

OSTRICH RUNNER



MANUAL

OSTRICH RUNNER

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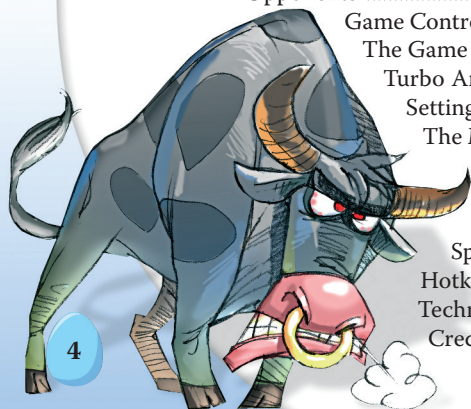
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SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION

- Windows™ 98 / Me / 2000 / XP
- DirectX™ 8.1 or later
- PC with a 800 MHz processor or faster
- 128 MB of RAM
- Direct 3D graphics card with 32 MB of RAM
- 350 MB free hard disc space
- 4x CD-ROM drive
- Keyboard

RECOMMENDED CONFIGURATION

- Windows™ XP
- DirectX™ 9.0b (included)
- PC with a 1.0 GHz processor or faster
- 256 MB of RAM
- Direct 3D graphics card with 64 MB of RAM
- DirectX™ compatible sound card (16 Bit)
- 24x CD-ROM drive, Keyboard
- 500 MB free hard disc space

IMPORTANT - SERIAL NUMBER

When launching „Ostrich Runner” for the first time you will be asked to enter the serial number. Your personal 16 figure serial number must be given before the program can be started and it can be found on the inside of the DVD-Box, under the CD-ROM. Please enter the number as it is printed, upper and lower case letters make no difference. When the number has been accepted once, will only have to be re-entered by a new installation of the program. Each serial number is unique.

If you need an additional serial number for further workstation, you can order them online under www.turbostrauss.com at a reduced price.

If there is no serial number in your copy of the program, please contact us directly 00 800 - 873 638 38. In this case, please keep your purchase receipt at hand.



EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game.

TURN THE COMPUTER OFF IMMEDIATELY

and consult your doctor before playing again.

PRECAUTIONS DURING USAGE

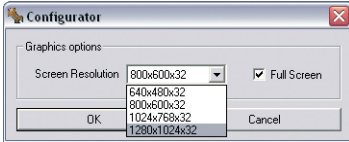
- 👉 Do not sit too close to the monitor. Sit as far away as comfortably possible.
- 👉 Use as small a monitor as possible.
- 👉 Do not play when tired or short of sleep.
- 👉 Ensure that there is sufficient lighting in the room.
- 👉 While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.

INSTALLATION

The program engine for Ostrich Runner is based on newest DirectX technology, which means that DirectX 8.1 or higher must be installed on your system otherwise the game will not run. To install, place the CD-ROM in its drive. If the Autorun is not switched on open Windows Explorer, select the CD-ROM drive and then double click on the **Topstart.exe** and follow the instructions on the screen shown below. If Autorun is activated you will also see the following screen, then please click on **DirectX 9.0b** and follow the instructions on the monitor.

Note: it will be necessary to restart your computer after installing DirectX otherwise Ostrich Runner will not be able to run. After restarting your computer you are now ready to install the program.

Ensure that the Ostrich Runner CD-ROM is in its drive and then click on **“Turbo Strauss installieren”** in the menu. If Autorun is not active then follow as above and click on the **Topstart.exe** to follow the same instructions. Installation requires a minimum of 350 MB free space on your hard disc. This space is needed for the program itself, Windows swap files and saved games. After installation the program will place a desktop symbol on your screen or a Quicklaunch icon on task bar. You are now ready to start the program, either double-click on the Icon or click once on the Quicklaunch symbol.



At the end of the Setup program the configuration program will be started by default. Here you have the possibility to adjust the screen resolution and to select between full screen and window mode. You can later on run the configuration program by clicking the respective icon in the program group of Ostrich Runner.

UNINSTALL

To uninstall the program, click on the uninstall button in the start menu and follow the prompts. You can also uninstall by clicking on the **Start button - Settings - Control Panel - Add or remove programs** and then on the game icon. Then follow the prompts on the screen.

