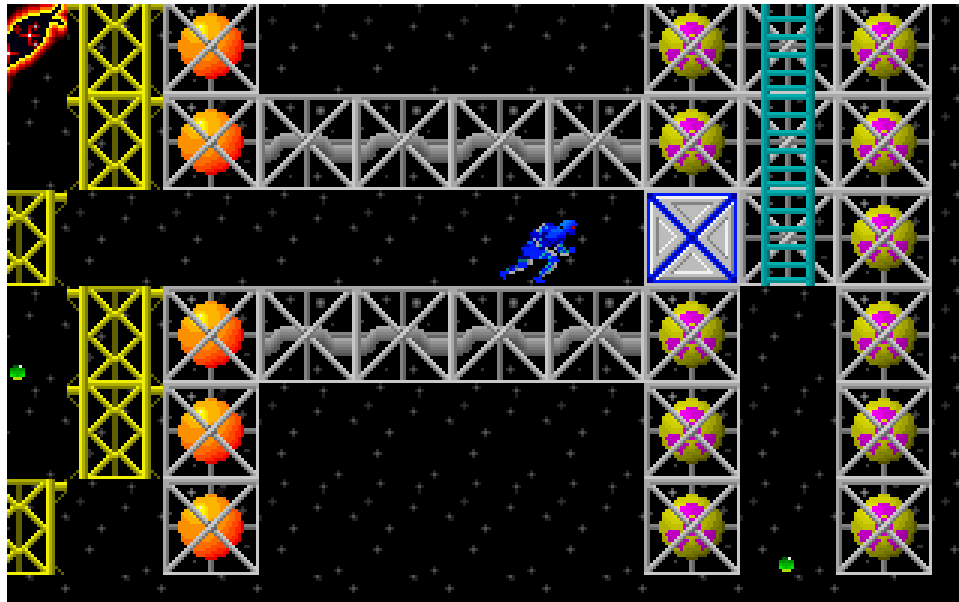# FLYNN SPRINT ™

Flynn Sprint is a smooth-scrolling, puzzle-oriented fast-action platform game for MS-DOS computers. The object is simple: race Flynn through mazes of different sizes, shapes, and lethality to collect all the green jewels at each level. To do this, Flynn must avoid trapping himself in unwinnable situations, stay out of "instant death" squares, and protect himself from hordes of killer creatures who challenge his dexterity and wits.

Once all the jewels are collected the exit appears. The game keeps track of the time from the point the player level to when the player reaches the exit. There is no "score" in Flynn Sprint—successfully completing each level as fast as possible is the only thing that counts!

FRIENDWARE VERSION
The Flynn Sprint is a commercial software product marketed as "friendware," and is intended to be passed freely from "friend" to "friend" on diskettes or modems. Copyright laws apply to this product—it is <u>not</u> in the public domain. You may *freely copy* the friendware version of Flynn Sprint and <u>give</u> copies of it to others, or distribute it on BBSes, via the Internet, or on-line services. Generally, shareware vendors may distribute the friendware version of Flynn Sprint, but they must abide by the provisions contained in the file VENDOR.DOC. To get the latest friendware / shareware versions of our products call **our BBS: (505) 275-9696** with your modem or search for the keyword "ImagiSOFT" on America On-Line, CompuServe, or Ziffnet.
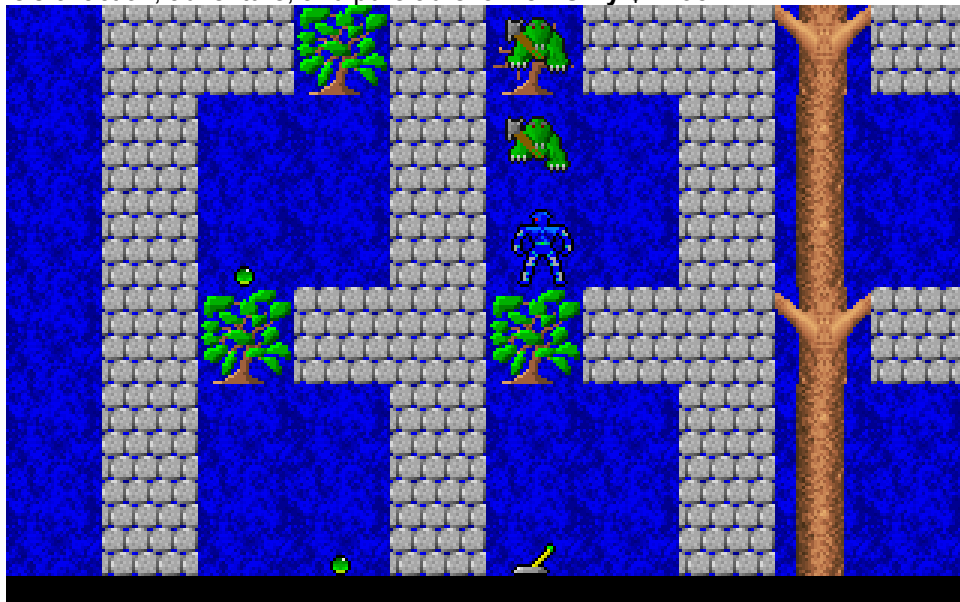
REGISTERED VERSION
The friendware version of Flynn Sprint exists solely to let you "try" our product "before you buy" it. Our aim is to make you so completely absorbed playing Flynn Sprint that you won't hesitate to send us a small portion of your hard-earned cash for the **other 126 levels** found in the registered version! This marketing method gives you the ultimate satisfaction guarantee: if Flynn Sprint does not work on your computer, if you do not like it, or if you do not think it is worth $25 ($15 if you download it from our BBS), then you do not pay for it. What could be more fair?

