



μWar

Visit μWar web page : <http://www.multimania.com/maddog/SHARE/MWI ntl .html>

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The Basic

You play using the mouse or arrow keys (left and right) and fire by clicking the mouse button or pressing the space bar, depending on settings.

You control a macintosh classic on the bottom line of the screen. Hordes of PCs came from the top and scroll down as they shoot you, kill them before they reached the bottom.

Unfortunately you can't fire when you want. After the Mac has fired it takes some time to reload in order to fire again. Your Mac can't fire when its blown-up.



Mac can fire



Mac fire Apples ;-)



Mac can't fire
(he's blown, loading new apple)

When your Mac is hit by a PC bomb it loses memory. At start-up you have 2 MB of memory, when you reached zero byte, the game is over.

Flying Saucers

Sometimes, a flying saucers appears on the top line of the screen, dropping bonuses. Some bonuses can enhance your Mac (when you catch them), others enhanced the PCs. When you enhance your Mac, you move faster and can fire more often. To measure enhancement, μWar handles the micro-processor type that run your Mac and the Operating System version. Each new release makes you, or the PC, move faster.

Basic Flying Saucers :

Blue ones are friends, yellow ones are enemies (PC friendly)



Apple



Motorola



IBM



Micro\$oft

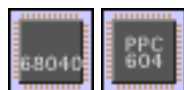


Intel

Some Flying Saucers bonuses :



Mac OS



68K and PowerPC



PowerPC



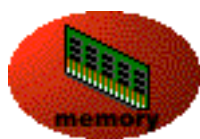
MS-DOS and Windows



x86 and Pentium

There's also 2 other flying saucers : Memory and Hacker.

Special Flying Saucers :



Memory



Hacker

Special Bonuses :



Memory
Mac only



Virus
Mac and PC

Memory flying saucers launch memory bonuses, if you catch them your memory will be increased, as well as your life.

Virus bonuses slow down your Mac for a while, or block PC until they explode.

Levels

Each time you destroy a PC horde a new horde appears featuring a new year. The game start in 1984 with Mac equipped with a 68000 and running MacOS 1. PC run MS-DOS v1 on a 8086 chip.

When your Mac can catch a PowerPC chip (1991) you gain a double-firing ability !

At each new level, a window appears and shows what's new this year (ie "1998 Apple introduces MacOS 8"), click "OK" to continue; click "Don't show that again" to hide the window until the end of the game.

Note : until 1999 the chronology is almost correct, but for future years the chronology is based on announcements (MacOS X, PowerPC G4, Windows 2000, Merced...).

Special Note about PC hordes

PC running MS-DOS fires 5"1/4 disks, that fall straight down.

PC running Windows 1, 2 and 3 fires 3" 1/2 disks, that fall in the Mac's direction.

PC running Windows 95 or 98 fires CD disks, that try to chase your Mac.



PC running
MS-DOS



PC running
Windows 16 bits



PC running
Windows 32 bits



PC bugged
by a virus

Some kind of PC :



even a desktop !

Keyboard, Mouse and game usage

At the beginning you'll see the introduction screen, press any key or click to continue.

Then you are at the main screen with high score list and 2 buttons, Press :

Play to start a new game (Press P or click)

Settings configure some features (Press S or click) such as sound level or the game interface (Keyboard or Mouse). Also available through the menu bar

Quit to end the game to return to the Finder (Press Q or click)

During the game, pressing ESC will pause the game, causing the menu bar to appear. You can then Restart, or Abort the game. Press ESC to continue playing.

Game requirement

µWar requires any PowerMac computer with at least MacOS 7.5.5 and QuickTime 2.5 with Musical Instruments (for MIDI playback).

We encourage you to install MacOS 8.6 and QuickTime 4.0.

The game requires at least 6 Mb of available memory to run, and works either with or without virtual memory...

µWar is not available for 68K Macs, works on a port is underway, but it's a difficult job.

Note : Do not remove DrawSproket library from the µWar folder and don't use an older version.

Distribution and MadDog related informations

You can re-distribute this game, as it's free, include it on CD-ROM or on web sites, but always include the complete set of file (including Game, Libs and all related files).

µWar is available from our web site in both International English (Intl) and French (Fr) versions.

This game is freeware, but if you like it (or not), please send us feedback and encouragement via eMail at < maddog.prod@altavista.net >.

To be warned of new releases, check out our web site at < <http://www.multimania.com/maddog> >.



Thank you for supporting this game.