INTRODUCTION AND OVERVIEW

A mixture between a RACE and "JUMP and RUN" game

Ostrich Runner is a mixture between a race game and a so-called jump and run. Using the keyboard you steer one of eight ostriches through various racetracks. Swerve around obstacles would jump over them and ostrich simultaneously collect as many stolen ostrich eggs dropped by your opponent, as possible.

There are few "Turbo Artifacts", which will help you. The object of the game is to win each round and then to face the main opponent at the end of the game. Before you can do that you must prove to be the best of all ostriches! And that depends on your speed and skill. So far, so good! The problem is that you and your fellow race competitors obviously have the whole world set against you! Not only the obstacles lying in your path, or falling in front of your feet at the very last moment, but it may well happen that the very trees swing their branches at you in an effort to hold you back. And why exactly do those wild boar swing monkey style across your chosen path on ropes? It is a fact of life that you have to cope with. As with all of the otherwise peaceful and friendly inhabitants of the planet that had been set in to some sort of hypnotic trance and are prepared to fight against you and with all possible means." Beak landings" and leaving skid marks behind you are the consequences of not taking care and will cost you valuable time and feathers.

Tip: keep your eyes on the racetrack and don't bother about things that happen on either side of your path. Although laughing is good for you, you can't run fast enough and hold your sides at the same time.

3 GAME MODES

There are different ways of playing ostrich runner.

When you play alone select "**Single Player mode**". This game type is the one of the three types that follows the story. You race against seven computer controlled competitors, you will meet several opponents and finally the main opponent. Thereby you have various tasks to fulfill and a certain amount of eggs to collect.

The number of eggs you should collect and the difficulty and frequency of the obstacles you meet depends on which a difficulty level you're playing in. In Campaign Mode there are three difficulty levels.

It is especially entertaining to share a PC and keyboard with a partner in "**Split-Screen-Mode**" here you have the control of two of the ostriches participating in the same race, thereby watching them simultaneously on a horizontally divided screen.

You can also take part in a multi-player game with up-to- 4 players over **LAN**.

Perhaps you'll discover one of the hidden bonus levels?

THE STORY

You may possibly ask yourself the question, why exactly is it that ostriches are running around collecting eggs?

And the question is quite valid. And as so often in life: an initially amusing situation has a serious background. We would like to tell you the story of how all of this came about.

The ostriches are peace-loving folk, which inhabit a small planet, somewhere in a hidden corner of our universe. They share their world with friendly bears, penguins, rabbits and other small, harmless animals. Many of these animals would not hurt or upset any one of his fellow beings.

Under normal circumstances, the ostriches do not run around like frightened rabbits either. No, they love their reclusive life and are thoroughly family orientated and dedicate themselves to the task of raising their fledglings. Ambition and materialism are as alien to them as well as any evil purpose.



But unfortunately there seems to be a troublemaker. On one of the closer moons of the ostrich planet as somewhat crazy professor has set up a space station. From his vantage point above the scientist watches the peaceful birds and follows his own insidious plans. And his plan is as follows: with the help of these unsuspecting ostriches he will lay claim to the planet and call it his own. To do this he will steal all the ostrich eggs and make out of the chicks his own soulless army of evil.

It was quite clear to the professor that he himself would have no blood on his hands. To do his dirty work he would send an obedient assistant, a fiend incapable of having a bad conscience and prepared to do anything that the professor demanded of him. The professor may well have told his assistant that he would turn him into a handsome prince. We don't know exactly, but what we do know is that the professor's assistant was intellectually disadvantaged, or just plain thick.

The assistant made his way to the planet of ostriches, taking a large sack with him in his luggage. Under the cover of night the egg thief crept into the future fledgling's rooms and took the pampered ostrich eggs. As he hurried to complete his task, he didn't notice that his sack was damaged and that he was leaving a visible trail of eggs all the way back to the space ship.

One must consider at this point the contradictions in his action, and how close genius and sheer stupidity are to each other. Alone the mixture of high-tech on one side and its primitive implementation on the other is enough to roll your toenails back. The most modern technical aids are available and the professor's dunce of an assistant goes to work with the sack resembling a Swiss cheese. Which on the other hand was the ostriches' biggest stroke of luck.