## Registered Version Episode 2 "Land of the Grumjugs"
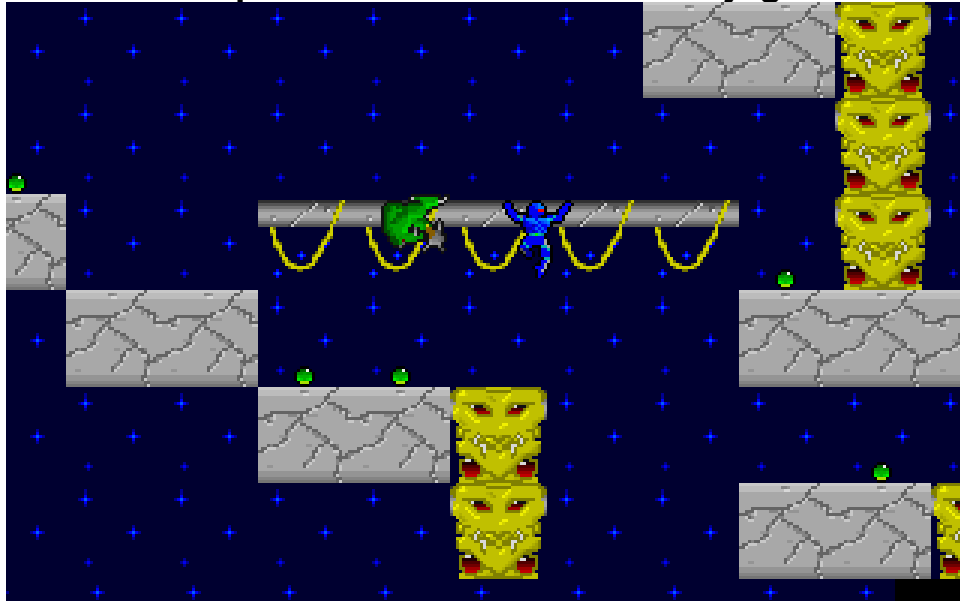
Help Flynn evade the hopping, green, toadlike, Grumjugs as he tears through an ancient stone temple collecting jewels. He dashes past waterfalls, climbs vines, avoids treacherous pits, keeps his balance on mossy bridges, and sidesteps danger at every turn in the dark forest which hides the Grumjug's treasure. Sixty-five levels of action, adventure, and pure adrenaline! **Only $14.95.**

Registered Version Episode 3 "Tooth and Snail"

