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# System Configuration

## **Minimum System Requirements:**

Pentium 60  
Microsoft Windows 95 TM  
16 Mb RAM  
16 bit display  
2x CD-ROM  
Sound Blaster Compatible

## **Recommended System Enhancements:**

A Joystick is HIGHLY recommended.  
A Direct X compatible 3D Accelerator Card

### **Joystick Configuration Tips:**

Calibrate your Joystick in the **Joystick Control Panel** before launching WILD RIDE!™ the first time.

### **Volume Configuration Tip:**

Use the **Volume Control Panel** to adjust volume controls for MIDI, CD Audio, and .wav file mixing.

### **Direct X / Video Display Card Configuration Tips**

WILD RIDE!™ has been tested with Direct X display drivers for several popular display cards. These include specific Cirrus Logic and Number Nine models, as well as scores of others. **You may encounter display compatibility problems.** If this is the case, please contact your display hardware vendor for the most current drivers.

### **Direct X / 3D Accelerator Configuration Tips**

WILD RIDE!™ has only been tested with a handful of the popular 3D accelerator cards on the market. In theory, WILD RIDE!™ should be compatible and significantly enhanced with any 3D accelerator that supports Direct X, such as specific models by Matrox, Creative Labs, ATI, and Rendition. However, our testing indicates a wide range of performance variation between the different available brands of accelerators. We recommend testing WILD RIDE!™ or any other game you wish to accelerate at a local hardware retailer before actually purchasing a card. Contact specific 3D accelerator hardware vendors directly or check the WILD RIDE!™ web site (<http://www.runandgun.com/wildride>) for updated information and testing results.

### **Advanced Configuration Tips: (Editing wildride.ini)**

WILD RIDE!™ creates the file c:\windows\wildride.ini when it is launched. This file contains editable configuration settings. **Two important settings follow:**

#### **[DETAILS]**

**MaxFPS=x** If WILD RIDE!™ gameplay is too fast on your system, try dropping this value to 12-15 Frames Per Second.

#### **[AUDIO]**

**AllowSoundFx=x** For those of without a sound card, or if you experience sound difficulties,

change this value to 0. This disables all sound effects, but allows for MIDI and CD Audio, (which can be turned off under the **audio menu** in the game.)

## About WILD RIDE! ™ Version 1.0

### **STARRING:**

**Alaina Goetz** as Alana "Mrs. Natural"

**Lee Groban** as Lee "Jersey Slim" Groban

**Vic Vacume** as Vic "The Samoan Fro" Herrera

**Tony Gold** as Bucky the Punk

**Sandra Desmond** as Sandy Dunes

**Todd "The Healer" Treanor** as himself

**Announcer:** Davey Force

### **Patches and Upgrades:**

Upgrades will be available for Version 1.0 later this year. The first patch will offer advanced functionality such as multiplayer capabilities, and the ability to record and playback gameplay sequences.

**WILD RIDE! ™** was conceived and produced by RUNANDGUN! Inc. from January to August 1996. Absolutely no expense was spared in our efforts to bring you the highest quality electronic entertainment experience possible.

## About RUNANDGUN! Inc.

RUNANDGUN! Inc. is a **hypermaniacal** software, film, and WWW production company located in beautiful downtown Chicago, Illinois.

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# Gameplay Basics

## Navigating the Interface

### 1. WILD RIDE! beach

The navigation bar (highlighted arrows under the 3D screen) show your possible path choices. Use the corresponding **arrow key** or toggle the **joystick** to navigate.

Toggle through the selection of surfers by hitting the **space bar** or **joystick button 1** while in the interface environment. Once your character is chosen, he or she will disappear from the scene. Then go to the edge of the water and hit the **space bar** or **joystick button 1** to surf!

### 2. Ye Bearded Clam

Access load and save options, credits, and gameplay help from this fine establishment.

### 3. The Hairy Lip.

Access gameplay statistics and equipment purchases here. (You can't enter until you choose a character.)

## Thrash and Contest Modes

Thrash Mode is a simple gameplay mode that allows you to sharpen your skills for contest mode. You can record and playback your rides, but you can't save a game.