The next morning, as the unfortunate ostrich parents noticed what have happened during the long night panic and misery grew and an action committee was called into existence. It was quickly decided that the egg thief would not be allowed to escape and that the fastest and the strongest of the ostriches would stop the fugitive. And as so often in times of crisis, it is the strangest, the most comical and partly the outsiders in society who turn out to be the most suitable candidates for such an unusual and eccentric task. This eventually resulted in a very colorful troop of ostriches, who alone would dare to face this important and vital mission.


GETTING STARTED

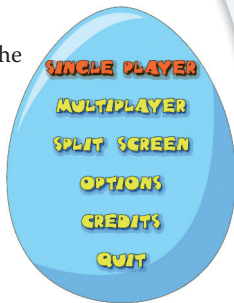
Campaign mode is the best place to begin. All of the important game functions are included in this mode. The chapters on Multiplayer and Split Screen include only the special functions for this game type and instructions on how to start these modes.

STARTING AND ENDING THE GAME



The "Ostrich Runner" icon will appear in your screen after successful installation. You can start the game by double clicking on this icon.



After you have started ostrich runner you will see the picture story to the game. You can interrupt this with the  key. After the Intro the main menu opens, from which you can select one of the three game modes, check the settings or exit the game.


You can return to the main menu at any time during the game by pressing the  key. Pressing it a second time returns you to the paused game.





USING THE MENU

Playing Ostrich Runner, controlling your bird and navigating through menu is all done over the keyboard. To move vertically through the menu use the "Cursor Up / arrow up"  or "Cursor Down / arrow down"  keys.

Moving horizontally is done with the left cursor / arrow key  and right cursor / arrow key .

The active menu item is marked in red. To confirm your selection, press return .

The menu item "**Back**" returns you to the previous menu. To confirm your selection, press the  key. To end Ostrich Runner select "**Quit**" from the main menu and confirm by pressing return. You can get to the main menu at any time by pressing the  key.

THE CHARACTERS

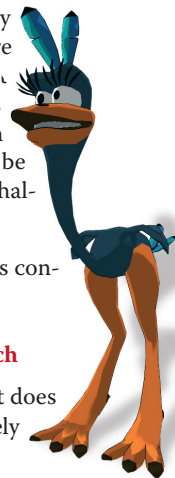
Eight ostriches, all completely different and all with their own special brand of eccentricity are now standing at the start, ready to follow and catch their egg thief. Although they do not yet know what lies before them, they're happy to rely on your skill to send them around some of the craziest racetracks ever seen and help to save their planet. It is your task to send them through curves at high speed, to ensure that hurdles are cleared and accelerate them to success and glory. Your speed and skill will help to collect the unborn population, not forgetting the bonus artifacts on the way.



Altitude Ostrich

At first sight this ostrich does not seem to be especially strong, but he is very athletic and in top condition. His name is due to the fact that he spends more than half of the year training near the peak of a mountain. Training at this height he can optimize the use of oxygen in his body, which is especially useful to his condition when he comes down the mountain. So much ambition in an ostrich is found to be quite strange by his fellow birds. Therefore he is considered to be quite eccentric. Altitude ostrich considers the chase for the thief a welcome challenge, for now he can prove that his special training does have its uses.

We can only hope that his condition does not suffer because of the chronic bronchitis he got for his continual living in icy caves, this is why he always wears a bobble hat, scarf and snow boots.



Double O Ostrich

This inconspicuous ostrich does not wake the impression of being on a secret mission, but it does belong to the very secret service of the ostrich planet, the existence of which is completely unknown to other ostriches.



Nanny Ostrich

This lady ostrich usually has the responsibility of looking after certain ostrich eggs, those eggs from the ostrich upper class.

She was hit especially hard by the news of the Big Egg robbery, because the night it happened was her night off duty. None of the other ostriches made any accusations, but she couldn't help feeling that it would never have happened, had she been at work.

Nanny ostrich was also a very successful competitor at the last ostrich Derby and is therefore a very serious contender for the race to come.

This fine bird believes himself to be the famous historical personality.

Because ostriches are a friendly bunch they usually listened patiently to his stories of past heroic acts, and he has a lot of stories.

