An answering machine will be very happy to take a message if no one is available.

**NOTE:** Major phone support will be provided to registered users only. If you require minor assistance, or wish to make comments or bug reports, phone support will be provided to non-registered users.

### COMPUSERVE

Scott A. Murray, President of Nisus, can be reached at Compuserve ID# **70571,1647**

### INTERNET

To send a message via internet, send to **sa.murray@canrem.com**

## **TECHNICAL GIBBERISH**

Missile Master was written entirely with Microsoft Visual Basic™ Version 2.0. Some API calls were made to determine system parameters (screen size, colors, mode etc.). All projectile control (bombs and missiles) is handled with a single timer control. Another timer control is used to randomly generate incoming bombs. Collision detection is done manually in the projectile control loop.

All development was done on a 386/40mhz machine, and some on a 486/33mhz machine. I've played the game on a 386/20, and its not too bad. In my opinion, anything under a 386/33mhz is too slow. On the other hand, Doug (see below) enjoys playing it on his 386sx/16mhz!

You may have noticed that I said Windows™ 3.1 is a requirement. This is because Visual Basic 2.0 requires Windows 3.1™.

This help file was created with Microsoft Word™ for Windows™ v2.0a in .RTF format. It was compiled with Microsoft's Help Compiler v3.10.504.

Special thanks to Mike and Doug for their support and enthusiasm. Without their comments and encouragement, I don't think I'd have finished this thing. And special thanks to Cindy for her support and understanding on the MANY nights I crawled into our bed at 4am or later after countless hours in front of my computer.

## **BETA TESTERS** - Thanks!

Vartan Shehirian

Doug Thompson

Mike Allison

Lino DiFelice

Paul Schmid

Todd Garfield

and those of you who downloaded Missile Master v1.00beta and sent me comments.

## REVISION HISTORY

Version numbers are used as follows:

|                 |                |  |
|-----------------|----------------|--|
| Major Number    | <u>1</u> .00s  | Increments for significant improvements and/or feature additions to the program.                         |
| Minor Number    | 1. <u>0</u> 0s | Increments with fixes to serious bugs and minor improvements.  |
| Revision Number | 1.0 <u>0</u> s | Increments with insignificant program changes, minor anomaly correction and minor documentation changes. |
| Version Letter  | 1.00 <u>s</u>  | Signifies <u>s</u> hareware or <u>r</u> egistered version.   |

| <b><u>Version</u></b> | <b><u>Date Released</u></b> | <b><u>Description</u></b>   |
|-----------------------|-----------------------------|---|
| 2.62s                 | Mar 16, 1993                | <ul style="list-style-type: none"><li>- Modified install program to make it more fault tolerant. Also allowed installation to span multiple disks.</li><li>- Documentation changes.</li></ul>   |
| 2.61s                 | Feb 14, 1993                | <ul style="list-style-type: none"><li>- Fixed problem with MIDI file playback. MIDI file now plays repeatedly until turned off in Options.</li><li>- Documentation changes.</li></ul>   |
| 2.60s                 | Jan 30, 1993                | <ul style="list-style-type: none"><li>- Fixed fatal bug with active 3-button mice (thanks TG).</li><li>- Added full support for 3-button mice to activate lasers and pulses (see <u>Known Anomalies</u>).</li><li>- Documentation changes.</li></ul>  |
| 2.51s                 | Jan 14, 1993                | <ul style="list-style-type: none"><li>- Fixed bug which caused program to abort when changing background MIDI music.</li><li>- Made minor documentation changes.</li></ul>  |
| 2.50s                 | Jan 1, 1993                 | <ul style="list-style-type: none"><li>- Converted to Visual Basic 2.0, improved speed and performance.</li><li>- Cleaned up code, streamlined projectile routines.</li><li>- Added complete color customization ability.</li><li>- Made changes to online documentation, and recompiled with Help Compiler 3.10.</li><li>- Removed some shareware limitations (saving settings to disk, customizing colors and high score file)</li></ul> |
| 2.01s                 | Nov 28, 1992                | <ul style="list-style-type: none"><li>- Released as a patch for v2.00s (MM201PAT.ZIP), and a complete file (MIMA201.ZIP).</li><li>- Fixed laser so it shows up on the screen when fired.</li><li>- Allowed mouse click to cancel more screen delays (scoring info, game over, etc).</li></ul>   |
| 2.00s                 | Nov 26, 1992                | First Shareware release. Fixed numerous 'anomalies' with previous version, added several new features and functionality.  |
| 1.00beta              | Sep 8, 1992                 | Beta version. This version was not intended for general distribution, however it seemed to get very widely distributed and numerous inquires were made about when the Shareware version would be ready.   |



## KNOWN ANOMALIES

Below is a list of known bugs/problems with the program:

- Cities and bases come out as orange blocks when running the ATI 32,000 color driver. At the moment, this seems to be a problem with the video driver and/or Visual Basic v2.0.
- Program may crash if you are running an old version of your Windows video driver. If this happens, get the latest drivers from your video card manufacturer.
- Windows does not officially support a 3-button mouse. Some mouse manufactures (Logitech for example) provide a driver for Windows that allows the middle button to be used. The result is that you may have a 3-button mouse active in DOS, but only 2-buttons in Windows. I suggest you contact your mouse manufacturer to inquire about a 3-button driver for Windows.
- The setup program sometimes reports an erroneous error that COMMDLG.DLL is in use. This error sometimes comes up when using the File Manager to install Missile Master. The source of this problem is unknown, and the only solution at this time is to use the Program Manager to install (Choose RUN... from the FILE menu in Program Manager).

