

**002d9ce8-0**

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WRITTEN BY		January 17, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 002d9ce8-0

### 1.1 Screech Guide

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+-----+
|
+  SCREECH - Full ECS Demo version  +
|
+ ©Copyright 1995/96  Insane Software +
|
+-----+

```

Please note: Drop me a line if you are interested in the game,  
at the moment I will not be releasing a full version  
because of my studies. Sorry if people are hanging out  
for the full version. Updates will come out when I  
have the time.

Andrew Heap

Code By Andrew Heap Graphics By Bradley Leffler Music by Jared Quinert

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~Legal~Info~~~
  Covering our asses.

~Requirements~
  What you need.

~Installation~
  Stick it wherever.

~Registration~
  A paltry sum.

~Gameplay~~~~~
  If you need the help.

~Future~Plans~
  You mean there's more?

```

~Addresses~~~ ~  
Where to find us plus our credits.

Screech History!  
How did it happen!

## 1.2 Legal Stuff

The usual Legal Mumbo Jumbo.  
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Disclaimer:

We make no warranties, either expressed or implied, with respect to the software described in this document, its quality, performance, or fitness for any particular purpose. Any risk concerning it's quality or performance is solely the user's. Should the program prove defective, the user assumes the entire cost of all necessary servicing, repair, or correction and any incidental or consequential damages. In no event will we be liable for direct, indirect or consequential damages resulting from any defect in the software.

You may freely distribute this archive as long as all files listed are included as well as the files below. If this is to be added to a PD library then I (Andrew) must be notified. It is Illegal to add it without permission from anyone from Insane Software.

ScreechGuide  
ScreechDoc.txt

Although Screech Demo is public domain, no one shall make a profit through it's distribution. You should pay no more than the cost of the media upon which it is transferred.

SCREECH is ©Copyright 1995/1996 - Insane Software

## 1.3 Requirements

68020 or better processor 1MB+ CHIP RAM

NOTE: We would appreciate it if someone could let us know how Screech runs on Amigas other than the A1200. If anyone expresses interest, we may release a cut-down version for the A500.

Please also note that running any background tasks could basically cause a crash. If it does crash then make sure all commodities are turned off.

Screech has been tested on the following machines:

- \* A1200 0MB, 2MB and 4MB fast ram configuration.
- \* A1200 030/28 4MB System
- \* A2000 040 \*

\* A4000 040 25Mhz 6MB system

The game will work on a A500 with 2MB if Chip ram but will only run at half speed. To get the full potential an accelerator would help greatly. (Although practice tracks with slowdown!)

## 1.4 Installing Screech

Screech Hard Disk Install  
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To install Screech simply copy all files into your directory.

Add a line to your user-startup:

Assign Screech: <Your Path>

Make sure the subdirectories within your directory match the ones in the distribution archive.

Well at the moment there is only one sub-directory:-

Data - This contains all game data!

To play Screech, either click the Workbench icon, or start the demo from a shell with:

Screech\_Demo

## 1.5 Registration

WE WANT YOUR MONEY!  
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BIG NOTE: Due to my studies being in the way for now I will have to delay anymore work on the game, see main screen for more information.

NOTE: Since I have moved to AGA, I will be taking more time to finish Screech. IF you are interested in registering then Send me (Andrew) a postcard just let me know you want to register!

Screech! is barterware. If you're interested in receiving the full version, with many more tracks and a nice management side, then send either \$12 US, \$15 AUS or equivalent goods/service, and we'll send you the complete version of Screech! BUT.....please notify us of your interest before sending any money.

Alternatively, if you are a programmer, or involved in the production of shareware or PD games, then send us a copy of your game. We hope to start a network of amateur game developers to share our skills. We would also like to organize a nice distribution process within the network. It would also be nice to have someone else test our software, and share

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ideas and suggestions.

BUT: If you don't want to subscribe then just send us a postcard, it would be nice to know where Screech has gone in this rather small world! :')

In Australia:

Andrew Heap c/o Insane Software  
79 North Crescent  
Northcote 3070  
Australia

In the US:

Brad Leffler c/o Insane Software  
P.O. Box 1948  
Williamsburg, Va 23187  
USA

Upon registration you will receive an updated version of Screech with the original 3 tracks (all playable), and at least 4 new tracks. The following upgrade will consist of the remaining tracks.

