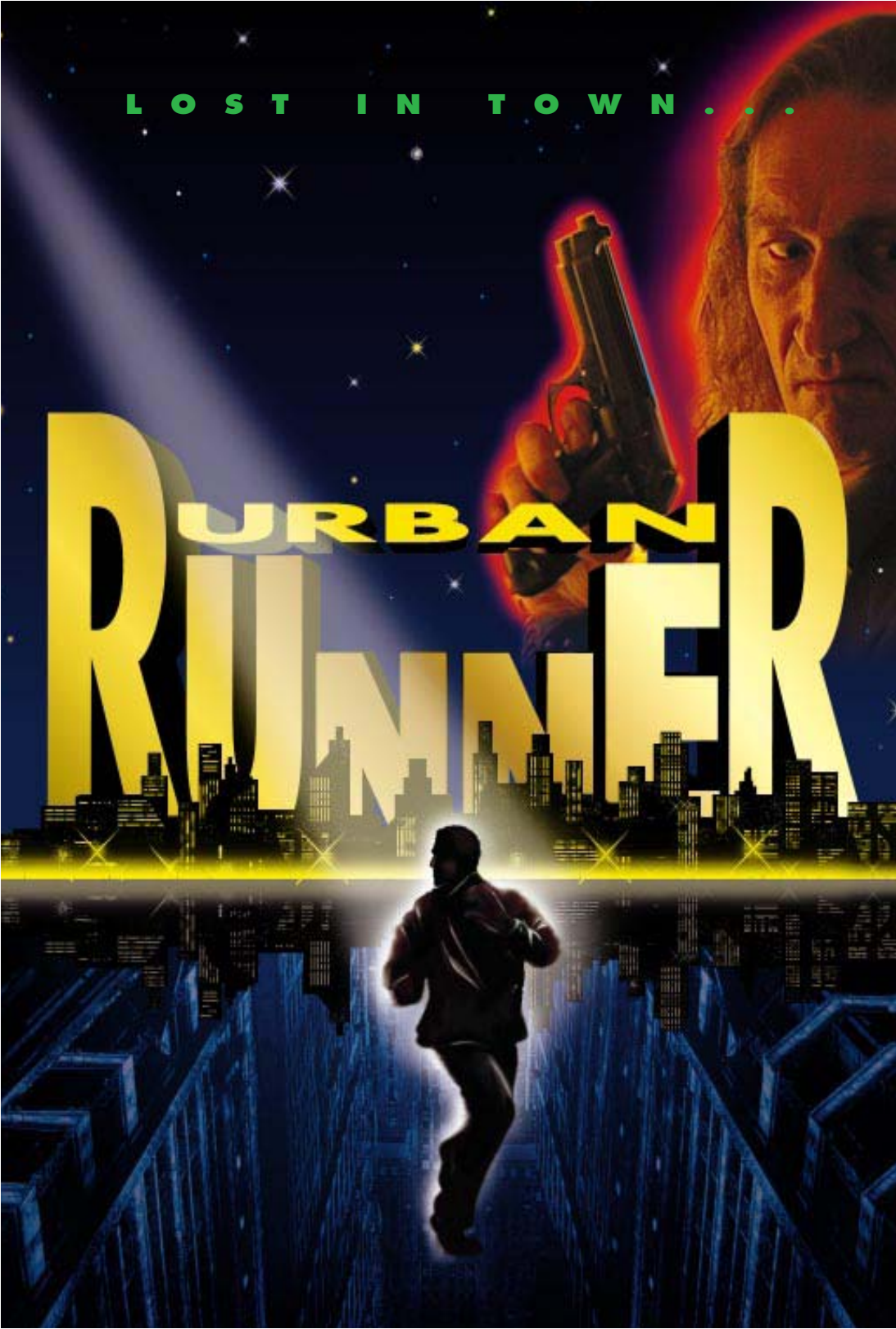
LOST IN TOWN . . .
URBAN
RUNNER

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Installation

Installation in Windows 3.1

1. Insert *Urban Runner* CD No. 1 into your CD drive.

2. Start Windows.

3. Click on File.

4. Select Run.

5. On the command line, type the letter corresponding to your CD drive, then SETUP.EXE. Click on Ok or press Enter. For example, if your CD drive is drive D, type D:\SETUP.EXE, click on OK or press Enter.

