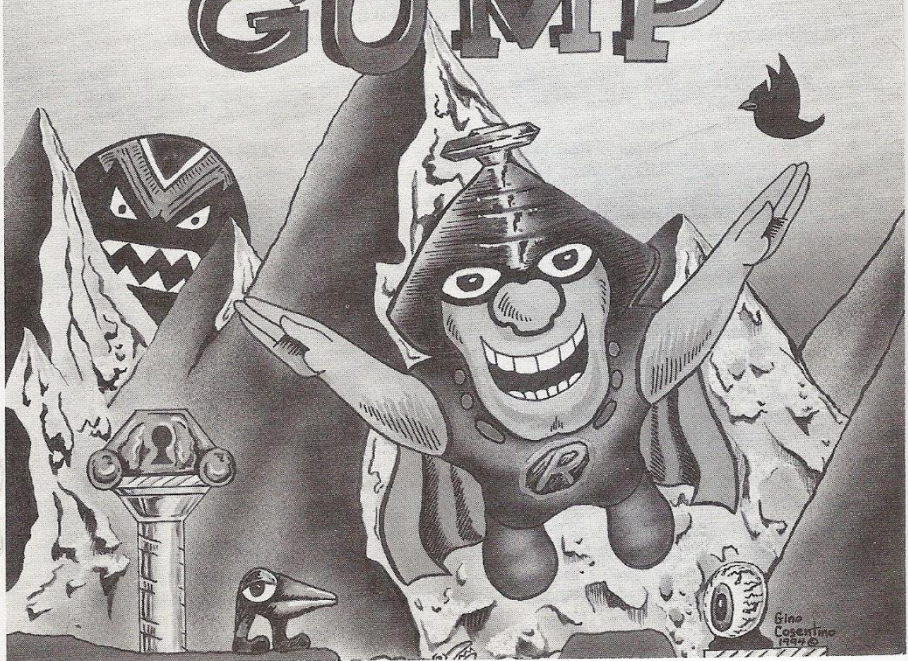


RALLO GUMP



RALLO GUMP

Arcade Action Adventure

QUICK INSTALL

1. Insert the Rallo Gump CD-ROM disk in your CD-ROM drive.
2. Type the drive letter of your CD-ROM drive followed by a colon (F: etc.). Press <Enter>.
3. Type INSTALL <Enter> and follow the on-screen prompts until the installation is complete.

Installation Guide and Technical Specifications

This information is for those who had trouble installing the game using Quick Install.

1. Insert the Rallo Gump CD-ROM disk in your CD-ROM drive.
2. Type the drive letter of your CD-ROM drive followed by a colon (F: etc.). Press <Enter>.
3. Type INSTALL <Enter>.
4. If you would like the game installed in the default directory (C:\RALLO) and then upon completion have the SETUP program run to allow you to select your sound card, then choose STANDARD INSTALL and skip to step 9.
5. If you would like to change the default directory for installation, or do not want the SETUP program run after installation, or want to do only a part of the standard install, then choose CUSTOM INSTALL and go on the next step.
6. You will be presented with a list of drive letters to install the game to. Use the arrow keys to select the desired output drive and press <Enter>.
7. You will now be asked to provide the directory name to install the game in. Type any valid DOS path specification and press <Enter>.
8. You will now be given the option of installing the game files to your hard disk and whether or not you want the SETUP program run after installation is complete. Select the option(s) you want and press <Enter> to continue.
9. If you chose to have the SETUP program run (or selected the STANDARD INSTALLATION) then you will be prompted for the following items:
 - A) What is your CD-ROM drive letter. This should already be correct, but you can specify a different drive letter if you have changed your CD-ROM configuration since you last ran the game. Enter the correct letter and then press <Enter>.
 - B) Select the sound card that most closely matches yours for digital output.
 - C) Select the sound card that most closely matches yours for MIDI output.
10. Upon completion of the installation and setup you can run the game by typing RALLO <Enter>.