There's nothing else like this adventure! Bound across dental apparatus to escape carnivorous breath mints! It's wacky, addicting, fun to use dental floss and probing picks to elude danger. In the final part of this episode you evade flesh-dissolving slugs as you run through dark, crystal caverns. Sixty-one exhilarating levels in all! **Only $14.95.**
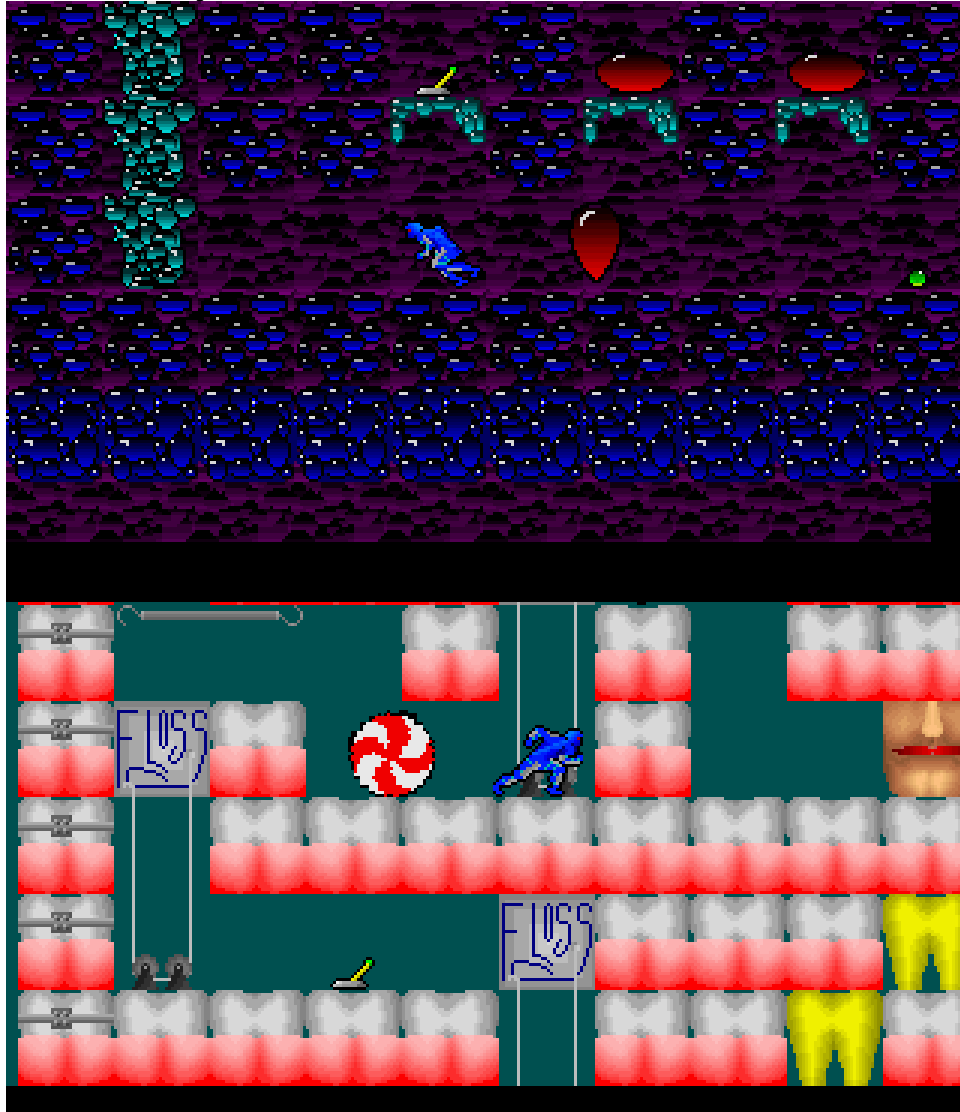
Get Both Episodes for Only $25.

How To Order

(800) 767-1978   Orders

Please send **$24.95 + $4** s&h. We accept personal checks, money orders, cash, Visa, Mastercard, American Express. US Dollars only please!

<u>Save $14!</u>
Call our BBS and download **both** episodes for only $14.95.

<u>United Kingdom</u>
   Springsoft
   Springfield House
   Llanfynydd
   Wrexham
   Clwyd
   LL11 5HW
   Tele +44 01352 770049
   Fax +44 01352 770816

   £14,95 for each episode,
   £14,95 for Both
   add £1,95 p&p per order.

<u>Europe / Germany</u>
Jürgen Egeling Computer
Waldstr. 49
D-76133 Karlsruhe
GERMANY
Tele +49 0721 9 20 31 83
Fax +49 0721 9 20 31 85

48,00 DM for each episode,
69,00 DM for Both

To Print an Order Form run the **ORDER.EXE** program.

How To Download From ImagiSOFT's BBS

Most people have modems connected to their computer and want to save $14 by downloading the registered version from our BBS. But since most people use it primarily to connect to the Internet, America On-Line, Prodigy, CompuServe, or another on-line service, many have never called a private BBS before. This section will give you step-by-step instructions how to call **ImagiSOFT's Electronic Software Store.** If you have an older, 2400 baud modem, skip this section.

