

# Index

[Registration](#)

[Why Should I Register?](#)

[What Does Registration Get Me?](#)

[Ok, How Do I Register?](#)

[ORDER FORM](#)

[Version Information](#)

[Updates](#)

[Object of the Game](#)

[Scenario](#)

[Missile Bases](#)

[Cities](#)

[Bonus Cities](#)

[Scoring](#)

[Mouse Controls](#)

[Keyboard Controls](#)

[Control Dialog Box](#)

[Status Dialog Box](#)

[Questions and/or Comments](#)

[About the Authors](#)

[Special Thanks](#)

[Known Bugs & Fixes](#)

## **Registration**

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

If you decide that you would like to register the program, the fee is \$17.00. This is broken into three parts. \$15.00 is the cost of the game (hey, that's really cheap for a Windows program!). \$1.00 is for media, and the final \$1.00 is for transmission cost (via the Postal System). Media and Transmission costs mean that you'll be receiving another version of this game. A version that offers many options and amenities as well as the latest updates.

If you decide not to register this game then please, by all means, give it to a friend. We encourage the copying of this game for evaluation purposes. Remember though, at the end of 28 days (or four weeks) your evaluation period is over. You must either register or discard the game. You are on your honor.

If you obtained this program through a shareware distribution service, the fee you paid was not for registration. It was for their media and handling charges. You do not have a registered copy.

[Why Should I Register?](#)

[What Does Registration Get Me?](#)

[Ok, How Do I Register?](#)

## **Why Should I Register?**

In all honesty, we think the game is worth it. Really, have you seen some of the games out for Windows? If you have (there's not too many around) then you know what we mean. AND, this is an action / arcade type game. This is no board game, this is a Shoot-Till-Yer-Finger-Falls-Off game. We've pulled, pushed, dragged, kicked, and yanked performance out of Windows, something that took quite a bit of effort.

Unfortunately, due to memory constraints (yes we all run into them sooner or later), this program will not run in Real Mode. It runs respectably on a 286 (in protected mode). It runs very nice indeed on a 386. And we suspect that it runs freakin' fast on a 486 (we can't afford one, and neither can our friends).

While testing this game out we discovered an interesting phenomenon. This sucker ran TOO fast. Beta testers had a hard time making it past the first couple of levels. We've adjusted the speed of play as best we could, but of course we'll never be able to satisfy everyone. For those of you who are mouse proficient, the [registered version](#) of this game contains a [Control Dialog Box](#). that allows you to set the speed of the game. See this topic for additional information.

### Registration

[What Does Registration Get Me?](#)

[Ok, How Do I Register?](#)

## **What does Registration get me?**

Registration gets you several things.

The first is another version of this game, a version with options galore. You get a Control Dialog Box which allows control over various aspects and parameters of the game.

You also get to be heard. If you're a registered user, we value your comments and will try our best to improve our game to meet your needs. If you're a non-registered user, your comments come second to registered users. We'll incorporate your comments and suggestions, but only if it will get you to register.

The third thing it gets you is more Windows games. We plan on writing more Windows games, but only if this game does well. We cannot afford to put our time into something that offers nothing in return. (Yes, we get the satisfaction of the final product, but did you ever try to serve a Windows program for dinner?) If you would like more Windows games, then support the authors who make it happen (not just us, but all those who are writing Windows games).

Registration

Why Should I Register?

Ok, How Do I Register?

## **OK, How do I register**

1 Print the order form (jump to it by clicking on the link over here-> [ORDER FORM](#)).

2 Fill out the info requested.

3 Make out a check or money order for \$17.00 to the following person:

*Eric Steadle*

4 *Just for fun*, a **free copy** of the registered version will be given to the first three people who correctly guess the title of the opening music. If you guess correctly we'll mail your check back to you (uncashed) along with the registered version. Write down your guess on the back of the order form (or, if you're feeling creative, wherever you think we'll notice it). Sorry, only one guess to a customer (unless you write us another check).

5 You then stick these in an envelope and write this address on the front.

*Eric Steadle  
750 Harrison City Road  
Trafford, PA 15085-1634*

6 Lick the envelope and put a stamp on it (lick the stamp first). Stick it in a mailbox and wait patiently.

Registration

Why Should I Register?

