

Run fast. Run smart. Stop and you're dead.

URBAN RUNNER™



A REAL TIME,
100%-INTERACTIVE
VIDEO THRILLER

MATURE



AGES 17+



SIERRA®

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U.S. Patent Nos. 5,430,835 and 5,377,997. Other U.S. and foreign patents pending.
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SIERRA®

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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 read 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.

*If AutoPlay is disabled, select RUN option from the START menu, then follow step #5 from Windows 3.1 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 spa 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 "Paris Gazette"

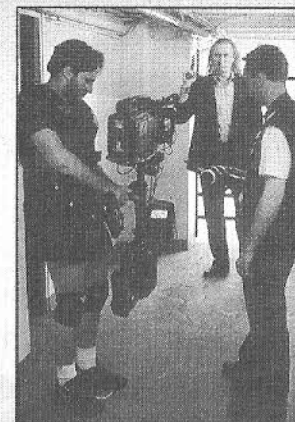
Welcome to the urban jungle

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 neutralize you (traps, anonymous phone calls, bombs, kidnapping...). Danger lurks in every shadow. Nowhere are you safe. Each time you escape, the situation only

escalates. Not long after the chase begins, you will be joined by ADDA, a woman 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. You got a new hunch, 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**

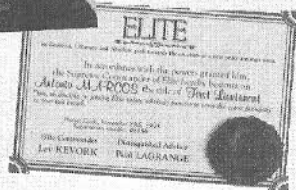
27 year old German ecology student. Unfortunately her extra-curricular activities involve some pretty shady characters.



The opposing forces

Lev KEYORK

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



March 15th, 1996

*I, the undersigned, Paul
Lagrange, hereby acknowledge owing
Antonio Marcos the sum of
200 000 dollars, to be paid back
before April 15th, 1996 at midnight
without further notice.*

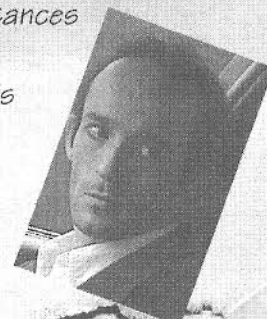
Lagrange

Paul LAGRANGE

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

Tony MARCOS

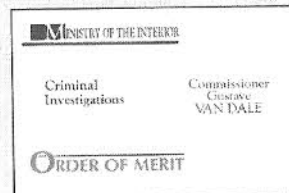
Third link in the chain. In charge of manufacturing "medicinal" substances in his laboratory, to meet the needs of the ELITE.

**Dr. Arielle DRAMISH**

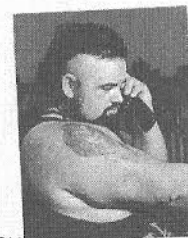
Doctor renowned for her research in biotechnology. The results of her work are vital to the Elite's clandestine operations.

Inspector Gaston VAN DALE

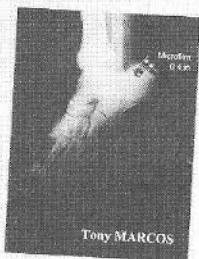
Aggressive and stubborn cop. Has become obsessed with arresting Max, the prime suspect in the murders of MARCOS and LAGRANGE.

**The ERASER**

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

**The BODYGUARD**

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



The city's resources

THE APARTMENT:

Our reporter enjoyed a peaceful life here, up until the moment he gets mixed up in this diabolical case. Then 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, an 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:

