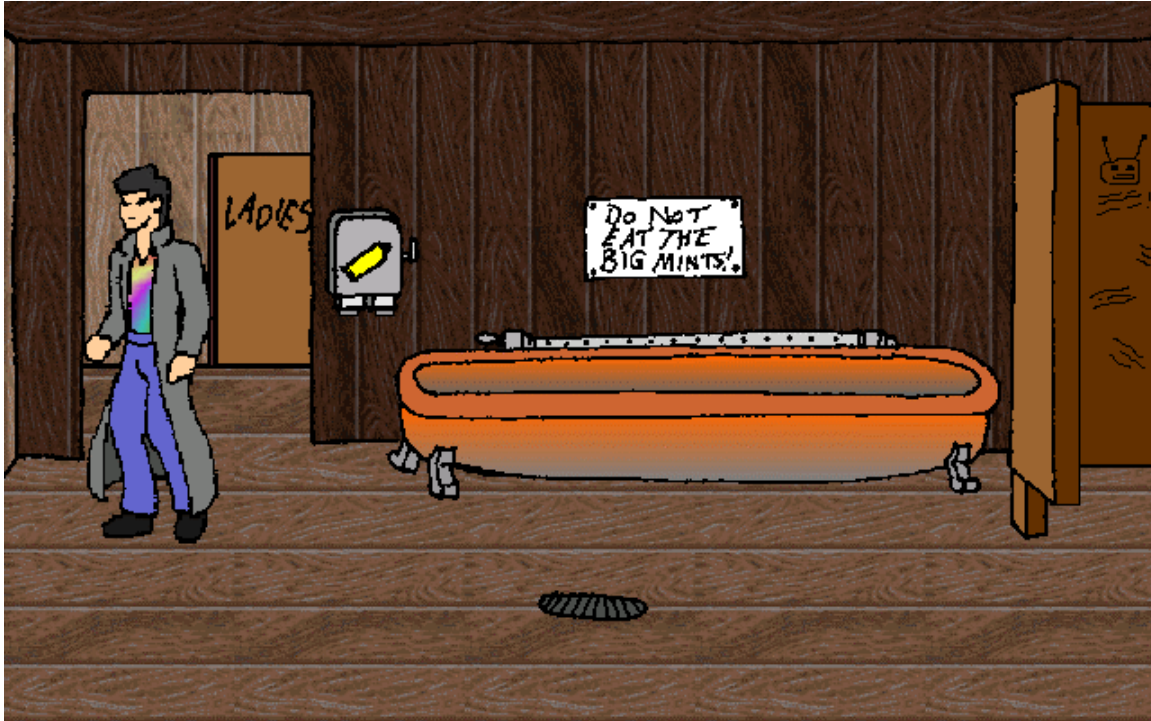


# **BARN RUNNER**

## **THE ARMAGEDDON ECLAIR**



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**Visit us online at our snazzy website:**

<http://home.earthlink.net/~anvilpress/barnrunner.htm>

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Submit any corrections or revisions to the author for inclusion in a later version.

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## **CONTENTS:**

Overview_____	Page 2
System Requirements_____	Page 3
Installing the Game_____	Page 3
Setting up the Game_____	Page 3
Playing the Games_____	Page 5
Controls and Interface_____	Page 5
Cursor Modes_____	Page 5
GUI Bar_____	Page 6
Inventory Control_____	Page 7
Using Things_____	Page 8
Using Things on Other Things_____	Page 8
Other Controls_____	Page 8
Credits_____	Page 9
License Agreement_____	Page 9
Distributing the Game_____	Page 10

## **INTRODUCTION**

In the blasted wastelands of the future, humanity huddles inside the safety of the few cities left to them, trying to maintain a foothold on what's left of the ashen husk of the world.

This grim place serves as the backdrop for the wacky misadventures of Prick Peckard, ace detective of the Robot Crimes Division as he hunts down robots that have thrown off the yoke of mankind and yearn to live a life of freedom.

Barn Runner harkens back to the games of yesterday, when the emphasis wasn't so much on lightning fast reflexes as you squared off against hyperactive, railgun wielding thirteen year olds in the eye candy games of today's internet but rather trying to solve obtuse, arbitrary puzzles created by lonely, lonely games designers who lived in their parents basement and dreamed of one day kissing a girl. It was a golden age, baby!

