



Sheep are our friends...

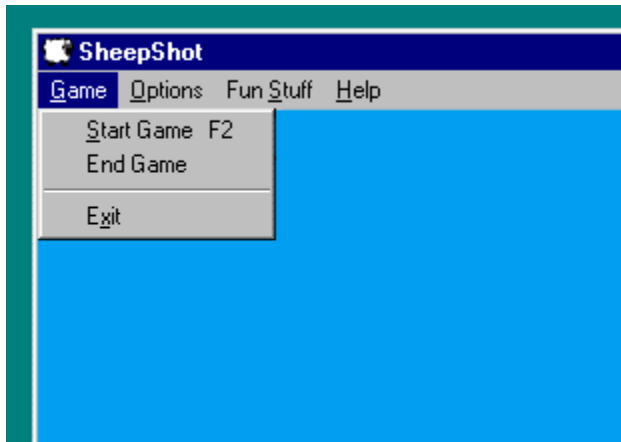
Sheep are lovable, peaceful creatures. They romp, they play, they keep the lonely farmer company on those cold nights. When you think of harmony and love, the noble sheep ranks up there with the dove, the bunny, or the puppy dog.

Sheep are decent people...

You don't find sheep hanging around in drug gangs. There are no sheep cartels. No sheep war machine. No sheep riots. No sheep beatings. You've never heard of disgruntled postal sheep. Or violence caused by sheep on television. Sheep don't bomb tourist buses. Or blow up college campuses. Sheep are better than us.

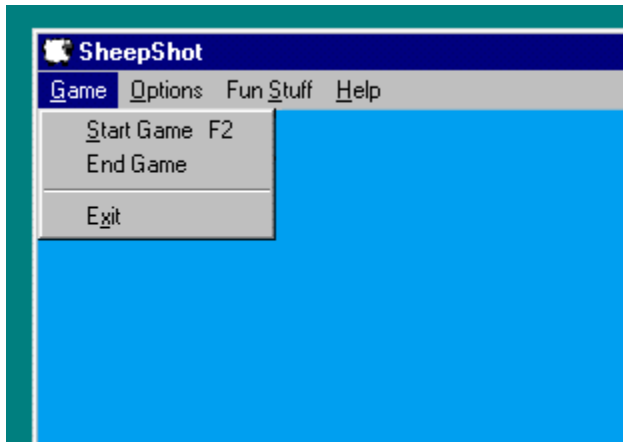
Hey, I have an idea. Let's kill them!

What could be more nerve calming then killing defenseless farm animals? Kill these foul beasts for fun and profit. SheepShot is a game for all the family, if your entire family is warped beyond all hope...



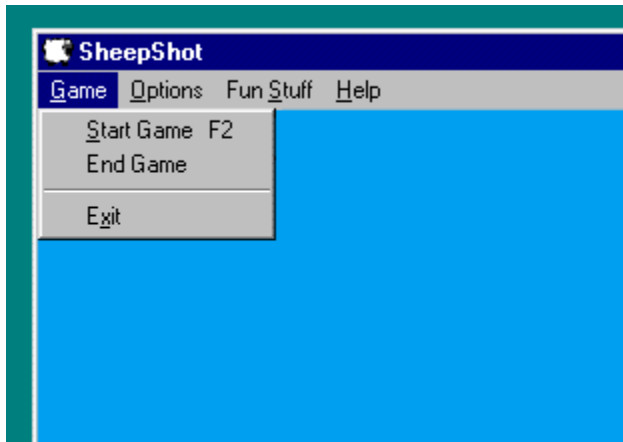
Game Menu

These menu items allow you to start a new game or end one already in progress. They also can exit the program entirely.



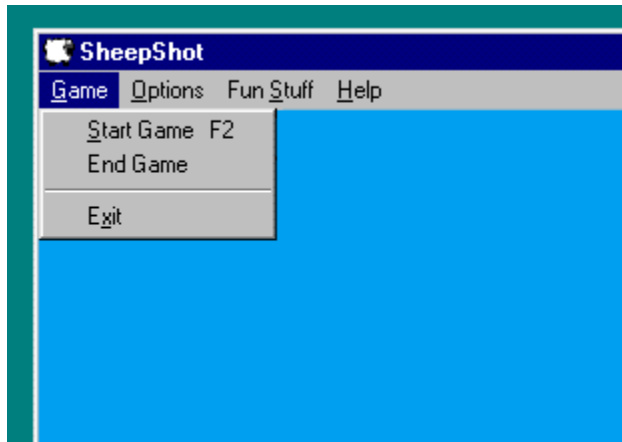
Start Game

Click this menu item to start the sheep running. So that you may kill them.



