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Warped is a Trademark of Brian C. Lowe and Eric Lee Steadle

## **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.

## **Give Me a clue**

Ooooh, so you need some help, Locust. Can't figure it out huh? Well, here's some clues:

The eyes have it.

Search through Johnny Fingers' fictional hints.

Walk a hundred steps in my shoes in The Execution.

## **About the Authors**

*Brian C. Lowe* (a.k.a. Overlord) - having been expelled from the Hopkins Elementary School (at the age of 25) due to an incident involving a teacher and a very sharp pencil, he has pursued studies in the martial arts and guerrilla warfare. Brian has been seen recently starting revolts in third world countries. His last known location was in the jungles of Argentina, combating the ferocious and often deadly Mamba Krishnas.

*Eric Lee Steadle* (a.k.a. Dictator) - is a loony toon and recently escaped from the Trafford area Mental Health and Rehabilitation Center. eric Has serious problems Capitalizing Sentences stemming from a childhood trauma involving a typewriter and a baby sitter. If You Happen to see eric, please notify the Authorities so that they may place Him back in Custody Where he Belongs. Whatever you Do, Dont approach him, unless you have A Doggie biscuit, and typeWriter Correction fluid.

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](#)



Beer and women.

Make cow sound on the 'no' for better comical effect.

Like actors, sports figures, Nobel Prize winners, former presidents, etc.

cotton swab

!looc oot si erawtfos depraw

leulc a em eviG

yddub ruoy si repaeR ehT

drah em praw ,ybab em praW



!daed ton si nosirroM miJ

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."

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 two types of sound: 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 in your WARPED directory. 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.

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### **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.

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***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.

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## ***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.

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### ***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.

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### ***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.

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### ***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.

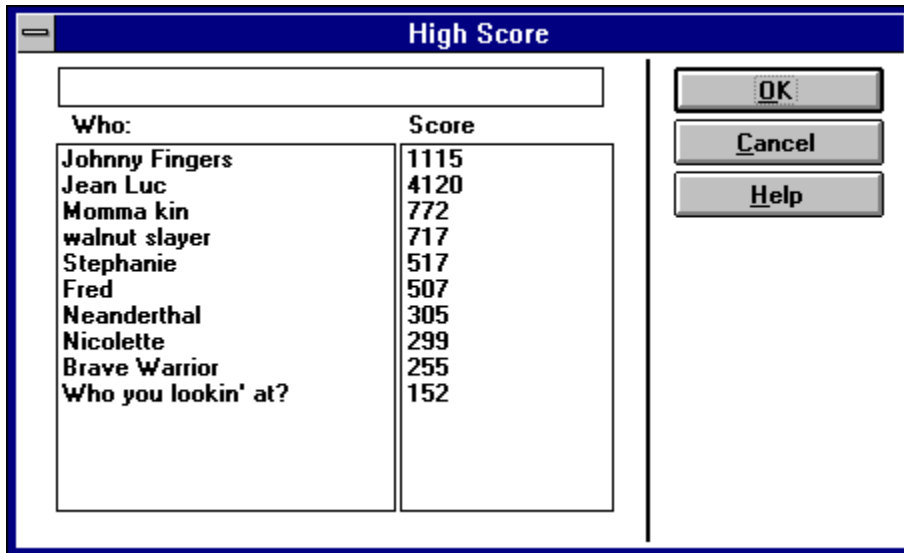
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### ***Smart Comments***

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 or favorite saying. Remember that your spouse may play this game some time in the future so don't write anything obscene.



**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.

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## 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 in your WARPED directory 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.

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### **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:

ROCK.EXE  
ROCKOPEN.WRP  
ROCKS.MID  
WARPED.DLL  
HISCORE.DLL  
WARPED.HLP

- Your distribution fee should not exceed a reasonable amount for this program. The cost of registration is 12 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:

SpaceRocks - After an attempted Venusian invasion of Earth, Voyde Farstar, hero by trade, 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.

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.
- It is not necessary for you to contact us to obtain our permission to distribute. If you follow the above guidelines you already have it. 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. Warheads 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

### Enabling Features of this Shareware Version

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

### **What does registration get me?**

Registration gets you access to all of the features of the game you now have on hand, as well as access to future enhancements in the same 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, Setup and Uninstall programs, printable user's manual, Grimmy's Playroom, and 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 his computer screen for hours on end while his spouse complains about the despicable state of repair their home has fallen into.

