

# Street Shuffle ver 1.5 Shareware

## Notes and Installation Instructions

### Overview

Street Shuffle is an action and strategy game written specifically for the Windows 3.x environment. It features 256 color graphics, music and sound effects for users with the proper equipment.

### Requirements

The minimum software/hardware configuration recommended for use with Street Shuffle is:

- PC-Compatible system with at least a 286 CPU.
- 1 MB RAM.
- EGA or better graphics adaptor running a minimum resolution of 320 x 400 (though VGA 640 x 480 is strongly recommended.)
- Windows version 3.1 or higher running in Standard or 386 Enhanced mode.

### Recommended for Optimal Performance

To access all the features of Street Shuffle you need the following:

- 386 / 25 Mhz or faster CPU.
- 4 MB RAM.
- SVGA capable of at least 256 colors in 640 x 480 resolution.
- 16-bit sound card (an 8-bit sound card will play the sound effects, but may not play the music.)
- Mouse (though Street Shuffle can be played entirely with the keyboard, it is easier and more intuitive to use a mouse.)

### Installation Instructions

You may elect to install Street Shuffle manually, or use the setup program included with the game to quickly and easily install all files and create program icons.

To use the setup program you must have all the files that were originally included with this game in one directory or on one diskette.

This includes the file VBRUN300.DLL. Though the game was originally distributed with that file, many BBS's and Communications Services remove VBRUN300.DLL in order to save storage space. In these cases, VBRUN300.DLL will be available from the service in one of their file areas.

Once you have gathered all the files in one area, you are ready to run the setup program. Start Windows, then select Eile and Run... from the menu bar. A window will pop up asking you to enter the name of the file to run. Enter the drive and directory where you placed the files, followed by "\SETUP" (without the quotation marks) and press the "Enter" key (may be marked "Return" on some keyboards.) For instance, if all the files are in the root directory of a floppy disk in drive A:, you will type "A:\SETUP" (do not type the quotation marks) and press "Enter". If the files are in a subdirectory called "DOWNLOAD" on drive C:, you will type "C:\DOWNLOAD\SETUP" and press "Enter". Once the setup program starts, you will see a window that has three command buttons. The first button (marked "Install") begins the setup procedure. The second button (marked "View README") brings up this file. The third button (marked "Quit") closes the setup program. Click on the "Install" button and a new window comes up asking you where you want to install the game to. You may enter a drive and directory name, or simply click "Continue" to install the files to the default directory ("C:\STREET".) The setup program will create the directory, copy all the files over, and create a new program group in your Program Manager with icons for Street Shuffle and the Street Shuffle Help file.

If you do not wish to use the setup program and you know a little about file management, you can manually install Street Shuffle to your hard drive (while the game may be played from a floppy disk, this is not recommended. Game play from floppy disk is exceptionally slow.) Simply copy all the files to a single directory on your hard disk. Since none of the files in the Shareware version are compressed, this is all that is needed. If drive space is a concern, you may wish to copy the code libraries (all files with an extension of DLL or VBX) to your WINDOWS\SYSTEM directory instead of placing them in the game directory. If you do so you must be careful not to overwrite any later versions of these files that may already exist in the directory. You should check for duplication of any file names and

retain the newest ones (if you install the game with the setup program, this is done automatically.)

### How to Play

The best way to learn how to play Street Shuffle is by starting the Demo game and watching what happens. Context-sensitive help is also available within the game.

### Troubleshooting

Problem: When I try to run the setup program I get the message "Cannot find file VBRUN300.DLL or one of it's components"

Solution: The file "VBRUN300.DLL" was included with the game when distributed. However, many BBS's and Information Services remove this file to save disk space. The file will be available to download singly in another area on the service. Contact the service you got the game from to obtain the file and copy it to the same location as the game files.

Problem: When I run the setup program, it begins the installation but then stops because it cannot find "VBRUN300.DLL", even though I know that file is already installed on my system.

Solution: Though the file may be installed on your system, the setup program is designed to install the newest version. It assumes that a copy of "VBRUN300.DLL" be in the drive and directory that you are installing the game from. You may click the "Ignore" button when you get this message and the installation will resume as normal.

Problem: When I start the game, I get a message that my sound card may not be configured correctly for this program.

Solution: The high-quality MIDI file used by Street Shuffle requires a true 16-bit sound card to play. If you have a sound card that is not fully 16-bit then the music will not be able to play. You may click on the "Do not display this warning in the future" option box and then click the "OK" button and the game should still start normally. Though you will not hear the music, all the sound effects should play correctly. If you wish, you can substitute your own favorite MIDI file by erasing the "STREET.MID" file in the game directory and copying your MIDI

file to that directory, giving it the name "STREET.MID".

Problem: The game window is too large for my monitor.

Solution: With a standard Windows VGA configuration, all the game levels should fit within the screen. If you are running windows at a resolution of less than 640 x 480, or running 640 x 480 with a non-standard font, some levels may be too large for the screen. In these cases you should select "Options" and "Small Streets" from the games menu bar to make the game window smaller.

Problem: The game window does not display correctly on my SVGA monitor. Most of the game window is blank, or the same color as my desktop.

Solution: Some graphics adaptors will not correctly update the graphics in Street Shuffle if you are running Windows in a graphics mode greater than 256 color. If you experience this problem you will need to switch Windows to a 256 color graphics mode in order to play Street Shuffle. It is unknown at this time whether the problem lies with the graphics adaptor or the Windows API.

#### Further Information

If you experience a problem not listed here, we would be glad to attempt to help you resolve it. You can contact us at:

MaxWare  
4645 E. Glen Ridge Circle  
Winston, GA  
30187

Internet: [MAXWARE1@AOL.COM](mailto:MAXWARE1@AOL.COM)

We hope you enjoy the game! If you do, please consider registering Street Shuffle! Read the Benefits of Registering help topic for more information.