What Does Registration Get Me?

## **Scenario**

Warheads for Windows is set in the near future. You are an Anti-Ballistic Missile Launch Officer whose job it is to site and launch Anti-Ballistic Missiles at incoming enemy missiles. Your Anti-Ballistic Missiles detonate at the location you specify. If enemy missiles are within the vaporization range, they will be destroyed. Otherwise, they will continue until they reach their destination, most often one of your Cities.

Be warned that your enemies have not been resting on their laurels during the Cold War. Rumor has it that a new type of Intellectually Enhanced Intercontinental Cruise Missile exists which has the ability to target only cities, and can even make attempts to evade your Anti-Ballistic Missiles.

Your enemies have also been working on some new technology. A heavily armored tactical bomber (NM-156), capable of withstanding significant damage, will invade your air space. The NM-156 can be destroyed, however; just keep your cool. Your intelligence organization believes that this bomber has stealth capabilities. Unlike the bombers of a large lethargic military organization we all know, this one actually works.

## Object of the Game

## **Object of the Game**

The object of Warheads for Windows is to keep your cities alive. You do this by firing Anti-Ballistic Missiles at incoming enemy missiles. If any enemy missiles are in the neighborhood when your ABM explodes, they are destroyed. If an incoming missile reaches one of your Cities, it will cause a Humongo Nuclear Explosion and kill everyone in the city (this is not good!!!).

## Scenario

## **Cities**

You have six cities assigned to your defense. Each city is a major military target for one reason or another. At the end of each wave of missiles, you receive bonus points based on the number of cities you have left. Obviously the more cities you save, the more points you receive, and the lower the death toll (the U.S. Census Agency will be tracking this number. If you lose too many people, they reduce the number of representatives you can send to Capitol Hill).

Missile Bases

Bonus Cities



## **Missile Bases**

You have two missile bases, one on the far left and another on the far right, from which you launch all missiles. Twenty missiles reside in each missile base, giving you a total of forty. Although in early waves, twenty missiles is plenty, it is not adequate later on. You must use them wisely.

[Mouse Controls](#)

[Keyboard Controls](#)

## Scoring

Ballistic Missile	= 75 points
Smart Bomb	= 200 points
Bonus for each remaining city at end of round	= 100 points
Bonus for each unused missile at end of round	= 5 points
NM-156	= 500 points

[Bonus Cities](#)

## **Bonus Cities**

Every 5000 points you earn causes a city to be rebuilt. You'll find that you need them.

[Scoring](#)

## **Mouse Controls**

Use the mouse to move the cursor to the missile destination. Use the Left Mouse Button to fire missiles from the left missile base. Use the Right Mouse Button to fire missiles from the right missile base. At this time two button mice are the only types of mice supported. Note to 3-button mouse users, the middle button will randomly blow up one of your Cities (don't use it - we're not kidding!).

The right mouse button is also used to call up the Status Dialog Box. See this topic for further details.

[Keyboard Controls](#)

## Keyboard Controls

The registered version of this game gives you the ability to emulate two mouse buttons with keys (if you have a mouse with less than two buttons). There is however no way to escape having a mouse; you must have one to move the cursor effectively. If you are using Windows without a mouse, do yourself a favor and spend the \$100. Its well worth it.

F1 for HELP!!!!

CTRL - S to pull up the Status Dialog Box

CTRL - X to get out of the game quickly (The Boss Button).

Using the **CTRL** keys in conjunction with Right mouse button clicks allows the user to call up the Status Dialog Box. See this topic for additional information.

[Mouse Controls](#)

## **Control Dialog Box**

The registered version of Warheads for Windows contains a dialog box which allows control over various aspects of the game. This thing can be called up by chanting "There's no place like home" three times and then holding down the CTRL key while pressing the LEFT mouse button.

*Smart Bombs* - Allows control of the intelligence of the Smart Bombs. The options are pretty much self - explanatory. Default setting is Kinda Smart.

*Stealth Mode* - This causes incoming Smart Bombs to become invisible. If you pick this option then you are nuts! Default setting is off.

*Missile Speed* - Allows control of the speed of the incoming missiles. The three speed settings are means about which the actual incoming missile speed will be distributed. Default value is Turtle.