Unfortunately the admiral does not always feel that he's been taken seriously. Now his time has come to prove his excellent qualities to the world!



Admiral Ostrich

Night Nurse



"The poor darlings!" was her first comment as she heard of the robbery and as a nurse in a maternity ward she was very taken by the news.

She is a very resolute ostrich with a lot of respect and a little fear from her colleagues who sometimes joke about her as the ward monster.



It is her resolve and determination that drives her on in the race and the chase against the egg napper.

Indian Ostrich

The self-named normal, civil ostriches were often surprised and shocked by the dress-sense of this bird.

Since he was knee-high to a sparrow he very often dressed up in outrageous clothes and wore multi-colored headgear, not to mention his piercings and horrific taste in earrings.

He has calmed down a little now, but still insists on wearing a headdress that Geronimo would be proud of. It is because of this crowning glory that he received his nickname.



The Army

Equipped with a tin helmet the two-way radio and binoculars this ostrich encompasses the totality of the ostrich military.

Ostriches generally have absolutely no use for an army or elite corps of soldiers which is why there is only one member to take care of Border struggle, which do not happen and wars that never get started.

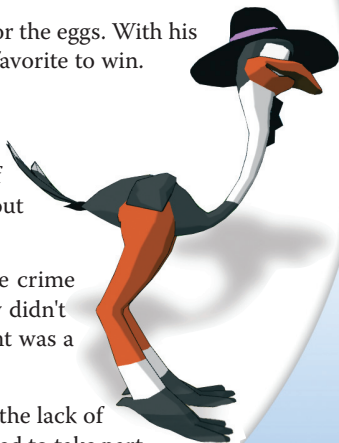
An ostrich of this caliber is an obvious candidate to send into the race for the eggs. With his training, discipline and experience he is considered to be an odds-on favorite to win.

Wide-Boy Ostrich

This shady character is one of the Heroes from the criminal history of the ostrich planet. This criminal history took place in living memory and lasted for about three days.

Great plans were made for armed robbery, blackmail and embezzlement, but because crime just does not work in a society of ostriches it didn't have a very great future. Robbery didn't work and blackmail couldn't work because these birds are so honest and embezzlement was a dead loss because it is very hard to say through a beak.

The wide boy's fellow birds did find it an excellent idea for an afternoon TV show, but the lack of televisions put the dampers on that. Now at a loss for something to do he has volunteered to take part in the egg race to deter his feeling of failure.

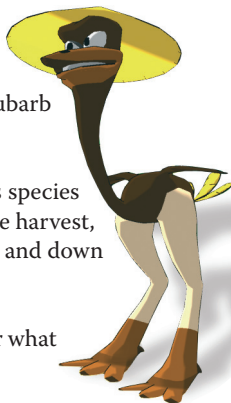


Asia Ostlitch

This impressive member of the ostrich Society became famous for his high altitude rhubarb farming, which turned out to be an absolute mistake.

Ostriches definitely do not eat rhubarb! Thinking he could change the dietary habits of this species he began his venture high on a mountainside. Later, faced with the truth and a very impressive harvest, which he could not bear to throw away but had to eat himself he got into training. 20 times up and down the mountain per day just to relieve the effects of eating so much rhubarb.

He's very fit, thin and slipstreamed with amazing stamina, making him an excellent candidate for what is to come.



OPPONENTS

Ostrich Runner has a lot of opponents in the game from which one should be able to decide between. Firstly, there are your fellow competitors in the race. Then there are the animals, which the professor has put into a trance that often wander in front of you and get between your feet.

So beware! All the sweet little rabbits and families of hedgehogs are absolute hazards. Some of the other animals do not shy away from using brutal violence! You only have one chance when you see these living and breathing obstacles. Swerve out of their way! Thirdly, the fiendish egg napper, the professor's assistant who you are following and during the race. And lastly your main opponent, the professor himself! Never forget who is pulling the strings!



GAME CONTROLS


Steuerung der Spielfiguren

If you have very little gaming experience, please read the following description about control with the cursor keys. Additionally you find the hotkey table at the end of this manual.


After starting, steer your bird by pressing the cursor or arrow keys on your keyboard. By pressing the Up arrow  your ostrich moves forwards.

