WINTREK
Version 1.00

In order to play WINTREK, you MUST have:
*   Windows 3.1.
*   A Windows-compatible mouse.
*   A VGA display (16-color minimum recommended).
*   Approximately 950K of free hard disk space.

To get the most out of WINTREK, you should optionally have:
*   A windows-compatible sound card (SoundBlaster, Adlib, etc.).
*   One Megabyte of free system memory.
*   A 386-20Mhz system or better.
*   Run Windows in Enhanced Mode, and install SmartDrive or other cache.
Optionally, you can UNCHECK the "Enable System Sounds" checkbox in the Control Panel's SOUND utility. This prevents WINTREK's sound tracks from playing in response to standard system beep generation.

The five files WINTREK.EXE, WINTREK1.DLL, WINTREK2.DLL, WINTREK.HLP, and README.WRI make up the files you need to run WINTREK. Copy them to your hard disk, preferably to their own directory. WINTREK will create two other files when run, WINTREK.SCR and WINTREK.INI. Any time you elect to save a game, WINTREK will create a file with a .GAM extension in the filename you specify.

WINTREK doesn't add *any* files to your Windows or Windows\System directory, and it doesn't touch your WIN.INI or SYSTEM.INI files. WINTREK does not have to be in your PATH statement. To run WINTREK, use the Program Manager or your shell's RUN command, or set up an item in a group. If you decide that WINTREK is not for you, simply delete all the files in your WINTREK directory.

Feel free to distribute WINTREK to other folks who may want to "try before they buy". I only ask that you include all 5 files (listed above) whenever you distribute copies.

The object of WINTREK is to find all the aliens and destroy them. You have several weapons and operational systems to perform your task. The Photon Torpedoes (PHO) and Phasers (PHA) are use to destroy the aliens. Use the Navigation (NAV) button to move around in the galaxy. If you complete the mission on time, your score will be added to the "Top Star Fleet Officers" list.

WINTREK is a complex game. There are literally thousands of scenarios and tactics that can be used. For $20, I will send you a comprehensive printed manual offering in-depth coverage of every control, details on each system command, tables of all hot keys, tactical and strategic playing hints, and charts covering Alien and Ship Operational Data. In addition, you'll receive the latest version of the software on diskette.

To register and receive your manual and diskette, send $20 ($25 US for Overseas Air Mail) to:

Joseph Jaworski
18627 Brookhurst Street, Suite 42
Fountain Valley, California   92708

I thank you in advance for your Shareware support. The Shareware system continues to offer you a lower-cost alternative to commercial software. Shareware is not free, and neither is all the hours I spent producing this software. If for no other reason, send your twenty bucks to help an unemployed programmer get back on his feet.