PlayStation

NTSC U/C

PlayStation

Floating Runner™

Quest for the 7 Crystals



KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00231

Kokopeli digital studios™

T·HQ INC.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

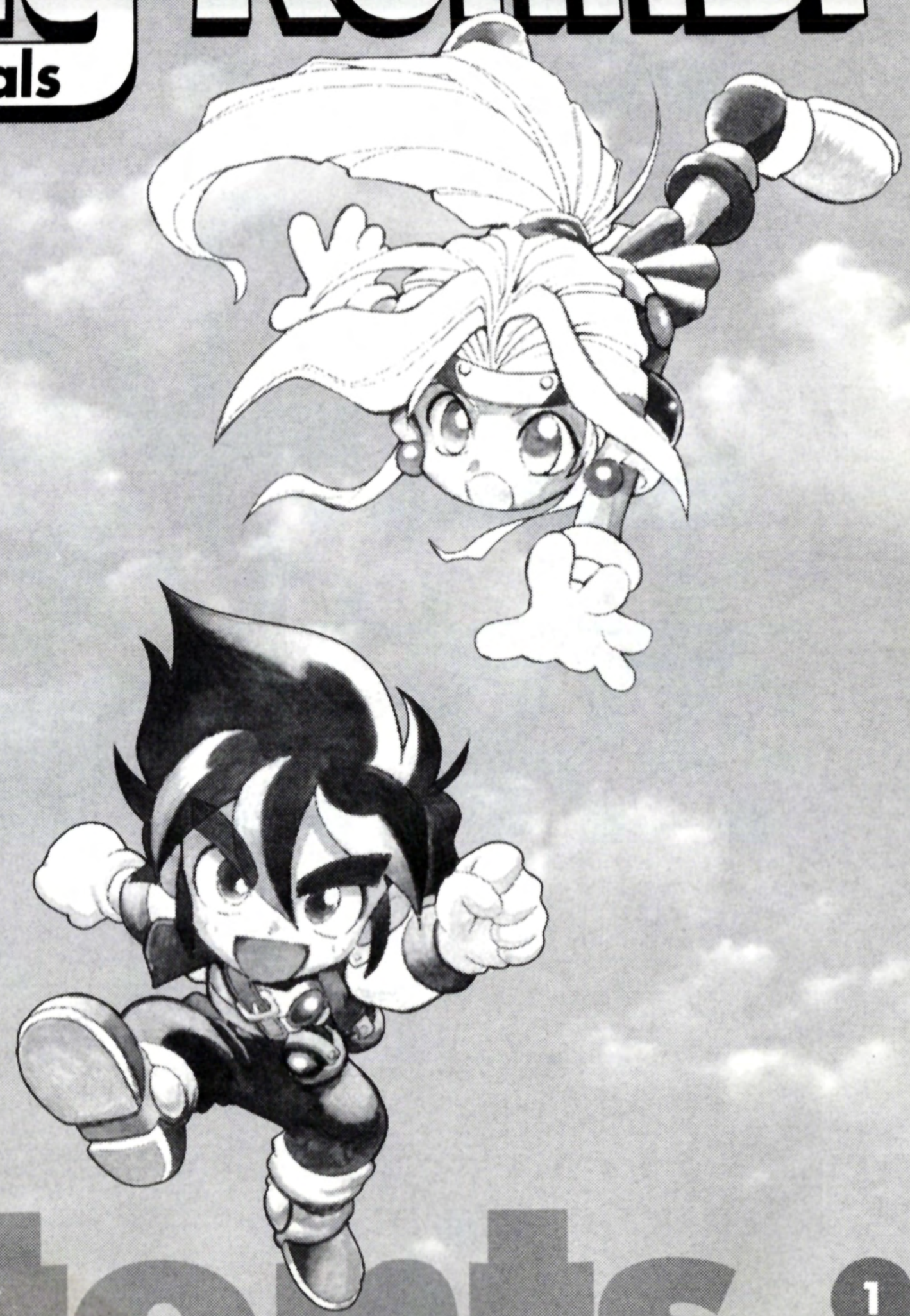
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Floating Kunner™

