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Introduction

This is the unregistered shareware version of Terain for Windows. Please distribute freely.

Terrain is a program provided with Rocket Scrambler for windows.

Terrain enables you to easily design your own landscapes for the Rocket Scrambler game.
You can create brand new landscapes and/or modify existing ones.
You can add as many aliens as you like to the landscape - Rockets, Fuel Bases and Mysteries.
In the final stage of the landscape, you can add one End Alien. When this is destroyed by the player, the game goes back to the beginning.

The landscape for Rocket Scrambler consists of 4 stages as follows:
Stage 1 - Ground only, rockets fire at you.
Stage 2 - Ground only, rocks fly towards you, rockets dont fire.
Stage 3 - Ground only, rockets fire at you.
Stage 4 - Ground and roof, rockets dont fire. The End Alien should be placed in this stage.

The program will stop you from doing things that would prevent the landscape working properly in Rocket Scrambler - for example in stage 2 you cannot draw the ground above the level of the rocks, and in stage 4 you cannot have ground and roof overlapping. Also, in stage 4, it will draw a spike in the landscape to make it impossible for the plane to fly past the end of the landscape.

File Management

The program allows you to edit only one landscape at a time.
A landscape consists of 2 files
One for the land data with a .LAN file extension (used in stages 1 to 4)
One for the roof data with a .ROF file extension (used in stage 4 only).
If you attempt to open a landscape, and one of these files is missing, you will get an error message.

Use the *File/Open* command to open an existing landscape.

Use the *File/New* command to create a brand new landscape. You will be asked to give the lengths of the 4 stages of the landscape.
NOTE - it is a lot easier to create a new landscape from an existing landscape - open the existing landscape and use the *File/Save As* command to save it to a new name.

Use the *File/Save* command to save the landscape you are editing.

Use the *File/Save As* command to save the landscape you are editing to a different name.

Use the *File/Close* command to close a landscape you are editing.

Use the *File/Exit* command to close the application.

Editing the Landscape

When you have successfully opened a landscape file, or created a new file, the application displays the landscape in the main window.
A horizontal scroll-bar enables you to re-position the screen to show any portion of the landscape you choose.

Information at the bottom left of the screen tells you the name of the file you are editing, which of the 4 stages you are currently positioned in and your absolute position in the landscape.

You can re-size the window in the horizontal direction to display more/less of the landscape on screen.

There is a yellow cross in the window that indicates the current cursor position.

The *arrow keys* on the keyboard are used to move the cursor.
The speed at which the cursor moves is dictated by the Windows keyboard response rate. If the cursor movement is too slow or too fast, you must change the Windows default setting (go into **Control Panel**, and choose **Keyboard**)

The cursor can be repositioned by clicking the left mouse button anywhere in the window.
If you click on an alien, the cursor WONT be repositioned. Instead, that alien will be highlighted for movement or deletion.

If the *Action/Move* menu box is ticked on, moving the cursor has no effect on the landscape.

To edit the ground in stages 1 to 4, make sure the *Action/Draw Land* menu box is ticked. Then moving the cursor will edit the ground.

To edit the landscape in stage 4, make sure either the *Action/Draw Land* menu box is ticked on to edit the ground, or the *Action/Draw Roof* menu box is ticked on to edit the roof.

To make life easier, when you are drawing (land or roof), if you hold the CTRL key down, drawing will be suspended and the cursor will move as if *Action/Move* was selected.

Adding Removing and Repositioning Aliens

You can arrange aliens in your landscape using the following techniques:

1 **The clipboard (cut, copy and paste)-** see section <u>Using the Clipboard</u>

2 **The Alien Menu** - described below

3 **Drag and Drop** - described below

An alien can only be added to the landscape if there is a portion of flat land wide enough for it to sit on.

To add an alien, position the cursor where you want to add the alien and choose one of the following:
Alien/Rocket - adds a rocket to the landscape. Short cut key is F2
Alien/Fuel - adds a fuel dump to the landscape. Short cut key is F3
Alien/Mystery- adds a mystery to the landscape. Short cut key is F4
Alien/End Alien - adds an end alien to the landscape. You can only do this in stage 4, and you can only add one end alien. Short cut key is F5

In practice, it is much faster and easier to add aliens by dragging and dropping - if you position the mouse over an existing alien and hold down the left mouse button, you can drag the alien to a new position. If you also hold down the CTRL key, the alien gets copied rather than moved, so you have added a new alien.

To delete an alien, highlight the alien that you want to remove by left-clicking on it, and choose the *Edit/Delete* option . Short cut key is Delete.

Using the Clipboard (cut, copy and paste)

You can use the clipboard in the following ways:

1   **Copy sections of land and/or roof and paste them elsewhere in the landscape.**
To do this, hold the left mouse button down and drag the mouse - a rectangle will appear on the screen, indicating the section of landscape you have highlighted.
Use the *Edit/Copy* menu to copy this section to the clipboard (short cut key is CTRL+C).
If you are in the final stage, you will be asked if you wish to copy the land, the roof or both.
You can now paste this landscape in a different place - position the landscape using the scroll bar and position the cursor at the place you want to add the landscape. Now use the *Edit/Paste* menu (short cut key is CTRL+V), and the landscape will be pasted.
NOTE - using paste draws over the landscape that is already there, so dont paste over a section of landscape you wish to keep.

