

BARN RUNNER

WRECK THE HALLS



Thanks for choosing TackyWorld Interactive. We try our best to bring you great games at an affordable price: Free! We support freeware games and independent developers and we're glad you do too. Thanks for playing our game!

Visit us online at our snazzy website:

<http://www.barnrunner.com/>

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Submit any corrections or revisions to the author for inclusion in a later version.

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INTRODUCTION

Like so many freeware game designers, my childhood was not a happy one. I never got that pony I asked for. I was never able to catch Santa in a net, despite the many cunning cookie-baited traps I laid year after year. And, worst of all, my parents never got me any of those black market, Vietnam-era surplus hand grenades I so often asked for, and which were so abundant during my post-Watergate childhood years.

Despite these bitter setbacks, Christmas was (and is) my favorite time of year. And I want to share some of that goodwill with you. They say it is better to give than receive, so I'm giving the gift of sub-par, semi-play tested, freeware adventure gaming.

Enjoy!

And don't say I never gave you anything ;-)

Scott LeGere

Somewhere in Texas, 2007

SYSTEM REQUIREMENTS

- Windows 95/98, 2000, ME, or XP
- 500 MHz Processor
- 128 Mb of RAM
- DirectX compliant sound and video cards
- 35 Mb hard drive space

INSTALLING THE GAMES

Download and unpack the game .rar file and unpack it with WinRar or a similar program into any folder you like. (I'm going to assume you've already done that since you're reading this.)

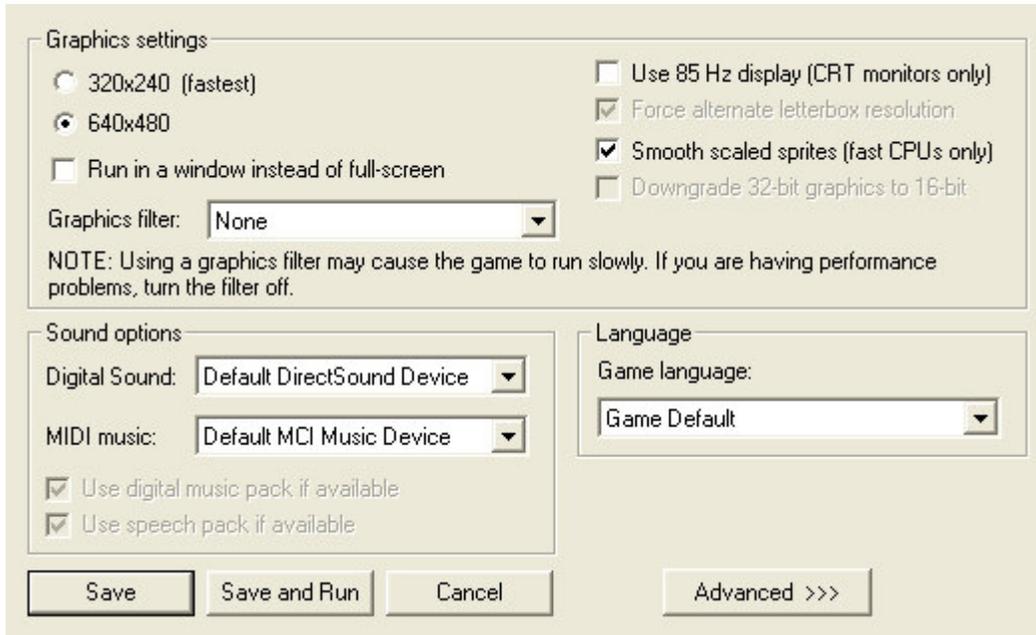
Congratulations! The game is now installed.

SETTING UP THE GAMES

Once the game file is unpacked, you may want to run the *winsetup* utility to configure the game to run smoothly on your system.

Changing the default settings should not be necessary on most systems that meet the minimum requirements listed above. However if the game does not play smoothly or if you have a powerful computer and want to make the game look as good as possible then you can modify the game settings as best suits your needs.

Double click on the *winsetup* icon. It will open the following window:



You can make these changes to your game play:

Graphic Settings

- You can change the game resolution to 320x240. This will sharply degrade the game graphics but will allow the game to run faster on older systems.
- You can run the game in a window so that you can still see your desktop behind it but this requires more power from your CPU and may slow the game down.
- Using an 85 Hz display for your CRT monitor may reduce or remove video flicker (if you are experiencing any) but this is not guaranteed to work on all monitors and NOT AT ALL on flat panel displays.
- Anti-aliasing the sprites will improve their appearance but may slow down the game. Don't use this unless your computer exceeds the minimum requirements.

Sound Options

- Digital Sound does not require altering, as Barn Runner uses no digital sound.
- MIDI Music uses your default MIDI player though you may elect to disable the music altogether.

Language

- At this time, Barn Runner: Wreck The Halls is only available in English so this setting cannot be changed. (If somebody wants to provide a translation to another language contact me at the address listed at the top of this document!)

PLAYING THE GAMES

Wreck The Halls combines both old-school adventure gaming with old-school arcade gaming to place it at the very forefront of 1990 gaming technology.

Prepare to be blown away by its sheer awesomeness!

ADVENTURE GAME CONTROLS AND INTERFACE

CURSOR MODES

There are four cursors in *Wreck The Halls* (as depicted below). Right-click the mouse to cycle through them, or spin the mouse wheel (if you have one).



(From left to right: WALK, LOOK, TOUCH, TALK)

WALK – Place this cursor wherever you want Prick to walk and left-click. He will walk as close to that point as he can.

LOOK – Place this cursor over anything you want to look at and left-click. If Prick has anything to offer, he will let you know what he thinks about it.