*Starting Level* - Allows the user to start on various levels of play. Default is first level. Note that this option is only meaningful before game play begins.

*Bonus Cities* - Allows the user to start with up to 6 bonus cities in reserve. Default is 0 bonus Cities. Note that this option is only meaningful before game play begins.

*Pause Check Box* - Allows the user to pause the game at any time and look at the screen. To resume one simply clicks in the play area and the game will resume. Bringing up any of the dialog boxes, using the system menu, or minimizing pauses the game automatically and resumes in the same way. Default is off.

*Show Status Check Box* - Shows the Status Dialog Box after each missile wave. This is a useful option if you want some breathing space between rounds (those with 386 machines and co-processors that is). Default is off.

*Make Noise Check Box* - Allows the user to control whether the game plays sounds, gives error beeps, etc. If this option is off the game makes absolutely no sound whatsoever. You'll have to control your own grunts and curses, however. Default is on.

## **Status Dialog Box**

This dialog box will give you vital statistics on the game. It can be called up by depressing the CTRL key with some part of your body (keep it clean) and clicking the RIGHT mouse button. The stats include:

*Level* - shows the level that you are currently on.

*Bonus Cities* - shows the number of [Bonus Cities](#) you have (temporarily) in reserve.

*Death Toll* - This keeps track of the number of people who trusted you to save them, but you allowed to die. As this number increases, so should your guilt. In fact, when this number gets up to 500,000 people, you should feel the urge to send money to television evangelists to relieve your guilt.

*Score* - I think you know what this is.

## **Known Bugs**

Below is a list of things that we are working on. We feel it's too important to get this game into people's hands than to take another 3 months and fix them all. (Ok, Ok, we're lazy SOB's too - so what.)

### 1. Praying Mantis

2. The icon and / or pointer jumps into a corner when you try to move it. We don't have a clue to what is going on with this. We believe an exorcism is in order.

## **Fixes**

Well we knew that we'd eventually have to revise the program. Here's the list of bug fixes:

1.01 The release of Windows 3.1 fixed a little known problem with the tempo of sound. Our program ran the sound at a value of 255 (fastest) because there was no reason to think that Microsoft (R) would get their act together. Well low and behold they did and the damn music ran too fast. So we went in and fixed it. Thus the new version.



## Questions and/or Comments

Why are there ten hotdogs in a package, but there are eight hotdog buns in a pack?

How do they print "M&M" on those little pieces of candy?

Why do doughnuts and Lifesavers have holes in them? Why do they sell the holes separately?

Is a schizophrenic a multi-tasker or a multi-processor?

What is that stuff that you pick out of your navel?

If it takes 20 shingles (costing \$5 each) to cover 10 sq. ft. and there are fifteen barrels of apples (@ \$4.25 each) and ten bushels of oranges (@ \$3.75 each), with a 15 mph northeast wind, how long does it take the farmer's cow to hit ground after falling off the roof of the barn?

Why was the cow on the roof of the barn in the first place?

Why is it that the attractiveness of a person is directly proportional to the number of beers you've had?

If a tree falls in the woods and there is no one there to hear it, does it make a noise?

If a star goes nova and there is no one around to hear it or see it, did it really blow?

Is a bearcat, a cat or a bear? Why are some goldfishes black, shouldn't they be gold? Why doesn't a sloth have feet?

Why am I here, and for how long?

If you have any questions and/or comments for us....

Send them to: Eric, Brian or B & E  
750 Harrison City Rd.  
Trafford, PA 15085

OR contact us through America On Line using the ID **STEADLE**.

As "Environmentalists for Nuclear Destruction", we would like to state that nuclear energy provides the most economical method of delivering an uncontrolled release of energy over any densely populated area in the world.

Gimme a dyslexic **U**, Gimme a dyslexic **A**, Gimme a dyslexic **E** !!!

# Registration Form

## Warheads for Windows

Use **File | Print Topic** to print out a copy of this form. It should print on any Windows compatible printer (please maximize this window first !) OR copy it to your favorite Word Processor and fill it out electronically - include as much information as possible.