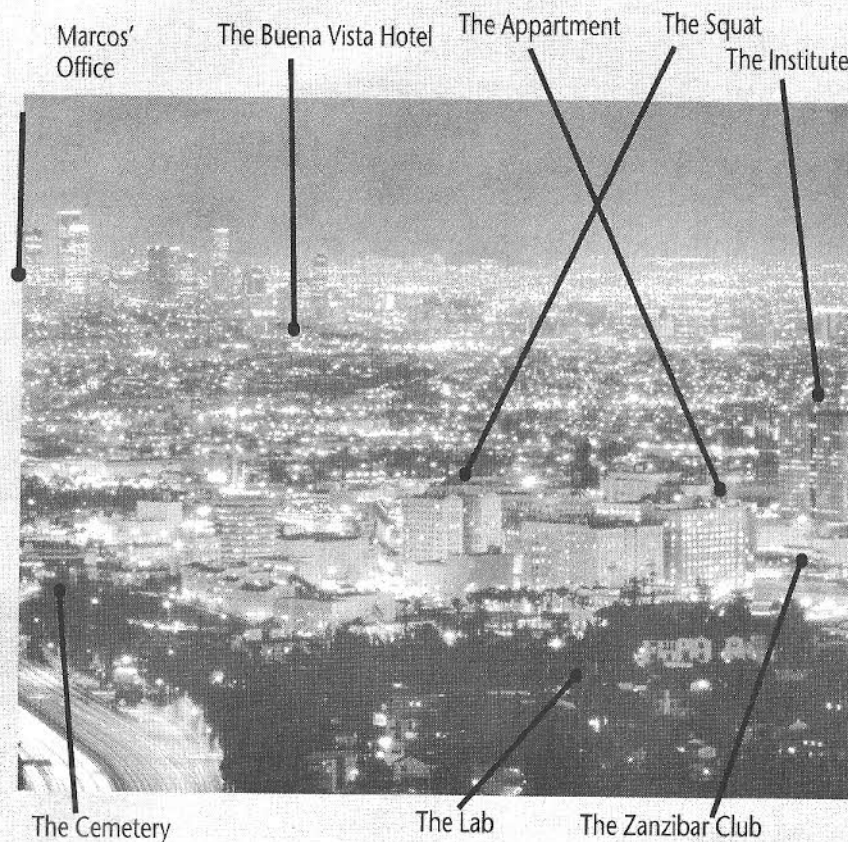
Hidden in the heart of a bourgeois house, but accessible enough to allow Adda to conduct a fruitful search.

THE INSTITUTE:

The enemy's last entrenchment, containing a Secret Room housing the organization'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

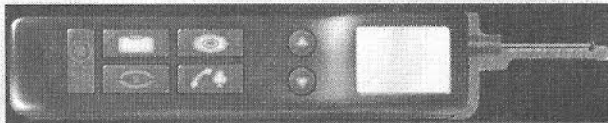
Your game screen comprises three sections:



- 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.



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

HINT" is displayed. "NO HINT" means no help at this point. When you have gone through all of your hints (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

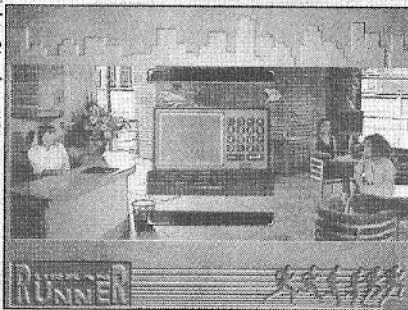
INVENTORY icon. The list of objects appears.

Click the object-cursor on the objects 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 **direction of movement**.



Left/Right



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 an 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 Dangerous Beginning

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 highailing 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 abandoned 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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Production

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Silvan Boris Schmid
Jean-Marc Vincent
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Programming

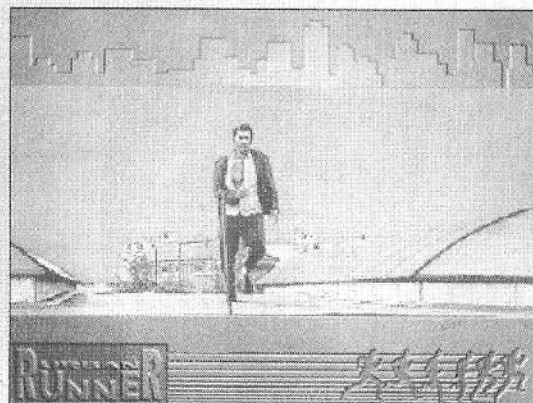
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Bruno Quintin
Fred Chauvelot
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How to Contact Sierra

