

A cartoon illustration of a man and a woman in a city at night. The man, on the left, has blonde hair, wears glasses, a white t-shirt, and has a bruise on his cheek. He is holding a handgun. The woman, on the right, has long dark hair, wears a pink dress, and is holding handcuffs. They are standing in front of a city skyline across a body of water. The title 'Runaway' is written in a large, stylized white font with a pink glow, and 'A ROAD ADVENTURE' is written in a smaller, white, serif font below it.

# Runaway

A ROAD ADVENTURE





## *Support Runaway!*

If you're reading this, it's because you've bought Runaway, so either you still believe in a certain philosophy about games or you've fallen for some excellent marketing :-). Well, we hope that Runaway will provide you with a few moments of pure pleasure, as it has for us.

Making a game like Runaway was no easy task for Pendulo Studios. It is true that technological performance levels have amazed us in recent years and that our main characters are now a bunch of buff dudes with a limited vocabulary but a great knock-out punch.

So yes, Runaway is one of a kind right now... It makes the commendable attempt to convey that little bit of madness and all the passion of a small Spanish studio which still believes game-players have a soul.

If, while playing Runaway, you share those moments of fun, do what you can to support the game and a genre that is just looking for a sign of hope to put several high-quality projects back on track. Don't copy Runaway. Don't record it. Don't hand it over to everyone on the Internet. Protect it and you will be protecting yourself. Lots of studios disappear, and they are often the ones that want to believe you can still make original games of high quality.

If you are one of those players who frantically looks for the "Fire" key or the multiplayer button while playing Runaway... Or if you are the type that doesn't like to laugh your head off, or you can't stand to wait for an elevator for more than ten seconds, then you may not be as

interested in the game as everyone else. However, we ask you to make the same effort, in order to allow this type of game to exist and continue giving pleasure to the people who want it.

The game is equipped with an anti-copying protection system that is no wilder than any other, but you could say there is another system protecting it: You! We have all been really moved by the many messages that have shown up all over the place on the Internet asking others to be responsible and protect a game like Runaway, which is why we have placed these words in here. Well, we also decided to say this, because it was such a pleasure for us to publish a game like Runaway in the United States, thanks to everything it represents and all it has to offer to us players who are totally into real-time strategy, first-person shooter or even RPG games.

So spread the word:

## **THE BIG ADVENTURE IS BACK!**





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## 1) Introduction



*"Whatever! No way am I interested in her! I haven't given her a second thought. She leaves me cold as ice... Wait, what were we talking about again?"*

Brian Basco

Perhaps you aren't aware of it yet, but you've been wanting this game to come out for years. Listen, man, I assure you it's the truth! This is a real, traditional adventure game like you haven't seen in a long while. It's an adventure created and designed by players and made better than ever thanks to a true technological revolution: it is a 2-D game built using images modeled in 3D. This graphic concept, which has been used in some of the most important animated films, makes it possible to give life to a story that, despite appearances, is not intended for children.

To make a long story short, I'm gonna' be needing your help. I have a huge problem: I've gotten into some major trouble because of a girl... Well, at least I can admit that I've never had a more beautiful excuse for attracting problems! But who cares?... I'm up a creek without a paddle!...

## 2) Installation



*"I hope you've been able to make yourself comfortable, Miss... The ropes aren't too tight, are they?"*

Gustav

Don't worry, this is usually the simplest part of our adventure for most people.





Take CD 1 of Runaway (it's pretty easy to recognize: just look for the one with the big label that says Runaway CD 1). Put it into your CD-ROM player (though you'd better press the little button on the front and open it first), and you're ready! The installation program will start automatically. If it doesn't, you may be a bit short on luck, but there is still hope: go to the My PC section, click on the icon for your CD-ROM player, locate the file named 'setup.exe' (or just 'setup'), and double-click on it to start the installation program. All you have left to do is follow the instructions which will appear on the screen in order to finish the process. Re-start your computer if you are asked to and, *voilà!*, you're ready to meet back up with me and start playing the game.



### 3) Customer Support

With the wide range of hardware and software components and systems configurations on the market, unfortunately it is impossible to eliminate all problems involved in the installation and running of software products.

