

RIDING STAR GAME MANUAL

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Operating Precautions for CD-ROM ([Back to Top](#))

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3. Do not write on or attach stickers to the CD-ROM.

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5. When cleaning becomes necessary, use a soft cloth such as a lens cleaning cloth and wipe gently. Do not use thinners, benzene or other petroleum-based products.

6. This CD-ROM is intended for computer software use only. Do not attempt to play on conventional audio CD players as it may damage speakers or headphones.

7. Please read any README.TXT documents present on the CD-ROM. These documents contain important information.

Warranty Limitations ([Back to Top](#))

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Disclaimer ([Back to Top](#))

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GETTING STARTED ([Back to Top](#))

System Requirements ([Back to Top](#))

Computer: As a minimum requirement Riding Star requires an IBM PC or 100% compatible computer, with a Pentium® 100Mhz or better processor. Your computer must have at least 16 Mb of RAM. We recommend a Pentium® 166 Mhz with 32 megabytes of RAM.

Note: This game will not work with a Pentium® 4 processor or above.

Operating System: You must be using Windows® 95 or later to play Riding Star on your system. Windows®NT is not supported.

Controls: A keyboard and a 100% Microsoft® compatible mouse are required.

Drives: A hard drive with 150 Mb or more of disk space available and a CD-ROM drive will be necessary for installation and play.

Video: Riding Star requires a SVGA video card that supports Microsoft DirectDraw® and 16 bit colour. You must have Microsoft DirectX®6.0 or better installed on your system to play the game (a recent version of DirectX® is included on the Riding Star CD).

Sound: Riding Star will work with any DirectX® compatible sound card.

INSTALLATION OF RIDING STAR ([Back to Top](#))

Insert the CD-ROM into your drive. The autorun menu box should appear within a few seconds. If not, double click on your CD-ROM icon or open your CD-ROM (in the My Computer folder) and double click on the autorun.exe program.

If you have not already installed the game, click on the INSTALL GAME button and then follow the on screen instructions to install the game.

To run the game click on the PLAY GAME button.

You will need to have DirectX® Version 6.1 or higher installed - if not, click on the INSTALL DIRECT X button.

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When you open Riding Star you will be taken to the "Main Menu".

Single Player Game ([Back to Top](#))

Click on the "Championship Season" button to begin a single player game. Choose either "New Game" or "Load Game".

When you select the "New Game" option you will be taken to the stable courtyard. If you select "Load Game" you will be taken to wherever you last saved the game.

Moving Star Around (stable, stable court yard, paddock) ([Back to Top](#))

To move Star into or out of the stable, stable courtyard or paddock simply click on him once. A pointing hand will appear along with Sarah's voice saying either "come on Star" or "come on boy". Move the pointing hand in the direction you want Star to go - for example if you want Star to go into the stable, open the stable door with the hand and then click on the open stable doorway and Star will enter the stable.

Tack Room ([Back to Top](#))

The tack room is the door on the right hand side. Inside the tack room is Star's riding equipment, food, stable equipment and "Horse Guide Book". To enter the tack room, click your mouse on the door. The door will open. Then click your mouse again on the open door way to enter the tack room.

Things you can do in the tack room are:

- * Pick up a scoop of food from the feed bin to fill Star's feed trough in the stable
- * Select the saddle from the rack to saddle Star up in the stable courtyard
- * Collect Star's grooming equipment from the drawers for grooming Star outside in the stable courtyard
- * Look in the bottom left hand drawer for the Horse Guide Book. You will need to read the Horse Guide Book to make sure that you are properly caring for Star
- * Select the shovel/broom/pitch fork for cleaning the stable

To pick up the saddle, a scoop of food, use the grooming equipment etc, just click on the object. The object will then appear in the panel on the right hand side of your screen. Once the object appears in the panel it will stay with you until you have finished using it, or pick something else up.

The Horse Guide Book ([Back to Top](#))

This book is full of all sorts of information about how to care for horses, the use of grooming tools and names for equipment, along with information about eventing and anatomical pictures of horses. To view the book, click on the tackroom drawers, to move to a close up view of the drawers. Move the cursor over the handle of the bottom left drawer and click. The drawer will open, revealing the book. Click on the book to read it. To change pages click on the left or right hand page to advance or go back. When you have finished reading, move the cursor to the bottom of the screen until it changes to an arrow, click and the book will return to the drawer.