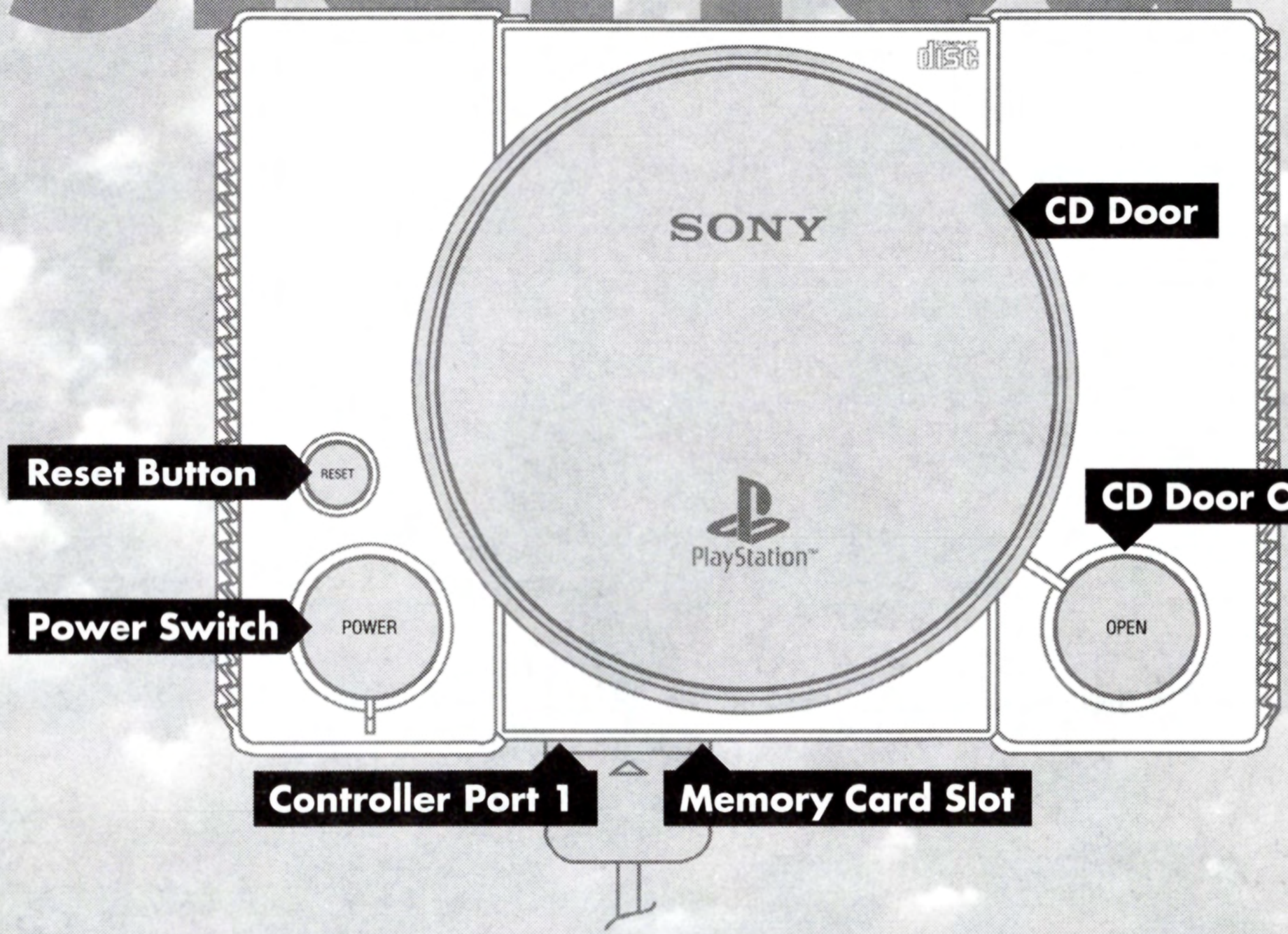
Quest for the 7 Crystals



Getting Started 2
Controls 3
The Quest 4
Main Menu 6
Game Progress 7
Screen Display 8
Gems 9
Special Items 10
Special Weapons 11
Crystal Worlds 12
Enemy Characters 20
Tools & Obstacles 23
Cannons 24
Warranty 25