System Requirements

- * IBM COMPATIBLE 386-33 OR FASTER SYSTEM
- * 256-COLOR VGA GRAPHICS
- * 590K DOS RAM
- * 2MB XMS MEMORY
- * 1MB OF FREE HARD DISK SPACE
- * SOUNDBLASTER OR COMPATIBLE SOUND CARD
- * CD-ROM DRIVE
- * JOYSTICK OPTIONAL

Hard Disk Usage

Although Rallo Gump is over 280 Megabytes you will only need 1 Megabyte of hard disk space to install the game. All of the graphics and sound during game play will be loaded directly off the CD-ROM drive. This allows for minimal usage of your hard disk space.

DOS Memory Usage

You must have a minimum of 570K RAM free to play Rallo Gump. Regardless of the amount of RAM in your machine, you must have between 570,000 and 590,000 bytes free to run the game (590,000 bytes are required for full sound effects in all levels, less than 590,000 will start eliminating sound effects). You will also need at least 2 Megabytes of XMS memory available (see Extended Memory below). Run the DOS program CHKDSK and look at the "bytes free" line of information presented. This tells you how much DOS RAM is free. For example, chkdisk might tell you that your system has 540,940 bytes free. If you have less than 550,000 bytes, you do NOT have enough free RAM and the game will not run. You may want to remove unnecessary memory-resident programs from your AUTOEXEC.BAT and CONFIG.SYS start-up files. If you do not want to reconfigure your system, we suggest making a DOS boot disk to start your computer before playing Rallo Gump. Refer to your DOS manual for the procedure on how to make a DOS boot disk. You can also try running the program MEMMAKER that comes with DOS 6.0 or above, it will load programs into high memory to free up your DOS memory. High memory manager like QEMM and 386MAX will also free up DOS memory.

Extended Memory

Memory beyond 640K can be allocated as either "expanded" or "extended" memory. Rallo Gump requires 2 megabytes of "extended" memory for overlay swapping and sound effects. During the loading of the game you will be told if there was no extended memory detected. Extended memory is

not the same as "expanded" memory. If your computer has expanded memory, configure it as extended memory. Consult your memory manager's documentation for more information about configuring extended memory and determining how much extended memory is available.

Beginning Play

1. If the default was chosen during installation, type:
C:<Enter>
CD RALLO<Enter>
otherwise change to the drive letter and directory you selected during installation:
2. To start, type: RG<Enter>

Main Menu

New Game	Starts a new game.
Load Game	Resumes play at a previously saved point in the game.
Configure	This will let you configure the game to your liking.
Credits	A list of people involved on this project.
Story	Shows you the introduction cinematic.
Quit	Exit the game and return to DOS.

Game Menu

New Game	Quits the current game and starts over.
Load Game	Quits the current game and resumes play at a previously saved point.
Save Game	Saves the current game in one of eight "slots" for future play.
Configure	This will let you configure the game to your liking.
End Game	This ends the current game and returns to the Main Menu.
Quit	Exit the game and return to DOS.

Special Keys

There are only a few keys to remember during game play:

F1	Shows help at any time.
F9	Quick save (can only be used after a save game "slot" has been chosen).
Ctrl	Make the player jump.
Alt	Make the player fire a shot.
Up arrow	Make the player look up and angle his gun at a 45 degree slant.
Down arrow	Make the player look down and angle his gun at a 45 degree slant.

Left arrow	Move the player left.
Right arrow	Move the player right.
Esc	Exit the current game, or menu.

Command Line Options

There are a number of "command line" options that you can select when running Rallo Gump. Most of these options are only required if you have a problem when running the game. If you find that the game runs better with one (or more) of these options you will probably want to add them to the RG.BAT file.