2   **Cut or Copy aliens and paste them elsewhere in the landscape.**
To do this, highlight an alien by positioning the mouse over it and clicking the left button.
Now you can choose *Edit/Cut* to remove the alien and copy it to the clipboard, or *Edit/Copy* to just copy it to the clipboard.
You can now paste that alien anywhere else in the landscape- position the landscape using the scroll bar and position the cursor at the place you want to add the alien Now use the *Edit/Paste* menu (short cut key is CTRL+V), and the alien will be pasted.

Adjusting the Size of the Landscape

Each of the 4 stages has a length. This can be changed by choosing the File/Stages menu.
You are asked to over type the existing stage lengths

Using this option, you can create a landscape as long or short as you wish. However, the length of each stage must be between 500 and 10000, and the total length of the landscape must be less than 30000.

BEWARE: - if you shorten the length of any stage, you will lose the end part of the stage that will not fit into the new stage length.
If you increase the stage length, the new part of the stage will be filled in for you as a rather uninteresting horizontal line along the bottom of the screen (or along the top of the screen for the roof in stage 4).

Using Your Landscapes in Rocket Scrambler

When you have designed and saved your landscape, you can load it into the Rocket Scrambler game using its *File/Open* command.

This is only available in the registered version of Rocket Scrambler, although in the unregistered version, you can edit the default landscape (LANDSCAP.LAN).

Registering Rocket Scrambler

If you have enjoyed playing Rocket Scrambler, please register.
This enables me (the author) to write more shareware games that you will also enjoy (I hope).

To go straight to the registration form, click here: Registration Form

PLUS PLUS PLUS - LOOK AT WHAT YOU GET WHEN YOU REGISTER!!!!!!!!:

- The full version of the game! (on three and a half inch diskette, 1.44M).
- The registered version of Terrain for Windows which enables you to easily edit the existing landscape and/or create your own unique landscapes for use with the game.
- The ability to load your own customised landscapes into the game.
- A range of pre-designed landscapes for your enjoyment.
- No more sleepless nights of anguish over using an unregistered shareware program!

UK (United Kingdom) customers:
All this for only £10-00. Cheque, postal order or plain cash.

US (United States) customers:
1) $20-00 if you pay by cash.
2) $27-00 if you pay by cheque. The extra $7-00 is to cover bank charges for processing cheques outside the UK - sorry!
3) £15-00 (UK pounds) if you pay by money/postal order. PLEASE only send money/postal orders for UK pounds.

Other customers:
1) £15-00 (UK pounds) if you pay by cash. You can pay in any currency to this value, at current exchange rates.
2) £20-00 (UK pounds) if you pay by cheque. You can send a cheque in your own currency to this value, using current exchange rates. The extra £5-00 is to cover bank charges for processing cheques outside the UK - sorry!
3) £15-00 (UK pounds) if you pay by money/postal order. PLEASE only send money/postal orders for UK pounds.

To go to the registration form, click here: Registration Form

Or, if you prefer (or dont have a printer), send your details and payment to:

Barrett Computing Services Ltd.
Rocket Scrambler Registration
37 Linnet Walk
Wokingham
Berkshire
RG41 3HE
ENGLAND.

All cheques / money orders payable to: Barrett Computing Services Ltd.

Registration Form

CLICK HERE TO PRINT REGISTRATION FORM: [Print]

Please fill in the form below, and send to:

Barrett Computing Services Ltd.
Rocket Scrambler Registration
37 Linnet Walk
Wokingham
Berkshire   RG41 3HE
ENGLAND.

Thankyou for registering. You will receive the full version of the program within 28 days (UK). If you live outside the UK, your order will be dispatched within 20 days of receipt.
These are maximum timescales only. Under normal circumstances, your order will be processed by return.

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Registration form for Rocket Scrambler for Windows

Name

Address

Postal or ZIP Code

Country

_____

Payment Enclosed   (Please tick one)
All cheques / money orders payable to: Barrett Computing Services Ltd.

UK (United Kingdom) customers
[_]   £10-00 Cheque
[_]   £10-00 Cash
[_]   £10-00 Postal order

US (United States) customers
[_] $20-00 Cash
[_] $27-00 Cheque - The cheque option is more expensive to cover bank charges - sorry!
[_]   £15-00 (UK pounds) Money/Postal order in UK pounds only please.

Other customers
[_]   £15-00 (UK pounds) Cash in any currency to the value of £15-00 (UK pounds) at current exchange rates
[_]   £15-00 (UK pounds) Money/Postal order in UK pounds only please.
[_]   £20-00 (UK pounds) Cheque - You can send a cheque to the value of £20-00 (UK pounds) in your own currency, using current exchange rates. This is more expensive to cover bank charges - sorry!
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