6. Follow the on-screen instructions.

7. Once the game is installed, you may be asked if you would like to scan the READ-ME file. This file contains the latest information from the most recent game tests. We highly recommend reading it.

Starting *Urban Runner* in Windows 3.1

1. Insert CD No. 1 into the CD-ROM drive.

2. Start Windows.

3. Double click on the game icon in the Sierra folder.

Installation in Windows 95

1. Start Windows 95.

2. Insert *Urban Runner* CD No. 1 into your CD-ROM drive.

3. If the game has not yet been installed, you will be asked if you wish to do so. To install, a Windows 95 box appears on the screen with two options: "Install" and "Cancel". Click on "Install" to install *Urban Runner*.

4. Follow the on-screen instructions.

Starting *Urban Runner* in Windows 95

1. Start Windows 95.

2. Insert (or reinsert) Urban Runner CD No. 1, 2, 3 or 4, depending on where you are in the game, into the CD-ROM drive. A Windows 95 box will appear on the screen with two options: "Start" and "Cancel". Click on "Start" to start or pick up where you left off.

"Mysterious murder in the sauna..." "The body of MARCOS, a drug trafficker, was found around 10:30 this morning by a baths attendant. Immediately alerted, the police quickly arrived at the scene of the crime. According to Inspector VAN DALE, officer in charge of the case, this murder could be linked to a large-scale industrial scandal, promptly hushed up by mysterious and influential individuals. Could this be the beginning of a highly embarrassing affair?"

This Friday's edition
of the "Sierra Gazette"

Welcome to the urban jungle

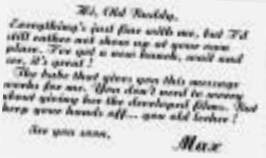
You are MAX, an American investigative reporter living in Paris. When the story opens, Max has set up a meeting with Marcos to negotiate an exchange of information for an incriminating roll of film. But when Max turns up, he finds the drug trafficker dead... murdered. This is the beginning of a hair-raising series of events, because MAX, now hounded by the cops for a crime he didn't commit, has also become a moving target for a gang of thugs, who are hot on his trail. There's only one thing he can do to clear his name: find the real killer, a killer who will stop at nothing to achieve his evil ends.

You are being followed relentlessly by unidentified enemies who will use any and all means to neutralise you (traps, anonymous phone calls, bombs, kidnapping...). Danger lurks in every shadow... Nowhere are you safe. Each time you escape, the situation only

seem to escalate. Not long after the chase begins, you will be joined by ADDA, as mysterious as she is seductive. She'll be willing to take on delicate missions for you, although she'll have her own share of nasty surprises to look forward to. With danger closing in on all sides, you'll have to stay cool and use all your ingenuity and cunning to solve a murder mystery jam-packed with dizzying twists and turns.

Max GARDNER

American investigative reporter. 35 years old. Has a good nose for news and makes it his business to hound corrupt politicians. In possession of an incriminating roll of film...



Hi, Old Buddy,

Everything's just fine with me, but I'd still rather not show up at your own place. I've got a new bunch, wait and see, it's great!

The babe that gives you this message works for me. You don't need to worry about giving her the developed films. But keep your hands off... you old lecher!

See you soon,

Max

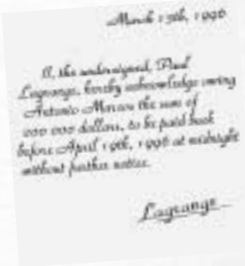
Adda WERTMULLER

27 year old German ecology student. To finish her theses, becomes the part-time mistress of some pretty shady characters.

