

River Run v0.9 Final Beta (12-7-96)

=====

Produced by: Run Productions
Address: PO Box 338, Cookeville, TN 38501, USA
Email: Runpro@multipro.com
Internet: [Http://www.multipro.com/runpro](http://www.multipro.com/runpro)
Distribution: Shareware, fully functional

System Requirements

All system requirements should be met if running Windows 95.

If not running Windows 95, the following conditions must be met:

VGA Graphics

DOS 3.3, or later

386/40 or faster processor (486/33+ runs game smoothly)

536k free RAM and 2240k free XMS must be available for sound/music

or 480k free RAM and 1440k free XMS for play without sound/music

Optional goodies:

Mouse or Joystick highly recommended

Soundcard highly recommended

Extra Surprise Bonus Features

-
- + Easy setup
 - + Minimal plot - Immediate jump right in nonstop action
 - + 16-channel digital surround sound with great sound effects
 - + Rich music adapted from an original CD-quality score
 - + Special two-player mode (supports two joysticks too)
 - + If you finish the whole river, you win a free live plant
 - + Available Flight Pro flight instructor complete with many different accents
 - + Too many additional features to list (sorry)

Installation

If running Windows or Windows 95, run WinSetup.exe; otherwise run, or type in Setup at the DOS prompt. This configures your soundcard and input device, and should only take about half a minute.

To play from Windows, click the River Run icon from the program group or start menu. Otherwise, from DOS, run, or type in River.

Tips/Suggestions

River Run follows a simple concept in gameplay which should allow you to jump in and play instantly. Mastering the game won't be so easy. The basic instructions can be viewed from the main menu in the game. Most of the following tips can be learned simply by playing and noticing things closely, but again, if you want to jump right in, these tips might help:

Your fuel decreases at a constant rate, so you can fly fast or

slow with the same amount of fuel.

While fire can cause damage to your plane, it won't always, so if you're faced with a decision to fly over fires, or dodge the fires and run into something else dying miserably, fly over the fires as you might not even be damaged at all.

Everybody loves to fly fast, especially since there is no speed limit, but it takes longer to slow down and you have less reaction time when flying fast, so keep an eye on the speed and the areas you fly fast in.

You only have 4 4D bombs at your disposal the entire game, so use them wisely.

Some channels of the river are better than others, especially later in the game. Some channels may be rich in fuel, rich in points, and easier to fly through, while others may contain no fuel, no points, or could be much more difficult to navigate. After playing a while, get to know the river and its channels better.

Flying over an exploding carrier will almost always cause major damage to your plane, but the carrier is worth the most points.

Points are crucial if you want the most upgrades at the end of a zone, so shoot the right enemies. For example, if one channel of a river has all gunboats, and the other is lined with choppers, choose the chopper route if you need points, because a chopper is worth twice the points of a gunboat. Jets and fighters are worth even more.

In the two-player version, you each have unlimited lives, so don't worry so much about being destroyed. Just fly your fastest to beat your opponent. Also, each time you shoot your opponent, it damages their plane, and 6 hits destroys them.

For more hints, a full color map guide is available containing information on special oil spills that instantly refuel, tips and suggestions on difficult portions of the river, hints on which channels are best, full color maps that detail every round, channel, and enemy, and even some dreaded cheat codes to entertain your desire to blast through the river at ridiculous speeds.

Other Notes/Troubleshooting

This is the first public release of River Run and is also what should be the final beta-test version. Being that it is still in beta-testing, there are a couple of areas that have not been fully developed and tested. These areas deal mainly with the two-player version. Currently, you are only allowed to race through the first zone. The next release, or what should be the final full-release version 1.0, should allow you to race through all the zones. In addition, plans have been made to create a computer opponent for you to race against. If you register before version 1.0 is available, you will receive

any updates as they become available as part of your registration.

If you encounter any memory problems, you may decrease memory requirements by disabling the sound and music by running the Setup program and choosing no soundcard. This will allow you to play the game with approx 480k RAM and 1440K XMS. However, if you are running the game from Windows or Windows 95, you will also need to adjust the River.pif file. If using Windows 95, right click on River.pif, select the memory tab, and change the 541 to 485, and the 2240 to 1440. If not running Windows 3.11 or earlier, you must use the Pif editor utility to adjust this value.

A joystick or mouse is highly recommended to control the plane. If neither is available, or you want finer control during key navigation routes, the keyboard may be used. The following keys control the plane: Ctrl - Moves plane left; Alt - Moves plane right; Left Shift - Speeds up; Right Shift - Slows down; Spacebar - Fires; Enter - 4D Bomb.

A lot of work went into the music for the game. The music started on a 32-voice 24-bit synthesizer and had to be painfully converted down to 8-voice 8-bit music for the game. If you would like the crystal clear high-fidelity version of the music, the original soundtrack is available on high quality chrome cassette or compact disc. Short samples are available on our website.

Please direct any further questions/comments to any of the contacts listed at the top of this document.

Shareware Concept

River Run has been distributed as shareware. Shareware distribution gives users a chance to try software before buying it. If you try River Run and continue using it beyond a reasonable time period, you are required to register. Registration provides you with the commercial version which includes many additional rounds, the right to continue using the software, and much, much more. Shareware is like awesome.

Copyright laws apply to both Shareware and commercial software. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the shareware version.

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee - if you don't use the product, you don't pay for it. Unbelievable concept.