## 1.6 Gameplay

How to play.

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The Select/Options screen will allow you to choose a track and the number of laps, plus the difficulty level of the computer controlled cars.

pressing 'q' on this screen will allow you to quit to the MULTIBAR!

Getting around the menus and the two player mode:

Arrow keys or joystick to move around the various items, pressing right shift or fire button over menu will activate it. If over anything else then will try and enter game with the default method. So if you have selected keyboard 1 to play as player 2 for a 2 player game. Then you must press the acceleration key (Left Shift) to activate a two player game.

In a 1 player game use the joystick in port 2:

Normal Control method

Fire = Accelerate

Left = Rotate Counter-Clockwise

Right = Rotate Clockwise

Down = Brakes with no acceleration on

Up = Turbo. Only 5 of these.

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Alternate Control.

Acceleration and turbo are swapped around.

For 2 player mode use a joystick in port 1, and hit the fire button during the Select/Options screen.

	Keyboard 1	Keyboard 2
Accelerate	Right Shift	Left Shift
Turbo	Up Arrow	'w'
Brake	Down Arrow	's'
Left	Left Arrow	'a'
Right	Right Arrow	'd'

Press 'Q' while on the Selection Screen to exit game back to WB or CLI!

INGAME!  
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Upon entering the race screen you will hear the words "GET READY". Player 1 then should press acceleration control to begin the race, if in two player mode then the 2nd player should press his acceleration control. The players will know they have entered by the race start sound.

KEYS: 'p' for pause on/off  
 from there 'q' for quit to main menu  
 or 'm' for multitasking mode. You can quit program completely from there.  
 How easy is that!!!!

## 1.7 What's in store...

Screech will continue to be developed, here are some features that will be integrated or are already available for future versions!

Future plans include:

- Pit stops
- 16 tracks in all (maybe even more)
- Car damage and fires
- More little characters and animals to run over!
- Non player-race related vehicles - Fire Engines, Ambulances, Police.
- Team management
- Multi-player and modem play options
- 3 Player Split Screen - Hires Interlaced (AGA Only!)

Other games in the pipeline!

Hairpin II is already available as licenseware.  
 Forthcoming releases (in no particular order) are:

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- \* Combat 2000 (Combat/Scorched Earth cross) - working title - 30%
- \* Marauder (Robot combat game)
- \* Galaxian AMI 80% complete
- \* Aerial Racers (Finished and soon to be available!)

What it was developed with:

Blitz Basic 2 V1.90  
A68k Assembler  
Brilliance  
DPaint II  
Protracker  
3D Designer

## 1.8 Insane Info

The Usual Thanks.....  
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We would also like to thank the following people for their help with bug testing:-

Neil Brewitt - Thanks for the amount of Bug testing you have done!

Robert Atkins - A NSW dude!

Josh Jacobson - Thanks for the relief bug testing!

Steve Flock - Hey Steve, Great Tracker routines!

Also special thanks to Aaron and Warren Burgess, Mr Nobody (He knows who he is) and Dennis Cranston for their work with my Compatability problems!

Special note: We would also like to acknowledge that Powerpacker and Crunchmania were used in the production of this game. We forgot to add them to the credits at this time but this does not diminish their contributions!

Where to Contact Us:-  
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And Remember: AGA => AAA is the WAY!

## 1.9 History of Screech

The checkered history of Screech!

Screech V1.01

- Code completely written in Amos Amal.
- Version with several cars racing around a barren track.
- No fences or objects.
- No Start/Finish.

Screech V1.04

- Fences added.
- Skid algorithym created and implemented, for cornering and oil slicks.
- Computer car opponents set to 7 so that is can work on A1200 + Fast Ram.

Screech V1.30

- Major improvements to wall algorithym.
- First road target appears (The flag bearer!)
- Second Track begins to be created.

Screech V1.50

- Second track finished.
- Bugs killed in Fencing routine.
- Computer Car intelliegence is appalling, found to be too slow.

