

TechnoManiac v1.01  
Written by Joe Fleck  
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Comments/Bugs can be sent to me at [TORNADO@APPLE.COM](mailto:TORNADO@APPLE.COM). If you would like to see improvements on this game, feedback and \$\$\$ are always nice inspirations.

ABOUT TECHNOMANIAC

Technomaniac requires a color Macintosh/Performa/PowerBook/PowerMac with 256 colors and at least an 020. It required an FPU at one point, but since then, I've yanked all of the floats that I could. (And seriously sped up the game in doing so!)

Technomaniac was conceived by myself and a friend after a weekend of playing tank wars on a friend's PC (ugh). If you haven't played Scorched Earth, Tank wars, or any game similar to these, you won't know what the heck I'm talking about. But if you have, you can see the inspiration for Techno. Technomaniac uses some serious 3-D to make these old 2-d games "come out atcha!".

Da' Game

The objective of TechnoManiac is to kill your opponent, and keep from being killed. Depending on the scenario, you may be competing to get on the high scores list, or be simply competing against another person. There are several variable changes - tank left - right motion, tank forward - backward motion, turret up and down,

turret left and right, and the thrust of the bomb. You can also control the rotation of the world (up, down, left, right, forward, backward). You can play against the computer or against another player. There is a barrier in the center of the world that you must shoot over to hit the other player. You can also set walls and ceiling to be reflective to get some very interesting shots off. Finally, there is a platform that you float on, which disappears whenever it is hit by a bomb (yours or the other player's). Depending on the setting you may either fall through that grid hole (don't break the ice) or you can simply be restricted from going over it. So as play progresses, your grid slowly deteriorates. If you have the grid-fixing demon on, the grid will be repaired. The game can be played against the computer, but can just as easily be played against another person. You can configure the controls for each player (or have the green player use the mouse for most of their movement), and it works quite well. Try it out!

As I have mentioned, there are two modes of play. The first being the "Fast Play" I refer to as "Real Time". But there is also a "Turn-Based" mode, which may be more reminiscent of the older 2D games. In the turn-based mode, you each take turns shooting. There is a status indicator at the top of the screen to indicate how much turn you have left. The more you move you burn up your turn. There are tick marks that tell you how many shots you have left. Each person starts out with 2 maximum shots. You increase the amount of movement and shooting you can do until you kill you make on the other person.

Options from the main option screen :



4 MAX NUMBER OF BOMBS IN AIR

- This sets the number of bombs that can be flying in the air simultaneously from each player.



ROTATING WORLD  
ROTATE EVERY 1 SECOND(S)

- This turns world rotation (actually, it only half-rotates - full rotation starts confusing to most people) on and off, and sets how quickly the world will rotate.



GRID FIXING DEMON ACTIVE  
REPAIR EVERY 1 SECOND(S)

- This turns a grid-fixing "demon" on and off, and sets how fast it moves across the screen.



SOUND ON

- Duh!

TURN BASED

• This switches between turn-based play, or fast play mode. See paragraph above for a comparison of the two. \*Note, you can only play the computer in Fast Play mode (I haven't written the code for a computer player). You can not modify the number of bombs in the air in turn-based mode.

• Keyboard enters High Score. This switches between "picking" your name off the group of names on the high score screen and just typing it in.

HUMAN OPPONENT

- Turns on and off computer player

REFLECTIVE WALLS  
 CEILING  
 FRONT AND BACK  
 SIDES  
 BARRIER

• Turns on and off reflective walls. You can specify which walls you would like the bombs to bounce off of.

TANKS FALL THROUGH GRID

• Sets whether or not tanks fall through grid. If it's not turned on, tanks simply cannot fall through holes in the grid.

ABOUT TECHNO

RESET HIGH SCORES

CONFIGURE KEYS

- About Techno tells you about me and where to send your bucks.
- Reset High Scores does exactly that. There are 5 high score positions.
- Configure Keys takes you to the next option screen.

USE DEFAULTS

- Switches to my favorite settings.

