



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

- 1) Epilepsy Warning: Please read before using any computer or allowing your children to use it.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns and backgrounds on a television screen or while playing computer games. Certain conditions may induce undetected epileptic symptoms even in persons who have no previous history of seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a computer game – dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions – IMMEDIATELY DISCONTINUE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

- 2) Do not damage or soil the CD-ROM, be careful not to scratch the CD-ROM.
- 3) Do not write on or attach stickers to the CD-ROM.
- 4) When storing, put the CD-ROM back in the original case and keep it away from places of high temperature or high humidity.
- 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 [\(Back to top\)](#)

The CD-ROM (s) included with this product is guaranteed to be in correct working

order. IR Gurus Interactive Pty Ltd will replace, free of charge, any CD-ROM (s) which have manufacturing or duplication defects. This CD-ROM(s) should be returned to IR Gurus Interactive for immediate replacement.

Copyright © 2001-2002 IR Gurus Interactive Pty Ltd

This manual and the information contained on the CD-ROMs(s) are copyrighted. The owner of this product is entitled to use this product for his or her own personal use only. No one may transfer, give, licence or sell any part of the manual, or the information on the CD-ROM(s) without prior written permission of IR Gurus Interactive Pty Ltd. Any person or persons reproducing any part of the program, in any media, for any reason, shall be guilty of copyright violation and subject to liability at the discretion of the copyright holder. All Rights Reserved.

Disclaimer [\(Back to top\)](#)

This CD and all material provided with it is intended only for use as an electronic game. It does not purport to render veterinary advice nor any advice as to appropriate treatment or techniques for use on or with real horses including, without limitation, techniques for riding a horse in any situation, nor the correct approach to laying out or constructing a course and/or jumps, hurdles or obstacles for horses and/or horse riders. No person should act on the basis of any matter contained in or with this game without first obtaining specific professional advice.

Getting Started [\(Back to top\)](#)

System Requirements:

Computer: As a minimum, Equestriad 2001 requires an IBM PC or 100% compatible computer with a Pentium® 200 MHz or better processor. Your computer must have at least 32Mb of RAM. We recommend a Pentium® II with 64Mb of RAM.

Operating System: You must be using Windows® 95 or Windows® 98 to play Equestriad 2001 on your system. Windows® NT and Windows® 2000 are not supported.

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

Drives: A hard drive with 300 megabytes or more of disk space available and a CD-ROM drive for installation and play.

Video: Equestriad 2001 requires a SVGA video card that supports Microsoft DirectDraw ® and 16bit colour. You must have Microsoft DirectX® 7 or better installed on your system to play the game. (A Recent version of DirectX® is included on the Equestriad 2001 CD.)

Sound: Equestriad 2001 will work on any DirectX ® compatible sound card.

Installation of Equestriad 2001 [\(Back to top\)](#)

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.

When the menu appears, click on 'Install' in order to start the installation of the game. The program will then copy the game to a specified place on your hard drive.

To run the game after installation click on the "PLAY GAME" button.

You will need to have DirectX ® 7 or higher installed – the AutoRun will prompt you to install DirectX 7.

Introduction [\(Back to top\)](#)

Equestriad 2001 is a full equestrian simulation capturing the thrills and spills of a year of equestrian three day events with 21 of the world's top equestrian riders and accurate scoring and commentary. Not only can you compete in a full Olympic equestrian event, but you can also choose to compete in smaller three day events or a single event of your choice. To hone your skills before the competition proper, training and practice modes are available where the budding equestrian can practice new skills and courses without the fear of disqualification and without the added pressure of world-class competition.

The Main Menu [\(Back to top\)](#)

When you start Equestriad 2001 you will be presented with an opening screen, followed by the 'main menu'. From here you can access the following options: **SINGLE PLAYER, MULTIPLAYER, HIGH SCORES, CREDITS, OPTIONS & EXIT.**

SINGLE PLAYER: From here you can access the single player options:

Championship – A full equestrian challenge incorporating all events and all locations in a full championship season. Players must complete Kentucky, Badminton and Burghley and gain enough points to qualify for Sydney.

