

Torque

COLLABORATORS

	<i>TITLE :</i> Torque		
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WRITTEN BY		February 19, 2023	

REVISION HISTORY

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1.2 Yawn, yawn, yawn.

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This program is freeware, you may copy and spread it to whoever you want under the following conditions :

- \$^1\$ All the files must be spread together in an unaltered state. Feel free to archive them but no file cruncher can be used on any files.
- \$^2\$ No fee may be charged other than copying/time/distribution charges, and these charges may be no greater than £1:50 (This INCLUDES all postage costs). This applies to fellow PD libraries. If any library charges more they will be blacklisted from ALL future SHOAH releases. If you have paid more then ask for a refund and please send us full details.
- \$^3\$ Permission must be granted for this software to be included in any form of collection. This is only so you can have the most up to date version. Also, when you obtain the full version, this preview mix MUST be removed from any lists containing it (ie BBS, PD library etc.) and can no longer be spread. I don't want people to be buying/downloading this preview when the full version is just as easily obtainable.

1.3 Introduction

Pure and simply this is a Uridium clone. It's not a straight ↔ conversion, I thought about doing it that way but what a waste of the Amiga that would be. I've tried to capture the elements of the original, the fast scrolling, the instant playability and the fun. Whether or not I have is up to you, but I'm quite pleased with it.

I doubt if you've bothered to read the Copyrights and Distribution bit, so

if you haven't you won't know this is totally free. No restrictions and no Shareware fees. Why ? Well a couple of reasons. I don't think it's right to do a clone and then charge for it, unless it's far and away a better version. This isn't. Also if you are going to steal someones' idea I think it's a little be cheeky to get paid for it. The other reason is that SHOAH's sister company is

SHOAH PD
(Strange, but true). I earn money from distributing other ↔ peoples hard work, so hopefully this will go someway towards re-dressing the balance.

1.4 Instructions

This is only a list of controls, the game itself couldn't really be more simple and I'm not going to write a little atmospheric story to go with it, what's atmospheric about reading a guide with multiview ?

P Pause
Esc Quit (Only when paused)

Holding down the fire button will cause your ship to flip on it's side.

To install Torque to your harddrive simply make a new directory called 'Torque' and make sure you assign it, then copy the files Torque, Hi-Scores and Loading_Screen1 into it.

1.5 What's left to do

In the Big Mix you should find the following features...

Another (Currently) eight fleets, with some really huge dreadnoughts.
Smart memory management, if you've got the RAM then why wait ?
An installer script.

There will be other features, but if I blab now where would the surprise be ?

A note about bugs...

There are a couple of bugs in this preview mix, I know it's the lamest of the lame to release stuff actually knowing that there are bugs in it, but if I didn't release this mix soon the full version would be ready. See this mix as a playable advert !

The bugs are...

\$^1\$ The score goes a bit mental sometimes, so if your score is well over thirty thousand that you've just met that bug !

\$^2\$ Every so often when you are flying left your ship will just keep on going through memory. If this happens then you'll just have to quit.

\$^3\$ Also, every so often one of the baddies may just disappear !

Sorry about this, ALL bugs will be gone in time for the big mix. Also if you find the game glitches a lot then get some fast Ram ;) The game is throwing a fair amount of data around quite quickly so it may not be able to do that in a single frame. I've been breaking my back to make it as quick as possible, I'm just not good enough I guess.

A final note, this has been tested only on A1200's with various ram configs. if you have a '30/'40 machine and it all goes badly wrong then please get in touch. Thanks.

1.6 Cheap at half the price

We are selling advertising space at the start of each fleet for a ↔
mere £20 !

If you would like to advertise then please

get in touch
, this offer is open to
everyone, from user groups to PD libraries !

Because this game has taken a hell of a lot of work crappy adverts won't be used ! If you want us to design the ad. for you then please add an additional £5.00 to the total. Minor alterations will be done for free, and we will send you a copy to confirm that it's ok.

No payment is due until the full game is ready for release, you will be sent a copy in advance and then all cheques (Only issued from UK banks) must be sent within 30 days.

The format for the advert is lo-res 320*160 in 32 colours, and all advertising space will be reserved on a first-come first-served basis.

Please support this idea, it means you get a cheap advert and the user gets the software for free, which can't be bad for anyone.

1.7 Hype (?)

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and contains details on all our disks + special offers and other odds & ends.

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LightSpeed - By Sublime Software

From the authors of the excellent 'Last Lap' comes THE Tron based game. This ISN'T yet another lightcycles clone, this introduces a totally new element to the genre (Tag !), and has a load more features, such as scrolling, split screen two player action, loads of levels and the great presentation that you'd expect from Sublime. Look out for this, you'll cream your pants !
Price - £TBA

1.8 The Credits

Code by Squize
Graphix by Vex
Additional graphix by Squize
Main Toons by PsiberPunk
Additional Toons by Squize
Vocals by Liane
Playtesting by Vex, Matthew, Liane and Paul

I would like to thank everyone for helping me with this, Vex for doing the really stunning graphix at a moments notice, PsiberPunk for two of the best mods that I've heard since SID's death, Liane for her constant support and faith in me and Matthew and Paul (Thanks for the good words) for breaking my code so well ;)

I also owe a huge thank you to Jouni Korhonen for the very best packer ever written, and Jarno Paananen for THE replay routine.

And most importantly thanks to Andrew Braybrook, without who this would have been a platformer, and my 64 days would have been a lot emptier.

Enjoy the destruction...

For my Dad.

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