See the **Contest Mode** section of this help document for more details on Contest Mode.

## Surfing Primer

Wait for your surfer to rise to the top of the wave as you paddle. This will give you enough room to drop in and complete a bottom turn successfully. Press the **space bar** or **joystick button 1** to drop in.

**To control your character:** Use the **arrow keys** or turn the **joystick from left to right** to guide the orientation of your character on the wave.

Turn sharply to avoid stalling out in the trough of the wave. Hold the **space bar** or **joystick button 1** to accelerate through your turn. **Smoothly** maneuver up and down the face of the wave to build speed. As your speed increases, so does your ability to execute complex tricks.

Avoid all of the obstacles in the water: the medical waste barrels, the oil rig, the dolphins, and so on. (While in Thrash Mode, there is a **Practice Mode** setting under the **Details** menu which allows for obstacle-free surfing.)

## Details Menu Overview

The options in the details menu are designed to help you configure your system for optimal gameplay performance and enjoyment.

### 1. Frames Per Second:

Toggle this option to get a readout of current rendering speed.

**2. Breaking Wave:**

This option removes the breaking wave and tube from the game.

**3. Spray:**

Turning off the spray option increases performance, yet significantly reduces the visual effect of surfing.

**4. Wave Textures:**

A Catch 22 similar to the spray option.

**4. Resolution Options:**

Use the frames per second option to rate different settings. The lower the display resolution, the faster the gameplay performance.

## **Cameras Menu Overview**

The Cameras menu allows you to customize the gameplay scene. Familiarize yourself with the keyboard shortcuts to these views to quickly toggle between them during gameplay.

**Autocamera** mode is especially helpful when maneuvering obstacles such as the pier and the breaking wave.

## Known Bugs

### **The Windows 95 "four pause" phenomenon:**

Periodically, WILD RIDE! ™ will pause for four successive cycles, for reasons unknown to us. In fact, any Windows 95 program that includes any video or graphic window updating, including Microsoft's own games, are hindered by this startling performance problem. Perhaps Microsoft will address this problem in the near future.

### **Direct X and your system:**

Microsoft's Direct X is an extremely powerful and flexible game development environment. RUNANDGUN! Inc. chose to develop WILD RIDE! ™ with Direct X, despite some unsettling and bizarre system configuration and display support problems. Our experience with these problems have mostly been manifested with attempts to configure portable computers and systems with unusual configurations or uncommon video display setups. If you have a problem with Direct X and your display, contact your display hardware vendor and/ or Microsoft for support. If that fails, let us know.

Please see the configuration section for more details on Direct X and your system.

### **There are no known crashing bugs.**

Even though the official beta testing period for WILD RIDE! ™ has ended, it is still your **solemn duty** to report any, hangs, lockups, hiccups, belches, or general weirdness that goes on with this product.

### **We surely appreciate your support.**

Send your field reports to either:

Jeremy Evers: [negspect@runandgun.com](mailto:negspect@runandgun.com)

or

Grady Sain: [gardyll@runandgun.com](mailto:gardyll@runandgun.com)



## Tricks and Techniques

### **OPTIMIZATION TIPS:**

Experiment with different combinations of window sizes and display modes to find the fastest configuration for your machine. Also experiment with the options in the **details** menu. For example, gameplay performance is significantly enhanced by turning off the spray option.

### **TRICKS:**

**Gameplay is much more exciting and responsive with a joystick.**

#### **Trick Controls:**

Each character has 4 tricks that can be executed at different points of the wave. Experiment with different combinations of the **1 and 2 joystick buttons** or the **space bar** and **control buttons** with different directional input.

#### **Getting Air:**

To properly execute and land an air of any type, you must orient the surfer properly on reentry. The tip of the board must face down to insure a smooth transition back to the face of the wave. The amount of hang time you will experience depends on your speed. With enough speed it is possible to execute a number of button combinations to create your own custom maneuvers in the air.