Feeding Star ([Back to Top](#))

To feed Star, Sarah must go to the tack room and left click over the feed bins. This will place the scoop containing feed in the panel on the right hand side of the screen. Now Sarah can go into the Stable and left click over the feed trough. This will bring up a close-up of the empty feed trough. Moving the cursor over the empty feed trough now will cause the cursor to change to the scoop, left clicking will fill the trough. To leave the close-up view of the feed trough, move the cursor to the bottom of the screen until an arrow appears and click.

Stable [\(Back to Top\)](#)

Feeding and watering Star [\(Back to Top\)](#)

The stable is where you take Star to be fed and watered. Don't forget to bring the food from the tack room or bring a bucket of water from the water trough.

The water trough in the courtyard is where water for Star is collected. Left clicking over the water trough will place full water buckets in the panel on the right hand side of the screen. Sarah can now go into the Stable and, by left clicking over the bucket, get a close-up view of Star's water bucket. Moving the cursor over the empty bucket will cause the cursor to change to a bucket icon, left clicking now will fill the bucket. When Star's water bucket is full, move the cursor to the bottom of the screen, it will change to an arrow. Click now and you will leave the close up view.

Note: To make Star eat his food and drink his water you must take him into the stable. If his water bucket and feed trough have been filled, you will see Star's hunger, thirst and health indicators increase before the next competition.

Mucking out the stable [\(Back to Top\)](#)

To clean out the stable Sarah must first go to the tack room and left click on the mucking tools (shovel, broom and pitch fork). This will place the tools in the panel on the right hand side of the screen. Sarah can now go to the stable. The cursor will change to a broom indicating where the floor can be cleaned when it is moved over the stable floor. By holding the left mouse button down and moving it around the shovel cursor will appear and you can now remove the dirty hay. Once the floor is clean, click the CONTINUE button on the right hand panel to select the broom. In the same way now clean the floor, ready for laying down fresh hay. Click on the CONTINUE button again, to select the pitchfork. Lay fresh hay by holding the left mouse button down and moving the pitchfork cursor across the floor. Once these three processes have been completed, click the CONTINUE button a third time to display the clean stable.

Note: Star must be out of the stable before it can be cleaned.

Be sure to clean the stable otherwise Star's health and grooming will be affected.

Grooming [\(Back to Top\)](#)

To keep Star looking fit and healthy, which is an important part of competition, he must be groomed regularly. The grooming equipment is located in the top left hand drawer in the tack room. To open the drawer move the cursor over the handle and left click - the drawer will open. Left click over the brushes and grooming tools in the drawer. This will place them in the panel on the right hand side of the screen. Close the drawer by moving the cursor over the handle and return to the courtyard.

Note: Star can only be groomed in the stable courtyard, so if he is in the paddock or the stable you will need to bring him to the stable courtyard (see "Moving Star Around" for tips on how to do this).

Once Star is in the courtyard the cursor will change to a brush when placed over Star. Click on Star to begin grooming. Star will now be standing still in the courtyard ready to be groomed. Clicking on the CONTINUE button will automatically change the cursor to a body brush and switch to a close up view of Star. By holding the left mouse button down and moving the brush over Star, brush him until he is clean. When you are satisfied that Star is clean, click on the CONTINUE button in the panel on the right hand side of the screen and the current tool will change to a mane brush used to

brush Star's mane. To brush his mane hold the left mouse button down and move the brush over Star's mane.

After the mane is brushed you have to then comb his tail and paint his hooves black. To select the tools required for these tasks click on the CONTINUE button again. To use these tools simply hold the left mouse button down and move the comb/paint brush icon over the areas you wish to clean. Once the grooming is completed, left click on the CONTINUE button and you will see a shining Star standing in the stable courtyard.

Note: Star must be well groomed to get high points in each competition and maintain his health.

Saddling Up Star ([Back to Top](#))

Before you can go riding, Star must have his saddle and bridle on. The saddle is located in the tack room. Left click on the saddle to place it on the right hand side panel. Star must be in the courtyard before you can place his saddle on. When Star is in the courtyard, move the cursor over him. The cursor will automatically change to a saddle. Click on Star and his saddle and bridle will be placed on.