Three Day Event – A full 3 day event at a single location of your choice.

Single Event – A single event only: dressage, cross country or showjumping at any venue (Sydney must be unlocked to access).

Practice – A chance to practice any of the three disciplines without incurring penalties and disqualifications.

Training – A chance to learn control of your horse and receive advice on the moves needed in the custom training arena.

MULTIPLAYER: Here you can play the Championship, Three Day Event and Single Event in the multiplayer modes. This includes Team and Individual modes of play.

HIGH SCORES: Here you can view your and other players' scores.

CREDITS: The credits for the game.

OPTIONS: From here you can configure the set-up of the game.

EXIT: Quit the game and return to Windows ®

Default Controls of Your Horse [\(Back to top\)](#)

Dressage: [\(Back to top\)](#)

Action	Keyboard
Walk forward	Up arrow*
Trot	Up arrow*
Canter	Up arrow*
Collected move	D
Extended move	A
Shoulderin Left/ Half Pass Left	Q
Shoulderin Right/ Half Pass Right	E
Salute/Halt	S or space
Change View	TAB
Pause	ESC

Cross Country / Showjumping:

Action	Keyboard
Speed increase	Up arrow
Speed decrease	Down arrow
Jump	Space Bar
Change View	TAB
Pause	ESC

*When you begin an event you and your horse will be standing still. Press the 'up arrow' once to increase your horse's speed to a walk. Each single press of the up arrow will increase your horse's speed. To slow the horse, simply tap the 'down arrow' key the appropriate number of times. In cross country control of the speed is more variable, press the up arrow to gradually speed up and the down arrow to

gradually slow down.

The Events [\(Back to top\)](#)

Dressage [\(Back to top\)](#)

Dressage is a precision event requiring great skill and concentration from both horse and rider. As you enter the arena you will notice a trail marked out on the ground, this indicates the path you need to follow on the course. The difficulty of this trail will depend on the difficulty setting chosen in the 'main menu'. Different colours represent different gaits, yellow for walk, orange for trot and red for canter. For extended and collected moves the dots will be further apart or closer together. Half pass and shoulder in also have orange coloured dots.

Scoring:

In the dressage event you will be marked on:

How close you stay to the trail. The further you stray from this, the lower your score will be.

How accurate you are in changing gait. The closer you are to the markers, the better your score will be.

How well you judge your speed at the changes. You need to keep to the correct speed to gain the maximum score.

A large star separates each set of moves. Each group of moves will be marked out of 10. At the end of the test all your scores are added up for the number of moves (along with some marks for how well your horse performed). These marks are subtracted from the total number of marks possible and then multiplied by 0.6. The lower your penalty score at the end of the test the better.

Tips

Listen to the commentators closely, they will indicate what moves are coming up next and will also comment on how well you are doing. To avoid losing points stay as close as you can to the trail. Try to change speed just when the star pops as you travel around the course. Keep an eye on the bottom left of the screen to see the next move, scores for each move are displayed on the bottom right of the screen. To halt quickly at the start, at the end of the test or before a rein back, press the 'S' key.

Cross Country [\(Back to top\)](#)

Cross Country is a hard physical test for both horse and rider. You and your horse will be pushed to the limit as you strive to complete the course in the allotted time. Keep an eye on the clock as you progress through the course to avoid any time penalties. The score that you achieve on cross-country is based on a combination of the time taken to complete the course and the number of refusals and falls that you and the horse have.

There is a preview of each course before you enter the event where the commentator will describe each jump in turn. Listen carefully to the description of each jump, as you will hear useful information on how to tackle each obstacle. You will also see the horse's stamina bar on the right of the screen. You will need to keep an eye on this during the event because the lower your horse's stamina becomes, the less time you can spend galloping. Note that when you enter the red region you can no longer jump. Energy is quickly recovered by slowing to a canter or trot.