#### **Advanced Weirdness:**

To experience the full glory of WILD RIDE! ™, you must **surf like a madperson**. The organic and unpredictable nature of the game allows for an array of trick combos and possibilities that are endless. Negotiating dangerous obstacles such as the pier require nerves of steel, but the payoff can be spectacular.

# Contest Mode

## **Launching Contest Mode**

There are two ways to play WILD RIDE!™ in Contest Mode. The first is to load a previously saved game by visiting the **load/ save** option at Ye Bearded Clam. The second is to start a new Contest Mode by accessing the **statistics** option at The Hairy Lip.

## **Equipment Upgrades**

Equipment upgrades will enhance your character's performance. These upgrades can only be made once their corresponding point value has been reached or surpassed. Access equipment upgrades in The Hairy Lip.

## **Heat Times**

Each heat in Contest Mode lasts 4 minutes. This will allow for 2 complete rides, from the initial break to the beach. (Watch the countdown monitor on the lower left of the screen; it monitors heat time remaining, not wave time). At the end of each heat, 1 rider is eliminated from the Contest. To successfully conquer Contest Mode, you must win each of the successive 5 heats.

## **Scoring**

After each heat, your opponents' scores are tallied by the artificially intelligent judging staff. Access the current scores in The Hairy Lip.

# Credits

## Production Credits

**Game Designer:** Grady Sain  
**Lead Programmer:** Jeremy Evers  
**Assistant Designer:** Steve "Buckwheat" Buckley  
**Lead 3D Designer and Animator:** Freewheelin' Paul Fantastic  
**All Sound Design:** Randy Wilson  
**Designer:** Melinda Fries  
**Designer:** Mike Digioia

Special thanks to all WILD RIDE! ™ beta testers, Dave and Gary at Atlantean Interactive, Vic Vacume and the Attachments, Ken Sain, Bentley Motion Capture Systems, Flynt Publications and Video Games Magazine, Xerobot, the I.N.S, the I.R.S, International Business Musicians, Hott Lixx, The Flying Luttenbachers, U.S. Maple, Bobby Conn, Dan P. Malven, The Residents, The Ghost of Tony Gold, Tony Hawk, Mark Mothersbaugh and Mutato Muzika, and ***all the superrockers in the superrock universe !!***

### ***Fables of Production Mayhem***

Here are our 7 favorite true WILD RIDE! production highlights.

1. Jeremy incredibly deletes the master source code.
2. Paul astoundingly deletes the master animations, while Jeremy watches.
3. The guy at E3 who sat down to play Wild Ride, then revealed he had his arm bitten off by a shark while surfing.
4. Randy wins a \$10,000 Buell motorcycle from the Game Pro Magazine booth at E3.
5. Jeremy and Paul construct a sophisticated new physical networking solution. Based on a highly original combination of the working theory behind those bank teller tubes, clotheslines, and sneakernetting.
6. Grady and Paul visit the Vivid/ Atlantean Empire Headquarters and receive the V.I.P. treatment. The highlight of the tour: a giant box of adult videos and CD-Roms is bestowed upon us, then immediately given to Mark Mothersbaugh as a birthday present.
7. The real life Todd and Bucky calmly lose a wheel off a recently purchased \$20.00 car while travelling at high speed on Interstate 94.

## WILD RIDE!™ CD AUDIO TRACK LISTING

1. Wild Ride! Theme
2. "Mrs. Natural" vs. Mother Nature
3. Bucky the Punk
4. The "Jersey Slim" Shuffle
5. Sandy Dunes
6. "The Healer" Hoedown
7. "The Samoan Fro"
8. Heavy Choices, Dude
9. I'll Surf Yet Again (The Game Over Theme)
10. Surfer's Enema
11. Sand Sammich
12. High Flyin' High Score!
13. Pummeled
14. (Goin' For A) Ride In The Ambulance
15. Hang 11 Or 12

All tracks conceived, engineered and produced by **Randy Wilson**, except track number 7; conceived and performed by **Vic Vacume and the Attachments**, engineered and produced by **Randy Wilson**. Guitar on tracks 9 and 11 by **Negspect**, courtesy of **The Vlaachos Networks**.