To remove his saddle, either after a competition or if you do not want to ride, click on Star. The saddle will be removed and put back in the tackroom.

Single Player Competition ([Back to Top](#))

The goal of the single player competition is for you and Star to become champions. To do this you must compete in a series of 10 individual competitions (some of these competitions will be one day events and others three day events). If you do well in each competition, you and Star will earn points towards the "Championship Season" Award. With a little luck and lots of skill you may become champions! Competition is fierce, as you will be competing against many other skilled riders.

Note: If you only want to play a single player game, competing in only one event, then select the "one player" option in the multiplayer game.

Note: You must get Star's saddle from the tack room and saddle him up in the courtyard before the COMPETE option becomes available.

Once you have finished preparing Star for competition, the COMPETE button on the right hand side of the screen will glow. Use you left mouse button to select it. You will then be taken to the equestrian center where you will see a display of the Championship points. Press CONTINUE after you have seen the rider rankings and you will now see Star standing in front of the equestrian center. You and Star will now compete in the three equestrian events:

- * Dressage
- * Cross Country
- * Show Jumping

The first event is dressage. Move your cursor to the bottom right of the screen over the dressage arena until a picture of a horse and the words "Dressage" appear. Click the left mouse button to go to the dressage arena or press "Enter" on the keyboard.

At the end of each event you will see you score for that event. Press CONTINUE when you have finished viewing these scores. Between each event you will also see all the other riders' scores and where you stand among them. Press CONTINUE to finish viewing these scores. You will now be returned to the equestrian center where you then choose cross country followed by the show jumping to continue the competition. To choose the cross country and show jumping courses move your mouse to the left and right side of the screen until the cursor changes into a horse icon, then left click or simply press ENTER. At the end of the competition, if you and Star have done well in

the competition, you will be awarded a ribbon. You will also see the Championship points screen again to see where you now stand.

When you have finished each competition you and Star will be returned to the stable courtyard. Star will be tired after his big day. You will need to feed, water and care for him before putting him in the stable or the paddock to rest up for the next big competition! Once you have finished caring for Star and placed him in the paddock or stables the "CONTINUE" button on the panel on the right hand side of the screen will glow. Use your left mouse button to select it. The CONTINUE button will end that day's competition and move you forward in time to the next competition, giving Star a well deserved rest. On the morning of the next event you can get Star from his stable or paddock (wherever you left him last) and prepare him for competition again. Once you have prepared him (ie grooming, feeding etc) and saddled him up the COMPETE button on the right hand side of the screen will glow. Use your left mouse button to select it. You will then be taken to the equestrian center for another day's competition.

The single player game ends after you have completed 10 competitions. With a lot of hard work and a bit of luck you and Star will be champions!

Multiplayer games ([Back to Top](#))

From the main menu, click on the MULTIPLAYER EVENT option to begin a multiplayer game. You will now be taken to a menu, which will give you the option of selecting individual events, dressage, cross country or show jumping, or competing in all three events. Select an option by clicking button of your choice. Click the left mouse button to choose one of the 10 events (1 is the easiest and 10 is the hardest). Now choose the number of players. Each player can type in their name and the name of their horse in the space provided on screen (up to 18 characters for each name). These names will remain in memory until you restart your computer.

Each player can now select their horse from 8 different colours and begin to compete.

Each player takes a turn at competing and the scores are displayed after all players have finished each event. Press CONTINUE to advance through the score screens between players.

Note: If you only want to play a single player game, then select the "one player" option in the multiplayer game.

Training Arena ([Back to Top](#))

From the main menu you can choose to go and ride in the training arena. Click on the "Training" option to go to the arena. Here you will find a series of jumps placed around the edges of the arena along with some witch hats and an open area to practice riding your horse. Come here to brush up on your control skills if you find the competitions too difficult.

To leave the training arena press the "Q" key to quit and be returned to the main menu.

Training Mode ([Back to Top](#))

If you want to practice an event without the fear of being disqualified (except for going out of bounds) then select one player in the multiplayer game mode. When you select "Training" mode it allows you to not be disqualified for "errors of course" in dressage and to have multiple falls and refusals in cross country and show jumping.