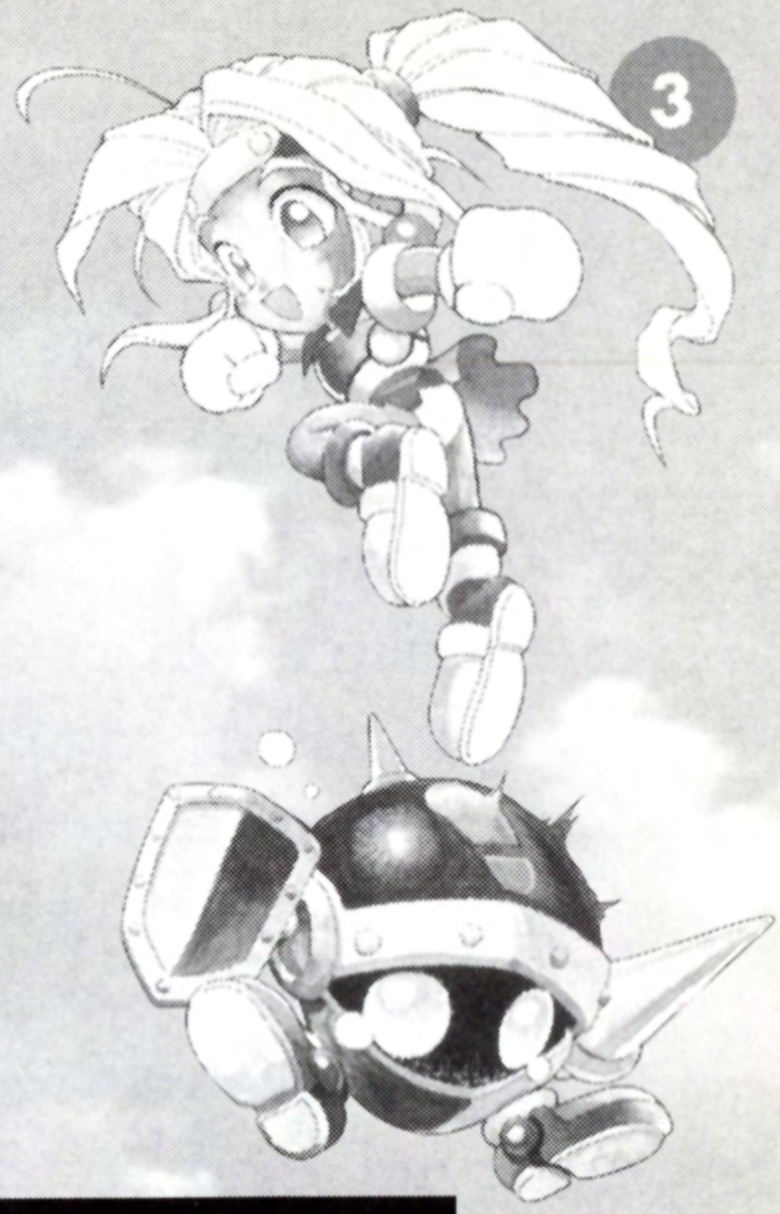
contents

getting started



2 Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **Floating Runner**™ disc and close the CD door. Insert a game controller in Controller Port One and turn on the PlayStation™ game console.

The game will begin at the Main Menu Screen.