# SYSTEM REQUIREMENTS

- Windows 95/98, 2000, ME or XP
- 500 MHz Processor
- 128 Mb of RAM
- DirectX compliant sound and video cards
- 46 Mb hard drive space

# INSTALLING THE GAMES

*Barn Runner: The Armageddon Éclair* contains two chapters each contained in their own self-extracting file - **Éclair 1** and **Éclair 2**.

To install each game simply double-click the on the game file. The self-extracting archive will unpack all the necessary files to either the default directory or any directory of your choosing.

Note that the **Éclair 2** archive is password protected. You must complete the first chapter of the game and use the password given at the end of the game closing credits to unlock part two.

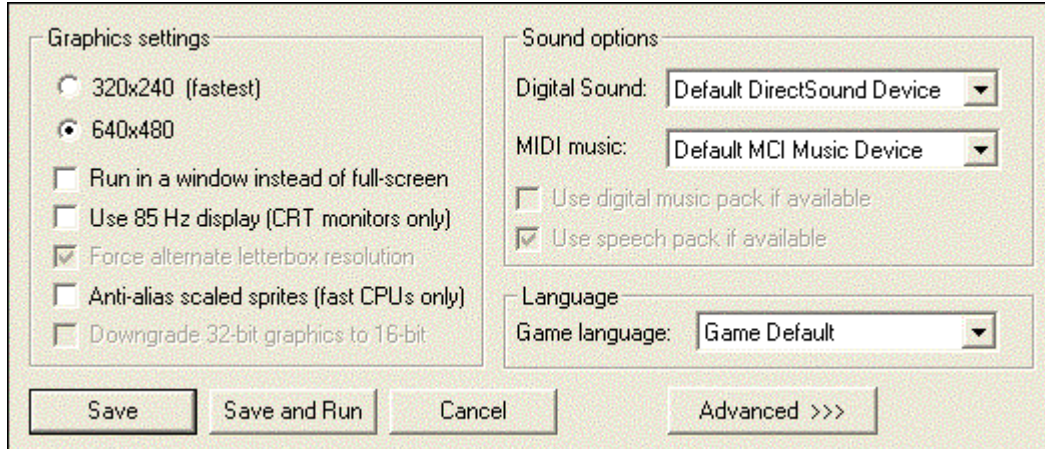
# SETTING UP THE GAMES

Once the game file is unpacked, you may want to run the *winsetup* utility to configure the game to run smoothly on your system.

Changing the default settings should not be necessary on most systems that meet the minimum requirements listed above. However if the game does not play smoothly or if you have a powerful computer and want to make the game look as good as possible then you can modify the game settings as best suits your needs.

Continue on to the next page to learn how to set up the game.

Double click on the *winsetup* icon. It will open the following window:



You can make these changes to your game play:

### Graphic Settings

- You can change the game resolution to 320x240. This will sharply degrade the game graphics but will allow the game to run faster on older systems.
- You can run the game in a window so that you can still see your desktop behind it but this requires more power from your CPU and may slow the game down.
- Using an 85 Hz display for your CRT monitor may reduce or remove video flicker (if you are experiencing any) but this is not guaranteed to work on all monitors and NOT AT ALL on flat panel displays.
- Anti-aliasing the sprites will improve their appearance but may slow down the game. Don't use this unless your computer exceeds the minimum requirements.

### Sound Options

- Digital Sound does not require altering, as Barn Runner uses no digital sound.
- MIDI Music uses your default MIDI player though you may elect to disable the music altogether.

### Language

- At this time, Barn Runner: The Armageddon Éclair is only available in English so this setting cannot be changed. (If somebody wants to provide a translation to another language contact me at the address listed at the top of this document!)

# PLAYING THE GAMES

Once you start playing, you will notice the both *The Armageddon Éclair* chapters use the same interface. Here are the basics.

## CONTROLS AND INTERFACE

### CURSOR MODES

There are seven cursors in *The Armageddon Éclair* (as depicted below). Right-click the mouse to cycle through them.



(From left to right: WALK, LOOK, TOUCH, TALK, TOOL, SHOOT1 and SHOOT 2)

**WALK** – Place this cursor wherever you want Prick to walk and left-click. He will walk as close to that point as he can.

**LOOK** – Place this cursor over anything you want to look at and left-click. If Prick has anything to offer, he will let you know what he thinks about it.

**TOUCH** – Left-click this cursor on anything you want Prick to pick up, push, pull or otherwise handle and see if anything happens.