1. Make sure that your communications software supports either the **ZModem** or **YModem-G** file transfer protocols. All modern communications software does, including *HyperTerminal* which comes with Windows 95. Do <u>not</u> use *Terminal* which comes free as part of Windows 3.1, as it uses the ancient XModem file transfer protocol which is *extremely slow*. The following instructions are for *HyperTerminal*. The commands will be similar if you have different communications software.

2. Select <u>F</u>ont from the <u>V</u>iew menu and set it to **Terminal, Regular, 9.**

3. Select <u>R</u>eceive File from the <u>T</u>ransfer menu and choose the directory (file folder) that you want the files that you download to be sent to. We suggest C:\Temp since the files that you download will be used only once. Make sure the field, "Use receiving protocol" is set to "ZModem."

4. Select <u>N</u>ew Connection from the <u>F</u>ile menu. Enter **ImagiSOFT's BBS** when the dialog box will appears, then press OK. another dialog box will appear so you can enter the phone number for our BBS **(505) 275-9696**. The other settings for communications port, no parity, 8 data bits, 1 stop bit, and to use ANSI codes should already be set for you. Press the **Dial** button to connect.

5. After your computer connects to our BBS, enter your **First Name**, **Last Name**, and select a **password** for yourself. Be sure to remember your password—you many want to call our BBS again!

6. Enter the place you are from, such as "Albuquerque, NM" or "Beautiful Hawaii."

7. Press Enter after reading any bulletins that interest you as they appear on your screen. When you see the screen which says, "Welcome to ImagiSOFT's Electronic Software Store" press the **O** key to order Flynn Sprint (and any other of our products which have caught your eye) with your credit card. Fill out your personal information using the directions that appear on your screen. **Note: this information is completely private. There is no way for a hacker to break this secure, private, telephone link.**

8. After you place your order, the BBS will give you "credits" so you can download the registered version of Flynn Sprint. When you see the screen that says "Thank You For Your Order," press **F** to go to the Files Menu.

9. At the Files Menu Press **D** to begin your file download sequence.

10. Enter **FLYNN.EXE** when you are prompted for File #1, the press **Enter** when prompted for File #2. Answer **Y** to the question "Automatically logoff after last download is completed?"

11. Enter **Z** for ZModem when prompted to choose a protocol. A dialog box will immediately appear on your screen which tells you that **FLYNN.EXE** is being transferred to your computer. Look at the "Throughput" section in the lower right hand corner of this box. It should read at least 1400 cps (characters per second) if you have a 14,400 baud modem. If this is not the case, you have a bad connection or inefficient communications software. The

middle box tells you how much time is remaining to download this file. You should be able to download this file in less than 20 minutes. **NOTE:** some communications software require that you tell it to begin your file transfer. Most Windows communications programs have Transfer in the File menu; others, such as *HyperTerminal*, have Receive File in the Transfer menu. Many programs use the **PgDn** key as a shortcut to start the download procedure.

12. Unless you live near Albuquerque, NM, your connection to ImagiSOFT's BBS will be a long distance telephone call. Most long distance companies charge their lowest rates (about 15 cents per minute) on weekends and between 11:00 pm and 8:00 am. Expect to be connected to our BBS for about 30 minutes.

13. Our BBS will disconnect after the file **FLYNN.EXE** is downloaded to your computer.   Run **FLYNN.EXE** from your download directory to install it on your computer. Once the game is successfully installed, you may delete the temporary file, **FLYNN.EXE**, from your download directory.

Flynn Sprint Hardware Requirements
- 386DX25 or higher processor
- four megabytes or more RAM.
- VGA Monitor

Flynn Sprint supports the following sound cards:
- No Sound
- SoundBlaster
- SoundBlaster 2.01
- SoundBlaster Pro
- SoundBlaster 16 / 16ASP
- Pro Audio Spectrum
- Pro Audio Spectrum +
- Pro Audio Spectrum 16
- Windows Sound System
- Gravis Ultrasound

Analog joysticks and Gravis gamepad compatible devices are also supported.

Installing The Game
We have found that most people run Flynn Sprint from Microsoft Windows ™, and therefore, even though this is a DOS game, we have elected to use a Windows installation program. If you would rather run the game from DOS, install it from Windows first, then run FLYNN.EXE from your DOS prompt.

> **Windows 3.0 - 3.11**
>> Insert the disk into your floppy drive
>> Select File + Run from the Program Manager
>> enter **A:SETUP**

> **Windows 95**
>> Insert the disk into your floppy drive
>> Press the Start button
>> Select Run from the menu
>> enter **A:SETUP**

The installation program will copy the files to your hard disk, and prompt you to select the Windows group where you want to display Flynn Sprint's icon.