We will be glad to help you with any problems you might experience with our software. If you are having trouble, please

look through the Readme file first. It has been installed along with the game and can be opened from the Start menu!

Please visit our website for information on products, updates, hints & tips, as well as troubleshooting advice.

[www.pendulostudios.com/runaway](http://www.pendulostudios.com/runaway)

Also, you can email us, sending a full description of your problem and system configuration and we will reply as soon as we can.

[help@pendulostudios.com](mailto:help@pendulostudios.com)

### 4) The Story



*"So, you say you have a plan, huh? Well, I've got a loaded Magnum..."*

Feodor

People often have a pretty skewed view of the world. They imagine that everything is logical and organized and that, if they live a quiet, peaceful little existence, nothing will ever happen to them. Well, that's what I used to think at least. But my whole view of the world is about to change...





I am 23 years old. After having devoted years of my life to studying physics, my efforts are about to bear their fruits, finally! The world-famous Professor Silva has accepted me at the Physics Department I applied to at the prestigious University of Berkeley. At last, my dream is going to come true! While other people have wasted their lives playing tennis, trying to pick up girls or working like a dog for someone else, I've spent all of my time preparing my career as a researcher in applied physics. As you can imagine, when I left my house on the outskirts of New York that evening, I was as excited as a kid in a candy shop...

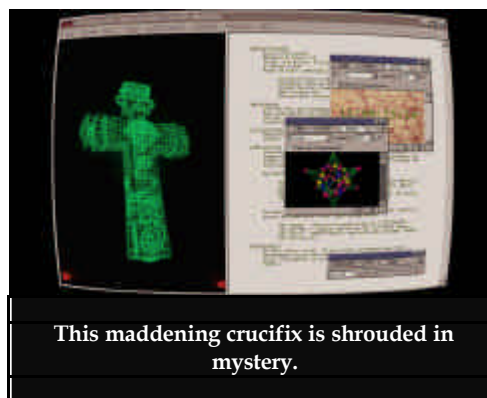
I had decided to travel to Berkeley early so that I could start enjoying my freedom as soon as possible. It was my first big job and my first big trip. I hopped into my car, the beautiful car my parents gave me when I turned sixteen, and set off on the road to California.

That was when I remembered that I had ordered a book at a shop in downtown Manhattan. By chance, it was one of those bookstores that's open 24 hours a day, so I decided to stop by and pick up the book before starting out on my journey.



**I'll never forget the first time I held her in my arms**

I had everything prepared, set and ready to go... until that night, when that girl ran out in front of me and turned everything upside-down and inside-out! I could've called the store and asked them ship the book to me by mail. But no! I preferred to take a little detour through Manhattan... Well, that one decision changed my life forever.



**This maddening crucifix is shrouded in mystery.**

This girl appeared out of nowhere on a dark alley and was literally thrown beneath the wheels of my car! Fortunately I wasn't speeding... (I'm quite a careful driver). She was in a daze but didn't look injured. By the way, did I mention that she was as beautiful as a goddess?

I decided to take her in to Soho Hospital, the nearest one I could think of. After rummaging through her pockets and purse without finding any phone number for her parents or other friends or family, I figured it was better to stay with her for a while. And of course, she was just SO beautiful...

Before drifting off to sleep, she told me this outrageous story about her father and some sort of crucifix... It all seemed pretty fishy to me.



I didn't see anyone follow us on our way to the hospital, but something led me to take a few precautions just to make sure she was safe, in case... In case of what?! I wasn't sure, but I had a gut feeling. Or maybe I was just more touched than I had thought by the sincerity in her eyes...

You know, there's a whole society of criminals that few people even suspect the existence of, especially me! I always thought these mob members only existed in Coppola films and that you'd have to be off your rocker to traipse around with a weapon...

Obviously we could lower our risk of running across this sort of characters by avoiding certain neighborhoods. But unfortunately, I was the target they were trying to hit this time around.

## 5) Structure of the Game



*"This might all seem quite confusing to you, but if you just eliminate a detail here and there, it will all become clearer. I, for instance, make a habit of eliminating all my enemies, and everything is just so much simpler."*

Roberto Sandretti

Personally, I might almost say that what you are on the verge of experiencing is not an adventure game, but rather a full-on feature film. You won't get a moment of respite until you've seen the words THE END, I guarantee it! The challenges will be many, but I'll come around at the beginning of each section to give you a rundown on the situation. It is of the utmost importance

that you remember the information you gather as you go through the game, if you hope to move ahead effectively.