## **USER TESTIMONIALS/MAGAZINE REVIEWS**

Read what users and magazine reviewers are saying about **Nisus Missile Master!**

**"...one of the most nicely done Windows games I've ever seen period!... lots of fun, and beautifully done. A real award winner!"**

*Michael Callahan, Editor's Choice Award, Shareware Magazine - March/April 1993*

**"...a smoothness and quality that I find delightful...a tremendous achievement...This is good fun!"**

*Windows Online Review, October 1992 - Issue 61*

**"Great!!...Much better than similar programs!"**

*Scott Welliver, WA*

**"Awesome!"**

*Jim Moran, CA*

**"Excellent game!...You have kept the quality of the original..."**

*Jim Rodlin, MA*

**"I am really impressed with the game...Good job!"**

*Walter L. Savinovich, CA*

## SHAREWARE MAGAZINE

The obvious question you may ask yourself after reading this section is, "Is this guy working for or getting paid for this section about *Shareware Magazine*?" Let me assure you, I am in no way connected with *Shareware Magazine*. I am including this section because of my personal feelings after reading an issue.

I only heard about the existence of *Shareware Magazine* when the editor (Michael E. Callahan) called to inform me that Nisus Missile Master had been chosen for the March/April 1993 issue Editors' Choice Award. Once I calmed down from the excitement, I went out and bought a copy of current issue (Jan/Feb 1993 at that time) to read.

I'm not sure what I was expecting, but what I found was a very professional magazine. The articles, illustrations, layout and general look of *Shareware Magazine* are excellent! Within its covers you can find insightful reviews of recent shareware products, articles reviewing new technology (Jan/Feb issue had an article on Virtual Reality ), head to head comparisons of shareware and commercial products, articles aimed at the shareware programmer (Jan/Feb issue had an article about Online Help Systems), letters to the editor, current industry news and a classified/showcase section.

Whether you're a user of shareware, or a programmer wanting to keep abreast of new products and the shareware scene, I highly recommend *Shareware Magazine*.

### **Subscription Inquires**

One year subscription (six issues) to *Shareware Magazine* is \$17.70 US; PC-SIG membership including discount rates on PC-SIG products, and a one year subscription to *Shareware Magazine* is \$20 US. Two year (12 issues) subscription to *Shareware Magazine* is \$29.95 US; two year PC-SIG membership is \$35 US. International subscriptions, including Canada and Mexico, are \$35 US for one year (6 issues); \$38 US for one year foreign PC-SIG membership.

For further subscription information, call 800/245-6717 or write to *Shareware Magazine* Subscriptions, 1030-D East Duane Ave., Sunnyvale, CA 94086.

## **DISCLAIMER OF WARRANTY**

THIS SOFTWARE AND DOCUMENTATION ARE PROVIDED "AS IS" AND WITHOUT WARRANTIES AS TO PERFORMANCE, USEFULNESS, ENTERTAINMENT VALUE OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. NO WARRANTY OF FITNESS IS OFFERED.

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NISUS DEVELOPMENT & TECHNOLOGY RESERVES THE RIGHT TO ADD, CHANGE OR REMOVE FEATURES AND PROGRAM COMPONENTS FROM THE SHAREWARE OR REGISTERED VERSION OF THIS PROGRAM WITHOUT PRIOR NOTICE.

## City

The things you're supposed to defend! Located at the bottom of the play area.

## Missile Base

Located at both bottom corners of the play area, they are where you launch your missiles from. They must also be defended!

## ICBM

Inter Continental Ballistic Missile. These are the nasties that are trying to destroy your cities and missile bases. They appear at the top of the play area, and will quickly make their way to the bottom if you don't get them!

## Laser

These can be launched from your missile bases. You launch a laser by holding either SHIFT keys while pressing either the left or right mouse button. Remember, Lasers cost 2 missiles!



## Pulse

Pulse Weapon. You gain pulse weapons as your score goes up. A pulse weapon, when activated, will send an electromagnetic pulse into the sky above your cities. This has the effect of disrupting all incoming ICBMs and your outgoing missiles, and causing them to explode immediately. NOTE: A Pulse will only destroy the main ICBM of a MIRVing ICBM, it will only cause the split to happen immediately.