/NOCARD	If you do not have a sound card installed in your system.
/NOCYCLE	Turns off color cycling (you can also do this from the Configure menu).
/NODETECT	Use when the game doesn't detect your VGA card properly.
/NOJOY	Does not allow joystick to be used during game play.
/NOMUSIC	Turns off music (you can also do this from the Configure menu).
/NOSOUND	Turns off sound effects (you can also do this from the Configure menu).
/DELAY	Slows down faster systems (do not use unless recommended in troubleshooting)

Troubleshooting and Common Problems

PROBLEM: Sound effects don't work or only work some of the time:

- o You may not have sufficient free RAM memory. Run CHKDSK to check your computer's available RAM. Compare this to the requirements listed. Free-up RAM if needed.
- o You may have chosen an invalid configuration during the installation or setup process. Check your configuration and re-run SETUP or re-install if necessary. Be sure that the correct DMA and IRQ settings are used in the sound card SETUP. To change these settings, highlight the sound card of choice, then press "C" to configure. After completing setup, re-boot your system. If the incorrect DMA or IRQ settings are used, sound effects will work erratically. This is the most common sound card problem.
- o You may have the music or sound effects turned off in the configurations menu.

NOTE: When properly configured with a digital sound card, there should be MIDI background music along with digital sound effects when jumping, shooting, hitting your head, landing, getting prizes, etc..

PROBLEM: RALLO fails to load or run properly:

- o You may not have sufficient free DOS RAM memory. Run CHKDSK to check your computer's available DOS RAM. Compare this to the requirements listed. Free-up RAM if needed. You can also try running the program MEMMAKER that comes with DOS 6.0 or above (this will optimize your systems DOS RAM). High memory managers like QEMM or 386MAX will usually maximize your systems DOS RAM.
- o You may have a memory resident TSR that conflicts with the game. Use a DOS boot disk or remove any unnecessary memory resident programs before running the game.
- o You may have chosen an invalid configuration during the installation or setup process. Check your configuration and re-run SETUP or re-install if necessary.

PROBLEM: The game runs slowly:

- o Color cycling slows game play on some systems. Turn off Color Cycling from the game Configure menu.
- o Sound effects can slow the game with some system configurations. Turn off Sound Effects from the game Configure menu.
- o Cinematics can be slow if you have an older CD-ROM drive with a slow transfer rate. Select the slide show option from the game Configure menu.
- o Your computer may not be fast enough to run the game efficiently. The preferred configuration is a 25 megahertz (or faster) IBM PC/100% compatible 486-based machine with 2 megabytes total memory, 256-color VGA graphics, a joystick, a SoundBlaster or compatible sound card and a hard disk with at least 1 megabyte of disk space. Some older and/or slower machines may not be powerful enough to provide the full enjoyment.

PROBLEM: The player moves too quickly and can't enter areas while falling:

- o On some of the new faster machines the update rate during game play may be too fast. This will manifest itself as an inability for the player to pull into areas to the left or right during falling. You can slow your system down to 24 frames per second by adding the /DELAY command (see Command Line Options).

PROBLEM: A level is impossible, it can't be finished:

- o Rallo Gump has been fully tested. The entire game can be played through. To our knowledge there are no levels that do not provide the proper prizes to finish the game. Our suggestion, if you do not succeed, try, try again.

PROBLEM: When the game was loading a level, it locked up the system or responded with a "CDR101 Error":

- o This is caused when the CD-ROM disc is removed from the drive during game play. Do not remove the disc when the game is in play or loading levels.
- o A dirty CD-ROM disc can also cause this type of error or cause symptoms that are similar. Any type of dirt, hair, finger prints, or scratches may cause problems that occur when playing Rallo. Try cleaning the CD-ROM disc with a compact disc cleaner.

NOTE: If problems like this occur, you may lose your current level position if it is not saved. Problems like this are not uncommon, remember to save your game often.

Calling Technical Support

Technical Support can be reached at (708) 257-7616, Monday - Friday 9 A.M. - 4 P.M.. CST. When calling, please have the following information ready (if possible): Machine type, graphics card, sound boards, joystick type, RAM memory installed, amount of free RAM, extended memory available, which version of DOS you use, and the contents of your AUTOEXEC.BAT and CONFIG.SYS files. **Technical support DOES NOT provide game tips, this is only for users who are not able to run RALLO GUMP.**

TECH NOTES



**Just
SoftWorks
Inc.**

15419 127th Street
Lemont, Illinois 60439 U.S.A.
(708) 257-7616 Fax (708)257-9678