We've got some major work to do here!

In order to assist you during the journey, you will see video sequences that allow you to understand the overall situation better, especially at times when you have reached a key stage within the story. To sum it all up, if you see a video, then you're on the right track and the "movie" will continue forward. And as you know, the main character of the movie always comes out on top...right? Anyway, I am really counting on you to make sure my movie has a happy ending!



I hope you've got a strong stomach.

Throughout the game, you will visit some very different places, but the way you should act is the same everywhere. Once





you have understood how it all works, things will be relatively simple. Keep in mind I said RELATIVELY... It's great to know how to de-activate a grenade, but you've also got to know just when to de-activate it!



## 6) How to Use the Game



*"I'll make it through this! I'm not sure how, but I won't give up. I'm willing to do anything to get out of this mess."*

Gina Timmins

First of all, I must point out that, in order for us to cooperate successfully, our relationship must be as direct and flexible as possible. You will therefore use your mouse to move me around the various locations in the game. Keyboards are for typists. The basics are quite simple: just click on the place where you want me to go, and I will do my best to try to get there. But don't go overboard, 'cause I don't know how to fly!



### *The areas I walk around in*

Let's take five minutes to look at the screen: most of it is covered by a colorful setting in which the action takes place. Underneath is a line of text: it indicates what actions I can perform. Every time you place the pointer on an "active" object (one that could turn out to be useful in our adventure), you will see its name appear in this text bar, along with an action verb chosen by default. Carefully explore the screen to notice which objects I can interact with. But you'd better avoid skipping anything if you don't want to get stuck in the game! Every time you enter a new screen, move the pointer around all over, even in the smallest corners, in order to find all of the usable items.

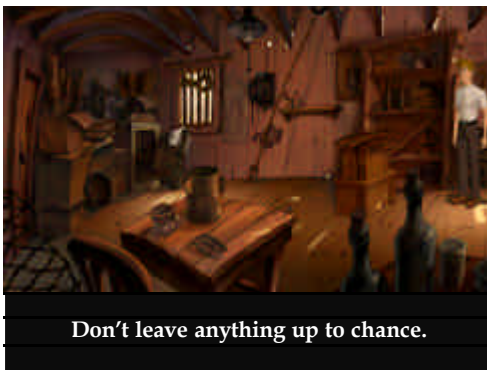




### Using your mouse

Move the pointer and place it over one of the active objects you have found. You will notice that the pointer turns into a magnifying glass when you do this, and that the name of the object appears in the text bar below, along with the action verb "Look at." Left-click on the object and you will be given a short description of the item. Also examine all of the objects located around me. Some of them can be picked up. You just have to do a right-click on the mouse to change the form of the cursor, and the action verb "Take" or "Get" will appear in the text bar before the name of the object. One little left-click and you've got the item in your pocket (unless it is something like a Louis XIV armoire...). Other types of action can be performed by right-clicking, as well, such as "Use," "Open," "Close" or "Push"...

Moving along... You will come across many colorful characters as we complete our little journey. Some of them will be friendly, but others less so. You will always need their help or advice, though. How can you talk to them? It's very easy. Just go up to one of the characters and place the pointer over them. If the pointer turns into the shape of a bubble, then you can have a conversation with that character. Use the left mouse button to start talking.



Most of the time, you will be able to choose from a set of sentences which appear in the text bar at the bottom of the screen. Don't forget that new topics may pop up later on as the game moves forward, even after you have covered every topic of conversation with certain characters. Therefore, don't hesitate to strike up a new conversation with them from time to time.



These chats with the characters of the game are not unlike those you might have with people in your family or with your friends. In other words, try to lead the conversation in the right direction in order to find out what you need to know. In general, pay attention to what you are told. It would be a shame to anger someone whose information you need...

Oh, I forgot something: there is one aspect about moving around that you're really gonna' like. Whenever the cursor turns into an arrow over a door or at the edge of the screen, this means that there are new areas to be explored in that direction. In order to move faster, just double-click on one of these spots and I will go straight there.