## Missile Command

A game by Atari from the early 1980's. Can still be found in remote corners of some arcades.

## Mouse

Small furry rodent. Cats enjoy them as snacks.

## **Fiancee**

Warm cuddly creature. Very attractive and intelligent. Goes by the name 'Cindy'.

## MIRVs

A MIRV is a Multiple Impact Re-entry Vehicle. This means that a MIRVing ICBM is capable of splitting into 2 or more separate ICBMs at any point. MIRVs can be devastating, because when they split, you'll suddenly find yourself with several new ICBMs at low altitude, with less time to destroy them.

## **Streamers**

A Streamer is a very fast moving ICBM. Unless destroyed quickly, it will reach its target and destroy it.

## Missiles

At each of your two missile bases, you have several high tech anti-ICBM interceptor missiles. These are your only defense against defeat. They take a little time to reach their target, but they are very effective.

## Shareware Concept

The Shareware concept is a 'try before you buy' system of purchasing quality software. Instead of paying a relatively large sum of money to buy a commercial product, then find out its not what you need, Shareware is different. Shareware allows you a trial period (usually about 21 days) to see if the software meets your needs, or brings you enjoyment. If you continue to use the software beyond the author's trial period, you are expected to pay the registration fee. Some shareware products offer additional features and/or support when you register. By registering, you encourage the author to produce more quality software at very affordable prices.



## **Freeware or Public Domain**

Freeware or Public Domain is software in which the author has given up all copyright and control over use to the public domain. This type of software must not include any copyright symbols or notices. Since no registration fee is required, freeware or public domain software typically is not supported or maintained by the author.

## Printing the Registration Form

To print the registration form, choose **Print Topic** from the **File** menu above.

# REGISTRATION FORM

## Print

Send To : Nisus Development & Technology  
: Attn: Missile Master Registration  
: PO Box 703, Station 'A'  
: Toronto, ONT CANADA  
: M1K 5C4

Name : \_\_\_\_\_

Company : \_\_\_\_\_

Address : \_\_\_\_\_

: \_\_\_\_\_

City : \_\_\_\_\_

Province/State : \_\_\_\_\_

Country : \_\_\_\_\_

Postal/Zip Code : \_\_\_\_\_

Phone Number : \_\_\_\_\_

CompuServe ID : \_\_\_\_\_

Internet Address : \_\_\_\_\_

Payment will be accepted by Canadian or U.S. cheque payable to Nisus Development & Technology, or international money order (preferred method). We are currently working on getting VISA merchant status, please call for availability. Please allow up to 30 days for delivery.

Specify Disk Format (Circle only one): 1.2meg 5.25"                      1.44meg 3.5"

031693262

| <u>QTY</u> | <u>Description</u>            | <u>Unit Price</u>           | <u>Total</u> |
|------------|-------------------------------|-----------------------------|--------------|
| _____      | Nisus Missile Master (latest) | \$ 17.00 Cdn* (\$ 14.45 US) | _____        |
| _____      | Shipping and handling add     | \$ 3.00 Cdn* (\$ 2.55 US)   | _____        |
| _____      | Overseas Shipping add         | \$ 5.00 Cdn* (\$ 4.25 US)   | _____        |

Ontario Residents Add 8.00% PST \_\_\_\_\_

GRAND TOTAL \_\_\_\_\_

PRICES GOOD UNTIL JUNE 31st, 1993. CALL FOR CURRENT PRICING IF PAST THIS DATE.

\*Note: Other currencies please use current exchange rates and remit in Canadian funds by money order. Cash should not be sent by mail.

Please take some time to answer the following questions. I am gathering this information to better understand my user base, and tailor future applications accordingly.

Where did you obtain Missile Master?

- A) Friend
- B) Bulletin Board System
- C) Shareware Distributor
- D) Retail Outlet
- E) Other

If B, C, D or E above, please specify:

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What type of computer and hardware do you play Missile Master on?

CPU

- A) 386sx
- B) 386/20
- C) 386/33
- D) 386/40
- E) 486sx
- F) 486/33
- G) 486/50
- H) 486/66
- I) Other \_\_\_\_\_

VIDEO

- A) EGA graphics
- B) VGA (320x200)
- C) VGA (640x480)
- D) VGA (800x600)
- E) VGA (1024x768)
- F) Other \_\_\_\_\_

COLORS

- A) Monochrome
- B) 16 colors
- C) 256 colors
- D) 32,000 colors
- E) Other \_\_\_\_\_

SOUND

- A) Sound Blaster
- B) Sound Blaster Pro
- C) Adlib
- D) Gravis Ultra Sound
- E) ATI Stereo FX
- F) Thunder Card
- G) Roland
- H) Pro Audio Spectrum
- I) Other \_\_\_\_\_

If you have any suggestions and/or comments, please use the space below.

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May we use your comments in our documentation? YES \_\_\_\_ NO \_\_\_\_

Thank you for your time!

