

Help Edit - Unregistered Evaluation Copy

Runner v1.0

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Runner v1.0

How to Play:

You have run out of fuel and are stranded on a strange planet and must negotiate your way through a variety of levels to escape to the planet surface.

The only way to transverse from level to level is to trigger all of the red control lights to a green [ON]. Exit through the doorway appears when the last control light is turned on. The enemy runner, meanwhile will attempt to thwart your efforts by turning the control lights back to [OFF] and by trying to catch you.

You may use any telepods you collect to teleport the enemy runner away from you. But, you may only use one telepod at a time. Drop them in the path of the enemy runner.

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Controls:



Keyboard



Mouse

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Things You Might Run Into:



Purple Marble



Red Marble



Light Gray Marble



Dark Gray Marble



Wizard

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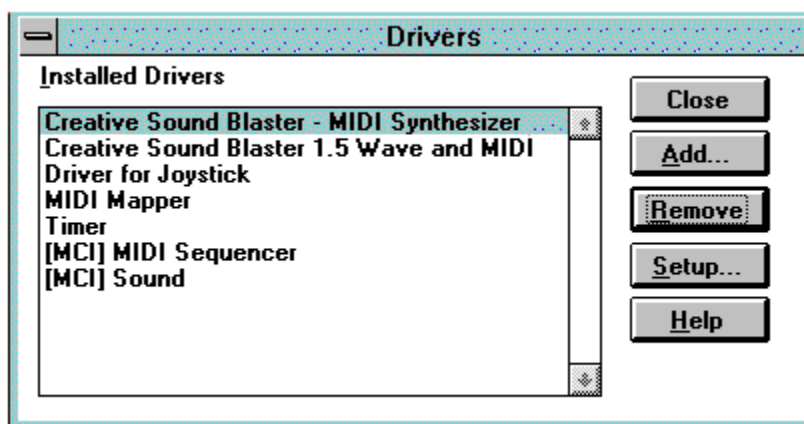
Music and Sound:

Using Music and Sound capabilities in the program requires that you possess a Windows compatible sound board and have installed the manufacturer's supplied drivers to support Windows WAVE and MIDI.

If you can play WAV and MIDI files outside of the game, using the Windows Media Player applet, the game will play music and produce sounds correctly.

If you can here the sounds, but the music will not play, check to be sure you have installed all of the required drivers using the Control Panel Drivers applet.

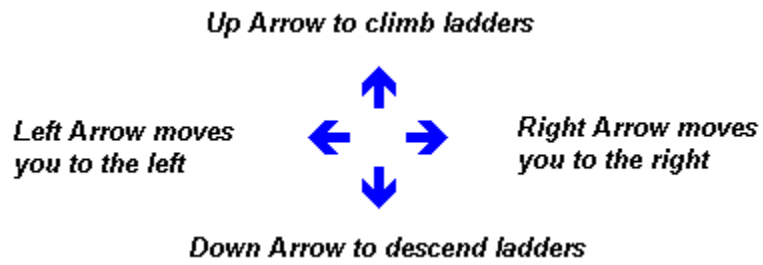
Below is an example of the drivers required when using the Creative Labs Sound Blaster.



The third line shows the Driver for Joystick provided with this program and is installed as an "Unlisted or Updated Driver" after pressing the Add.. button.

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Keyboard Controls:



Press the SPACEBAR to jump.

Press the SHIFT KEY to drop a telepod.

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Mouse Controls:



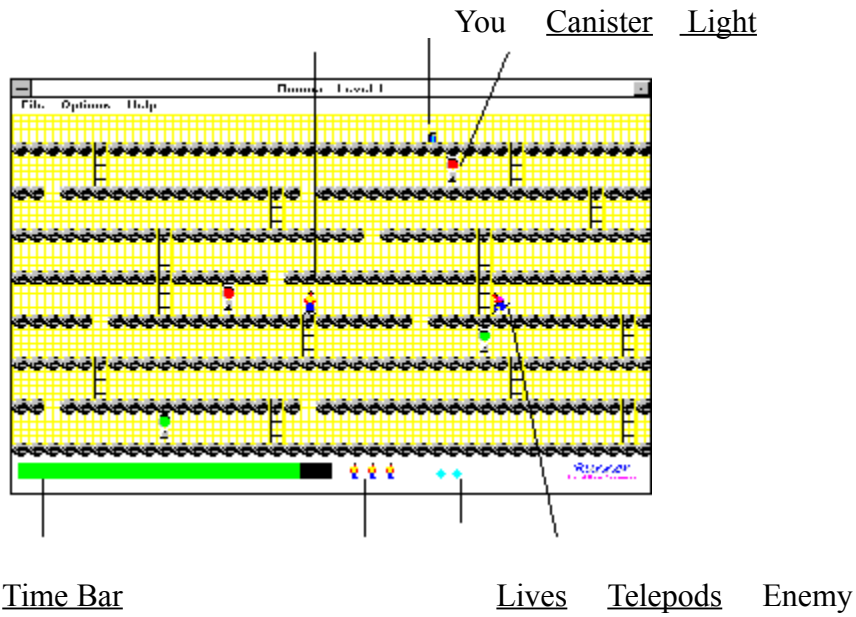
Move the mouse pointer to where you wish to run, then press the left mouse button.

Press the right mouse button to jump.

Press the SPACEBAR to drop a telepod.

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Playfield:



Canister

Nuetrino Fuel Canister, collect to power ship to escape. Required to reveal door.

Light

Turn on all lights and collect canisters to reveal doorway. The enemy runner turns off lights.

Time Bar

Shows time left to complete level. Yellow bar indicates time is short. Red bar indicates time is almost expired.

Lives

Number of lives left to play game.

Telepods

Indicates number of telepods collected.

Purple Marble

Catch the Purple Marble to regain 10% of the time to complete the level.

Red Marble

The Red Marble takes away 10% of the time bar.

Light Gray Marble

Catch the Light Grey Marble to gain an extra telepod.

Dark Gray Marble

The Dark Gray Marble will teleport you to a random location.

Wizard

Catch the Wizard to regain all lost time and an extra life!