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?**

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 \$12.00.

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 made 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 \_\_\_\_\_

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



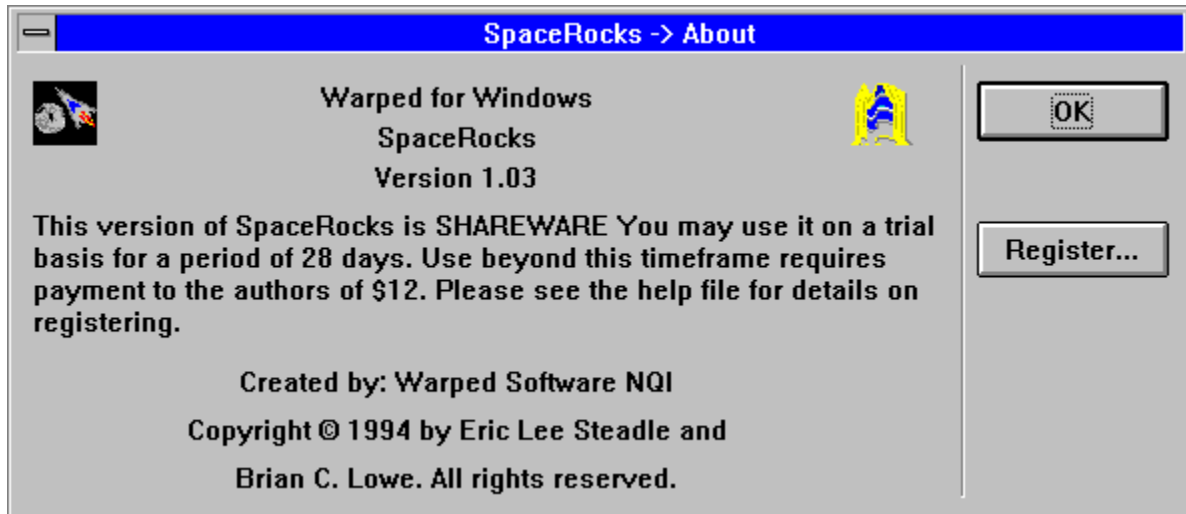
\* Those outside the US please see the topic [Registration](#) for comments about currency conversion and additional fees; PA residents please add 6% state income tax.

*Revision 1.02 4/15/94*

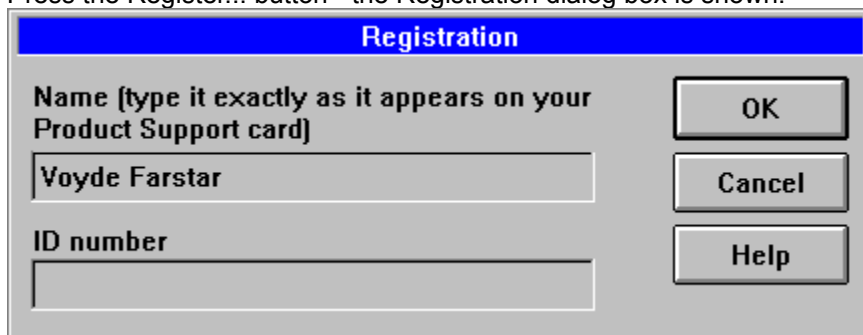
## Enabling Features of this Version

If you register the program you'll receive a postcard with a set of Identification codes on them. You can use these codes to enable all of the features of the shareware version you presently have. To enable the features, have your product support card handy and follow these instructions:

Start the program - the About box is shown:



Press the Register... button - the Registration dialog box is shown:



Type the name on the Product support card exactly as it appears on the card. Include spacing, capitalization, and punctuation.

Type the ID code as it appears on the product support card. Include spacing and punctuation here as well.

Press OK.

If you typed the name and the ID code properly, the shareware notice and Register Button disappear. Also, all game features are enabled, and the Shareware notices at the beginning and the end of the game go away. If you did not type the name or ID correctly, try again. Remember punctuation and spelling are significant.