Press shortly on the key and your ostrich will move forward in short hops. Pressed continuously on the arrow up  key and your ostrich will take off like a rocket.

Now, it is important that you also use the left  and right  cursor keys to steer your ostrich through the curves and to follow the street, taking care of course not to land in the bushes. Only on the correct racetrack can an ostrich show off his astounding talent for sport.

In case you meet an obstacle in the road, press the "Space Bar" . Your ostrich will jump over the obstruction with the rare interpretation of grace. It is very important to press the "Space Bar" at exactly the right moment. Not too late, but not too early otherwise your bird will make an even less graceful crash landing. Please remember that somersaults and landing on your beak cost a lot of time and life points (feathers).

You only have a certain amount of both. You have very little time because the others will probably run past you. When you have used up all your life points, the game is finished for you.

The arrow down key  is very useful; when you find yourself in front of an obstacle and are too close to take a running jump. Press this key to hop back a little before taking the jump again.

In case your ostrich loses the ground under his feet and disappears into the scenery, you can press any one of the cursor keys and he will get up again.

Tip: The racetrack branches off here and there, but all roads lead to the winning line.

WRONG WAY

With one exception: in case your fellow competitors are running towards you then you are probably running in the wrong direction. Turn around and take note of the message on the screen "Wrong Way". The phantom ostrich variation is attractive, but you'll never complete the race and the other competitors are bound to beat you to the winning post.

THE GAME INTERFACE

At the top and bottom of your screen there is information telling you about your bird and the race.

- 1: Life points
- 2: Player name
- 3: Time
- 4: Laps
- 5: The Egg Count Indicator
- 6: Your position in the race



1: Life points

Your ostrich has a certain amount of Life Points available to him. When these are all used up the races finished your ostrich and you must start again. In Ostrich Runner the Life Points are shown as feathers in the top left-hand corner of your screen. Should your ostrich perform a beak landing, or crash in any other way, then he pays with feathers.

At the beginning of the game your ostrich has 15 Life Points/ feathers. These are shown as five feathers at a time, in one set. There are three sets of five. After the first five feathers have been used up five more will appear and on the right of the ostrich portrait the number 2 will appear telling you how many sets of five are still available.



And now the million-dollar question: what is the meaning of one feather and the number one to the right of it? Correct, you are then on your last feather of your last feather set. In other words, one wrong step and your bird is out of the race.

This representation of a Life Points needs to be cleared up and it does seem a little complex, but honestly would you rather have your screen and racetrack full of feathers?

2: Player name

At the beginning of the game you have the possibility to name your ostrich as you want. By default the names for ostriches are Player1 to Player8. The entered name is used during the game and will be displayed in the left corner of the screen. In this example this is "Smooth".

Especially in Multiplayer and in Split Screen races the name of the ostrich is important, because it tells you immediately your position in the race.



00 21 61

3: Time

In the top right-hand corner of the screen you can see the game time. But don't watch the clock, run!

In all 3 game modes the time and the number of collected eggs is what counts. You should try to get to the winning line first, either with the right amount of eggs (Single player) or with more eggs than your fellow competitors (Split-Screen and Multiplayer mode)

LAP

1 OF

1

4: Laps

Directly underneath the stopwatch you can see the number of laps your ostrich has run and the amount he has yet to run. There are usually three laps per race to survive.

In Campaign Mode you can use the above as an orientation aid. For example, if you have collected enough then you can concentrate on getting to the winning post without falling flat on your face.

EGGS

10

OF

60

5: The Egg Count Indicator

Your ostrich collects eggs during the game by running through them. The eggs do not become scrambled, as you might have hoped, but find their way, by mysterious means, into a virtual inventory.

The current egg count can be seen in the bottom left-hand corner of your screen. We're very happy with this elegant, digital solution, because in earlier versions of the game it became very difficult for an ostrich to carry a heavy sack full of eggs and run at the same time.

Keep a good eye on the egg count during the race. When you play in Single Player Mode you have the task of collecting a certain number of eggs before you can win the race at all. When you have enough, you can concentrate on getting to the winning post as fast as possible.

In Multiplayer and Split-Screen modes, you cannot get enough eggs.



6: Your position in the race.