There's only room for one winner at the end of this game (and that'll be me)! But don't worry, there is no risk of "losing" the

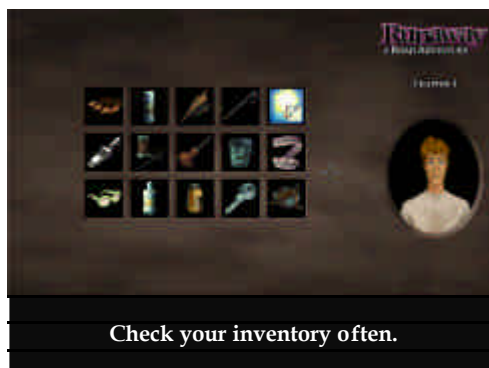




game before you reach the end. If you ask me to do something too dangerous, I will just have to say no! I'm no moron after all! But whenever your advice seems wise enough, I will follow it to get out of the sticky situations I've worked my way into. And it won't be a piece of cake, believe me!

### *Inventory*

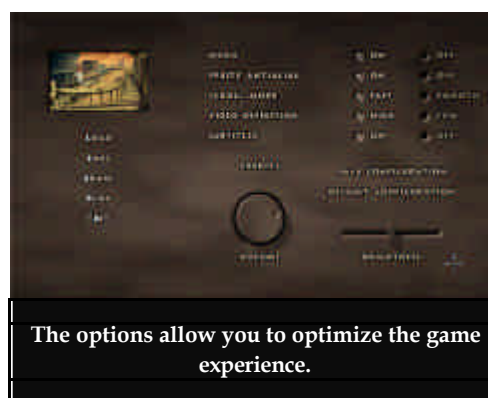
I've already talked a lot about the objects around me, but I haven't even mentioned the place where I keep the items I gather. If you move the pointer up to the top of the screen, two icons will appear. The left one lets you access the inventory. You can also press the Tab button to see the inventory. Once you select the action "Take an object" in the text bar, the object is directly transferred into the inventory, where you can use it later on. Always try to remember what objects you've collected: that will allow you to think of the right object to use at the right time. The inventory screen is also the best place to take an unhurried look at the items I'm hauling around. This is vital! Once you have an item on hand, you may be able to take a closer look at it and see some details that I missed when I saw the object from afar. Sometimes there are objects with little surprises in store that you only see after the first quick glance...



You'll soon realize your pockets are filled with a range of items worthy of a flea market. It's very important not to think of each item individually as an independent, unchangeable unit. Some may need to be combined with others to make a new object that is better adapted to your needs. It may also be necessary to use an item in some way other than its traditional use in order to make it helpful. Don't be afraid to experiment! In order to use two objects together, you just have to enter the inventory, click on the first object and drag it to the other object you want to use it with. If you don't see why doing this would be of any interest, I will be sure to inform you why you should. After all, you never know when you might need a toothbrushmounted on top of an awl!

### *Options screen*

Let's finish with the interface. Move the pointer back up to the top of the screen to see the same two icons as before: the one on the right leads you to the options screen. You can also press the Esc button to get there.



Using this screen, you can save the game, load a previously saved game or even erase a game (aw, shucks...). You can also change some of the graphic options to improve the



game's performance if your computer is as old as my car.

## 7) First Steps



*"No sweat, dude. If you need a hand, just come see me"*

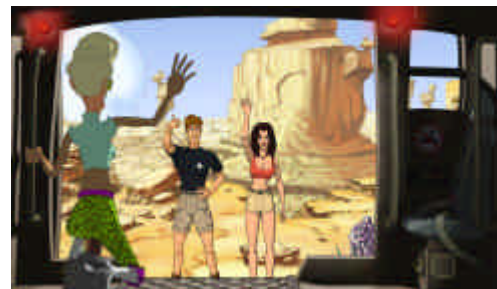
Sushi Douglas

After having seen the introductory scene, you will have an idea of the jam I've gotten into. Gina is in a deep sleep, under the effect of some tranquilizers she took, and for some reason she's a bit confused. I thought I should stay by her side, probably just to feel like nothing bad would happen to her, even though her story was a bit outlandish. After all, she was in a hospital, which seemed like a safe place (as long as the doctors stayed away from her!). Anyway, the first thing you should do is take a look around the room. Move the pointer slowly to see what you can find. Of course, there is Gina lying on the bed. If you move the pointer over her, you get the chance to take a closer peek. She is hot, isn't she? Hey, why don't you take your lascivious eyes off of her! If you right-click on Gina, the icon turns into a bubble. Unfortunately, she's not really in the mood to chit-chat.