[Information for those who already have Warped for Windows](#)

### **Information for those who already have Warped for Windows**

Those of you who purchased the Special Offer Warped Package already have codes which you received with your distribution diskettes. Those codes can be used with this shareware version to fully enable its features. If the version included in this archive is dated later than the version you presently have installed on your system, then you may want to consider enabling the features with your codes. If this version is the same, then you shouldn't bother.

The version of the game contained in this archive does not contain an automatic setup program as you may be familiar with from your Warped for Windows package. This was done to minimize the size of the archive since it is most often transmitted electronically. We have some instructions below on how to update an existing installation of Warped for Windows.

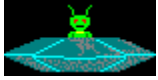
1. First unzip the archive into a temporary directory. Note the names of the files in this directory.
2. Switch to your WARPED directory (who's name may be different depending upon your preferences at installation) and compare the date on the files in this directory to those in the temporary directory.
3. If the files in the temporary directory are dated later than those in the WARPED directory, delete those in the WARPED directory and replace them with those in the temp directory. You should be keeping the most recent version of any file.

#### Revision History

## 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.













# **Warped™ for Windows - SpaceRocks**

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## **SpaceRocks: Object**

You are Voyde Farstar. Your mission is to destroy all of the rocks without getting yourself killed. You pilot a spaceship equipped with laser cannons capable of vaporizing space rocks. You need to clear these rocks out of space in order to travel deeper into the solar system.

## SpaceRocks: Scenario

After the defeat of the Venusian invasion force, Venus was thrown into civil war and, for the moment, was not a threat to Earth or any other planet. On Earth, the hero and one of the few remaining humans, Voyde Farstar commandeered a Venusian Starfighter which made the mistake of landing on Earth for minor repairs. The Starfighter was only useful for space travel and fighting and wasn't used for planetary invasions.

Farstar decided to travel to the outer reaches of the solar system, and maybe beyond, in search of a legendary Earth exploration ship which left before the Final World War. Upon finding these humans, he hoped to repopulate the Earth. Unfortunately, there is an asteroid belt that lies between Earth and Mars. Rumor is that the asteroid belt was created long ago by the civilizations on the outer planets to enclose the dangerous planets in the solar system; Mercury, Venus, and Earth. Farstar's first responsibility is to remove this asteroid belt, which is what this game is all about. If you need help, Toby will pilot the other ship.

Unbeknownst to Farstar, there is a planet in the galaxy that is home to a cannibal race. After eating all of the other civilizations on their planet, they decided to build a spaceship and fly to other planets to conquer and feast. Unfortunately, the construction of the spacecraft took too long and the cannibals ate each other. In fact, they have no bearing on this game at all. Forget that I mentioned it.

There are a couple of objects that you do have to worry about. First is the unidentified space crafts which will try to stop you. Most likely, they are keepers of the belt, but there is currently no way of knowing which planet they come from. You'll also encounter space mines, which can really kick your butt. You will notice that the mines look and even act like the cruise missiles in the Earth's final world war. Could other planets have been involved in a war that almost destroyed the Earth?

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!

## SpaceRocks: Game Play

Your space ship has the ability to fire laser cannons (four shots at a time) at space rocks. The laser bolts will break large and medium rocks into successively smaller pieces. Your laser cannon can vaporize the smallest of these pieces. You also have the ability to move your ship using orientation thrusters (left and right) as well as positioning thrusters (forward). Your ship is equipped with semi-persistent shields (they grow progressively weaker with use) and a Hyperspace escape feature. With all of these features at your disposal, your ship is considered a marvel of modern engineering (not to mention a very expensive piece of hardware so try not to scratch it up too much, huh?)

As advanced as your ship is, it can still give you cause for concern. For example hyper tunnel dynamics (the principles which allow you to enter Hyperspace) are still not fully understood. As a result there is a finite chance that your ship might explode when it emerges from the hyper tunnel. Your shields use an impulsive-repulsive generated field which requires substantial power when colliding with other objects. Your engines can usually provide this power, however if you collide with several objects in rapid succession or get squeezed between them then your engines will not be able to provide the power you need. Your ship will be destroyed. Note that the impulsive-repulsive field deteriorates as it is used. At some point, the shields will lose their entire field and buckle.