The opposing forces

Lev KEVORK

Founder of the ELITE, a highly unethical and diabolical organisation, although as far as the public knows, officially created to stimulate the potential capabilities of individuals...



March 13th, 1996

I, the undersigned, Paul Lagrange, hereby acknowledge owing Antonio Marcos the sum of 100 000 dollars, to be paid back before April 19th, 1996 at midnight without further notice.

Lagrange

Paul LAGRANGE

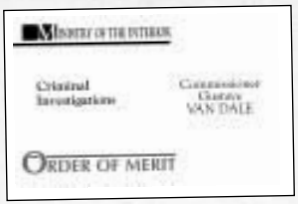
The organisation's second in command. Ambitious young politician, who has a talent for putting a damper on any legal manoeuvres deployed against the ELITE.

Tony MARCOS

Third link in the chain.
In charge of manufacturing
medicinal substances
in his laboratory,
to meet the needs
of the ELITE.

Dr Arielle DRAMISH

Doctor renowned for her research in biotechnology. The results of her work are vital to the Elite's clandestine operations....



Inspector Gaston VAN DALE

Aggressive and stubborn cop. Has become obsessed with arresting Max, the prime suspect in the murders of MARCOS and LAGRANGE.

The ERASER

LAGRANGE's right-hand man. Deals with all delicate missions: theft, kidnapping, surveillance operations...

The BODYGUARD

MARCOS' personal bodyguard. He's tailing you with only one thing in mind: get Max!

The city's ressources

THE APARTMENT:
Our reporter enjoyed a peaceful life here, up until the moment he gets mixed up in this diabolical case... His home sweet home becomes dangerous ground.

THE SQUAT:
half workshop, half-junk shop, piled high with bric-a-brac, home to Denis DEQUERRE, known as D.D., one of Max's oldest friends. In brief... a refuge for Max who is running for his life.

THE BUENA VISTA HOTEL:
an oasis of relaxation, a haven of peace, unhoped-for respite from the noise and the fury. This is where Max's heart skips a beat on catching a first glimpse of the woman soon to become his devoted partner.

THE ZANZIBAR CLUB:
very private club where only top-level pool players gain access. Will Max get the opportunity to discover the secret passage leading to the alleyway?

MARCOS' OFFICE:
discrete hiding place for a safe containing all the proof of a bizarre plot.

THE CEMETERY:
where Max, taking advantage of a solemn occasion, gathers a little more information on a certain doctor.

THE LAB:
hidden in the heart of a bourgeois house, but accessible enough to allow Adda to conduct a fruitful search.

THE INSTITUTE:
the enemy's last entrenchment, containing a Secret Room housing the organisation's most sensitive data.

THE SAUNA:
A place where all the big shots come to relax and conduct business. For Max, it's the unexpected starting point of a desperate manhunt.

Become the central character

Your game screen comprises three sections:

- **the telephone** which appears if the cursor is moved to the top of the screen
- **the central section** where the adventure unfolds
- **the command line** which appears under the image

The telephone, a real control panel

There are six functions accessible by using the left button on the mouse to click on the desired icon.

MANAGEMENT : is used to "SAVE", "LOAD", "EXIT".

SAVE: when you click on this, the game status save positions appear. You can choose a line by moving "the lifts"; the name of the screen appears automatically. You can change it, if you wish.

LOAD: you can return to any saved position. You will find the game exactly as you saved it.

EXIT: Click on this function if you wish to exit the game.

JOKERS: you have three jokers (three clubs), which, can be called on to help you if you get stuck. If the icon displays "LISTEN TO THE JOKER AGAIN," you can do just that. More help is available when "ANOTHER

JOKER" is displayed. "NO JOKER" means no help at this point. When you have gone through all your jokers (no more clubs), the icon is deactivated.

