

## **Winroids Help**

Welcome to Winroids, a fully featured arcade game for Windows (TM).

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Winroids is copyrighted software and is shareware, not free - please read the section on "Registering" (or just feel guilty about it).

Please also read the disclaimer!

## **Winroids... so what is it?**

Winroids is a version of the classic arcade game "Asteroids", lovingly crafted for the Windows environment. It features raytraced graphics, fast action and full multimedia sound.

### **System Requirements**

Winroids requires a fast 386DX or 486 to be really playable... though it should run on just about anything. (It's fine on my 386-33, and still playable on a friends 386-25)

Windows 3.1

A soundcard (optional)

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## What do I do?

In short... shoot things. Pretty much anything that moves in fact.

You can rotate your ship left and right, fire bullets, activate your shield and also fire your thrusters to move yourself around.



### *Your ship*

Try not to dent it.

To start a new game select "New Game" from the file menu.

To pause the game select "Pause" from the file menu.

To abort a game select "Abort Game" from the file menu.

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## So what do I shoot at?...



### **Asteroids.**

The object of the game is to get rid of all of the asteroids on each screen. When you shoot them they break up into smaller and smaller chunks until finally they disappear.



### **Steel Balls**

Shooting at these does them no damage whatsoever, but the impact of your bullets will alter their speed and direction.



### **Aliens**

These green meanies are dangerous. If one wanders onto the screen, shoot it quickly.

## ... and what don't I shoot at?



### **Gadget Parcels** *(Fully compliant with EC directive no 1,845,633,786)*

These are gifts from home... they could be retro-rockets to help control your ship, auto fire pods to relieve your fire key and your fingers, fuel for your shield or an extra ship. Alternatively they might be empty... but that's bureaucracy for you. Run them over with your ship to pick them up.

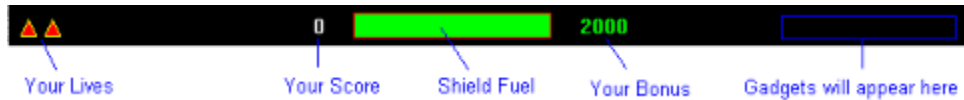
If a gadget parcel is left untouched for too long it will self-destruct to prevent it falling into enemy hands.

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## The Screen

The screen is split into two sections. The top bit is where all the action takes place and should be pretty self-explanatory.

The bottom part consists of a status bar :



The lives show the number of ships you have remaining.

Your shield fuel goes down quickly whenever you use your shield.

The bonus counts down on each level.

## Gadgets

You get gadgets by picking up Gadget Parcels. Some have an instant effect - such as recharging your shield or giving you an extra life. Others give your ship new abilities. These abilities show up as icons :



Retro thrusters. These slow your ship down gradually when you are moving.



Auto fire. Just hold down the fire key...



Spray fire. Fires three shots at once.



Protect. Stops you losing other presents when you next get killed.



Indicates that a bomb is active. A bomb will have the effect of hitting every roid once - this can be dangerous!

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## Keyboard

The default keys are :

|              |           |
|--------------|-----------|
| Rotate Left  | - "Z"     |
| Rotate Right | - "X"     |
| Fire         | - "M"     |
| Thrust       | - "L"     |
| Shield       | - "Space" |

These keys are re-definable through the [Options](#) dialog.

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## **Options and stuff**

### **The options dialog**

To get at the options dialog, select "Options..." from the "File" menu.

### **Sound**

To turn all sound on or off, check the "Sound" check box.

If Winroids cannot find a sound device that will support asynchronous digital audio then this option will be disabled. An example of a device that cannot support asynchronous audio is the PC speaker.

### **Midi Files**

To select a midi file to play during the game, type it's name or select it in the "Midi file" list box. The list box shows all the midi files in the "Winroids" directory.

If you do not wish to play a midi file, select "(None)".

### **Keyboard**

To change the key for a particular function, click on the button of the function you wish to change and then press the new key,

To reset the keys to their defaults click on "Default Keys".

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## Speed Tips

Winroids pushes most systems (mine especially) to the limit. If you are finding that the graphics are not fast enough, here's some hints and tips... (in order, from sensible to silly).

1. Use a low colour graphics mode - Winroids only uses 16 colours anyway.
2. Get the latest graphics drivers from your video card manufacturer.
3. Don't play a midi file while playing the game.
4. Switch off the sound altogether - this may prevent the graphics becoming "jerky" on slower machines.
5. Buy a faster graphics card.
6. Buy a faster computer.

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## **Known Bugs**

Winroids will very occasionally hang the system completely. Since I have not seen this problem on any other system but my own, it may be due to a fault in my hardware or a problem with the drivers for my Ultrasound card rather than with Winroids.

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## Registering

This game is not free - it is shareware. This means that you are allowed to try this game out for a maximum of 21 days, after that you must either register (by sending me some money), or delete it from your system.

I do not believe in high registration fees since people simply will not pay. For this reason, the registration fee for Winroids is only £5 for UK users, \$10 for US users, or the nearest equivalent for other countries.

Please be generous and register this software.

The address for registration is :

Stephen Baxter,  
132 Portland Street,  
Norwich,  
NR2 3LF,  
United Kingdom

+44 (603) 662758

My internet address is :

u9118802@uea.ac.uk

Please feel free to contact me if you have any enquiries.

Winroids is protected by UK and international copyright law.

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## Credits

All coding and graphics by Stephen Baxter.  
Music "Winroids.mid" by Matt Weston.

The raytraced graphics were produced using the most excellent "Persistence of vision" raytracer. POV is freeware and should be available from all good shareware distributors.

Many thanks (in no particular order) to :

Graham Cox for help, support and code ideas.

Laura Knight for hitting the pan.

Pete Bloxam for coffee.

Pete's Mum for chocolate cake.

Clare Francis for more coffee.

James Tansey for both tea and coffee in roughly equal amounts.

Diane Battison, Fiona Duke, Ed Haynes, Ed's housemates and all of the above for play testing.

Please feel free to contact me if you have any enquiries. My address and E-Mail ID are on the [Registration](#) page. I am open to any suggestions and ideas for improvements. This is my first ever Windows application (well the first proper one anyway) so please go easy on me!

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## **Coming soon to a computer screen near you...**

Winroids V2.00 - rewritten and re-styled with 256 colour graphics and go-faster stripes (just as soon as I replace my video card with a better one).

Winroids for the Apple Macintosh courtesy of Graham Cox. Maybe!

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