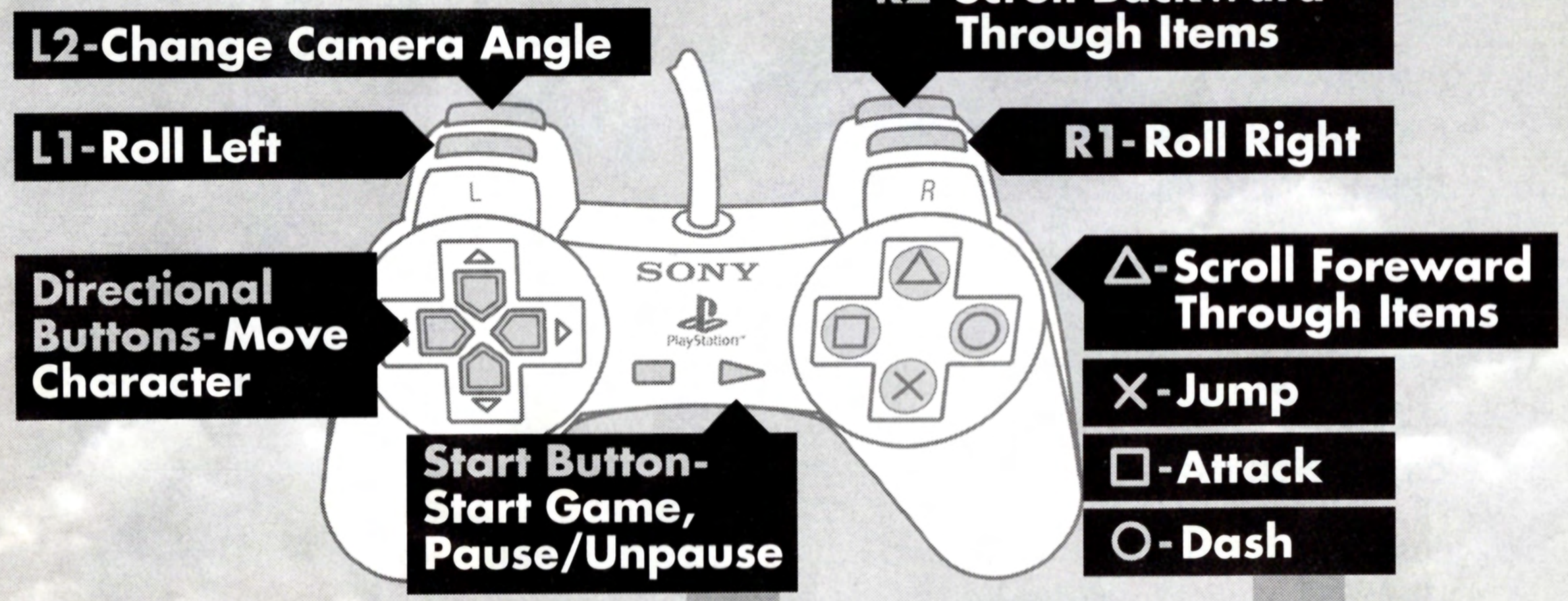
▲ Select different **Items** to use (once you collect them) by pressing the Triangle or R2 Buttons.

✖ **Jump** to get from place to place, or jump on enemies to eliminate them.

■ Press **Attack** to use the weapon currently selected.

● **Dash** to run faster, or **Dash-Jump** to leap further.

Press the L1 or R1 Buttons to **Roll** sideways, avoiding enemy fire or jumping quickly out of harm's way.