Jump Markers

Before each jump you will see a jump marker on the ground. These are used to guide the horse into the correct position for each jump. When the green part of the marker lights up, this indicates that it is the correct time for the horse to attempt to clear the obstacle. This takes some practice and the size of the jump markers will depend on the difficulty settings that you have chosen. You will notice that some of the jump markers are coloured blue, these indicate a hard route over the obstacle. The blue and green arrows will lead you to the hard or easy routes. While the blue jumps are usually harder, taking them will save you more time. Some jump boxes can only be approached slowly, usually at a complex jump. If you are travelling too fast the jump box will flash and you will not be able to take the jump.

Scoring

The scoring for this event is as follows:

1 st refusal at a jump	20 penalties
2 nd refusal at a jump	40 penalties
5 refusals over all	disqualification
1 st fall at a jump	60 penalties
2 nd fall at a jump	disqualification
Time penalties	0.4 per second over the course time
Time Elimination	Twice the course time

In beginner and amateur modes the player is allowed extra refusals and falls. In all levels, players that have been disqualified are allowed to continue competing, but receive the maximum number of penalty points for that event.

Tips

All jumps must be jumped in the correct order. If you miss a jump then you must go back and attempt the jump again to continue the course. When you finish all parts of a jump "Jump Group Completed" appears. To avoid getting too many penalties, try not to gallop all the time and avoid refusals and falls. A few time penalties aren't as bad as being disqualified for too many falls and refusals. If a jump is proving too difficult to take on the hard route try taking the easy route. A few seconds wasted may be better

than a fall or refusal.

Showjumping [\(Back to top\)](#)

Showjumping combines the excitement and speed of Cross Country, with the kind of precision control needed in Dressage. You and your horse need to complete the course under the course time, whilst trying to avoid knocking down any rails. You will find a trail marked out on the ground for you to follow. This indicates which jump is next in the sequence.

Scoring

The scoring for this event is as follows:

1 st refusal at a jump	10 penalties
2 nd refusal at a jump	20 penalties
3 refusals overall	disqualification
1 st fall at a jump	30 penalties
2 nd fall at a jump	disqualification
Rails knocked down	5 penalties per jump
Time penalties	1 per second over the course time
Time Elimination	Twice the course time

In beginner and amateur modes the player is allowed extra refusals and falls. In all levels, players that have been disqualified are allowed to continue competing, but receive the maximum number of penalty points for that event.

Tips

To avoid missing the jumps, follow the trail closely. All jumps must be jumped in the correct order. If you miss a jump you must go back and attempt it again to avoid disqualification. To avoid getting too many penalties try and ride slowly and avoid refusals and knocking down rails. A few time penalties aren't as bad as being disqualified for too many refusals. In showjumping the jump markers have an extra 'yellow' section. If you jump here there is a chance the horse will knock a rail or fall. Always try and jump in the green section.

Fast Reset – Cross Country/Show Jumping

After a refusal, if you are standing on a jump box, you can press the R key to quickly reset in front of a jump. This will, however, add 10 seconds to your time at the end of the course.

The Championship [\(Back to top\)](#)

The goal of Equestriad 2001 is for you and your horse to become world equestrian champions. To do this you must complete the **Championship** mode of play, which is a series of three day events in four different locations around the world. If you do well in each of the 3 qualifying events you will be awarded points towards your qualification for the Sydney Three Day Event. The competition is fierce as you will be competing against many other skilled riders.

To gain access to the Sydney course you must qualify with the following number of points:

BEGINNER 15
AMATEUR 30
VETERAN 50
EXPERT 75

Points are awarded for finishing in the top 10 places in single player or individual mode and the top 7 in team mode:

Position	Individual	Team
1	30	30
2	20	22
3	15	15
4	12	10
5	10	6
6	9	3
7	8	1
8	7	-
9	6	-
10	5	-

Single Player [\(Back to top\)](#)

There are five modes of play in the **Single Player** option:

1. **Championship** – The full equestrian challenge, incorporating **Dressage**, **Cross Country** and **Showjumping** in four different locations around the world. The locations are:

Kentucky Three Day Event – Consists of 31 fences at the stunning Kentucky Horse Park - designed by Mike Etherington-Smith.

