

# **Runner** v1.0

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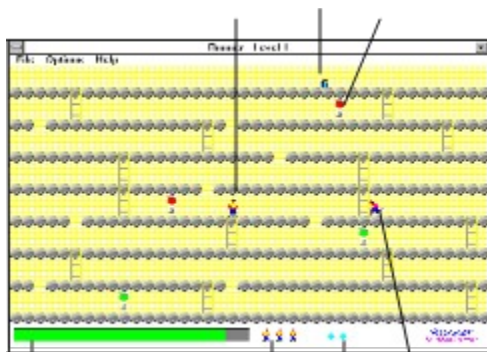
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# Runner v1.0

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.

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### **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.



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### 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.



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### 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.

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### 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.

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### **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.

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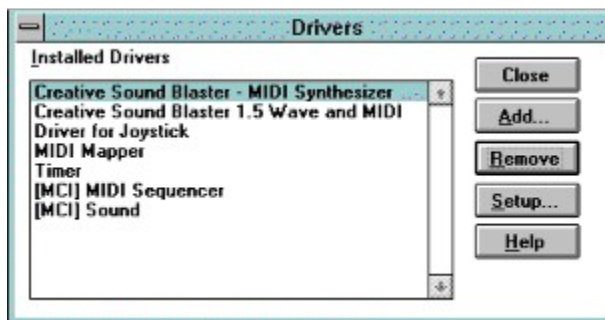
### Music and Sound:

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 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.

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



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## **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!



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