Torque

COLLABORATORS			
	TITLE : Torque		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 7, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Torque

1.1 SHOAH presents Torque - Swim Around in Circles Mix V1.1

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              P R E S E N T S



                 Torque

         ( Swim around in circles mix V1.1 )



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1.2 Yawn, yawn, yawn.

1.3 Introduction

Pure and simply this is a Uridium clone. It's not a straight ←
                    conversion, I
 thought about doing it that way but what a waste of the Amiga that would be.
  I've tried to capture the elements of the original, the fast scrolling, the
 instant playability and the fun. Whether or not I have is up to you, but I'm
                    quite pleased with it.

I doubt if you've bothered to read the
                Copyrights and Distribution
                 bit, so
  if you haven't you won't know this is totally free. No restrictions and no
Shareware fees. Why ? Well a couple of reasons. I don't think it's right to do
a clone and then charge for it, unless it's far and away a better version. This
 isn't. Also if you are going to steal someones' idea I think it's a little be
 cheeky to get paid for it. The other reason is that SHOAH's sister company is

                SHOAH PD
                 (Strange, but true). I earn money from distributing other ←
                    peoples
 hard work, so hopefully this will go someway towards re-dressing the balance.

1.4   Instructions

Instructions.

This is only a list of controls, the game itself couldn't really be more simple
and I'm not going to write a little atmospheric story to go with it, what's
atmospheric about reading a guide with multiview ?

P   Pause
Esc   Quit (Only when paused)

Holding down the fire button will cause your ship to flip on it's side.

Options.

To get to the option screen move the joystick on the titles.
Once on the options screen move up/down to highlight the required option and
use left/right to alter it. Pressing fire will return you to the titles.

Screen Mode – PAL/NTSC

Start Fleet – n/a

A note about the screen mode option.
If you don't have any Fast Ram then you may notice the game glitches a lot.
This is because the game is throwing a fair amount of data around quite quickly
so it may not be able to do that in a single frame. I've been breaking my back
to make it as quick as possible, I'm just not good enough I guess.
The way to speed things up a bit is to select NTSC mode, which should cut the
raster overruns down.

Installing Torque to a Hardisk.

To install Torque to your hardrive simply make a new directory called 'Torque'
and make sure you assign it, then copy all the files into it.

1.5   What's left to do

In the Big Mix you should find the following features...

Another (Currently) eight fleets, with some really huge dreadnoughts.
Smart memory management, if you've got the RAM then why wait ?
An installer script.
There will be other features, but if I blab now where would the surprise be ?

A note about bugs...
There are a couple of bugs in this preview mix, I know it's the lamest of the
lame to release stuff actually knowing that there are bugs in it, but if I
didn't release this mix soon the full version would be ready. See this mix as
a playable advert !
The bugs are...
^{1} The score goes a bit mental sometimes, so if your score is well over thirty
thousand that you've just met that bug !
^{2} Also, every so often one of the baddies may just disappear !

Sorry about this, ALL bugs will be gone in time for the big mix.

A final note, this has been tested only on A1200's with various ram configs.
if you have a '30/'40 machine and it all goes badly wrong then please get
in touch. Thanks.

1.6 Cheap at half the price

We are selling advertising space at the start of each fleet for a ←↩
mere £20 !

If you would like to advertise then please
get in touch
, this offer is open to
everyone, from user groups to PD libraries !

Because this game has taken a hell of a lot of work crappy adverts won't be
used ! If you want us to design the ad. for you then please add an additional
£5.00 to the total. Minor alterations will be done for free, and we will send
you a copy to confirm that it's ok.
No payement is due until the full game is ready for release, you will be sent a
copy in advance and then all cheques (Only issued from UK banks) must be sent
within 30 days.

The format for the advert is lo-res 320*160 in 32 colours, and all advertising
space will be resevered on a first-come first-served basis.

Please support this idea, it means you get a cheap advert and the user gets the
software for free, which can't be bad for anyone.

1.7 Hype (?)

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        Our disks are between £1:00 and 85p each, which includes all p+p.
      The catalogue disk is 75p, which is fully refundable with your first order,
      and contains details on all our disks + special offers and other odds & ends.

        We are always on the look out for the very best software to market, and we
       offer up to 50% royalties ! (This is on the total price, NOT on the profits)
                            Send your work in today !