Screech V1.55

- Track 3 designed and implemented, soon trashed as it was boring.
- The fox is added to the road targets list.
- The Flag bearer is improved and some extra features added.

Screech V1.61

- Demo intro added.
- One track demo is created and added to the Aminet. (See my page for old version.)

Screech V1.70

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- Wheel chair masochists are added in.
- First contact with Bradley Leffler.
- Total redoing of graphics for Track 1 and 2.

#### Screech V1.88

- The big decision is made, Screech is totally rewritten...in Blitz.
- New routines are written in Assembler that improve skidding, wall collision and car collision.
- Speed Increase is so great that game now works at full speed on a stock A1200.
- It is found that screwing with the copperlists allows for two player split screen racing.
- All graphics are redone by Bradley and look 10 times better.
- My budding career as a computer artist snuffed out before it begins! :'(

#### Screech V1.92

- New intro coded for demo.
- New overhead objects implemented without slowing the game down one bit.
- All bugs in scoreboard are fixed. Allowing for times to be completely correct, instead of being that way most of the time.

#### Screech V1.97

- Jogger is created...need for more targets.
- Water is designed but not implemented.
- Spinning carousel is added to track 2.
- Track 3 is designed...the first monster track.

#### Screech V2.01

- Track 3 over and under passes are perfected allowing for cars to pass over and under each other.
- New over and under passes cause huge bugs to be implemented into little character routines. Therefore all routines are rewritten to be more modular. This allows for more little lunatics to be added easily.

#### Screech V2.05

- Skidmarks are thought of....only for one tyre. But two is achieved. Initial implementation is BUGGED!

#### Screech V2.10

- Sent to bug testers, feedback reports of some memory fragmentation.
- Also disk IO is still being accessed when Multitasking swithched off. This causes random crashes. Bug fixed.
- Water is added.
- Demo mode added and implemented.

#### Screech V2.12

- Version is released to Aminet with 2 full tracks and the third set in demo mode.
  - Hidden bug in Water routine is not seen until after release.
-

## Screech V2.14

- Water bug fixed as well as problem of cars being stuck on bridges.

## Screech V2.15

- Flag waver now disappears under bridges.
- Start sequence is now added.

## Screech V2.21

- Skid marks now diminish as skid continues.
- Trackdata modified so that cars are more aggressive.
- Driving on grass now slows you down faster and to a lower speed.
- Demo of information bar is added.

## Screech V2.25

- Copperlists for displays have been changed so they are now more stable.
- More skids and blood now on the track!
- Found two horrible bugs that randomly caused crashes before the Finish Screen or the Menu appeared. This should help diminish the little problems I have had here.

## Screech V2.34

- The bug hunt, crunchmania is suspected as the culprit.

## Screech V2.35

- Yep crunchmania is the problem, problem is now dead!

## Screech V2.40

- Hopefully the last ECS version.
- Keyboard control and alternative joystick control added.
- Options so that gore and obstacles are switched off.

## Screech V2.41

- Made the code modular so new tracks are fully intergratable into game.
- Added the MultiBar feature into game and menu.

To Come.....

For those who register.

- Track 4 has been designed and hopefully will be implemented very soon.
  - Track 5 is now in artist stage.
  - Carrion eating birds to be added.
  - 12 other tracks to be created. Just register for the full version.
  - Cracks in road.
  - Better skid marks.
  - More lunatics.
  - Damage meters and other little improvements.
  - The ZANY pit crew, smokers and petrol do not mix!
  - Damage that affects performance.
-

- 100 laps plus races. (Boy the track should be unrecognisable!)

So Register. \$15 dollars Australian gets you the following.

Version currently being worked on.

Discounts on any other games by Insane Software as well as further updates.

That is :-

At the least 4 Tracks.

More features that haven't been seen in the Aminet release.

And also....

For Australians.

- 3 Full updates without Software Problems. Updates will always include additional tracks and bug fixes.

Other Countries.

- 2 Full bug fixes and all other features as per above.

For those who register later on you will be charged an additional \$10 for any versions with more than 8 tracks in it. It makes sense to Register!

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