Technical Support

Technical Support - United States

Sierra On-Line Main: (206) 644-4343
 Technical Support Fax: (206) 644-7697
 P.O. Box 85006 8:15 a.m. - 4:45 p.m. PST,
 Bellevue, WA 98015-8506 Monday-Friday

Modem Support

Internet: <http://www.sierra.com>
 CompuServe: GO SIERRA
 America Online: Keyword Sierra

Technical Support - United Kingdom

Sierra On-Line Limited Main:(44)1-734-303-171
 4 Brewery Court (Monday through Friday, 9:00AM-5:00PM)
 The Old Brewery, Fax: (44) 1-734-303-362
 Theale, Reading, Berkshire BBS: (44) 1-734-30-4227
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Technical Support - France

Parc Tertiaire de Meudon Main:(33)1-46-01-4650
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Fax: (34)-1-381-08-39

Technical Support - Italy

Contact your local distributor or vendor

Direct Sales / Information

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P.O. Box 3404	24 hours a day, 7 days a week.
Salinas, CA 93912	Fax: (408) 644-2018

On-Line Sales

CompuServe:	GO SI (CServe Mall)
	GO SIERRA (Sierra BBS)
Internet:	http://www.sierra.com

US Disk/Doco Replacement & Returns

Disk/Doco replacement:	Product Returns:
Sierra On-Line Fulfillment	Sierra On-Line Returns
PO Box 485	PO Box 485
Coarsegold CA 93614	Coarsegold CA 93614

Hints**U.S. Hint-line**

Sierra On-Line	For Automated Phone Service:
Attn: Hints	1-900-370-5583
P.O. Box 53210	\$.95 per minute (must be 18 years or
Bellevue, WA	older, or have parental permission).
98015-3210	You may also contact Direct Sales for a
Fax hint requests to:	hint book.
(206)-562-4223	

Canadian Hint-line

For automated phone service:
1-900-451-3356
\$1.25 per minute (Canadian). Callers under 18 years old must have parent's permission. You may also contact Direct Sales at 800-757-7707 for hint books

On-Line Hints and Support

Access Sierra's Hints through Compuserve by typing GO SIERRA then go to Hint Connection. Access the Sierra Forum on America On Line with the keyword: SIERRA

Hint-line, France

(33)-1-36-68-4650 (hint line)
Costs 2,19F la minute;tarif en vigueur au 20 mai 1994. (France métropolitaine seulement)

Hint-line, Germany

(0)-190-51-5616 (hint line)
Kosten 23 Pf für 12 Sek. (Nur in Deutschland möglich)

Hint-line, United Kingdom

Old Games Hint Line: (0) 1-734-30-4004 (within the UK)
Old Games hint line: (44)1-734-30-4004 (outside the UK)
New Games hint line: (0) 8-91-66-0660 (within the UK only)

New Sierra Hint Line:

For adventure games released after January 1st, 1993. Charged 39p/minute cheap rate, 49p/minute at other times. Maximum call length 7.5 minutes. Maximum charge cheap rate £2.93, £3.68 other times. Must have permission of the person who pays the phone bill before calling (line available in the UK only, 24 hours. Requires a touch tone phone).

Old Sierra Hint Line:

For adventure games released up to December 31st, 1992. Calls are charged at normal telephone rates (requires a touch tone phone. 24 hour line).

Hint-line, Pista, Spain

Tel: (34)-1-764-39-69
Fax: (34)-1-381-08-39

Hint-line, Italy

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 Theale, Reading, Berkshire Fax: (44) 1-734-30-3362
 RG7 5AJ United Kingdom Modem: (44) 1-734-30-4227
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 Immeuble "Le Newton" Fax: (33) 1-46-31-7172
 25 rue Jeanne Braconnier
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 (Disk/CD replacements: Call for information.)

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The only catch is that you've got to tell us why you don't like the game. Otherwise we'll never get better. Send it back to us and we promise we'll make things right. (If you bought it at a retail outlet, please send your original sales receipt.)

U.S.: **Sierra On-Line**
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93614-0485

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