Badminton Horse Trials – Consists of 29 fences set on over 5 km of beautiful English countryside, designed by Hugh Thomas.

Burghley Horse Trials – Consists of 35 fences set in the lush countryside of Burghley Park in Stamford England, designed by Captain Mark Phillip.

Sydney Horse Trials – Consists of 33 fences situated in the hills of Horsely Park. The Sydney International Equestrian Centre is host to this event designed by Mike Etherington-Smith.

2. **Three Day Event** – A full 3 day event at a single location of your choice. This includes Dressage, Cross Country and Showjumping alongside other world-class riders.
3. **Single Event** – A single event of your choice, Dressage, Cross Country or Showjumping. As penalties, disqualifications and scoring are active in these events, this is the perfect place for you to practice your skills against other riders before you enter the full Championship event.
4. **Practice** – A chance to practice any of the three disciplines without incurring penalties and disqualifications. Without these distractions it is possible to perfect your moves in Dressage, and learn the course layouts and jumps in Showjumping and Cross Country before entering the Equestrian Championship.
5. **Training** – The training arena is the perfect place for you and our horse to learn all the moves needed for Dressage, expert tuition is included. You can also practice techniques needed for the Showjumping and Cross Country courses. As in Practice mode, disqualifications and penalties are not active, thus this is the perfect setting to hone the skills that you will need in the full championship event.

Custom Rider Set-up [\(Back to top\)](#)

Before each game a rider selection screen appears - this is where you can choose which world equestrian rider and horse team you wish to be. Not only can you choose existing horse and rider teams, but you can also customise them to your own specifications.

To do this, choose 'Edit Custom' from the menu. From here you have the following choices:

SLOT – This lets you select the save slot where information about your custom rider is stored.

RIDER – From here you can enter a new name for your rider, choose whether they are to be male or female and choose the clothing you would like them to wear.

HORSE – Here you can select the following options: the name of your horse, the colour of your horse's coat and your horse's abilities for each event (for example some horses are better at cross country than they are at dressage, while some horses are good "all rounders").

COUNTRY – Here you can choose which country you want to support.

SAVE – Press this to save the rider into memory for future use. Your rider will now

appear in a slot under the custom rider's selected country on the rider select screen.

PREVIOUS- Move to the previous screen.

Multiplayer [\(Back to top\)](#)

From the main menu, select 'multiplayer'. Here you can play the Championship, Three Day Event and Single Event in the multiplayer modes. The multiplayer modes available to you are:

Individual mode: Here you can select up to four players to compete against. Once you have chosen the number of players and the difficulty level you are then taken to a screen where each player can choose his or her horse and rider set-up. Once the game begins, each player will play through the event in turn with their scores displayed at the end of all events.

Teamplay: Here you can select up to 3 other people to play for your team. All players are on the same team and individual marks are tallied to give a team score. The first player to select a country will determine the team you are all playing for. For a game with less than 4 players, the other riders will be controlled by the computer.

Features and Cheats [\(Back to top\)](#)

GOLD CUP CHALLENGE

When a Three Day Event is completed in either single or multiplayer mode, players finishing in the top 3 places are awarded a cup based on their position. Gold, Silver and Bronze cups are awarded for 1st, 2nd and 3rd place.

Along with the Gold cups, as you finish each level in the placings (usually 1st, 2nd or 3rd) in a 3day event extra features are unlocked. These features include:

- Special weather modes
- Special horses
- Horses with extra attributes
- Access to all courses and difficulty levels.

You may also receive cheat codes to access crazy features in the game. To enter a cheat go to the Options screen and select Cheats. Type in the desired code and see what the cheat reveals. To turn a cheat off, simply return to this screen and type it in again.

Options Menu [\(Back to top\)](#)

This is accessed through the main menu. The options here are:

Game – From here you can control the type of weather you want in game, the type of mouse pointer you want and whether to bypass the YES/NO screens.