So we'd better look for something else to busy ourselves with. Our main goal is still to protect Gina, so you shouldn't leave anything up to chance. Devise a plan to keep anyone with evil intentions from getting near her. Except me, of course... Uhhh, where was I? Oh, yeah... Explore the rest of the hospital room. Place the pointer on the poster above the bed and examine it. Pretty interesting, isn't it?

Well, let's forget about the poster and find something a bit more useful.

Go up to the nightstand next to Gina's bed. There is a package on it with some medicine inside. Place the pointer over the medicine and take a closer look. Then do a right-click: the pointer will turn into a hand (it turned into a bubble when placed over Gina). Throughout the game, you will notice that the right-click will have different outcomes, depending on the situation. Used on one object it will allow you to take the item or use it, but when used on people, it lets you strike up a conversation. Obviously you won't be allowed to "take" a character. It just isn't possible. No mysterious disappearances allowed. Sorry, but we can't just let you do anything as you play this game. Reality check! (However, those who are looking for some unexplainable phenomena won't be disappointed either...).



Besides all the other fun, you're going to meet new girlfriends.

Take the medicine. You may need it. Place the pointer at the top of the screen and open the inventory screen. See! This is where you will find the medicine now. Put the pointer over the medicine to take a look at it again. Now that I have it in the inventory, I can view it in greater detail. Maybe you could try combining it with

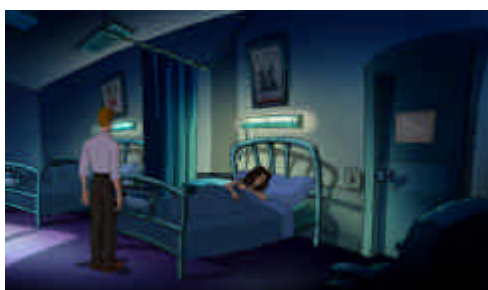


another object in the inventory. Doesn't work? Don't get discouraged! It might work later on, and trying different combinations is a good habit to get into.



She's counting on me. I can't let her down.

Let's move around a bit. If you walk to the right of the screen, you will see a door. If you move the pointer over it, it turns into an arrow. This means you can go to a new place. Go on, don't be scared. Let's see what's behind that door... Hmm, a bathroom isn't very romantic, but after all, we are in a hospital, not a luxury suite. Try not to get off-track! Proceed as always: examine the room carefully, even in the most hidden corners. Check every object that can be activated, open everything that can be opened and take anything that's sitting around and can be taken.



I've gotta' find out more about these medicines.

Now stroll back to Gina's room. Let's be honest, we haven't really gotten very far. Take a look out the window. Interesting... this window could lead us to the rooms adjacent to Gina's. But it doesn't seem like I can climb out for the time being. Which doesn't mean that I won't ever be able to. I just need to know where I'm sticking my feet beforehand. Therefore, the most logical action would be to check out the doors. You can't go out into the hallway. That would be too risky... I think I saw a map of the hospital on the bathroom door, though. It might give you a clue as to where you should go next.

Enough spoon-feeding! I can't stay here and figure out everything for you. If you keep in mind what I've explained, and you still can't make it to the room next door, maybe this game wasn't designed for you. When you reach the next room over, explore everything as carefully as possible. Examine it, move around, take things... That's the routine. With everything you gather up, you can start to put together a plan to shelter Gina from any later attacks. It should be possible to distract the killers' attention. After all, if things happened the way Gina says they did, they didn't really have time to get a close look at her. Now it's up to you to play this game. I'm counting on you!

## 8)The Characters

### *Brian Basco*

Let's see, how could I define myself? I think I am well-organized, logical, studious... According to my grandmother's description, I'm as strong as the abominable snowman and cute as a baby. Or was it the other way around?... Anyway, the most important thing is that I DON'T LIKE





TROUBLE. There you have it: I like clear, simple, rational things, and I hate having my life complicated. Now you can understand just how much I need you...