At the beginning of the game when all the ostriches run-off at the same time it is difficult to keep the overview of your position in the race compared to the other competitors. Your position in the race is shown at the bottom right of the screen in the form of an ostrich symbol moving along a row of arrows. The further left he is, the better his position.

TURBO ARTIFACTS

Apart from the eggs your agile ostrich can collect during the race there are also the so-called Turbo artifacts which give your bird an extra boost.

The origin of these objects is totally unclear, but the following theory seems the most probable.

That shameless and stupid egg thief not only grabbed a sack full of holes to carry the stolen eggs in, but completely wrong sack. In this "wrong sack" were the prototypes of new pieces of equipment.

The demented professor had had these artifacts made for his future army of ostriches. How refreshing, and what luck that these brilliant inventions can now be used for a good cause.



**Red Cross:**

When your ostrich runs into this artifact he receives one additional feather. That is, one life point.

If you Pickup a lot of these were red crosses it is quite possible that you will have more life points during the game, as when it began.

**Shield:**

Collecting the Shield protects you once from losing a feather (life point).

Unfortunately, after collecting this trophy there is a very good chance that you will immediately run into an obstacle. At least you can use the shield straight away.

**Shoe:**

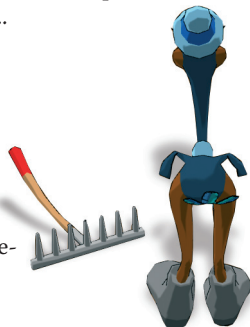
This shoe is not available in each level. When your ostrich picks this artifact up he will temporarily run faster. Remember: the faster you are the farther is your flight over an obstacle...

**Spring:**

The jumping power of your ostriches temporarily increases. Only flying is better!

**TIP:**

Watermelons, forks and low flying treasure chests do not count to the turbo artifacts. Contact to these and similar objects should be completely avoided



Pay attention to flying “angel boots”. Although their name sounds peaceful, they really kick your ostrich’s ass.



SETTINGS

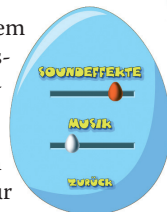
To check the keyboard configuration and to regulate the volume select **Options** in the main menu and then either the Controls or Sound items.



SOUND OPTIONS

The volume of the music and other noises and effects can be regulated separately. Select the options item in the main menu and confirm your choice by pressing the return key. Choose sound and confirm by pressing the return key. Here you will see two slide switches, which you can move with the left and right cursor keys of your keyboard. Only the item marked in red can be adjusted.

To move between the points Sound and Music you can use the cursor up and cursor down keys. When you are finished with your adjustments move to the menu item BACK and Ostrich Runner will save your alterations, which come into effect immediately. Selections cannot be undone; if you are not happy with your choice you can alter them again in the same way.



CONTROL SETTINGS

Select the control item in the Options menu and confirm by pressing the return key and you will then see this green with the preset keyboard Configuration. This screen is purely for information and cannot be individually configured. This information and some additional tips you can read in this handbook in the chapter on controls.

THE MAP

In Campaign Mode you follow the egg thief to his spaceship. On his way there the thief crosses various game regions, which are shown on the main map. The map is always shown when you gain access to a new racetrack.

From this information you can see how far you are into the campaign and how many regions must still be raced for. The order in which these regions come is fixed and cannot be chosen by the player. Which is logical because you are following a trail and you have a job to do, which makes wild racetrack hopping pointless.

When you see an ostrich standing in front of a map segment, nothing will happen until you press the Return key. Then the racetrack will load. Then: Ready, Steady, Go!

Tip: in Multiplayer and Split-Screen modes you can select the racetrack. The map is not used for these modes



SAVING AND LOADING GAMES


You may ask at this stage, if games are saved Single Player Mode or if you always have to start from the beginning again?

Ostrich Runner automatically saves the last game and the level that a player or ostrich has achieved. Racetracks that you have already successfully mastered do not have to be re-run. It is possible to play ostrich runner with several different ostriches and perhaps with varying difficulty levels. The next time you begin the game you can choose which figure you would like to continue with. To do this, follow the instructions below.