Scoring and Tips ([Back to Top](#))

Dressage ([Back to Top](#))

Dressage is a precise equestrian training discipline requiring great skill and concentration from both rider and horse. In the dressage section, you will be marked on:

- * How close you stay to the purple dots displayed on the dressage arena (you are not marked on accuracy in the blue region)
- * How close to the marker (in the blue dots) you are when you change gait
- * How well you judge your speed around the dressage arena
- * How well groomed and how healthy Star is (riding Star only)

A score out of 10 is awarded for each move in the dressage test. At the end, all points are added together, along with points for your horse's appearance and general movement and deducted from the maximum possible points available. Any points for errors are now added on to give a final score in "penalty points". The lower the score the better.

Tips ([Back to Top](#))

- * To avoid being penalized and receiving an "error of course" message only change Star's speed when the rider is in the "blue dotted area".
- * To avoid losing points follow the purple dots as closely as you can. Keep an eye on the bottom right hand side of the screen to see what the "Next Move" is and listed to the commentator for tips. Change to the next move as closely to the marker as possible.
- * If you move too far off course or miss a move, the purple guide dots and test won't continue until you go back and follow the dots.
- * If you miss a gait change (eg trot to canter) Star's speed will automatically change when you re-enter the purple dots, you will however receive no marks.

Note: Star cannot gallop in dressage.

Cross Country ([Back to Top](#))

Cross country is a hard physical test for both horse and rider. You and Star will be pushed to the limit as you strive to complete the courses within the optimal time. The Cross Country score is based on a combination of the time take to ride the course and number of refusals/falls you and Star have. All jumps should be jumped with the red flag on the right and the white on the left. When riding around the course, keep the blue markers on your right and yellow on the left. Scoring works like this:

- * 120 penalty points for each fall (on the 2nd fall you are disqualified)
- * the first refusal at any jump is worth 40 penalty points and the next refusal at the same jump is worth 80 penalty points
- * if you have 3 refusals at the same jump then you are out of the competition. If you have 5 refusals overall you are also eliminated

Cross Country Time Penalties ([Back to Top](#))

The "Optimum Time" is displayed in the right hand panel of the screen when you arrive at the course. The optimum time is the estimated time that Star should be able to get around the course with no refusals. You will be penalized 1 penalty point for every second that you exceed the optimum time. The time limit for any course is twice the optimum time.

Tips ([Back to Top](#))

To avoid being disqualified always stay well within the blue and yellow flags. A warning sound will alert you when you are getting too close to the edge of the course. Keep an eye on the next jump on the bottom right of the screen to make sure you are approaching or have cleared the current jump.

All jumps must be jumped in the correct order. If you miss a jump, you must go back and jump it to continue the course correctly. (Star's health will be affected by both hitting the jumps and using too much energy. Try and avoid this as Star will have less energy to compete in the showjumping). To avoid getting too many penalties, try and ride slowly and avoid refusals and crashes. A few time penalties aren't as bad as being disqualified for too many falls or refusals.

Show Jumping [\(Back to Top\)](#)

Show jumping is as skillful as it is exciting. You and Star race to complete the courses in the quickest time possible without knocking down too many rails. Scoring works like this:

- * 5 penalty points for each rail that is knocked down
- * 30 penalty points for the first fall, two falls and you are disqualified
- * 10 penalty points for the first refusal, 20 penalty points for the second refusal, three refusals and you are eliminated.

Show Jumping - Time Penalties

The "Optimum Time" is displayed in the right hand panel when you arrive at the course. The optimum time is the estimated time that Star should be able to get around the course with no refusals. You will be penalized 1 penalty point for every second that you exceed the optimum time. The time limited for any course is twice the optimum time.

Tips

To avoid missing the jumps or running off course follow the dots of the same colour between each jump. Keep an eye on the next jump on the bottom right of the screen to make sure you are approaching or have cleared the current jump. All jumps must be jumped in the correct order. If you miss a jump, you must go back and jump it to continue the course correctly. To avoid getting too many penalties, try and ride slowly and avoid refusals and crashes. A few time penalties aren't as bad as being disqualified for too many falls or refusals.

Disqualifications [\(Back to Top\)](#)

You will be disqualified if you go outside any of the boundaries in ANY of the events. In both cross country and showjumping you will be disqualified if you exceed the time limit for the course. The time limit is displayed on the right hand side of the screen for each course.