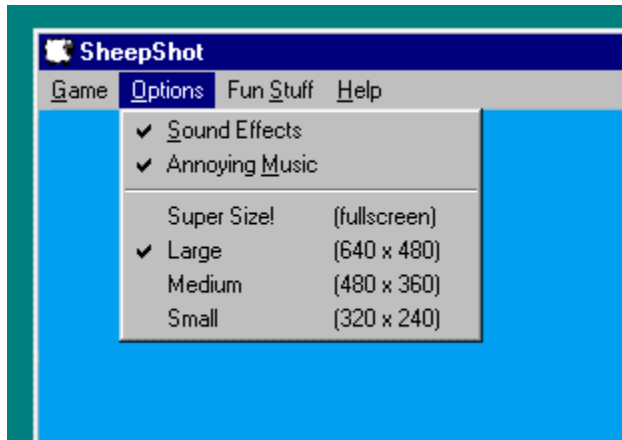
End Game

Click this menu item to kill all the sheep and stop the current game.



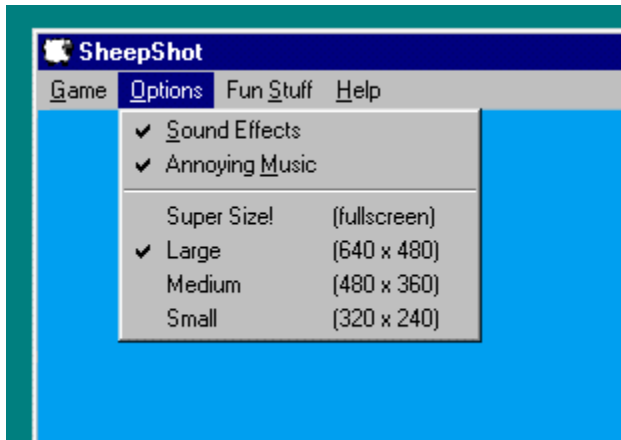
Exit

Click this menu item to quit SheepShot.



Options Menu

These menu items allow you to turn sound effects and background music on or off. They also allow you to adjust the size of the display area.



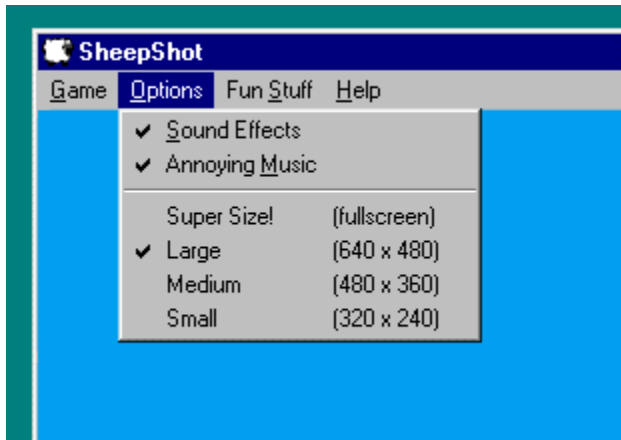
These menu items control the audio output from SheepShot.

Sound Effects

This menu flag turns all game sound effects on or off.

Annoying Music

Sheep love “Turkey In The Straw”. But after it repeats for the 80th consecutive time, you may not share their opinion. This menu flag turns the background music on or off.



These menu items control the way SheepShot is displayed on your screen.

Super Size! (fullscreen)

This mode takes exclusive control of your video hardware, and fills the entire screen. This mode increases performance on most machines, as there is less that needs to be drawn on the screen.

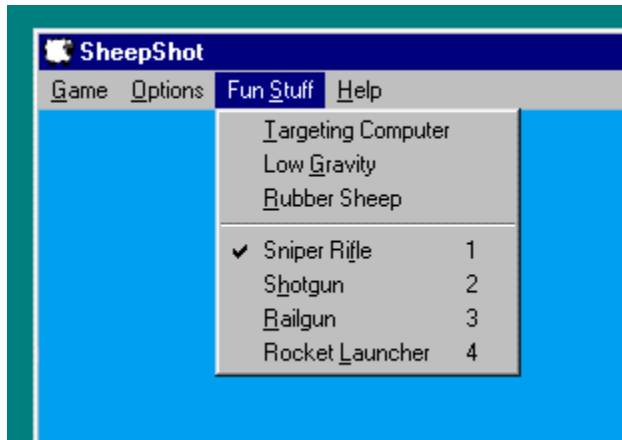
Large (640 x 480)

This is the normal mode for SheepShot - the game is shown in a window 640 pixels by 480 pixels in size. This is the resolution SheepShot does all of its work in, so it does not need to scale images down. This mode increases performance on machines with slower CPUs.

