
Lode Runner for Windows
Demo Version 1.00

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INSTALLATION NOTES:

VIDEO DISPLAY:

Lode Runner uses the Windows Multimedia system for the display of graphics. If you encounter difficulties either running or displaying Lode Runner on your system, be sure that you have a copy of DIB.DRV in your "Windows\System" subdirectory. If you do not have a version of this file, please copy the DIB.DRV file included in the Lode Runner directory into your "Windows\System" subdirectory.

USING THE JOYSTICK:

MS-Windows does not automatically permit the usage of a joystick, so to enable a joystick for use with Lode Runner you must first install a joystick driver, if you have not already done so.

Lode Runner installs a generic set of joystick drivers to a subdirectory beneath wherever you first installed the game. In the case of the CD demo, there is simply a subdirectory beneath the main Lode Runner directory.

This subdirectory is called "joystick". Within, you will find three files, JOYSTICK.CPL, IBMJOY.DRV, and OEMSETUP.INF. These files will be needed to enable Windows to recognize the joystick.

If you have never before installed any joystick drivers, you should first copy the file JOYSTICK.CPL from the joystick subdirectory into your "Windows\System" subdirectory. This will enable a joystick applet to appear in your control panel after you have finished the joystick driver installation.

Next, you must enter into the Windows Control Panel, usually located in the "MAIN" group on your desktop. Click on the "Drivers" icon, and select "Add" from the dialog that is shown. Another menu will appear; select "Unlisted or Updated Driver" from this. You will then be asked to insert a disk or choose a directory in which the new driver can be found. Select the "joystick" subdirectory in your Lode Runner directory.

After Windows finishes processing, you will be asked if you wish to restart windows so that the driver may take effect. Select yes.

If you have correctly placed the JOYSTICK.CPL file and restarted Windows, you may now re-enter the Control Panel where you will see a new icon, titled "Joystick". Choosing this icon will allow you to calibrate your joystick, an action which is strongly recommended that you perform before playing the game.

From within Lode Runner, the joystick may then be selected as the input device of choice from the Game Options dialog. At any point during the game the joystick may also be dynamically calibrated by choosing the appropriate "Calibrate Joystick" menu option, if you find it necessary to do so.

For maximum joystick performance, it is recommended that you push the joystick to the full limits of its X and Y axis (i.e. push it all the way left, right, up and down) after Lode Runner has been started but before engaging in any gameplay. While Lode Runner will adjust itself to your joystick during play, this action will provide the best possible starting base of information about your particular joystick for the game to use.

REMOVING LODERUNNER FROM YOUR DRIVE:

For those who want to return their drive to a pristine state after running Lode Runner, there are only two files with which you need be concerned.

The Lode Runner demo creates the files LODERUNN.CFG and LODERUNN.INI, both of which can be found in your Windows directory. Delete these, and your drive will be returned to the condition it was in before running Lode Runner from the CD.