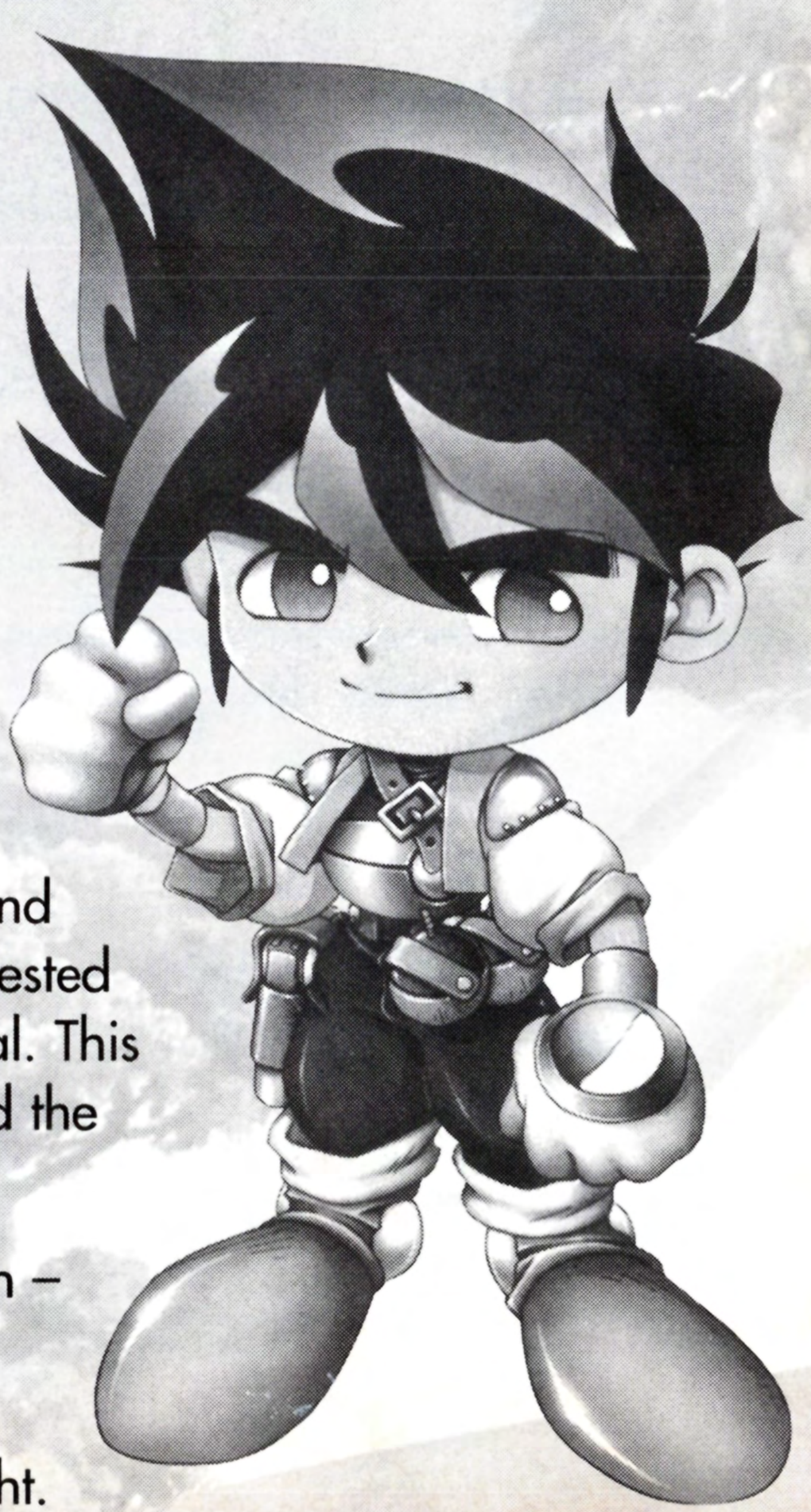


controls

the Quest

Crystal Land, a kingdom of six different floating worlds, was always a place of light, peace, and happiness. This delicate balance was maintained and protected by the six crystals of mystical power spread throughout the land. As long as these crystals glowed in unison, the people of Crystal Land led harmonious lives.

But now, an evil force from the neighboring kingdom of Chaos has invaded Crystal Land, with the intention of darkening the crystals forever. Zaurer, the powerful and wicked ruler of Chaos, and his ruthless army of Dark Guards, have infested the six worlds and created a seventh crystal. This crystal, the Crystal of Darkness, has tainted the others with evil.



Just as Crystal Land lay on the edge of ruin – and its people on the edge of despair – a mysterious old priest came forth, calling himself the guardian of the Fountain of Light.



"Gather the tainted crystals, and the Crystal of Darkness, and anoint them in this fountain," he preached. "Then, the seven purified crystals will possess the power necessary to bring our land back into the light!"

