Hurdles Documentation.

Important! Read this first before attempting to play the game.

Hurdles is shareware. This means that while you are allowed to play
it and enjoy it, even give copies to friends, you are obligated to pay
the author a small registration fee. This fee will help support the
auhor,
and usually you will receive something in return. More about this later

System Requirements:

Hurdles requires a 286 or faster, preferably a 386 because of it's high
speed action.
A VGA or 100% compatable SVGA display is required.
A Microsoft or compatable mouse is necessary to play, and you MUST have
loaded your dos mouse driver before playing. If not loaded, the title
screen will function eratically.
A Sound BLaster or compatable is required for the sound effects and the
music test. (SEE LATER FOR MORE INFO.)

EXPLANATION OF HURDLES:

Hurdles is a fast paced action game which requires that you fly your
small
space ship through a small course of obstacles, ranging from asteroids to
stalactites. The concept is simple, but fast reflexes are necessary to
master the game.

INSTRUCTIONS FOR PLAY:

Your ship, as you will recognize, moves automatically. All you must do
is roll it up and down. This can be accomplished by pressing the left
and
right arrow keys. The left key rolls your ship upward, and the right key
rolls the ship down. Holding the keys down makes the ship go farther in
the
set direction. Your ship will not stop or slow while rolling; it will
continue to move foreward.

OBJECT OF THE GAME:

Aside from making it to the end of the course, you must also attempt to
gain
as many points as possible. While you can in some of the courses fly
around
the hurdles you will not gain as many points. I reccomend that you fly
the set course by collecting as many 1000 point bonuses as possible.

CONFIGURING HURDLES:

When you first run hurdles you will be met with a configuration screen.
At this screen you must specify your display (IF IT IS SVGA) and if you
have a soundblaster your settings. To configure Hurdles after running it
the first time simply type config in the correct directory.
To specify your soundblaster interrupt, dma channel, and everything else,

move the highlighted box over the object and press enter. then select the
option that is correct. To set the driver you must remove the default that is
set and type in this SNDBLAST.DRV this is very important. Then you must
set the path to this driver, which is simply in your Hurdles directory.

The reason for the display selection is that some svga displays are not
completely compatable with standard vga. If your screen is functionally
strangly you should set the SVGA display to your own, if not then leave
alone,
and the program will automatically default to standard vga.

THE GAME:

When you Select PLAY from the main title screen you will be at a stage
selection
screen. at this screen you can choose to play any of the four levels
(three
regular and one training) or go to the music test, and listen to the
music
themes from the three regular levels. If you go to the music test,
select
the theme you would like to hear (THE NUMBER NEXT TO IT REPRESENTS THE
LEVEL
IT PLAYS IN) and a display will appear while the theme is playing. To
leave
the theme and display go to the box marked exit in the corner of the
screen
and you will go back to the main screen. To select the level you wish to
play move the arrow over that level.

LEVELS:

0- this is a trainer for the game. In this level you cannot die, simply
lose
points. It is a simple level and good for learning the game.

1- this is the first level, a strange level in which the hurdles are just
grey walls. This level is short, and not very difficult.

2- the second level. This level takes place in an asteroid field. This
level
is considerably more difficult, and takes some time to master. The
hurdles
are the asteroids in the purple gas cloud, and the small ones outside
will not
hurt you.

3- This is an extremely difficult level in which the hurdles are
stalactites.
This level will take some time to master but is fun anyway.

LATE NITE BBS

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REGISTRATION FOR HURDLES:

If you like Hurdles and would like to support shareware, I would ask that
you send me a registration fee of $5.00, and a letter with any comments
about Hurdles. Also enclose your choice of disk size, and I will send
you
the other levels of Hurdles, and a few demos by me.

SEND ORDERS TO
ROLAND LUDLAM
72 SNOWCREST DRIVE
FAIRFAX, VT 05454.
                         THANKS, and have fun.