Torque

COLLABORATORS

	TITLE : Torque		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		July 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Torque

1.1 SHOAH presents Torque - Swim Around in Circles Mix
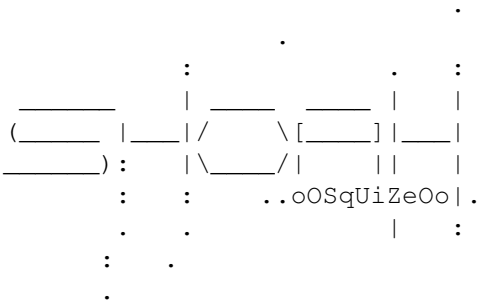
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              P R E S E N T S



                   Torque

         ( Swim around in circles mix )



         Copyrights and Distribution

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                The Big Mix

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1.2 Yawn, yawn, yawn.

The entire risk as to the quality and performance of this program is with
 you. SHOAH assume no responsibility or liability whatsoever with respect to
                    your use or inability to use this software.
SHOAH is not responsible for any loss of data, damages to software or hardware
   that may result directly or indirectly from the use of this program.
SHOAH reserve the right to make changes to the software and/or documentation
                          without prior notice.

This program is freeware, you may copy and spread it to whoever you want under
                        the following conditions :

^{1} All the files must be spread together in an unaltered state. Feel free to
         archive them but no file cruncher can be used on any files.
^{2} No fee may be charged other than copying/time/distribution charges, and these
  charges may be no greater than £1:50 (This INCLUDES all postage costs).
  This applies to fellow PD libraries. If any library charges more they will
  be blacklisted from ALL future SHOAH releases. If you have paid more then
             ask for a refund and please send us full details.
^{3} Permission must be granted for this software to be included in any form of
  collection. This is only so you can have the most up to date version.
  Also, when you obtain the full version, this preview mix MUST be removed from
  any lists containing it (ie BBS, PD library etc.) and can no longer be
  spread. I don't want people to be buying/downloading this preview when the
                 full version is just as easily obtainable.

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

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.

To install Torque to your hardrive simply make a new directory called 'Torque' and make sure you assign it, then copy the files Torque, Hi-Scores and Loading_Screen1 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 suprise 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} Every so often when you are flying left your ship will just keep on going through memory. If this happens then you'll just have to quit.
^{3} 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. Also if you find the game glitches a lot then get some fast Ram ;) 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.

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.

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

                            Comming Soon...

Super CardZ - by Paul Morley

    Now you don't need AGA or a hardrive to play Klondike ! Virtually ALL the
    Klondike AGA cardsets will be converted to run with this great card game.
    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 - £TBA

1.8 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 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 and Matthew 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.

1.9 Index