The keepers of the belt pilot two different kinds of space ships (large ones are droid piloted and as a result, predictable and slow; small ones are actively piloted, they are fast, agile, and darned good shots too.)

The keepers of the belt have also built two intelligent mines: Seeking mines are the kind that move towards you; Magnetic mines are the kind that draw your ship in.



## **SpaceRocks: Strategy**

The fewer space rocks there are on the screen, the less likely you are to run into them. So take on one rock at a time, break it up into smaller ones quickly and vaporize them. Then go on to the next rock.

You can only have 4 shots on the screen at a time. There are two ways your shot goes away. After it has traveled a fixed distance, and after it hits something. So hit something instead of firing at empty space.

You can hit things better if you're close to them. Use your positioning thrusters to move up close to a space rock and lay on the fire button!

Small ships target you very well, but they key in on your present location. So if you're not there when the shot gets there... move around when small ships come on the screen.

Shields only last so long. So only use them when you have to, like when you're about to get run over by a space rock. When it bounces you, turn them off again.

Hyper tunneling is useful if you're about to be crunched on all sides (when shields are likely to fail). However you risk explosion on reentry, and you might just end up in the path of an oncoming space rock. Use it only when you have to.

## SpaceRocks: Scoring

### Rocks

Big	100
Medium	200
Small	400

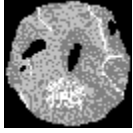
### UFOs

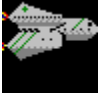
Small	800
Large	200

### Mines

Seeking	100
Magnetic	100

<u>Other Ship</u>	1000
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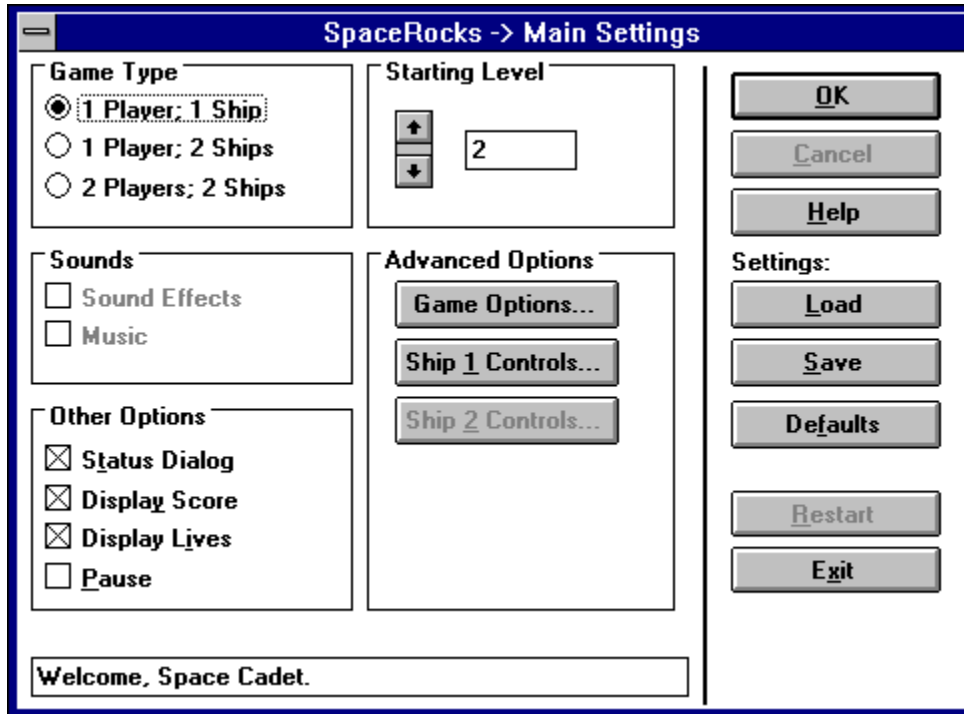




## SpaceRocks: Main Options

The Main Options dialog box for SpaceRocks 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, press Ctrl+C, or press F9.



## SpaceRocks: Game Options

The Game Options dialog box for SpaceRocks 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.