TOUCH – Left-click this cursor on anything you want Prick to pick up, push, pull or otherwise handle and see if anything happens.

TALK – Use this cursor on any person you want Prick to talk to and watch the conversation ensue.

GRAPHICAL USER INTERFACE

The GUI (Graphical User Interface) is a control panel that allows you to access most of the game functions. Moving the cursor across the top of the screen during your game reveals the GUI, which looks like this:

GUI Bar



Click a button to activate its function.

WALK – (Activates the cursor mode of the same name).

LOOK – (Activates the cursor mode of the same name).

TOUCH – (Activates the cursor mode of the same name).

TALK – (Activates the cursor mode of the same name).

GEAR – This activates the **Inventory Control** (covered in the next section).

ITEM IN HAND – Displays whatever inventory item you have currently equipped.

SAVE – This brings up the Save Game screen.

LOAD – This brings up the Load Game screen.

QUIT – This allows you to quit the game.

ABOUT – This displays the publisher, copyright and creation utility information.

INVENTORY CONTROL

The world is a dangerous place and you never know when that toothpick you fished out of a pay toilet will save your life. Like any good detective, Prick knows to collect the clues he finds along with other useful things he discovers along the way.

Some things you start the game with (like your badge and gun), other things you may pick up along the way. Using the inventory is easy and is handled from a single window.

This box (opened by the “Gear” button on the GUI) displays the things Prick is carrying in his coat at the moment. Each picture represents an item Prick is carrying.

Inventory Box



The buttons on the bottom of the window allow you to interact with the items and are (from left to right) LOOK, TAKE, and “OK”.

LOOK – Left-click this button and select an item to look at. Prick will tell you about the item.

TAKE – This button allows you to “pick up” an item from the inventory box. The item will now “float” on your cursor point, allowing you to use it (more on that below).

OK – This button closes the inventory window.

There are also two arrows on the lower right side that allow you to scroll your inventory up and down if you are carrying more items than can be displayed in the box at one time.

USING THINGS

If you need to use an item in your inventory on something in the game world (for example, using a key on a locked door), all you have to do is open your inventory, use the **TAKE** button to select the item and, once it is floating on your cursor, close the inventory box. Then place the item over the object you want to use it on and left-click. Nothing may happen but if you have chosen the right item for the task at hand you will get results or you may get a message telling you to try another item.

USING THINGS ON OTHER THINGS

Some items can interact with other items inside the inventory box. Sometimes this can be quite obvious other times it might seem a little abstract. That’s the appeal of adventure games, baby!

To use an item on another item, for example using an energy magazine to reload an empty pistol, just use the **TAKE** button to select the magazine then place it over the picture of the pistol and left-click. The magazine will disappear and the gun will be reloaded. You could also choose to reverse the process and drag the pistol over the magazine with the same results.

Don’t be afraid to experiment. If you’re stuck and can’t figure out how to get past a puzzle, then try combining items in your inventory. Maybe you’ll produce something that you need.

ARCADE CONTROLS AND INTERFACE

Gunfight HUD



(Arcade Cursor Mode: SHOOT)

Click a button on the HUD to activate its function.

HEALTH – This indicator displays how much health you have: from a maximum of four hearts, you may drop to as few as one and still keep fighting. However, if you drop below one heart, then you’ve punched your ticket for the last train to Boot Hill.

PISTOL(S) – These boxes display the gun(s) you are holding in each hand, any reloads available for that weapon, and how many shots the gun has remaining. You begin the game with one pistol, but you may find a second gun during the course of your investigations. Of course, since Prick only has the two hands, that limits the maximum number of weapons you can wield in a gunfight to two.

CLICK HERE TO SELECT WEAPON – This swaps one readied weapon for the weapon in your other hand (provided there is one, of course). The readied weapon is indicated by a green rectangle drawn around the weapon graphic.

RELOAD – This reloads your currently selected weapon, whether it is empty or not, so long as you have a spare magazine available.

OTHER CONTROLS

ESCAPE KEY – There are many cut scenes throughout the game that advance the story. You will know when you have entered a cut scene when your GUI disappears and (usually) your mouse disappears. However, many of these cut scenes precede the more action-packed puzzles in the game. Consequently, you may wind up seeing the same scene over and over as you try to negotiate the action sequence. Most of the cut scenes can be skipped when you tire of seeing them by pressing the ESC after the scene has begun.

CTRL + ALT + X – Pressing these three keys at the same time will shut the game down instantly. You can use this in the event that the game hangs up (unlikely) or if Windows locks up (more likely).

HINTS AND TIPS

If you get stuck, try using everything you've found on everything around you. Though, of course, that applies to every adventure game ever made, doesn't it?

OTHER TACKYWORLD GAMES

If you enjoyed this game or if you just want to fill your hard drive with files you never open, then why not download some of my other games. They're free, you'll learn more about the world of Barn Runner, and we'll all be making the world a better place for adventure gaming and puppies! And everyone loves puppies!

The Armageddon Éclair

The first Barn Runner adventure game. (Full Game - two chapters)

The Ejection Rejection

An arcade flight game (Short Game)

Don't Jerk the Trigger of Love

A small arcade shooter game (Micro-Game)

The Prick Who Came In From the Cold

My first Christmas-themed adventure. (Short Game)

The Forever Friday

The next full-sized game I'm working one (Full Game - Currently In Development)

CREDITS

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LICENSE AGREEMENT

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All we ask is that you copy the archive in its entirety and do not attempt to claim credit for our work. We put a lot of time and effort into creating traditional adventure games (a format all but abandoned by publishers today) and all we want is the credit due us. We make no money from the games we create so this does not seem like too much to ask.

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