

MISSILE MASTER

Programmed By: Scott A. Murray
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Beta Documentation

Introduction

Welcome to **Missile Master**! This is a shareware game (currently in Beta testing) written in Visual Basic 1.0. The game was programmed mostly on my spare time to teach myself Visual Basic.

Missile Master is based on Missile Command, an old Atari game from years ago.

Features

- * **Supports 640x480, 800x600 and 1024x768 Windows screen modes.**
- * **Full color, fast action arcade style game.**
- * **Support for Sound Blaster and other WAVE devices.**
- * **Full arcade sound effects!**
- * **Support for in-game background music through the use of MIDI devices.**
- * **Options to control game speed and sound.**

Object

The object of the game is to protect your cities. During each level, you will be faced with incoming bombs aimed at your cities and missile bases. The game ends when all your cities have been destroyed.

Playing

To play Missile Master, select the **GAME** menu and choose **NEW**, or press **F2**. Position the cross-hair cursor slightly in front of the incoming bombs and press either the left or right mouse buttons (corresponding to the left and right missile bases). The incoming bomb will be destroyed if it collides with your outgoing missiles explosion. An incoming bomb can also be destroyed by another incoming bombs explosion, sometimes creating chain reactions. You are limited in the number of missiles you have to defend your cities. As the levels progress, you are given more missiles to defend against a growing number of incoming bombs. Once a city is hit once by an incoming bomb, it is destroyed and will only return if you earn bonus cities. A missile base will take to direct hits before it is destroyed

completely. On the first hit, it gets damaged and there will only be a 40% chance of it firing missiles on each attempt. Missile bases always get fully repaired between levels.

You may fire a missile anywhere on the playing screen, except below and invisible line located just above the city skylines.

When you complete a level, you will be given bonus points for any remaining cities and remaining missiles in your missile bases. Use your missiles conservatively to increase your score!

Each level gets harder, as there are more incoming bombs travelling at greater speeds.

Bonus cities are gained every 10,000 points, and will automatically replace destroyed cities as needed.

Every 50,000 points, you will get a 'Smart Bomb'. A smart bomb will destroy every incoming bomb on the screen all at once. Activate the Smart Bomb with the SPACE BAR, but use it wisely!

Beta Testing/Bug Reports

Since this is a Beta version, don't be surprised if there are a few bugs and/or glitches. Give the game a workout, and please report any bugs to:

Nisus Development & Technology
PO Box 703, Station 'A'
Scarborough, ONT
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or by phone to....

(416) 261-7866 (leave a message)

or by E-Mail at....

Canada Remote Systems
S. MURRAY

Your Comments PLEASE!

If you are a user of Canada Remote Systems, I'd love to hear your comments, suggestions and criticisms of Missile Master. Please leave private E-Mail to S. MURRAY, or post a message on the BASIC conference. I frequent the BASIC conference several times a week, and will also gladly answer questions relating to Visual Basic.

Please excuse typos and/or spelling errors.... its late!