Medium (480 x 360)

Small (320 x 240)

These modes are similar to Large mode, except that the windows are scaled down. These modes improve quality on machines with slower video performance, but cause a slight loss in video quality.



Fun Stuff Menu

That's right! Forget those other, **boring** menus. This one lets you change the laws of physics, so sheep bounce off the walls, or even fly into the stratosphere! They also let you use different weapons, adding new dimensions to the exiting sport of sheep shooting.



Targeting Computer

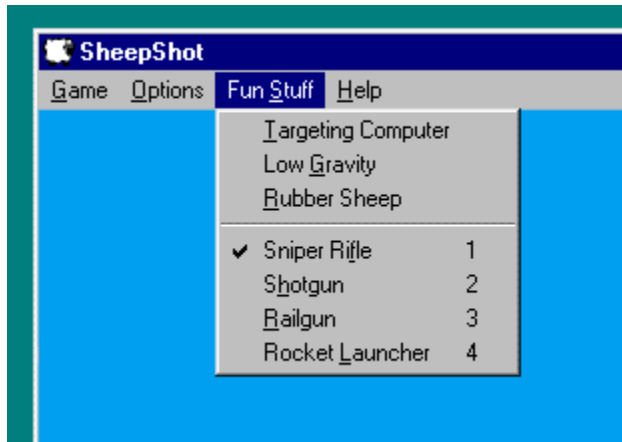
This menu flag turns SheepShot's targeting computer on or off. This nifty little device detects the presence of those irritating vermin, and displays a red border around the first sheep it finds. This target follows the sheep as long as it remains on the screen.

You can tell the targeting computer to cycle through the available targets by pressing the **T** key while it is turned on.



Low Gravity

This menu flag changes the gravitation laws of the universe. While engaged, any airborne sheep are hurled into orbit.



Rubber Sheep

This menu flag makes sheep bounce off the ground like rubber. Hence the name.



These menu items choose the currently active weapon.

Sniper Rifle

The sniper rifle is the most simple of the weapons. When sheep expose themselves, shoot them. They die.

Shotgun

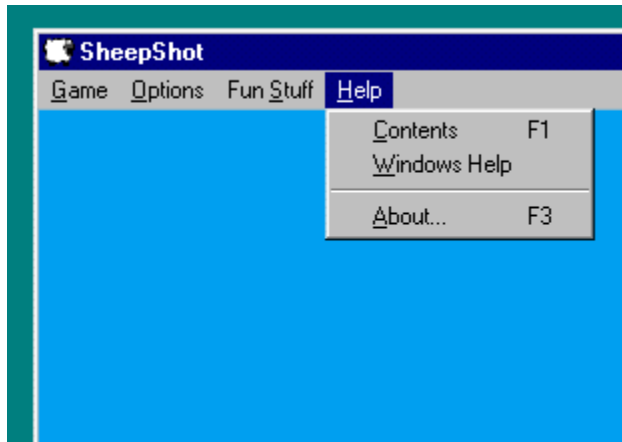
The shotgun works like the sniper rifle, except that it covers a much wider, much more random area. Really good for those hard to reach, behind-the-fence sheep.

Railgun

Obstacles? We don't need no steenking obstacles! The railgun uses a strong magnetic field to propel a small metal pellet to nearly the speed of light. It shoots through sheep, bushes, trees, and anything else in its way.

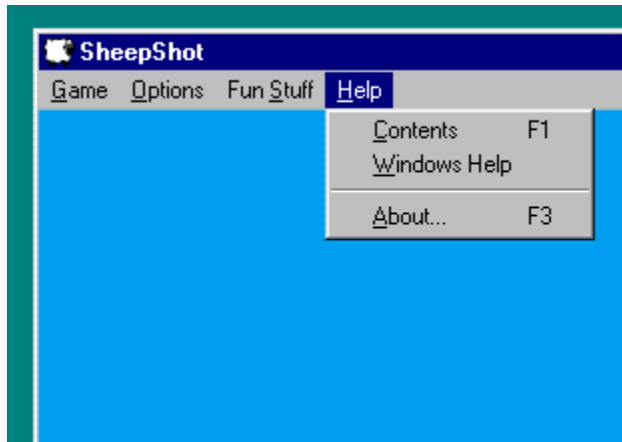
Rocket Launcher

For quality carnage, at a discount price! Fire a rocket into the field, and the ensuing explosion kills every sheep within reach.



