



beta version 1.9.4.7

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System Configuration

Minimum System Requirements:

Microsoft Windows 95 TM
Pentium 75
8 Meg Ram
16 bit display
Sound Blaster Compatible

A Joystick is HIGHLY recommended.
The final version will require a dual speed CD ROM drive.

Joystick Configuration Tips:

Calibrate your Joystick in the Joystick Control Panel.

Volume Configuration Tip:

Use Volume Control Panel to adjust volume controls for MIDI and .wav file mixing.

About WILD RIDE! TM beta version 1.9.4.7

Production Credits

Game Designer: Grady Sain

Lead Programmer: Jeremy Evers

Assistant Designer: Steve "Buckwheat" Buckley

Lead 3D Designer and Animator: Freewheelin' Paul Fantastic

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Designer: Mike Digioia

STARRING:

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Lee Groban

Vic Vacume

Tony Gold

Sandra Desmond

Todd "The Healer" Treanor

WILD RIDE! TM was conceived and produced by RUNANDGUN! Inc. from January to August 1996. Absolutely no expense was spared in our efforts to bring you the highest quality electronic entertainment experience possible.

Special thanks to Vic Vacume and the Attachments, Bentley Motion Capture Systems, Xerobot, the I.N.S, the I.R.S, International Business Musicians, Hott Lixx, The Flying Luttenbachers, U.S. Maple, Bobby Conn, Dan P. Malven, The Residents, The Ghost of Tony Gold, and ***all the superrockers in the superrock universe !!***

About RUNANDGUN! Inc.

RUNANDGUN! Inc. is a **hypermanic** software production company located in beautiful downtown Chicago, Illinois.

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Gameplay Basics

Beta version 1.9.4.7 supports a single player thrash mode only. Future versions will support a full competition mode.

Toggle through the selection of surfers by hitting the **space bar** while in the interface environment. Once your character is chosen, he or she will disappear from the scene. Then go to the edge of the water and hit the **space bar** or **joystick button 1** to surf!

To control your character: Use the **arrow keys** or turn the **joystick from left to right** to guide the orientation of your character on the wave.

Wait for your surfer to rise to the top of the wave as you paddle. This will give you enough room to drop in and complete a bottom turn successfully. Press the **space bar** or **joystick button 1** to drop in.

Turn sharply to avoid stalling out in the trough of the wave. Hold the **space bar** or **joystick button 1** to accelerate through your turn. **Smoothly** maneuver up and down the face of the wave to build speed. As your speed increases, so does your ability to execute tricks.

Known Bugs

Currently there are no known crashing bugs.

As a play tester of any RUNANDGUN! Inc. electronic entertainment software product, it is your **solemn duty** to report any, hangs, lockups, hiccups, belches, or general weirdness that goes on with this version.

We surely appreciate your support.

Send your field reports to either:

Jeremy Evers: negspect@runandgun.com

or

Grady Sain: gardyll@runandgun.com

Tricks and Techniques

OPTIMIZATION:

Experiment with different combinations of window sizes and display modes to find the fastest mode for your machine. Also experiment with the options in the **details** menu. In this version, gameplay performance is significantly enhanced by turning off the spray option.

GAMEPLAY:

Gameplay is much more exciting and responsive with a joystick.

Each character has 4 tricks that can be executed at different points of the wave. Experiment with different combinations of the **1 and 2 joystick buttons** or the **space bar** and **control buttons** with different directional input.

Getting Air:

To properly execute and land an air of any type, you must orient the surfer properly on reentry. The tip of the board must face down to insure a smooth transition back to the face of the wave. The amount of hang time you will experience depends on your speed. With enough speed it is possible to execute a number of button combinations to create your own custom maneuvers in the air.