Seems like some mafia thugs are trying to kidnap her.

### *Gina Timmins*

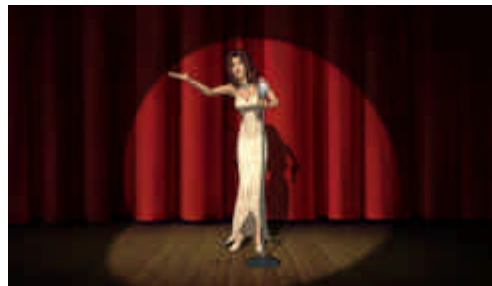
Gina is... my goodness, how can I put it in words? She is... full of mystery. Frankly, I don't know what to think of the woman. At times, I believe I'm starting to understand her, and then it turns out she has yet another surprise in store for me. I know she's manipulating me, using me to get out from the rock and a hard place she's slithered herself between. I'm not even sure whether she likes me the slightest bit. And I also know that the logical thing to do if I had any sense would be to drop her off somewhere and head straight for California. But ONE thing is for certain: I just CAN'T help staying with her. I wouldn't be surprised at all if she were to ditch me as soon as this adventure is over, leaving me nothing more than some great memories to get depressed over. But the reason I keep going is that I have no other choice...



You've got to explore everything, even if it's life-threatening.

### *The two thugs*

These animals don't seem to have any scruples whatsoever. Like a pack of bloodhounds chasing their prey, they'll stop at nothing to accomplish their mission, even if that means putting my physical well-being in jeopardy. Fortunately, their IQs are pretty darn' low, since we've all got to fight this battle using the talents we were born with.



This woman has some hidden talents, and some unhidden ones...



## 9) Some Words of Advice



*"Want some advice? I'll give you some: trust no one. Everyone's hoping to see you in the morgue. Especially me."*

Gustav

Let's see whether you've been paying attention: what type of game are you about to play? Right, an adventure game! This means that we won't be testing your reflexes in some primeval battle, but you will need to put your brain to work. Prepare yourself to solve some tricky puzzles, and to prove you've got some good sense, imagination and patience. Above all, don't go berserk just 'cause you get stuck. That happens to us all!

Of course, there is always one easy way out: to get on the Internet and look for the solution. I must warn you, though: this method is not very fulfilling, intellectually speaking. Try to keep up your good spirits and show some backbone, for heaven's sake! You and I, we're better than that! It is essential that you remain calm and relaxed, even at the most desperate times, because a solution always exists. Which is reassuring to know, don't you think?



It ain't 'Reservoir Dogs,' but almost...



They'll stop at nothing.

### *All of a sudden, you're stuck...*

We've all lived through this at some point: you think you've done it all, tried everything, explored every nook and cranny, but you're stumped. You just can't move ahead. Or even worse: you know exactly what you should be doing, but you can't figure out how to.



Sometimes the end justifies the means.

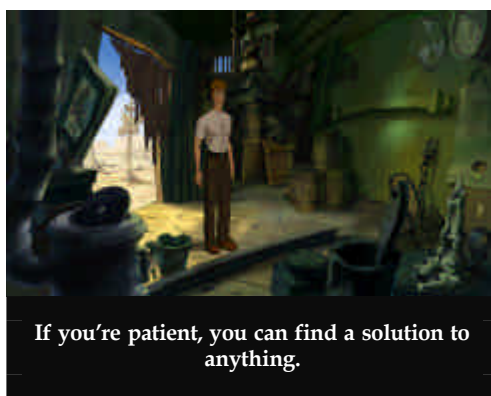
To start with, take a deep breath, backtrack a bit and try all the logical solutions lying before you once again. Sometimes you carelessly skip a section, or you're convinced that you've already done something that you actually forgot to do. So you have to turn around and check, step by step. If that doesn't work, you may be missing some object. Try all of the possible combinations of objects in the inventory, or use the objects you're carrying in places



that would otherwise seem outrageous. Don't be embarrassed. No one's going to make fun of you (except for me sometimes...).

