SPRINT!

About SPRINT!

SPRINT! is an original game from Integrated Technologies. It was designed and programmed by Joshua Duglin. The game and gameplay is Copyright 1994 Integrated Technologies - Louisville, KY.

Integrated Technologies

Quality Software Design & Development

Configuring SPRINT!

Before you begin playing SPRINT! you will probably want to configure it. To access the Options screen use the Game menu at the top of the screen. You may enter the players names, as well as change the objects names. If you do not configure the game the players will begin with the default names of PLAYER ONE and PLAYER TWO. Click on the OK button when you are finished to return to the game.

Starting The Game

To start a new game click on the New Game option under the Game menu at the top of the screen. This will immediatly end your current game and reposition the objects.

Playing The Game

The game is for two players. You can tell what player's turn it is by looking to see which player button's text is larger. The player buttons are at the top left and right of the screen. On your turn simply click any square on the board, if there is an object under that square you will see a message appear, if not you will hear a beep, either way it is the other player's turn after you click. If a square is clicked with nothing under it, it will change from an X to a blank square to let you know it has already been checked. If a square with an object is clicked it will change into a ! sign, if you could get the object then the next time the square is clicked on it will become blank, if not the object will remain under that square. There are four different objects, two of each, which you must collect in order. Once a player has collected all four objects they begin using the WIN BOARD on their next turn. The WIN BOARD is a row of ten numbers at the bottom of the screen. When using the WIN BOARD just click on a number, one of the numbers is the hot spot and if cliked on will make that player the winner.

Winning The Game

To win the game, be the player to collect all four objects in order and then find the hot spot under the WIN BOARD. After a player has won, a point is added to their score. A new game may be started and the score will remain.