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Registration

This is the shareware version of **Barraging Barriers**. Please register this program if you decide to keep it. Upon registering you will be sent **Barraging Barriers**, the registered version, which has many more challenging levels. Please fill out the Registration form and send this form along with payment to:

Sage Software
PO Box 7223
Huntsville, AL 35807

If your computer is equipped with a printer, you can print the registration form by selecting that help topic (position the mouse over Registration form and tap the left button), then select the **Print Topic** entry under the **File** menu item. This registration form can also be found in the file ORDERFM.DOC.

If you have additional questions about this program or about registering, please call Sage Software at (205) 830-9364   9:00am - 5:00pm CST Monday - Friday. You can also E-mail us at: **102225.2363@compuserve.com**

You are welcome to visit our WEB site at: **http://www.best.com/~mcintyre/sage/**

Registration Form

I would like to register my version of Barraging Barriers. (You will be sent the registered version upon receipt of the registration fee). Software cost = $5.

Disk type: ___ 5.25   ___3.5

Software Total $5
Shipping & Handling $_____ ($1 for U.S. and Canada residents, $2 all others)
Total $_____

(Sorry, no credit cards)
Send check or money order to: Sage Software
                               PO Box 7223
                               Huntsville, AL 35807
                               (205) 830-9364

Please print your name and address clearly to avoid delays.

Your Name: _____
Address:

                  _____

                  _____

                  _____

Shareware Survey: How did this product come to your attention?
___1. From a shareware vendor (name) _____
___2. From our WEB page
___3. From a BBS (name)   _____
___4. From a friend.
___5. Other (please specify)   _____

Rules of the game

Object of the Game
Barraging Barriers is a challenging multi-level puzzle game. the object is to score as many points as you can by collecting bonuses as you advance to higher and higher levels, trying not to let the barraging barriers barricade you.

How points are scored
There are bonus squares on each level worth between 100 and 500 points. When the player maneuvers over these squares, he is rewarded the specified number of points. All of the other squares which do not specify a bonus are worth 10 points. After a bonus is taken, the square will not offer any more points if it is touched again. When the user completes a level he is rewarded 1000 points.

How to play
The game begins with a game grid with one blue square, one square which contains a red and yellow star, many light gray squares and many dark gray squares.

The blue square represents your current position. You can move this by either using your mouse to select one of the direction arrow buttons that are adjacent to it or by using the arrow keys on your keyboard.

The star represents the square that you must get to in order to advance to the next level. Once this is accomplished, a new game grid is displayed which should be a little harder to solve than the previous one.

The light gray squares represent open squares that you are free to move onto if you wish.

The dark gray squares represent barriers which you cannot move onto or through. These barriers restrict your movements and can make getting to the star very difficult. They are also capable of moving, but their movements are predictable and are based on your location and movements.

Barrier movements
When you move your current position, the barrier directly above your new location (if there is one) will move down one square if it can. If the barrier is directly above your new location with no open squares between you and it, no movement will occur.

When a barrier moves down, it will try to bring with it all barriers that are connected on its left and right sides. If, however, one of the barriers cannot move down due to another barrier being in the way or there is no valid open square directly below it, the chain will be broke at this point.

The best way to become familiar with how the barriers move, however, is to start playing!

End of game
The game is over when you cannot reach the star and you cannot win anymore points. The game will not tell you this so you will have to select the Reset button to start a new game when this occurs.

Game Facts

There are various barrier setups on each level in which one is randomly selected during the game.

Each level is solvable.

The game grid changes for each level and is slightly larger than the previous level.

The bonus points offered increases as the levels increase.

On all levels besides 1 some of the bonuses are hidden behind barriers at the start of the level.

It is possible to collect all large bonuses (100 or more) on each level.

Game Menu Item

The **Game** menu provides some options for controlling the game.

When you select the **New** item entry, a new game will be started at level 1 and the current score will be reset to 0. Selecting the **Reset** button in the main window has the exact same effect.

When the **Sound On** item entry is selected, sound effects will be heard during play.

Selecting the **High Scores** item entry will display the High Scores Dialog Box which displays the 10 highest scores.

Selecting the **Exit** item entry will terminate the program.

High Scores Dialog Box

This dialog box is displayed when the **High Scores** item entry under the **Game** menu item is selected and after the player scores in the top ten to make it on this list.

This dialog box shows the top 10 scores that occurred since the last time the **Clear** button was selected. This list is maintained even after the program is terminated.

Top Ten Dialog Box

This dialog box is automatically displayed after a game in which the player obtains a score high enough to make it on the top 10 list.

This dialog box allows the user to enter the name to be inserted into the top ten list.