When you are disqualified from an event, you will be allowed to continue, but you will have the maximum number of points added to your score for that event. (This does not occur in real equestrian events, it was included so that you could keep competing even if you were disqualified in the dressage).

Star's Energy Gauge [\(Back to Top\)](#)

When riding in cross country and showjumping, Star's energy level will be displayed on the far left hand side of the screen. (This energy level will change based on the amount of health points he has before entering the event).

The different colours indicate the energy available to gallop, canter, and trot. Galloping uses the most energy and Star can only gallop when his energy level is in the green region. Centering also tires Star, but not as much as galloping. Star can center until his energy falls into the red region.

Trotting, walking and standing still will help Star's energy levels to increase. Standing still will recover his energy the quickest, followed by walking and trotting.

Controlling Star During Competitions [\(Back to Top\)](#)

Star's Speed

Halt
Walk (slowest)
Trot

Canter
Gallop (fastest)

The keys for controlling are:

Up arrow - increases Star's speed
Down arrow - decreases Star's speed
Left arrow - moves Star to the left
Right arrow - moves Star to the right
Space bar - makes Star jump (also used to salute the judges in the Dressage)

When you begin an event Star will be standing still. Press the "up arrow" once to increase Star's speed to a walk. Press the "up arrow" key again to increase Star's speed from a walk to a trot. Press the "up arrow" key once more to increase Star's speed to a canter. Finally, one more press of the "up arrow" key will increase Star's speed to a gallop.

To slow Star down use the "down arrow" key in the same way, for example to go from a gallop to a trot press the "down arrow" key twice.

Note: Just as in real life it will take Star a moment to change his speed.

Other Important Keys [\(Back to Top\)](#)

Key	What it does
Q	Quit at any time from any event (you will be disqualified from that event)
P	Pause/unpause the game during an event
F5	Snapshot of screen to picture folder
F9	Turn music volume down
F10	Turn music volume up
F11	Turn volume of sound effects down
F12	Turn volume of sound effects up
ESC	Bring up "save game/quit" menu

Star's Picture Book [\(Back to Top\)](#)

By pressing the "F5" key at any time during the game you will be able to take snapshots of the screen so that you can view or print them out later. To print out the pictures go to the "Pictures" folder in the "Riding Star" folder (most likely located at C:\ProgramFiles\Riding Star\Pictures or wherever you installed the game).

Saving Games [\(Back to Top\)](#)

Games can be saved at any time (except whilst you are actually riding in an event), by pressing the "ESC" key or clicking on the "MENU" button on the top right hand side of the screen, or the bottom left side of the screen. Up to 8 games can be saved.

A saved game can be loaded by selecting the "Load Game" option from the menu after you have selected the "Riding Star" option.

Looking after Star [\(Back to Top\)](#)

You must look after Star to make sure that he performs at his best in the competitions. The game tracks four key aspects of Star's wellbeing:

- * Health
- * Hunger
- * Thirst
- * Grooming

You can see how Star is feeling at any time during the game by looking at the panel on the right hand side of the screen.

Health ([Back to Top](#))

The health indicator is a general measure to show you how Star is feeling. It takes into account things such as Star's hunger, thirst, grooming and also how well you look after him during competition. If you push Star too hard during a competition you will hurt his health. Star's health constantly changes throughout the game. If you rest and look after him his health will steadily improve.

Hunger ([Back to Top](#))

The hunger indicator gives you an idea when to feed Star. If you let him get too hungry you will hurt his health. Keeping him well fed will also keep his energy levels up for competitions. If he gets hungry be sure to take some feed from the tack room feed bins to Star's stable.

Thirst ([Back to Top](#))

The thirst indicator gives you an idea when to give Star a drink. If you let him get too thirsty you will hurt his health. Keeping him well watered will also keep his energy levels up for competitions. If he gets thirsty make sure that you fill his bucket of water in the stable.

Grooming ([Back to Top](#))

The grooming indicator gives you an idea how clean Star is. In order to get high marks in competition it is important that Star is well groomed. If Star's grooming indicator is low try cleaning the stable or giving him a brush.