Video – Here you can change the resolution of the screen and the brightness/contrast level. In ‘detail settings’ it is possible to control the rain and particle details. Those with lower specification PC’s may want to keep these details to a minimum to help improve performance.

Sounds – Here you can control the volume level of the sound effects, music and commentary.

Control – From here you can customise the control of your horse and assign new keys to the appropriate movements.

Cheats – Input of cheat codes can be done at this screen.

Replay Mode [\(Back to top\)](#)

At the end of an event you have the option to “View Replay”. The replay function allows you to fast forward/rewind, pause or watch in slow motion all the highlights of your riding round. To control the replay use the left and right arrows to move from each “button” on the replay panel.-use the enter key to select the desired button.. For example to select the “Play” button hit the right arrow until the “Play” button is highlighted with a yellow outline – then hit the “Enter” key. Playback speed can be adjusted for slow or fast play. Use the arrow keys to move to the centre of the replay panel. Press “Enter” to set the different speeds.

To fast forward or rewind you must hold the “Enter” key down until you reach the desired position in the replay. Note, to change camera angles (there are five camera angles available) hit the right arrow key until one of the two buttons on the far right hand side of the replay panel is highlighted with a yellow outline – the hit the “Enter” key to change the position of the camera.

Press “Escape” or select the X button in the far right of the replay panel to exit.

Troubleshooting [\(Back to top\)](#)

- 1) The Equestriad 2001CD must be in the drive at all times during play.
- 2) Some problems with graphics and sound can be overcome by downloading the latest drivers from your graphics card supplier. The drivers can usually be downloaded from the manufacturer’s website.
- 3) If you experience any problems whilst installing or playing Sydney Equestriad 2001, visit our website for some useful tips. Our website address is www.gogallop.com

CONTRACTUAL AGREEMENT TO USE SOFTWARE [\(Back to top\)](#)

Copyright © 2001-2002 IR Gurus Interactive Pty Ltd

By installing, copying, or otherwise using the Equestriad 2001 software program ("Program"), you agree to be bound by the terms of this agreement. Accordingly, you should carefully read the following end user licence agreement before installing this software program. If you do not agree to the terms of this agreement, please promptly return the unused software program to the place from which you obtained it for a full refund. The Program, any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials are the copyrighted work of IR Gurus Interactive Pty Ltd ACN 090 830 532 ("IR Gurus Interactive"). All use of this Program is governed by the terms of the End User Licence Agreement which is provided below ("Licence Agreement"). The Program is solely for use by end users according to the terms of the Licence Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the Licence Agreement is expressly prohibited.

END USER LICENCE AGREEMENT

1. Limited User Licence. IR Gurus Interactive hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive licence and right to install and use one (1) copy of the Program for your use on a single computer at any one time. You may not electronically transfer the Program from one computer to another computer. You may physically transfer the Program from one computer to another, provided that the Program is used only at one computer at a time. You may make one copy of the program solely for backup purposes. The copyright and other notices on the CD ROM must be reproduced and placed on the backup copy.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialogue, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program are owned by IR Gurus Interactive or its licensors. The Program is protected by the copyright laws of Australia, international copyright treaties and conventions and other laws. All rights are reserved. The Program contains certain licensed materials and IR Gurus Interactive's licensors may protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User. Subject to the Grant of this Licence, you may not, in whole or in part, copy, photocopy, reproduce, modify, translate, reverse engineer, derive source code, modify, disassemble, decompile, create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of IR Gurus Interactive. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer. You are entitled to use the Program for your use, but you are not entitled to:

- (i) sell, grant a security interest in or transfer reproductions of the Program to other parties in any way, nor to rent, lease or licence the Program to others without the prior written consent of IR Gurus Interactive.
- (ii) exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber cafe, computer gaming centre, or provide use of the Program in a computer service business, network, time-sharing, or multiple-use agreement or any other location-based site. IR Gurus Interactive may offer a separate Site Licence Agreement to permit you to make the Program available for commercial use; contact IR Gurus Interactive for details;
- (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. [\(Back to top\)](#)