The screenshot shows the 'Space Rocks -> Game Options' dialog box. It is divided into several sections for configuring game settings:

- Ships:** Includes checkboxes for 'Ships hit each other', 'Ships shoot each other', 'Hyperspace Problems', and 'Limit Lives' (set to 3).
- Rocks:** Includes checkboxes for 'Use rocks' and 'Rocks hit ships', and a 'Max number of big rocks' slider set to 6.
- Mines:** Includes checkboxes for 'Use Seeking Mines' and 'Use Magnetic Mines', and options for 'Hit Rocks' and 'Stealth'.
- Intelligence:** A radio button group with options: Dumb, Smart (selected), Genius, and Savant.
- UFOs:** Includes checkboxes for 'Use UFOs', 'Shoots', 'Shoots Rocks', 'Hits Rocks', 'Hits Ships', 'Shoots Ships', and 'Shots Wrap'.

On the right side, there are buttons for 'OK', 'Cancel', 'Help', and 'Preset Games' (Forgiving, Classic, Space Ace, Space Battle). A status bar at the bottom reads 'Welcome, Space Cadet.'



## SpaceRocks: Ship Control Options

The Ship Control Options dialog box for SpaceRocks 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 Ship Control Options dialog box, use either of the Ship x Control Options... button on the Main Options dialog box.

**SpaceRocks -> Player 1 Ship Controls**

**Controls**

Keyboard  
 Mouse  
 Joystick

Keyboard	
Right	Right
Left	Left
Fire	Space
Thrust	Up
Shields	Q
Hyperspace	W

**Mouse**  
 Continuous Tracking

	Min	Max
Space Friction	←	→
Ship Acceleration	←	→
Ship Top Speed	←	→
Shot Inertia	←	→
Shot Duration	←	→
Shield Duration	←	→

Welcome, Space Cadet.

OK  
Cancel  
Help  
Match  
Other Player...

## **Game Type**

You can play SpaceRocks by yourself, or with a friend. And if you're so inclined, you can control both ships. Your faithful companion, Toby, pilots the second ship if you choose 1 player, 2 ships. Toby isn't quite smart enough to pilot the ship independently, but he's quite adept at mimicking your movements. You should definitely try this type of game.

When you play with a friend you can both use the keyboard, or one can use the joystick and the other the mouse. You use the Ship Controls dialog box (available from the Main Options dialog) to set the desired control device.

**Note:** When you play with 2 players, both of you play at the same time.

---

### ***Game Options Button***

Use this button to show the SpaceRocks Game Options dialog box.

### ***Ship 1 Controls***

Use this button to show the Ship Controls dialog box for Player 1.

## ***Ship 2 Controls***

Use this button to show the Ship Controls dialog box for Player 2.

## ***Preset Games***

SpaceRocks is very flexible. It has so many options that they can become overwhelming. For this reason we have provided preset game options. You can configure it to play a classic game of SpaceRocks (shoot the rocks and spaceships until you die) or you can configure it for a space duel between you and a friend.

Once you become familiar with the game you might want to experiment with the [Game Options](#) Dialog box. It allows you to change a number of different parameters. The possibilities are limited only by your imagination (and the number of options that we've provided).

### ***Ships Hit Each Other***

Check this box if you want to die when your ships hit each other. This option is only enabled if you're playing a two player game.

***Ships Shoot Each Other***

Check this box if you want your opponent to be vulnerable to your laser cannon.



### ***Hyperspace Problems***

Check this box if you want to enable Hyperspace problems. If enabled, your ship will blow up on reentry to normal space (only about 1/4 of time though).

***Limit Lives***

Check this box to limit the number of replacement ships. Uncheck this box and you'll have an unlimited number of ships and the game won't end until you exit the program. If you are limiting your number of ships, you can change how many you lose before the game starts over (up to a maximum of 99).

## ***Space Mines***

Some of you may think that since mines are just holes in the ground used to remove precious metals, that space mines are just holes in space. Well, YOU'RE WRONG! I told you before that naval terms will be used in space and if you are not going to listen to me, I'm going to stop writing (and when I say naval, I don't mean oranges, and I don't mean that thing 'round about your mid-section either). Space mines are like naval mines, except they are a little more intelligent. The mines that you will come across are similar to the ones used in Earth's final world war (Ref. Warheads for Windows). A Seeking Mine will follow you around until you make a mistake (you're final mistake). A Magnetic Mine will move to a strategic position and then apply a stationary field (it stops moving), while it draws you toward it with an attractive field (no, not a good looking meadow). Since you are the only object in the area that is constructed of ferrous material (ignoring the possible iron content in the rocks), you are the only object affected by the field.

