Winvade

By Peter C. Finch
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For more help on
> Controlling cannon
> Changing scale
> Changing craft
> Scoring
> Waves

Controls

You can control the cannon using the mouse or the keyboard.

Mouse:

Mouse	Move cannon
Left Button	Fire

Keyboard:

Left arrow	Move left
Right arrow	Move right
Space bar	Fire
F2	Reset the game
Pause	Pause the game

(note: the game will automatically pause when minimized)

For more help on

Changing Scale

As a result of all the different screen sizes that can occur when using windows, Winvade has the facility that allows you to change the size of the window. You can scale the window up to 4 times, by selecting **Options|Scale** from the menu, and by then choosing the scale you require.

WARNING : As the window grows larger it will take longer for windows to draw the images. As a result, slow systems, less than a fast 386DX, may have performance problems when the screen is scaled. Try it and find out?

Changing Craft

Unlike the standard space invaders, Winvade gives you the choice of the types of invaders you are fighting against. By selecting **Options|Craft** from the menu, you can select the types of craft you want to use.

Currently Winvade has three different craft types
      Classic
      Modern
      Microsoft

Waves

The game is broken up into 4 Waves, each containing 3 levels. At each level the invaders get progressively lower. At the start of each wave the invaders move back up to the top of the screen. The 4 waves have the following features..

Wave 1 Invaders do not fire at you
Wave 2 Invaders fire at a low rate
Wave 3 Invaders fire at a medium rate
Wave 4 Invaders fire at a high rate

You can set which wave you want to start on by selecting the **Wave** menu option, and choosing the wave number you want to start on. For each wave the mother ship is worth more points. See <u>Scores</u>

Scores

The following shows how the scores are calculated in Winvade.

Each invader   add 10 points
Mother ship   add <u>100 points x Wave</u>
Completed level   add <u>50 points x (Wave x 3 + Level)</u>

You get an extra Canon at 5000 points and another every 10000 points after that.

Classic

Standard monochrome space invader characters similar to the original arcade game.

Modern
Full colour invaders.

Microsoft
Defend poor old IBM from the onslat of Microsoft and its family of invaders, Execlitor, Wordian, and of-course
Winvade. Watch out for Bill, he's worth big points!
OR....
Watch Microsoft kick the crap out of IBM.

(Depends on who's side your on :-)

Mother Ship Scores

Wave 1	100 Points
Wave 2	200 Points
Wave 3	300 Points
Wave 4	400 Points

Completed Level Scores

	Level 1	Level 2	Level 3
Wave 1	50 Points	100 Points	150 Points
Wave 2	200 Points	250 Points	300 Points
Wave 3	350 Points	400 Points	450 Points
Wave 4	500 Points	550 Points	600 Points