Double click on the ostrich runner icon on your screen. After the Intro, which you can interrupt by pressing the Esc button, you come to the main menu. Select Single Player from the menu and then select continue. Then select your saved ostrich with the cursor keys and press Return to confirm. Ostrich Runner will then load the map. The ostrich symbol will be seen next to the racetrack that you still have to complete. Press Return to start the game.



SINGLE PLAYER

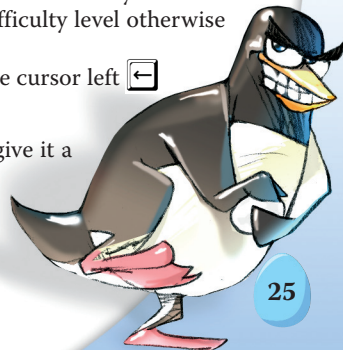
You can start Single-Player mode by selecting Single Player in the main menu and pressing the return key to confirm. Select **"New Game"** from the list of functions. We recommend you start with the **"Easy"** difficulty level otherwise your ostrich will soon resemble a plucked chicken rather than an athletic racing bird.

Finally, select one of the nine ostriches, to do this, use the cursor right  or the cursor left  keys on your keyboard.



When you have found an ostrich you want to send into the race, you can give it a name.

When "Player" and the number corresponding to your bird is marked in red, press the Return  key and delete the existing text with the Backspace  key. Then type in your "Racing" name.



Go to the **OK** button with the Cursor Down key and confirm with Return  .


Now the map will load. The ostrich symbol in front of the highlighted region shows you which racetrack you will be running on. You will also get information about the current task. For example, "**You must collect 100 eggs and be the first across the finishing line**" Now press Return to start the game. When you have completed the game task you get access to the next region on the map and a new task.

When the game starts you view your ostrich and competitors from behind. Your ostrich is on the left at the back of the crowd. After the countdown, run for it! Collect as many eggs as you can by running through them. But don't panic, the eggs will not smash. They will be absorbed by your ostrich and somehow transported to your egg count inventory at the bottom left of the screen to. But careful! Your competitors will try to snatch the eggs away from under your beak.

But, it is easier said than done! It may seem difficult enough at first just keeping your ostrich on the paths. And it is no coincidence at all, that such valuable eggs are often in the most dangerous places. For example, close to holes in a bridge or next to doors which open themselves and knock you off your feet. Try not to get hit by the heavy, swinging buckets or trip over logs. It is better to swerve around or jump over any hindrance, because too much full contact gets very expensive as far as time and feathers are concerned.

Winning a race is by no means easy! You have won as soon as your task has been completed. Being the first to cross the winning line does not make you the winner. You must first deliver your egg quota. Do not allow yourself all the time in the world just to make sure you haven't forgotten an egg. If you hop slowly from egg to egg, your competitors are sure to cross the line before you do. The faster you run, the more likely it is that you'll hit the next hurdle. If you trip too often the game will end prematurely for you. The condition for winning a race is a "collision free" chase.

There is a very good chance that you will not end your first race successfully. In fact it is highly unlikely that you will complete your first round without using up all of your life points. Don't get disappointed this is quite normal! Ostrich Runner will load the same game automatically, so just try again. You will see that you improve with every new game.

You can quit ostrich runner by calling up the main menu with the Escape key  and selecting "**Quit**". Confirm with the return key.


Saving Games

Ostrich Runner automatically saves your last game. If you have already completed one or more racetracks successfully, the next time you play you will not have to start from scratch. Read more about this in the chapter Single Player Saves.

MULTIPLAYER

You can play Ostrich Runner with up-to-4 other participants over LAN. So, race against your friends and colleagues when the boss is out of the office. Or challenge the boss to a race in your lunch break.

The game functions are very much the same as described in the previous chapter. This chapter will describe how you start a game and how it differs from the other game modes.

Choose Multiplayer from the main menu using the cursor key down  and confirm your selection with the return key. You come to the following menu.

Select your bird and name him or her as described above in single player under the menu option **Choose Player**. The player hosting the game should then select the racetrack under the menu point **Create game**.





You can navigate through the list with the cursor keys and confirm your choice with the return key and then press return once more when OK is highlighted in red.

The other players join the game by selecting "Join game" in the multiplayer menu and pressing the return key to confirm. The game will now load. The host should press return to start.