### ***Use Seeking Mines***



Check this box if you want to use Seeking Mines in your game. Seeking Mines move towards your ship. If you collide with them, they'll destroy your ship.

### ***Use Magnetic Mines***



Check this box if you want to use Magnetic Mines in your game. Magnetic Mines draw your ship towards them.

## ***SpaceRocks***

Rocks in space which occupy space, need their space, are somewhat spacey, and spaced at indefinite intervals.

***Hit Rocks (mines)***

Check this option if you want collisions to occur between SpaceRocks and mines (either Seeking or Magnetic). If you don't check this option, the mines will pass by the rocks as if they weren't there.

***Stealth (mines)***

Check this option if you want mines to employ stealth technology. Uncheck this option and you'll be able to see mines as they attempt to kill you.



### ***Intelligence (mines)***

Select the level of intelligence you wish the mines to have. If you select dumb, mines will travel in basically straight lines towards you. The other settings gradually increase the amount of logic the mines use to destroy their targets (you). Be careful, Savant mines are quite a challenge.

## ***Use Rocks***

Even though the game is fundamentally about SpaceRocks, we've given you the option of turning them off. You might wish to do this if you want to train yourself with a specific foe (mines for instance), or if you and a friend want to see who the better pilot is without any distractions.

### ***Rocks hit ships***

Check this box to make yourself vulnerable to the SpaceRocks. If you turn this off, the rocks will not harm your ship. You might wish to use this setting if you want to practice a certain technique or just want to do some damage and not worry about being destroyed.

### ***Maximum Number of Big Rocks***

The affects the number of big SpaceRocks that are placed on the screen at the beginning of each round. In later rounds, the number of big SpaceRocks which you start with increases up to this value. Change this setting by moving the scroll bar up or down. The minimum is 4 and the maximum is 7.

***Use UFOs***

Check this box if you want to enable UFOs (those pesky little ships that come out periodically and try to blast your brains).

**Shoots (UFO)**

Check this box if you want the UFOs to shoot things when they come out.

### ***Shoots Rocks (UFO)***

The UFOs have a targeting mechanism which is unbelievably accurate. If this option is enabled the UFOs will use this targeting mechanism and take care of some of the rocks for you.

### ***Hits Rocks (UFO)***

If you check this option then UFOs are vulnerable to collisions with SpaceRocks. Uncheck this option and the UFOs pass right by them with nary a thought.



### ***Hits Ships (UFO)***

Your path and the path of the UFO cross from time to time. If you want your ship to be destroyed when they do, then check this option.

***Shoots Ships (UFO)***

Check this option if you wish to be vulnerable to shots from the UFO.

***Shots Wrap (UFO)***

If you check this option, then shots from the UFOs wrap around the screen and come on the other side.

## ***Forgiving***

Press this button if you're new to SpaceRocks or you are a wimp. You'll get a game which is relatively easy to win.

## ***Classic***

Press this button for a classic game of SpaceRocks.

## **Space Ace**

Press this button if you're an expert at SpaceRocks and are looking for a challenge.

## ***Space Battle***

Press this button if you and a friend want to go head to head.

## **Keyboard**

Select this option if you're using the keyboard to control your ship. In this case notice the six key controls are enabled. If you place your cursor inside the box and press a key, then that key is used for that function. For example to rotate your ship right and left the right and left cursor keys could be used. Fire could be the space bar. Thrust could be the up cursor key. Enter could be Hyperspace. See the topic [Keyboard Keys](#) for more info.



## **Mouse**

Select this option if you're using a mouse to control your ship. When you use a mouse, your ship follows (points to) the mouse cursor, as long as it's moving. (Continuous tracking can be checked to make your ship follow the cursor even when you're not moving the mouse). You use the buttons to fire, thrust, activate shields, and Hyperspace. We have assumed that most folks have at least a 2 button mouse. That being the case, the following functions correspond to these events:

**Fire:** Left Button

**Thrust:** Right Button

**Shields:** Left Button while cursor is pointed at ship

**Hyperspace:** Right Button while cursor is pointed at ship

You might have noticed that the Keyboard keys for both Shields and Hyperspace remain enabled when you select the mouse as your control device. You can use keyboard keys or the mouse buttons as described above to control these two functions. See the topic [Keyboard Keys](#) for additional information.