Setting Up The Game

Flynn Sprint will run the setup program the first time you run the program. Thereafter, if you run into problems or change your hardware, run CONFIG.EXE. The current sound configuration is saved in the file SETUP.CFG, and the current game setup is saved in a text file, FLYNN.CFG.

How To Play

Choose "New Game" from the menu. Before play, you'll have to choose the starting level for this game; press left or right to choose a level, then press the spacebar or joystick button to begin play on that level. Each time you finish a game, you'll be able to start the next one on any level up to the highest you've reached.

Flynn is best played from keyboard's numeric keypad because it gives more precise control than most joysticks do. You may reconfigure the keypad from the options screen, but the following instructions are the default keys:

- Up, Down, Left, and Right Arrow keys move Flynn that direction
- Use the upper diagonal keys, "Home" and "Page Up" to dig away a section of brick
- Press INSERT to display a map of the entire level
- Press F1 to display help

Squares that have been dug away return to normal after a few seconds. Make sure to get out of the way before these squares reappear! Use Flynn's digging ability to reach other parts of the maze, to elude killers, to trap killers, or to disable them for a short period of time. See the help files in the game for examples of the various terrain types. Remember: Flynn can run across killers' heads when they fall into a square that you have dug away!

To activate the following devices, direct Flynn to stand on them then press the Up Arrow key:

- **Toggle switches** change doors between their open and closed states. A single toggle switch may control many doors as long as they are all the same type. For example, a single switch does not control both a vertical door and a bridge.

- **Healing stations** are marked with a red cross and restore Flynn's health after he has been wounded by a killer. Hold the "up" control to heal more damage.

- **Lures** are rotating beacons which attract the killers and will direct them away from Flynn for a short period of time.

- **Transporters** instantly move Flynn to the next transporter in a designated sequence.

The display at the bottom of the screen informs you of how many jewels you need to find for each level, how many you jewels you have accumulated, your running time, and current health. Flynn dies when the red health bar drops to zero and the level starts again from the beginning.

In addition to jewels, look for these valuable items:

- **Speed spheres** double Flynn's movement, and turns Flynn **White**

- **Red repellent** bottles which cause killers to run away, and turns Flynn **Green**

- **Blue armor** which enable Flynn to destroy killers with a touch, and turns Flynn   **Blue**

These "special effects" last only a short period of time so use them wisely. When Flynn begins flashing

back to his normal color, the effect is nearly out of energy and Flynn will revert back to his normal self.

The exit and its escape ladders will only appear when all the jewels on a level have been collected. When it does appear, don't forget that you must escape from this level alive! In some of the particularly nasty puzzles, it is possible to get all the jewels but have no path for the exit.

Flynn gains one life for every level completed successfully, so you may want to start at an easy level to build up lives before tackling the harder puzzles. Remember to save your game often at the harder levels.

Stumped? Trapped? Press the ESC key to lose that life and retry the level.

Menu Items

- **New Game** to start a new game.

- **Load Game** will retrieve a previously saved game off the disk.

- **Instructions** displays the on line help.

- **Story** tells the origin of Flynn Sprint.

- **Fastest Runners** go down in history. Can you complete each level in record time?

- **Options** will change sound volume and modes of play. Some of these options are available only in the Registered Version.

- **Credits** displays the great people who helped make this game possible.

- **Ordering information** describes in detail the next Two Episodes of Flynn's adventures and gives you information on how to order them.

- **Exit** only when you have to!

- **Different Set** allows you to load an entirely new Flynn Sprint Adventure! This option is available only in the Registered Version, of course!

- **Watch Demo** gives you a few tips on how to pass some of the levels.

Hints and Tricks

Flynn is essentially defenseless against the killers—his only assets are intelligence (yours) and speed. Flynn runs, climbs, swings, and falls faster than the killers do so you can generally avoid being trapped. Flynn also can fall any distance without taking damage.

If you can't avoid a killer, quickly run *through them* then keep running!. Flynn can take several direct hits without losing his life. Rather than getting hit, however, dig a hole, let the killer fall in, then run. Often the best option is to run *across the head* of the killer which has just fallen into the hole you dug. There are situations where the only way to win is to stand on the head of a killer that has dropped into a hole, press down until you run through him (taking damage the whole way), then "beat" the falling killers to the floor. Remember that *every level* can be beaten!

Dig only when you need to. When you do dig, remember to leave a way for Flynn to get out!