                        Our current licenseware range includes...

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        The BEST map editor available for all you game/demo writers out there.
        Some of the features... Cut/copy/paste, multiple save/load formats,
        palette editor, highly configurable (Even includes a screen blanker),
        attribute control (Both local and global), multitasking, etc., and
        best of all, its a real dream to use.
            This utility has been tested on most configurations, and works
        problem free. AGA support is currently limited to 64 colour screens.
        Cheaper updates will be made available to all registered users.
        Price - £4.99

     "GRIME is an easy-to-use map editor..."
     "The interface is well thought out, meaning that getting to grips with
      operations is straightforward."
     "GRIME could be the answer to many programmers' prayers."

                                                Amiga Computing Febuary '95.

     "Wow. AMOS programs are back with a vengeance this month."
     "This is a really comprehensive piece of software."
     "At £5, I think this is ideal for home games programmers."

     94% Star buy   Amiga Shopper Xmas '95.

```
Lottery Winner Pro V3 - By Paul Morley

    What can I say ? This is THE lottery prediction program. It features a
    great and easy to use interface, Hot/Cold number prediction, Wheel
    system ( And Wheel editor ) with future wheel disks coming soon, Zodiac
    prediction and a whole lot more ( Including FULL technical support from
    the author ).
    This really is the dogs privates, and just to prove it one lucky user
    ( Of an OLDER version ) has recently won two grand ! The author himself
    has won seven times to date ! ( How many times have you even won a
    tenner ? ).
    Price - £5.00

  "Another lottery predictor ? And they want a fiver for it ? Mind you, how
   much do you spend on the lottery every week ? You might as well spend a
   little on some 'help'."
  "This is a pretty extensive predictor with a variety of methods available..."

   80%              Amiga Shopper Xmas '95.

Smart CardZ - by Paul Morley

    Don't have AGA ? Or you have AGA but no Hardisk ? I bet you've seen
    Klondike Deluxe AGA on a mates computer, or read a review ? Why oh
    why isn't there a version for you ?
    Well as luck would have it, there is. And it's brilliant ! This uses
    converted Klondike cardsets ( From 256-->16 colours ) and looks really
    stunning.
    There's not much really to say, if you want THE Klondike game for
    your computer then get this. ( Please note, this is a MAJOR update
    from the PD version, CardZ, and we all know how good that is ! Also
    the PD version is no longer surported with cardsets, only this new
    version. )
    Price - £3.99


LightSpeed - By Sublime Software

    From the authors of the excellent 'Last Lap' comes THE Tron based game.
    This ISN'T yet another lightcycles clone, this introduces a totally new
    element to the genre ( Tag ! ), and has a load more features, such as
    scrolling, split screen two player action, loads of levels and the great
    presentation that you'd expect from Sublime. Look out for this, you'll
    cream your pants !
    Price - £4.99 ( 2 Disks )
```

1.8   A long road...

```
V1.0  - 31/10/95  ( Our first birthday )
Initial release.

V1.1  - 27/11/95
```

```
The scroll through memory bug has been killed.
The code runs quicker, it should really fly on a Fast Ram machine ;)
Loads of extra stuff for the later levels is now included.
Added option screen.
Much better support for NTSC Amigas, removed the bug which stopped the SFX from
playing on an American machine.
Tidied up the main bob/jet blast graphix.
This version is what the first one should have been !
```

1.9 The Credits

```
                        Code by Squize
                       Graphix by Vex
                Additional graphix by Squize
                  Main Toons by PsiberPunk
                Additional Toons by Squize
                      Vocals by Liane
      Playtesting by Vex, Matthew, Liane, Sublime Software and Paul

 I would like to thank everyone for helping me with this, Vex for doing the
 really stunning graphix at a moments notice, PsiberPunk for two of the best
 mods that I've heard since SID's death, Liane for her constant support and
faith in me, Matthew, Stephen/Sublime and Paul ( Thanks for the good words )
                    for breaking my code so well ;)

 I also owe a huge thank you to Jouni Korhonen for the very best packer ever
          written, and Jarno Paananen for THE replay routine.

 And most importantly thanks to Andrew Braybrook, without who this would have
     been a platformer, and my 64 days would have been a lot emptier.


                    Enjoy the destruction...


          For my Dad.
```

1.10 Index

SHOAH PD

The Big Mix