

Orbsters

V 1.3

Copyright 1997 NanZarts L.L.C.
All Rights Reserved
Original Release Date: 5 - 1 - 97
Latest Release Date: 10 - 3 - 97

**Please send your messages to "email@nanzarts.com"
Also, please don't forget to visit our web site at
<http://www.nanzarts.com>**

* In case of trouble, please check out the Orbsters frequently asked questions (FAQs) in our web site first. If you can't find the answer you are looking for, please send us email to "email@nanzarts.com".

1. Introduction.

Thanks for trying Orbsters. The idea of this shooting game is quite classic, but it's still a fun game. For those who want go back in time to play a nostalgic shooting game, this one's for you. We hope that you'll enjoy it.

2. System Requirements.

This game requires a certain system configuration to get the optimum performance. Although most of them are pretty standard for today's gamers, make sure that your computer has the following items configured.

PC

This game is designed for the AT compatible PC. You must have it. As for the speed of the PC, it highly depends on what kind of video card is installed on the PC. During our beta tests, we found that even 486 PCs work fine if equipped with descent video card with good DirectX support. If you have 200 Pentium MMX with top of the line card, it'll be a blast!

Windows®95 or WindowsNT (4.0)

Your computer MUST have Windows95 or Windows NT (4.0) operating system installed. If the operating system is NT (4.0), DirectX2 is already installed as a part of your system.

DirectX2 (or newer)

This program uses DirectX technology to deliver the highest performance on your desktop computer. You MUST have DirectX2 (or newer) installed with Windows95. If

you are savvy gamer, you may already have it.

Good Video Card

DirectX is still considered to be a new technology. We found that some video card installed on the older PCs do not have good DirectX support. This may cause serious performance loss while playing the game. If you find that it's running slow, be sure to check with the video card manufacturer so that you can get the latest and the greatest DirectX support.

Game Pad

This is not a "must-have" item, but strongly recommended. Your keyboard may work OK, but hey, this is a shooting game from yesteryears. You need it! (If you are using Windows NT, you can disregard this requirement)

Sound Card

This is not a "must-have" item, but highly recommended to enjoy this game.

3. Bug Reports and Fixes.

V1.3

1) Infinite loop problem has been fixed. A few customers reported that Orbsters goes to an infinite loop at certain stages (2, 22, 29, or 30) and does not proceed to the next stage. This problem is due to the lower frame rate of the PC system (25 - 30 Frame/Sec). The fix stops the infinit loop making the game playable even on these machines with lower frame rates.

2) The sound problem has been fixed. With previous version, PCs without sound cards could not play Orbsters. Now it's possible to play.

3) Installation program update. Installation program has been bumped up to correct installation process related problem. Users can install other than default directory without registry problems.

4) CTRL key is activate as fire button.

V1.2

1) Major problem in monitor frequency detection logic is fixed. Without this fix, some users experienced unplayable game after starting a stage. (Easily described as "No ship is appearing on the screen").

2) WindowsNT registry problem is fixed. Players running Orbsters on NT can save high score and other settings now.

V1.1

1) If the joystick setting was not properly set via Windows95 Control Panel, joystick

detection was not working properly with V1.0. This version has a better run-time joystick detection mechanism. Players still need to calibrate the joystick from Windows95 Control Panel.

2) Orbsters could not run on WindowsNT (4.0) with V1.0. Version 1.1 will work with NT(4.0) but you may still not be able to use a joypad due to the lack of driver support. You can play Orbsters with the keyboard.

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 "Orbsters" group. To start the game, just click the Orbsters icon from the group.

5. How To Play

Just like any other shooting game, simplicity is one of the most important aspect of this game. There's no need to remember 40 different key strokes to play this game. The following list shows all the commands and options.

Game Control: Keyboard

Left Arrow	Move left
Right Arrow	Move right
Spacebar	Fire
Enter	Fire
Ctrl	Fire
F2	Pause
F9	Take snap shot and create "orbsters.bmp" file (Retail version only)
ESC	Quit

Game Control: Joystick

The joystick detection is automatic. If you have your joystick connected and calibrated before you start the game, this game allow you to use both keyboard and joystick.

Left	Move left
Right	Move right
Button1	Fire
Button2	Pause

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". Please describe the bug in as much detail as possible so that we can fix the bug for any future releases. We would very much appreciate if you can report bugs based on the following:

What happens?
How does it happen?
Can you repeat it?

To make good games, we need your help!

7. About NanZarts.

At NanZarts, we all dedicate ourselves in creating 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!

Copyright: All rights, title and copyright are owned by NanZarts. NanZarts Orbsters ("Software Product") is protected by copyright laws and international copyright treaties as well as other intellectual property laws and treaties.

NO WARRANTY: NANZARTS EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE SOFTWARE PRODUCT. THE SOFTWARE PRODUCT AND ANY RELATED DOCUMENTS ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK ARISING OUT OF USE OF PERFORMANCE OF THE SOFTWARE PRODUCT REMAINS WITH THE END USER.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES: TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL NANZARTS OR ITS SUPPLIERS BE LIABLE FOR ANY DAMAGES WHATSOEVER (INCLUDING WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFIT, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION OR ANY OTHER PECUNIARY LOSS) ARISING OUT OF THE USE OF THIS SOFTWARE PRODUCT.

Microsoft and Windows95 are registered trademarks of Microsoft Corporation in the United States and/or other countries.