

# **BARN RUNNER**

**DONT JEAK THE TRIGGER OF LOVE**



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<http://www.barnrunner.com/> (New Site)

<http://home.earthlink.net/~anvilpress/barnrunner.htm> (Old Site)

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

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# 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
- 4 Mb hard drive space

## INSTALLING THE GAME

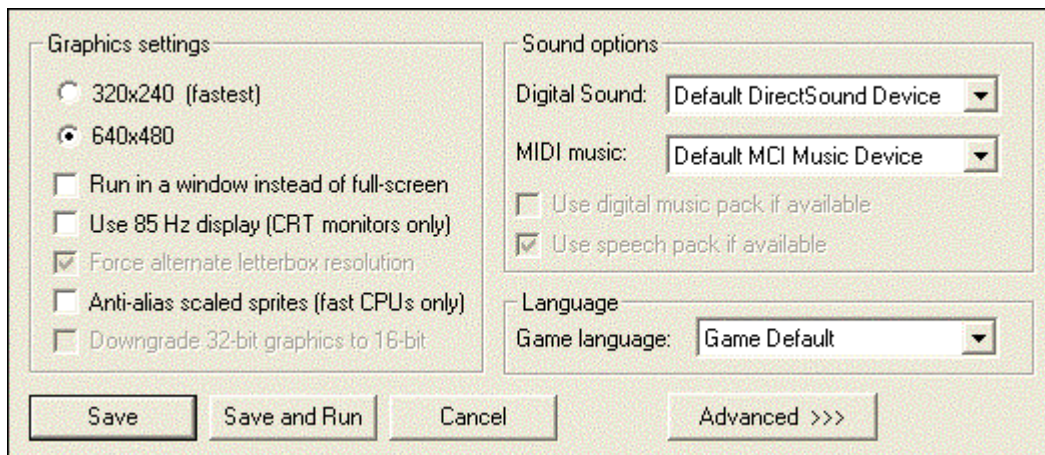
*Barn Runner 3:Don't Jerk The Trigger of Love* is contained within the .rar you just unpacked. Simply double-click the Barn Runner 3.EXE icon to launch the game.

## SETTING UP THE GAME

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.

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: Don't Jerk The Trigger of Love 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 GAME

Here are the basics of the game interface.

## CONTROLS AND INTERFACE

### CURSOR MODES

There are four cursors in Don't Jerk The Trigger Of Love (as depicted below). Right-click the mouse to cycle through them.



(From left to right: SHOOT, LOOK, TOUCH, TALK)

**SHOOT** – Place this cursor over any target you want to shoot. Also use it to “shoot” the Reload and Exit Range buttons on the HUD.

**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.

## GUI BAR

The HUD (Heads Up Display) is a control panel that appears across the top of the screen in the form of this bar.



Click a button to activate its function.

**EXIT RANGE** – This leaves the current range, whether you have completed it or not, and your results are evaluated.

**PISTOL** – This displays the weapon you have equipped. As there is only one weapon available to you in this game, the feature is mainly cosmetic.

**SLOT EMPTY** – If you carried a back-up weapon, this is where you would select it.

**AMMO** – Displays how many spare magazines you have in reserve. Each magazine is good for three powerful shots.

**RELOAD** – This reloads your pistol, whether it is empty or not, so long as you have a spare magazine available.

## 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

Published by TackyWorld Interactive  
Produced by S & S Productions

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