### *Look at problems from a different angle*

One piece of advice worth its weight in gold is this: get rid of all your preconceived notions. Whenever you come across a problem, try to take a radically different approach. With a bit of imagination, you will think up a thousand ways to use the objects around you or convince people to help you. Let your creativity flow freely and don't be afraid to try any solution that pops into your mind, from the strangest to the most... radical. Above all, don't have too many scruples, because the people who are chasing you will have even fewer. Do like they would in those spy movies: if you don't have any 3-in-1 oil to grease a pulley, maybe a microphone stand with a cotton tip moistened in a greasy plate will do the trick (from the look on your face, I can tell you never played Hollywood Monsters, Pendulo Studios' previous game).



You may also have to refuse to do something if I don't think the right time has come yet: keep exploring, keep talking with the different characters, keep picking

up objects and attempting to do other things, and return to try again a bit later.



### *Speak with the characters*

This type of adventure is not made for the shy. Speak with everyone and cover every topic of conversation. Sometime a seemingly unimportant remark can set you on the right track. I agree that people can be a bit too talkative sometimes, but amidst all their chatter, you will probably get some useful information. Certain discussions will open up new horizons. On the contrary, even when you think you have talked about everything with one character, the fact that you have moved ahead in the adventure may make new topics come up.

### *Explore each place carefully*

The further you get in the game, the more places you will find and the bigger they will become. The result: it's easy to miss essential objects, especially since they aren't always put in the most obvious places. Don't hesitate to examine each location many times, or to return to a place to poke around a bit more. Sometime I refuse to take something because it seems useless at the time, but once the adventure moves on, I change my mind. Put yourself in my place and, if you come up with the ideas faster than I do, take the time to explain to me where you're trying to go.



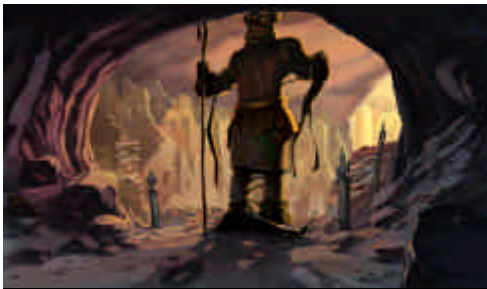


### *Interaction with your surroundings*

As soon as you see a button, push it. There's no risk involved. Make sure you've tried every combination, from the most logical to the nuttiest. For example, if you want to make a sandwich, using bread with a cactus will get you nowhere. However, you may be able to use the bread with a metal file to get someone out of prison. Are you getting the idea?

### *Make the most of your inventory*

If you can take an object, that means it will be of use to you at some time or another. They all play a specific role in the game. Some can even be used more than once in different locations. Once again, show off your imagination. Certain objects can be used in a conventional way, while others have a more... unusual use. As always, if I refuse to do something, don't get discouraged. That could simply mean that it's the wrong time. Try again later.



You'll be exploring some amazing territory.

### *Have clear goals*

Remember everything that takes place in the video sequences so as not to lose sight of your objectives. Of course, the goal of the adventure is to save my skin and Gina's, but you have to move ahead in stages. Listen to what the characters tell you very carefully. The most valuable

information may be hidden within the simplest conversations.



You'll also meet up with some... interesting characters.

### *Examine all the objects in the inventory*

Make regular visits to the inventory to examine the objects you have up close. Sometimes you might have to use even three or four objects together to achieve your goal. If I refuse to put two objects together, even though it seems logical to you, try combining them in a different order or do it later when we both have a better idea of how that combination might be of use.



Good thing I bought new shoes!



## 10) Pointers and Icons

### *The crosshairs:*

The default pointer is in the shape of a cross, like the crosshairs used to aim at a target. Move the pointer around the screen to activate it over certain objects.



### *The magnifying glass:*

It allows you to examine active objects and will give you very important information.



### *The hand:*

It allows you to take objects in order to use them later on when solving the various puzzles you have to figure out.



### *The bubble:*

This pointer indicates that you can speak with a character. The conversations will allow you to go gather tons of information.



### *The arrow:*

This indicates that you can walk to a new location. Double-click to go to that location immediately.



### *The bag:*

This icon appears whenever you move the pointer to the very top of the screen. It lets you open up the inventory window.



### *The options icon:*

This icon is shown when you move the pointer to the top of the screen, too. It leads to the options screen.





## Credits

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