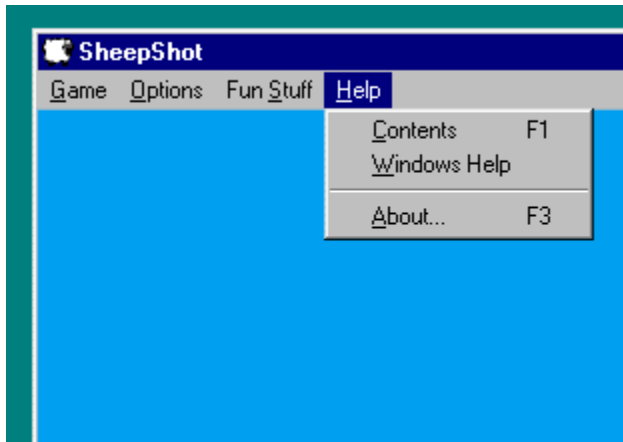
Help Menu

These menu items are where to turn when you get truly lost... or bored. They give you access to the built in help file, and the help system help file. You can also find out more about the people behind SheepShot from here.



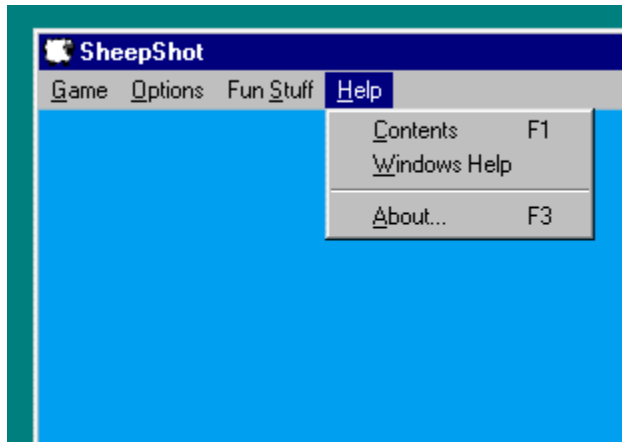
Contents

Click this menu item to call up this help file.



Windows Help

Click this menu item to call up the help system help file.



About

Click this menu item to call up the SheepShot credits screen.

SheepShot

Programming

Jason Babcock

Concept and Design

Jason Babcock
Crystal Sue Brown

Prerelease Testing

Chris "Twinkie" Babcock
Jason "Pimp Daddy" Babcock
Crystal "My Lady In Red" Brown
Lee "Indifferent" Burton
Scott "Sedge" Burton

Dedicated to

Jeany "The Sheep" Huang

**without whom there
would be
no SheepShot.**

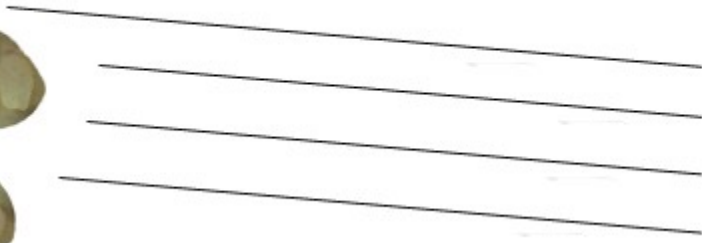
Licensing and Copyright

This software is provided AS IS, without warranty, either expressed or implied. SheepShot is NOT a public domain program. SheepShot is copyrighted by Rosebud Technologies LTD. This software and all accompanying documentation are protected by United States copyright law and also by international treaty provisions. Rosebud Technologies LTD grants you full license to use this software as intended, and to freely distribute it, so long as it is distributed in its original, unmodified form. SheepShot may be distributed as part of a collection through written permission from Rosebud Technologies LTD. You may not rent, lease, sell, modify, decompile, disassemble, hex, irk, anger, irritate, or otherwise reverse engineer this program. Any such unauthorized use could cause famine, bubonic plague, El Niño, global warming, and a congress controlled by liberal democrats, and will definitely result in the immediate and automatic termination of this license. All rights not expressly granted here are reserved to Rosebud Technologies LTD.

Contact Us

Rosebud Technologies LTD
18 Sylvan Court
Milford, CT 06460-6650

RosebudLTD@hotmail.com



Wheeeeeee!