The Configure Keys screen seems a bit daunting at first, but you'll get used to it.

To configure the controls in the Configure Keys screen, simply click on the key you wish and then tap the new key you'd like instead. Controls are remembered after you quit a

Command Q quits out of the game.

Escape resets the game.

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### Scoring

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Scoring only applies to the fast play mode.

The computer has 20 different intelligence levels, from plain stoopid to very very bent

It raises its intelligence every time you kill it by one notch.

The actual method for scoring is as follows (for those that care)

```
if (Intelligence>0)
    gGreenPoints+=(20/Intelligence)*150;
else
    gGreenPoints+=3500;
```

Intelligence is the intelligence of the computer, and it gets smarter as it gets lower. So you can rack up some serious points the more times you kill it.

You need a minimum of 100 points to get on the high score list.

Oh, by the way, you lose 1 point every shot you take.

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### High Scores

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If you make it on the high score, you enter your name by picking it off the floor and shooting at the far wall. Don't worry, you don't have to set any variables to hit the position, just select the name (with your tank movement controls) and fire it. To exit the high score list, fire on the bottom (return) character.

If you think you have a killer high score, mail me. I'm curious what the best are out there.

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Tips  
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Fast Play

The computer doesn't know about reflection off the ceiling. You do - use this to your advantage. You can get more shots off per second than the computer by bouncing them off the ceiling.

I've heard that there's too many keyboard things to keep straight. Here's a tip - don't do too many of them. Best thing to do is to set the controls so that the bombs bounce off the ceiling pretty much in the center of the other grid. Then move your tank around based on what the other is hitting. Bottom line - try not to modify too many variables, unless you're stuck in a situation where you gotta do what you gotta do.

Keep Moving! Once you sit still, the computer just begins to home in on you. If you keep moving, you have an excellent chance of making it far.

Slow play

There are two strategies behind slow play, an offensive or defensive strategy. With an offensive strategy, you can minimize your movement and focus on hitting the other person with your bombs. Defensive strategy is to move so far away from the persons line of fire, that they need to recalibrate every turn.

You can change your turret settings during the other persons turn if you like.

A shot takes up one entire tick mark length.

You can (and should) eek out as much movement + shots per turn. You can move all the way up just before the tick, and then shoot. In the final tick mark you can move up to almost the leftmost point of the bar, and then shoot. This is maximization of the turn.

General

If it looks like you're hitting the other tank, but it's not detecting it, you should lower the power of your bomb. This is something I need to address - collision detection is still somewhat rough.

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Thanks and Credits

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TechnoManiac may resemble a game some of you have played (if you haven't - download it from somewhere) - Arashi. Arashi (Storm) is based on a vector animation toolkit designed

by Juri Munnki. I've purchased the right to use this toolkit in TM. Thanks to Juri for a g

Thanks to Soundman Eric Strand, who helped me with some most excellent sounds (are they cool?), and also countless amounts of suggestions and feedback. (He helped me conceive a car ride. The original drawing is on some napkin somewhere).

Thanks to the following beta-testers for priceless comments (in no particular order): Steve Hagedorn, Alain Roy, Chad Speers, Scott Forbes, Brian Golden, Ingemar Ragnemalm, Steve Michael Cozzi, and "Heathen".

Also thanks to my girlfriend Elsa, who has endured my constant abuse of our time together to get Techno out!" She is a source of constant support.

Sorry to anyone that I've overlooked.

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### Bugs/Comments

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If you have any comments or bug reports, please send them to me online :  
TORNADO@APPLE.COM

### Some things...

- There still seems to be some problems with my sound routines.
- Some background tasks seep through to the foreground (CPU, CDU, Control Strip).
- I'd like to add AppleTalk support so you can play over a network... Think it's a good idea.
- Collision Detection needs some improvement.

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### Version History

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1.0 — 7/94. Initial Release.

1.01 — 7/94. Fixed some miscellaneous bugs. Fixed icon.

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Run it with some good speakers - it sounds great!

Joe Fleck  
7/22/94