In contrast to Single Player mode, you do not run through the regions in a fixed order. In Multiplayer mode you can select the racetracks you want to use.

Also different to Single Player Mode is the fact that in Multiplayer you do not have to fulfill any certain task or number of eggs. More important is the basic rule that you cannot get enough eggs, but don't let your speed suffer. It's not much good hopping around after each and every egg and then being the last to cross the winning line.

Highscore: When the game is finished, that is, when all the ostriches have crossed the finishing line. The highscore list appears with the names of the competing birds, their times for completing the three laps and the amount of eggs collected. The winner is the bird with the most eggs in least amount of time


SPLIT SCREEN


You can play Ostrich runner with a partner and six computer controlled competitors in Split-Screen mode. The game functions are very much the same as in chapters "Singleplayer". This chapter will describe how to start a Split Screen game and how it differs from the other game modes.




The expression split-screen comes from film branch. In the 1970's it was fashionable to display two parallel sequences in a film on a divided screen. This technique was also used to show both sides of a telephone conversation in films. But fashions change and this technique in film now belongs to history, possibly because it was over used and seems a little artificial and corny.

Split-screen does work wonderfully however when showing a race game.

In split-screen mode two players share a PC and keyboard. To allow you to follow both ostriches competing in the same race, the screen is horizontally divided. On each half of the screen you can see one of the two competitors. Both players can of course not use the same keys to control their Ostrich. A keyboard is also divided with a different configuration for the second player. For more details see the chapter above on controlling the game.

You start a Split-Screen game by selecting Split-Screen in the main menu and confirming with the return key . Choose an ostrich for player one and give it a name.

To do this, when "Player" and the number corresponding to your bird is marked in red press the return key and delete the existing text with the "Backspace"  key. Then type in your "Racing" name. Follow the same procedure for player two.






As soon as you have chosen and named your ostriches the possibility opens in the menu to select a racetrack. Navigate through the list with the cursor keys left  and right  and press return  to confirm your choice. The menu point **OK** is then highlighted press return once again and the game will load. The screen for Player 1 appears in the bottom half of the screen and Player 2 in the top half.

In contrast to Single-Player mode, you do not run through the regions in a fixed order. In Split Screen mode you can select the racetracks you want to use. Also different to Single-Player Mode is the fact that in multi-player you do not have to fulfill any certain task or collect a number of eggs. More important is the basic rule that you cannot get enough eggs, but don't let your speed suffer. It's not much good hopping around after each and every egg and then being the last to cross the winning line.








HOTKEYS

The most important keys/functions in short form:






-  run forwards
-  stop and jump backwards
-  steer to the right
-  steer to the left
-  jump over obstacles

Menu controls:

-   next / previous option
-   move slider to left / right
-  confirm selection

In Split-Screen-Mode you share the PC and keyboard with another player.

It is possible to watch both competitors and to play simultaneously as the players use the same keyboard. Because it is not possible for both players to use the same set of keys another part of the keyboard has been activated to compensate:

-  run forwards
-  stop and jump backwards
-  steer to the right
-  steer to the left
-  jump over obstacles

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If you need further technical assistance after reading this manual please do not hesitate to contact us using any of the methods listed below. When contacting us, please be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including: your sound card, CD-ROM drive, amount of RAM present, speed and manufacturer of your processor. Also, make sure to include the title and version of the game, and a detailed description of the problem.

It will also help if you prepare by creating a “**DXDiag**” diagnostic file in Windows before you call us. Simply follow these instructions:

- Click on Start
- Click on Run
- Type ***dxdiag***
- Click on OK
- Click on the ***Save Information*** button and save the file to your computer.

When you call our technical support line either have this file open or have a printed copy. If you send an e-mail query you may attach the file to the e-mail. Alternatively, you may find help with hardware problems on one of the websites maintained by the supplier. Further technical information and drivers for Windows-based PCs can also be found at <http://www.windrivers.com> or at <http://www.treiber.de>

Additionally you will find on www.turbostrauss.com in our support section, frequently asked questions and eventual patches, addons and other downloads.

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Belyatski, "PC ??" Magazine,
Our families Keep it real!

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Very special thanks for the cooperation to our technology partners:

ATI Technologies Inc.

Matrox Graphics Inc.

XGI Technologies Inc.

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