Note: When Star is in the paddock he has access to both food and water and has the opportunity to relax. His health will recover quickly, however he will need more grooming if you leave him out in the paddock a lot. Keeping Star in his stable will mean you have to bring food and water to him and he won't have as much of a chance to relax so his health won't recover as quickly. He will however stay much cleaner and need less grooming. Try and find a balance between keeping Star in his stable and letting him relax in the paddock.

Reinstalling the Game ([Back to Top](#))

To reinstall the game at any time you must first uninstall the current version. To do this, click on "Settings" in the "Start" menu and open the "Control Panel". Click the "Add/Remove Programs" icon. Select "Riding Star" from the list and click on "Add/Remove". When installing a different resolution of the game you must uninstall the existing version as outlined above.

Troubleshooting ([Back to Top](#))

- * The Riding Star CD must be inserted at all times to play the game.
- * Please note, any images stored in the Pictures folder after pressing F5 will be overwritten each time the game is started. If you want to save your pictures then you must move them to another folder.
- * If you experience any problems whilst installing or playing Riding Star, visit our website for some useful tips.

Our website address is www.irgurus.com.

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 - (iii) host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by in the network feature of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed, for any purpose including, but not limited to, network play over the Internet, network play utilizing commercial or non-commercial gaming networks or as part of content aggregation networks without the prior written consent of IR Gurus Interactive.
4. Program Transfer You may sell or give the Program to another party, and thereby permanently transfer all of your rights under this Licence Agreement, provided that the other party agrees to be bound by the terms of this Licence Agreement and you agree to remove the Program and any new materials from your computer.
5. Termination. This Licence Agreement is effective until terminated. You may terminate the Licence Agreement at any time by destroying the Program. This Licence Agreement will also immediately terminate if you fail to comply with any term or condition of this Licence Agreement. Upon termination, you agree to destroy all copies of the Program and related documentation.
6. Limited Warranty. IR Gurus Interactive expressly disclaims any warranty for the Program and Program's manual. The Program and manual are provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties of merchantability, fitness for a particular purpose, or non-infringement. The entire risk arising out of use or performance of the Program and manual remains with the User, however IR Gurus Interactive warrants up to and including 90 days from the date of your purchase of the Program that the media containing the Program shall be free from defects in material and workmanship. In the event that the media proves to be defective during that time period, and upon presentation to IR Gurus Interactive of proof of purchase of the defective Program, IR Gurus Interactive will at its option 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money. Some jurisdictions do allow the exclusion or limitation or implied warranties or liabilities for incidental damages, so the above limitations may not apply to you.
7. Limitation of Liability. Neither IR Gurus Interactive, its principals, agents, employees, directors, officers, shareholders, parents, subsidiaries or affiliates (in this clause "IR Gurus Interactive") shall be liable in any way for loss or damage of any kind resulting from the use of the program including, but not limited to, loss of goodwill, work stoppage, computer failure or malfunction, or any and all other commercial damages or losses. In no event will IR Gurus Interactive be liable to you for any consequential, incidental or indirect damages (including damages for loss of business profits, business interruption,

loss of business information, and the like) arising out of the use or inability to use the Program even if IR Gurus Interactive has been advised of the possibility of such damages.

8. Equitable Remedies. You hereby acknowledge that IR Gurus Interactive would be irreparably damaged if the terms of this Licence Agreement were not specifically enforced, and therefore you agree that IR Gurus Interactive shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this Licence Agreement, in addition to such other remedies as IR Gurus Interactive may otherwise have available to it under applicable laws.

9. Miscellaneous. This Licence Agreement shall be deemed to have been made and executed in the State of Victoria, Australia and any dispute arising hereunder shall be resolved in accordance with the law in Victoria. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of Victoria, having subject matter jurisdiction with respect to the dispute between the parties. This Licence Agreement may be amended, altered or modified only by an instrument in writing, specifying such amendment, alteration or modification, executed by both parties. In the event that any provision of this Licence Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this Licence Agreement shall remain in full force and effect. This Licence Agreement constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

This Licence Agreement is the complete and exclusive statement of the agreement between IR Gurus Interactive and you, and the Licence Agreement supersedes any prior or contemporaneous agreement, either oral or written, and any other communications between IR Gurus Interactive on the one hand, and you.