**TALK** – Use this cursor on any person you want Prick to talk to and watch the conversation ensue.

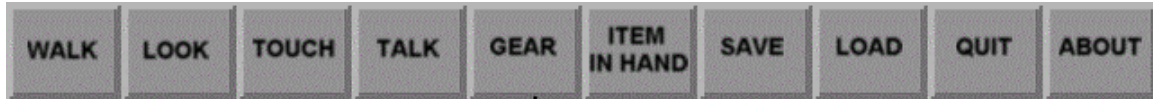
**TOOL** – This is the shortcut to the Multi-tool that Prick usually carries. If you need to fix (or break) something mechanical use this cursor on the device in question and Prick will see what he can do with it.

**SHOOT 1** – Sometimes Prick has to defend himself or just blast the daylights out of something. Place this cursor over whatever you want to destroy, left-click and, if Prick thinks it's the right thing to do, he'll blaze away.

**SHOOT 2** – If Prick needs to shoot something and doesn't have time to reload his primary weapon, he can use this to access his backup weapon quickly. Use this just as you would the SHOOT 1 cursor. (NOTE: This cursor only appears in the second chapter of the game).

## GUI BAR

The GUI (Graphical User Interface) is a control panel that appears across the top of the screen in the form of a gray bar. Moving the cursor over the bar expands it into this:



Click a button to activate its function.

**WALK** – (Activates the cursor mode of the same name).

**LOOK** – (Activates the cursor mode of the same name).

**TOUCH** – (Activates the cursor mode of the same name).

**TALK** – (Activates the cursor mode of the same name).

**GEAR** – This activates the **Inventory Control** (covered in the next section).

**ITEM IN HAND** – This is a short cut to the inventory item you were last using.

**SAVE** – This brings up the Save Game screen.

**LOAD** – This brings up the Load Game screen.

**QUIT** – This allows you to quit the game.

**ABOUT** – This displays the publisher, copyright and creation utility information.

## INVENTORY CONTROL

The world is a dangerous place and you never know when that toothpick you fished out of a pay toilet will save your life. Like any good detective, Prick knows to collect the clues he finds along with other useful things he discovers along the way.

Some things you start the game with (like your badge and gun), other things you may pick up along the way. Using the inventory is easy and is handled from a single window.

This box (opened by the “Gear” button on the GUI) displays the things Prick is carrying in his coat at the moment. Each picture represents an item Prick is carrying.



The buttons on the bottom of the window allow you to interact with the items and are (from left to right) LOOK, TAKE, and “OK”.

**LOOK** – Left-click this button and select an item to look at. Prick will tell you about the item.

**TAKE** – This button allows you to “pick up” an item from the inventory box. The item will now “float” on your cursor point, allowing you to use it (more on that below).

**OK** – This button closes the inventory window.

## USING THINGS

If you need to use an item in your inventory on something in the game world (for example, using a key on a locked door), all you have to do is open your inventory, use the **TAKE** button to select the item and, once it is floating on your cursor, close the inventory box. Then place the item over the object you want to use it on and left-click. Nothing may happen but if you have chosen the right item for the task at hand you will get results or you may get a message telling you to try another item.

## USING THINGS ON OTHER THINGS

Some items can interact with other items inside the inventory box. Sometimes this can be quite obvious other times it might seem a little abstract. That's the appeal of adventure games, baby!

To use an item on another item, for example using an energy magazine to reload an empty pistol, just use the **TAKE** button to select the magazine then place it over the picture of the pistol and left-click. The magazine will disappear and the gun will be reloaded. You could also choose to reverse the process and drag the pistol over the magazine with the same results.

Don't be afraid to experiment. If you're stuck and can't figure out how to get past a puzzle, then try combining items in your inventory. Maybe you'll produce something that you need.

## OTHER CONTROLS

**ESCAPE KEY** – There are many cut scenes throughout the game that advance the story. You will know when you have entered a cut scene when your GUI disappears and (usually) your mouse disappears. However, many of these cut scenes precede the more action-packed puzzles in the game. Consequently, you may wind up seeing the same scene over and over as you try to negotiate the action sequence. Most of the cut scenes can be skipped when you tire of seeing them by pressing the ESC after the scene has begun.

**CTRL + ALT + X** – Pressing these three keys at the same time will shut the game down instantly. You can use this in the event that the game hangs up (unlikely) or if Windows locks up (more likely).



# CREDITS

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All we ask is that you copy the archive in its entirety and do not attempt to claim credit for our work. We put a lot of time and effort into creating traditional adventure games (a format all but abandoned by publishers today) and all we want is the credit due us. We make no money from the games we create so this does not seem like too much to ask.

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