

Change History

- Version 1.1.1 - Released 8/11/93

Fixed a few separate bugs that combined to cause you to lose your alien machinery a lot faster than you should. Note that after you lose a machine, a new one won't be installed until the damage to the system that it modifies is in the green, rather than in the yellow as before.

The long-range scanner will now show mines within a very short radius, without the alien mine sensor machine installed.

Enemy ships will now show up in the database when first seen, but the Notes field is left out until you see them doing what they do.

Changed the maximum starting level from 20 to 30.

Changed the color of the motion indicator on the scanner from bright green to a darker green, which should help you distinguish between your ship indicator in the center of the scanner and the motion indicator.

Fine-tuned some of the enemy ships. You may notice some minor changes in strategy, capabilities, or appearance.

Fixed the problems with Sound Manager 3.0.

Some minor bug fixes.

- Version 1.1 - Released 7/1/93

The Space Madness Notes file has been replaced by this manual.

The Lunatic Fringe-like directional pointer on the long range scanner has been eliminated, and replaced with a single green dot on the edge of the scanner.

Added a motion indicator to the long range scanner. See the chapter The DS27-E for details.

Space debris (goodies) will now show up within a limited range on the long range scanner, without the alien debris sensor machine installed.

Added a Base Indicator to the scanner. When the base is outside scanner range, a large flashing red dot appears at the edge of the scanner indicating the direction of the base from your current location.

Fine-tuned some of the enemy ships. You may notice some minor changes in strategy or capabilities.

Added a sound that plays when you pause the game.

Added a sound that plays when you get low on fuel.

A new ship has been added, introduced on level 22. Level 23 repeats forever.

Space debris, shots, and asteroids now get affected by the vortex.

The minimum amount of fuel and raw material given off by the base has been increased, and its pre-destruction explosions sometimes give off raw material.

Added a Weapon Switch key, which lets you switch between torpedoes and missiles at any point in the game. The default setting is the Return key. A green square is drawn around the selected weapon on the status screen.

The Preferences screen has been redesigned a bit. Added a Help button which brings up a screen which essentially just shows the text from the Setting Preferences chapter.

Background processing is allowed when you're not playing the game. This means that screen savers and other programs that run at idle time will kick in after a while. Screens savers may appear a bit ugly, and Space Madness will continue to draw the help screens.

The (A)dvance key on the help screens has been replaced with left and right arrow keys. See the chapter Mission Briefing for details.

Removed the S and Q buttons from the help screens, but you can still press S and Q to Start and Quit on those screens.

The self-playing demo has been eliminated.

The timeout for the about/help screens has been eliminated.

Some minor bug fixes.

- Version 1.0.4 - (First Commercial Release) Released 6/1/93

You can now save all preferences, including high scores, key settings, etc.

You can now clear the high score list.

You can now register your copy of the program.

You can now make a demonstration version of the program after you register.

- Version 1.0.3 - Released 5/29/93

Fixed a really stupid bug that caused the program to crash immediately on systems that were running in 24-bit addressing mode and had video cards that require 32-bit addressing. Yes, I forgot to call SwapMMUMode. What's worse is it got past us. Thanks to those who pointed it out to us, and sorry for any inconvenience.

- Version 1.0.2 - Released 5/28/93

Fixed a bug that caused the wrong serial number to be displayed on the order screen and printed on the order form.

- Version 1.0.1 - Never released

The game's appearance on grayscale monitors is very much improved.

Changed the GENie address on the order screen

Other very minor changes that no one will notice

- Version 1.0 - Initial Release 5/26/93