Use armor sparingly—it goes away fast. When you do have armor available, try grouping all the killers

together and eliminating them all at the same time.

Doors are one of your best weapons, as are kill squares and trapdoors. You can't see trapdoors, but neither can the killers. Your mind is the most powerful weapon of all!

Known Problems

The DOS extender Flynn Sprint uses, DOS/4GW, does not support IRQ lines greater than 7. If your sound cuts off after a few minutes, if no sound is heard, or if sound effects work but music does not, check the IRQ settings in your configuration file.

If Flynn Sprint runs jerkily and/or without sound when running under Windows, you will have run Flynn Sprint from DOS. If you have Windows 95, change the properties of the short cut file (FLYNN.PIF) to use MS-DOS compatibility mode.

Flynn Sprint displays approximately 33 frames per second in normal mode. Advanced players with fast computers can increase the difficulty of Flynn Sprint by editing the file FLYNN.CFG and changing the following line to: **NoVsyncFrameRate=40** (or any number higher than 33).

Troubleshooting

If you experience slowness, flickering, freezing, etc. use the CONFIG.EXE program to set your sound quality to a lower value.

Gravis Ultrasound users will always have the highest quality sound no matter what setting they use. Sometimes the MEGAEM emulator of the Gravis Ultrasound causes the game to crash. If you experience this problem, unload it with the command **MEGAEM -f** at your DOS prompt.

If you have problems with memory or your system hangs in strange places, try rebooting your computer. If you have DOS 6.0 or a newer version, press the F5 key when booting to avoid any unnecessary drivers or other TSR programs. If you are running DOS 5.0, create a floppy boot disk with the command **FORMAT A: /S**. Boot from this your floppy disk so that you know that you are not loading any conflicting device drivers or TSR programs before running Flynn Sprint.

MS DoubleSpace may cause strange errors to occur. We do not have any easy solutions on how to fix problems caused by DoubleSpace, except to purchase a new hard drive. Sorry!

Credits

Much credit goes to Hank Leukart and Andy Megowan, for both their excellent level designs and their helpful comments during game development. The gameplay would not be the same without them. Also thanks to Gerald Dalley for supplemental graphics and the mysterious "mwj2@lehigh.edu" (?) for his music (get back in touch!). Also thanks to "edge@pcuf.fi" (you get back in touch too!) for the fun title music.

Thanks also to Ken Rogoway and Juergen Egeling for their patience and finishing comments. The gameplay would be much the same, but without them the product would not be nearly as user-friendly.

Many thanks to the various level developers from whom I cajoled many a level for the game. The names I have are: Hank Leukart, Gorden Hogenson, Andrew Megowan, Rich and Wendy at RichWare, "bcabe@cris.com", John D'India, "matm@va.pubnix.com", Gavin Scarman, Wade Brainerd, John K., Adam, Edgar M. Roman, Larry Smithmeier, and Matt Mackenzie. If you did levels for me and your name doesn't appear (or is one of the above net addresses, which did not respond to my last mailing), please let

me know where you are!

I developed Flynn Sprint on a "no-name" 486 using Watcom C/C++ 10.0, yakIcons (the C++ games library by Winged Yak Productions), and DSIK (Carlos Hasan's Digital Sound Interface Kit). Portions were developed with Borland C/C++ 3.1 and Otto Chrons' DSMI (Digital Sound and Music Interface). The sound effects were sampled by myself and my wife and edited using CoolEdit, and the graphics were hand-drawn using both NeoPaint and XEdit. Last and first, I must thank my two "children", Roslyn (a 3-year-old miniature husky, or Klee Kai) and Lucas (fifty pounds of Siberian Husky puppy), whom I have often neglected in my work on this project, and of course my very patient and lovely wife Jo.

LICENSE AGREEMENT

AUTHORIZED DISTRIBUTORS

<u>Western Hemisphere</u>

ImagiSOFT, Inc.
PO Box 13208
Albuquerque, NM   87192-3208
(505) 275-1920   Support
(505) 275-9696   BBS
(505) 275-9697   Fax
(800) 767-1978   Orders

<u>United Kingdom</u>

Springsoft
Springfield House
Llanfynydd
Wrexham
Clwyd
LL11 5HW
Tele +44 01352 770049
Fax +44 01352 770816

<u>Europe / Germany</u>

Jürgen Egeling Computer
Waldstr. 49
D-76133 Karlsruhe
GERMANY
Tele +49 0721 9 20 31 83
Fax +49 0721 9 20 31 85