## ***Joystick***

This option sets the control device to a Joystick. The following actions are used for control:

<b>Fire:</b>	Button 1
<b>Shields:</b>	Button 2
<b>Hyperspace:</b>	Button 3 or Backward on the Joystick
<b>Thrust:</b>	Forward
<b>Rotate Left:</b>	Left on the joystick
<b>Rotate Right:</b>	Right on the joystick

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 Applet on the Control Panel for **two** 2-D joystick (not one 3-D joystick). See the topic on [Installing Joysticks](#) for more information.

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[Advanced information about Joysticks](#)

## ***Keyboard Keys***

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

<b>Left:</b>	Left Cursor
<b>Right:</b>	Right Cursor
<b>Fire:</b>	Space Bar
<b>Thrust:</b>	Up Cursor
<b>Shields:</b>	Q
<b>Hyperspace:</b>	W

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) or F9 (it's reserved for the Main Options dialog box) . The game won't change a function to a key that can't be used.

---

## ***Shields***

Named after the metal slabs that knights used to prevent their faces from being ripped off. In the space age, shields are made out of electromagnetic fields which surround your ship. The field is made of different fundamental and harmonic frequencies, including the entire range of the visible spectrum. Because of this the shield appears white.

## ***Hyperspace***

I don't know what this is. It's not even in the dictionary, although I did find 'hypersexual', which seemed interesting. Hyperspace sounds like the universe after it had too much sugar. Well, whatever it is, it allows your ship to instantly transport to random locations within its own quantum model of the universe.

### ***Continuous Tracking***

If you check this option, your ship turns towards the cursor no matter whether you move it or not. If you happen to be thrusting, and this setting is on, the ship tends to orbit the cursor, which is really cool if you happen to be drinking at the time.

## ***Space Friction***

Now those of you who are physicists know that there's no such thing as space friction. Just think of it as reverse acceleration. In either case this setting controls the rate at which your ship slows down after you ease up on the accelerator. If you set it to Min then your ship does not slow down unless you turn your ship around and fire thrusters the other way.

### ***Ship Acceleration***

Controls the rate at which your ship picks up speed. Higher setting mean you'll be going top speed in almost an instant. Lower settings mean you won't get to top speed for a while.



### ***Ship Top Speed***

Controls the maximum speed your ship can attain. Shift the scroll bar towards Max to get a faster overall ship.

## ***Shot Inertia***

Control the amount of recoil that your ship experiences from firing a laser. Yes, all you physics majors we know all about it. It's just for effect.

### ***Shot Duration***

Controls how long your shot remains on the screen. A lower setting means you'll be able to fire more often. A higher setting means your shot will have longer range.

### ***Shield Duration***

Controls how long your shields last. When we play the game we always set it to Max.

### ***Match Button***

Press this button to match all of the current ship's settings to the other ship's settings. This is very useful if you want to play a two player game yourself.

### ***Other Player Button***

Press this button to load the other ship's settings. You can identify which ship you're looking at by the caption at the top of the dialog. This is very useful if two players are playing and you're both using the keyboard. You can make sure that you both don't try to use the same keys.

## ***Aft***

Most of the terminology used in future space travel will be based on terms from the sea naval days. This term is used when your spouse tells you to take out the garbage when you are playing this game, you tell him/her that you will get to it 'aft'-er you're done playing (or you can tell him/her to kiss your 'aft'). Then give your spouse a 'stern' look. But don't ever 'bow' to their wishes, they may send you 'sailing'. You'll have to buy them 'port' sherry for your anniversary. Needless to say from that point on, you'll know who the 'mast'-er is.

## ***Mines***

Everything that is not yours is mines.



## ***Stealth***

This term is used to describe the ability of an object to avoid detection by radar. It is usually assumed that in the space age, we will be able to detect electromagnetic waves in the visible light spectrum at long distances. If this is true, then the object would need "cloaking" in order to avoid detection. This is a moot point because the mines can be detected if you watch close enough. So, the correct term should be camouflage.