Name \_\_\_\_\_ Telephone No.(\_\_\_\_) \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

### How did you obtain our software?

- Bulletin Board (name) \_\_\_\_\_
- Friend \_\_\_\_\_
- Shareware Service \_\_\_\_\_
- Thin Air \_\_\_\_\_
- Other (please specify) \_\_\_\_\_

### Tell us about your computer system:

Processor \_\_\_\_\_ Memory \_\_\_\_\_

Video Board \_\_\_\_\_ Sound Board \_\_\_\_\_

Disk size (3-1/2 or 5-1/4): \_\_\_\_\_ High Density? \_\_\_\_\_

Male/Female? \_\_\_\_\_ Mammal/Reptile/Amphibian \_\_\_\_\_

### Anything that you'd like to see in this or another Windows game?

\_\_\_\_\_  
\_\_\_\_\_

### Comments or Questions?

\_\_\_\_\_  
\_\_\_\_\_

Complaints \_\_\_\_\_.

**Please return this form and a check or money order for \$17.00 to:**

*Eric Steadle  
750 Harrison City Road  
Trafford, PA 15085*

## **Version Information**

There is a method to our madness. We have adopted a version numbering scheme that we hope will keep things simple. Here's a brief description:

First there's a title (which can be anything). Then, there are three numbers, the primary or major release version (a number from 1 to infinity), the secondary or minor release version (a number from 0 to 9), and the update number (0 thru 9 then continuing with the alphabet if necessary). Lets look at an example

### **Warheads for Windows Version 1.21**

In the above example the title is *Warheads for Windows*.

The primary release is 1 - first major release.

The secondary release is 2 - second minor release.

The update number is 1 - first update.

Why the heck have I told you this? Well, it sets up the next point, which is: updates.

## **Updates**

When we finish a new primary release we charge you some fraction of your original purchase price for the newest version. This is because the newest version has significant new functionality, supports substantially more machines, or adds some really cool stuff.

When we finish a secondary release we automatically ship it to you free of charge. This is because we have added a nifty new feature that a registered user requested.

When we finish an update we do not charge you for the new version, nor do we ship it to you automatically. We will be glad to ship it to you free of charge, but you must write to request it. (Be sure to include your most recent version number, and complete Name, address, phone number, etc.). The updates are free because we screwed up in the beginning and have since fixed the problem. We can't ship it to everyone, because not everyone will be having trouble. In that case we'll do our best to fix it and get the affected people the newest version.

## Version Information

## **About the Authors**

*Brian C. Lowe* is presently attending third grade at the Hopkins Memorial Elementary School. His interests are nature walks, large moths, and skinny dipping in the Benzene Pool. Brian plans on becoming a mercenary. He already knows how to kill someone with a knife thrust upwards between the rib cage into the vital internal organs of the chest cavity. He's working on gouging out eyeballs with his tongue.

*Eric Lee Steadle* resides at the Trafford Area Rehabilitation and Mental Health Center. He is recovering from acute psychosis. Before Eric was committed he enjoyed such peaceful things as flying kites, playing piano, & helping older ladies across the street. Since being committed he enjoys things like heavy metal music, chrome and leather clothing, banging his head upon hard objects, and various toxic, dangerous, and radioactive chemicals. 'Civil disobedience' has become Eric's motto.

## Special Thanks

## Special Thanks

We'd like to thank all of the following people (in no particular order) who have helped us in various phases of game development. Guys, you're the greatest - we'll be looking forward to your help in the next one.

*Charles Petzold*

*Annette Blanar*

*Jim Thomas*

*T. Skinner*

*Phil Messer*

*Stu Kron*

*Bruce Blanar*

*Erol Caglarcan*

*WDVE*

*Grimmy*

Windows God

Creative Consultant

Beta Tester & Revolutionary

Beta Tester & Best Man

Beta Tester & Doughnut Expert

Beta Tester

Beta Tester

Beta Tester & Musical Consultant

Free Tickets to Concerts

Death Consultant

Smart Bomb

**Very Big**



Look it up in the dictionary

Greek for 'a real lot of'

As opposed to Imaginary Mode

Not the whole envelope, just the glue part...

Known Bugs...Get it?

Actually, we're the greatest, but they're pretty cool too. (Chill, man -- it's just a joke!)

"More Bang for the Buck"

More, more, more... we LOVE Windows!



Nicknamed "The NightMare" a