STORING CLUES: clues contain information vital to the investigation, without which the mystery can not be solved. As clues are discovered, they are automatically stored. If you haven't managed to find any clues, a "MEMORY EMPTY" message is displayed.

To access memory, use the left button on the mouse to click on the MEMORY icon. Then choose a clue from the list. The clue immediately appears in magnified form so that it can be easily examined.

INVENTORY OF OBJECTS: the inventory contains all the objects you have collected during your investigation. You can use them individually on the image, or combine them together.

To take an object from the inventory,
- fast mode: click anywhere using the right button on the mouse.
- normal mode: use the left button on the mouse to click on the INVENTORY icon. Then choose an object from the list. Your finger-cursor becomes an object-cursor.

To add an object (object-cursor) to the inventory:
- fast mode: click anywhere with the right button on the mouse.
- normal mode: click the object-cursor on the telephone's INVENTORY icon.

To combine objects from the inventory:
Some objects can be combined to create a new object. To do this, open the inventory in fast mode (click anywhere with the right button on mouse), then click on the desired object. It becomes an object-cursor. Then click the object-cursor on the telephone's

INVENTORY icon. The list of objects appears.
Click the object-cursor on the object you wish to combine. If the combination is possible, a new object is created and becomes part of the inventory.

THE MAGNIFYING GLASS:
magnifies objects from the inventory for examination.
Once the object has been selected from the inventory, click the object-cursor on the MAGNIFYING GLASS icon.
This allows you to turn objects around to examine both front and back. In this way, you can make out any writing (read a message, etc...), or manipulate objects with more precision.

OPTIONS: by default, the option box displays the % of progress made in the game. The MUSIC and ESCAPE options are displayed by clicking on the small "top" and "bottom" arrows.

- Music: allows music to be stopped or restarted at any point during the game.
- Escape: for cutting short video sequences.

The cursors

Moving the hand-cursor in the central section of the screen corresponds to an examining action.

When the finger points, it is indicating noteworthy objects or places, the names of which appear on the command line.

When the hand turns into **an arrow**, it indicates the **directions of**

movement.

Left/Right go under/go over

In front/behind turn the wheel to the right/ to the left

When you examine magnified objects or clues, cursors appear which display the appropriate actions:

zoom in,

zoom out,

left rotation,

right rotation,

finger (zone of an object that can be activated), accompanied by commentary on the command line.

The use of objects

To take a object from the image, click on it using the left button on the mouse; the finger-cursor turns into an object-cursor.

In this case:Clicking the right button of the mouse places the object in the INVENTORY.

Clicking the left button allows you to use the object within the image. “USE” then appears on the command line, followed by the name of the object, then the place or individual indicated by the cursor, e.g.: use KEY on DOOR. A left click is for action, a right click allows you to change your mind.

Depending on the context, “USE” indicates: give, show or activate.

The object must be placed in your inventory for subsequent use. To do this, click anywhere with the right button on the mouse, or click the object-cursor on the telephone’s INVENTORY icon.

A propos of the introduction sequence

The story begins when Max, having arrived at the sauna for a clandestine meeting with Tony MARCOS, finds the gangster stone cold dead. Max panics, picks up the wrong locker key and is obliged to put on the gangster's clothes.

While hightailing it out of there, Max is spotted by the bodyguard. Dodging a hail of bullets, Max runs down corridors, climbs up an iron ladder and ends up on the roof. But Max can't shake the bodyguard and after running a tortuous course, all the while deftly avoiding lethal ricochets, he is forced to climb down into a disused factory .

You can discover Max's other possible movements by clicking the left or right button on the mouse at certain times.

Here are three key moments:

- at the bottom of the first staircase: click the left button and Max will go to the left instead of continuing to the right
- at the end of the corridor, after the killer falls, click the right button and Max will go right instead of left
- at the bottom of the iron ladder which goes down into the factory, click the left button and Max will go left instead of right.

Credits

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