

# Invaders95

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NanZarts

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Original Release Date: 10 - 10 - 95

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**Please send your messages to "email@nanzarts.com"**

## 1. Introduction.

Thank you for trying our first game program for the PC. Although the idea of this shooting game is quite old, it's still a game that's fun. For those who want go back in time to play a nostalgic shooting game, this one's for you. You are free to share this product with your friends and family. We hope that you will enjoy it.

## 2. System Requirements.

This game requires a certain system configuration. Although most of them are pretty standard for games, make sure that your computer has the following items configured.

|                   |  |
|-------------------|--|
| <b>Windows®95</b> | Your computer MUST have Windows95 operating system installed.                                    |
| <b>256 Color</b>  | Your Windows95 display must be configured as 256 color mode (8 bit per pixel).                   |
| <b>Resolution</b> | 800x600 or 1024 x768 modes are recommended.  |
| <b>Game Pad</b>   | This is not a must have item, but strongly recommended. (Our recommendation is Gravis Game Pad). |
| <b>Sound Card</b> | This is not a must have item, but extremely recommended.   |

## 3. Bug Reports.

Since the first release of this game, almost 17,500 people have downloaded our game (Thank you very very very very much!). Unfortunately just like any software, some people reported bugs in this game. So we would like to remind you of these here.

4. The screen saver: If a screen saver is turned on, it may kicks in during your play. Please turn the screen saver off.

5. Machine crash: For some reason, 2 people reported that if your cannon is hit by a missile from an invader, system halts. The only way to get out of this situation is to reset the computer.

## 4. Installation.

Run "setup" or "setup.exe" from the first floppy disk. Follow the setup program instructions to install the game. After the installation, the setup program creates "Invaders95" group. To start the game, just click the Invaders95 icon from the group.

## 5. How To Play

Because of the simplicity, you do not need to remember 40 different key strokes to start playing this game. The following list shows all the commands and options. Once you start the game they are accessible from the menu.

*Menus:*

|                    |           |      |  |
|--------------------|-----------|------|--|
| Game               | /New      | (F2) | Start the new game                       |
|                    | /Pause    | (F3) | Pause the game                           |
|                    | /Exit     |      | Exit the game                            |
| Options/Invincible |           |      | As it says!                              |
|                    | /Keyboard |      | Select the keyboard<br>as the controller |
|                    | /Joystick |      | Select the joystick<br>as the controller |

*Game Control: Keyboard*

|             |                              |
|-------------|------------------------------|
| Left Arrow  | Move the cannon to the left  |
| Right Arrow | Move the cannon to the right |
| Spacebar    | Shoot a missile              |

*Game Control: Joystick*

- a. First, you must connect a joystick to a game port. Although this game is independent to the types of the joystick, we recommend you to use a game pad.
- b. Calibrate the joystick from the Windows95's control panel.
- c. Left key moves the cannon to the left, the right key moves the cannon to the right. To shoot a missile, push button 1.

## **6. When you find a bug.**

If you find bugs in this program, please let us know by sending an email to "email@nanzarts.com". It doesn't have to be a detailed message. In the case of bugs, please describe as follows.

- What happens?
- When does it happen?
- Can you repeat it?

We want to hear from you!

## **7. About NanZarts.**

At NanZarts, we all dedicate ourselves to create high quality and fun-to-play computer games for the PC. If you have a request or suggestion (which can be anything from game play, character design to game concept), please don't hesitate to drop us a line. Happy game playing!

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