

Frequently Asked Questions

Does High Risk Ventures have any other products available?

We are a new company and Space Madness is our first product. However, we do plan to release a shareware space shoot-em-up called Cyclone sometime in September 1993.

Is a networked version of Space Madness planned?

We have discussed the possibility of adding network play to Space Madness. We haven't decided for sure yet, but it probably won't happen.

How many levels are there in Space Madness?

There are currently 23 different levels. Level 23 repeats forever, but there is plenty of random variation to keep things interesting.

How many different reuseable space debris will I encounter?

Ten. Possibly more in future releases.

How many different enemy ships are there?

Ten. Definitely more in future releases.

Can I call High Risk Ventures toll-free from other countries and ask stupid questions (like "What country are you in?") just to hear someone speak English?

We enjoy talking to our customers, but we can't afford long-distance idle conversation, so don't be offended if we hang up on you.