

Runner v1.0

Contents:

The Playfield

How to Play

Things you might run into

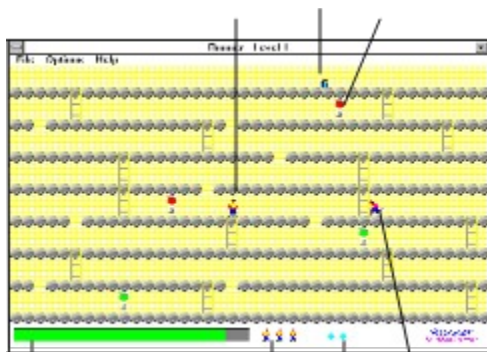
Controls

Music and Sound

Ordering Information

Runner v1.0

You Canister Light



Time Bar

Lives

Telepods

Enemy

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

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

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

Number of lives left to play game.

Indicates number of Telepods collected.

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] condition.

Turning on a control light may gain you a telepod 🔹. As you progress in levels the telepods become scarcer.

You must also collect the neutrino fuel canister 🟩 to escape the level.

The enemy runner, 🏃 meanwhile will attempt to thwart your efforts, by turning control lights 🔴 back 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 and, when he runs into it, he will teleport to another location.

Once you have successfully turned on all of the control lights 🟢 and collected the neutrino fuel canister 🟩 ;

Run for the doorway 🚪 to escape to the next level.

Runner v1.0

Things You Might Run Into:

- **Purple Marble**
- **Red Marble**
- **Light Gray Marble**
- **Dark Gray Marble**
-  **Wizard**

Catch the purple marble to regain
10% of the time to complete the level.

The red marble takes away **10%** of the time bar.

Catch the light gray marble to gain
an **extra** telepod.

The dark gray marble will teleport you to a random location on the level.

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

Runner v1.0

Controls:



Keyboard



Mouse



Joystick

★ ★ **General Controls**

Minimizing or moving the game window behind other windows will **pause** the current game. In addition, the **pause key** will **pause** the game.

Pressing a joystick button, the spacebar, or the right mouse button will advance from the level screen to the playfield.

Runner v1.0

Keyboard Controls:

Up Arrow to climb ladders



Left Arrow moves
you to the left



Right Arrow moves
you to the right



Down Arrow to descend ladders

Press the **SPACEBAR** to jump.

Press the **SHIFT KEY** to drop a telepod.

Runner v1.0

Mouse Controls:



Move 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.

Runner v1.0

Joystick Controls:



Press **Button #1** to jump

Press **Button #2** to drop a telepod.

Move joystick to maximum position to move left, right, up, or down.

You must use the supplied joystick driver and select "Calibrate Joystick..." from the OPTIONS menu, unless you already have a joystick driver installed. See your Windows documentation for a description of how to install an updated driver.*

*Note: The supplied joystick driver requires that you select "Calibrate Joystick..." each time Windows is restarted. It is only necessary to press the OK button and not to go through the entire calibration routine, however. This procedure reads in the stored calibration settings and is required because of the inability to elicit the initialization routines that the control panel applet performs from Microsoft.

Runner v1.0

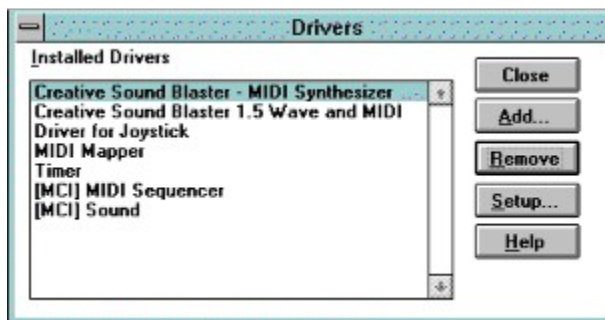
Music and Sound:

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 WAVE and MIDI files outside of the game, using the Windows [Sound Recorder](#) applet, the game will play music and produce sounds correctly.

If you can hear 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.

Runner v1.0

Runner is NOT free or public domain, but is being distributed as "shareware."



[Go To Order Form](#)

Non-registered users of ***Runner*** are granted an **evaluation** period of **21 days** to decide whether to purchase ***Runner***. At the end of the 21 day trial period, you should either purchase ***Runner*** or discontinue using this copy. The cost of a single user license is \$19.95.

Registered Users will receive the complete game with additional levels, an end game, phone support, and the latest version of ***Runner***.

Corporate, government, or other business users of ***Runner*** must be registered.

Credit Card Ordering is available through the Public (software) Library. There is a US\$5.00 surcharge for this service. Ask for item #10883. PsL will accept MC, Visa, Amex, or Discover cards. To order ***Runner*** from the Public (software) Library call 1-800-2424-PsL or 713-524-6394 or by FAX to 1-713-524-6398 or by CIS Email to 71355,470. These numbers are for orders only. To ensure that you receive the latest version, PsL will notify us the day of your order and we will ship the product directly to you. Any questions about the status of the shipment of the order, product details, technical support, volume discounts, dealer pricing, site licenses, etc, must be directed to SouthBay Software. You may also mail credit card orders to PsL at P.O.Box 35705, Houston, TX 77235-5705.

**Copyright © 1993 SouthBay Software
All Rights Reserved**

Runner v1.0



Congratulations, you have made it this far, but there is still lots to come. **Can you collect the fuel necessary to escape the planet?** And what of the **wizard** and other untold encounters?

There is only one way to truly escape..
The way is clear.. a door appears!

Thanks For Trying Runner !



If you enjoyed this sample game and would like the complete registered version, Fill out the order form and send it in today!



[Go To Order Form](#)

Send your comments and suggestions to:

**SouthBay Software
P.O. Box # 871
Torrance, CA 90508**

CIS: 70564,3210

**Copyright © 1993 SouthBay Software
All Rights Reserved**

Runner Order Form

Select 'Print Topic' from the 'File' menu to print this form.

Name: _____

Title: _____

Company: _____

Address: _____

City: _____ **State:** _____ **Zip:** _____

Country: _____ **Phone:** _____

CompuServe ID#: _____ **Diskette:** __3¹/₂ or __5¹/₄

Single License	us\$ 19.95
Quantity Ordered	_____
Subtotal	_____
CA Residents Add 8.25% tax	_____
Total	_____

Please remit payment as a check or money order to:

SouthBay Software

P.O. Box # 871

Torrance, CA 90508

Phone: (310) 320-0614 CIS: 70564,3210

Please allow 2-3 weeks for delivery

Thank you for your Order!