The good citizens of Crystal Land were frozen in fear of the mighty Zaurer, however, and no one came forth to perform the dangerous task. Finally, the old priest's apprentice, young **Cress**, stepped forward.

"I will do what I can to save our land!" she proclaimed. Amidst the cheers of the people, another voice was heard.

"I am **Bounty Hunter Lay**. I will gladly battle Zaurer and the Dark Guards to save this land... for a price."

The people agreed that Lay and Cress would be their representatives in the Quest for the Seven Crystals and sent them off with hopeful wishes of good fortune...

On the Main Menu Screen, choose from START, OPTION, and SOUND.



START

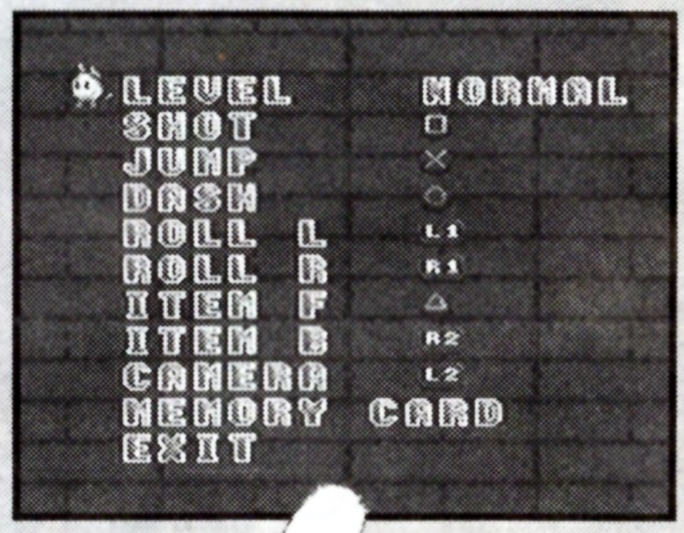
After choosing START, decide whether to use Lay or Cress in the Quest by scrolling with the Left/Right Directional Buttons. Press the Start Button to begin.



OPTION

Choose the level of gameplay by scrolling through Easy, Normal, Hard, or Expert using the Left/Right Directional Buttons.

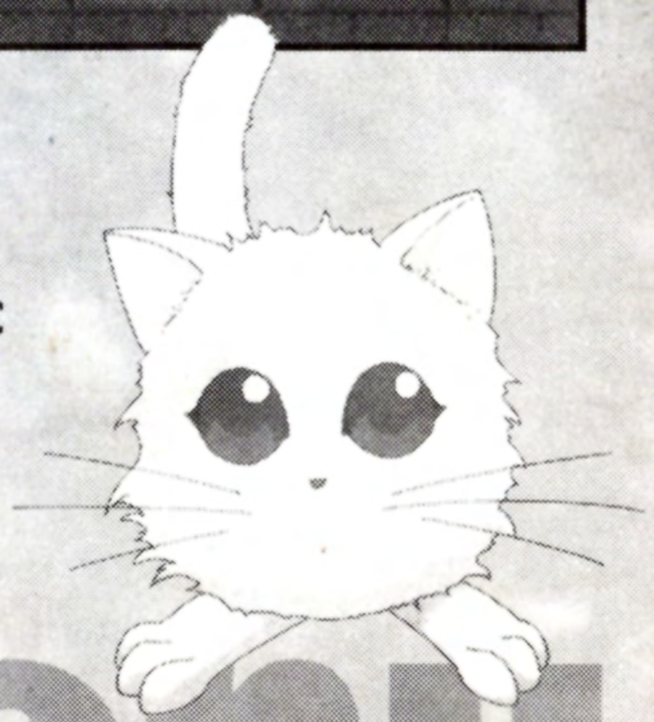
Change the controller configuration by adjusting the cursor to an action and pressing the button you want to use to execute that action during gameplay.



To save or load game controller settings and high scores, adjust the cursor to MEMORY CARD and press the X Button.

SOUND

Choose between Low, Medium, and High volume for the music and sound effects.



main menu

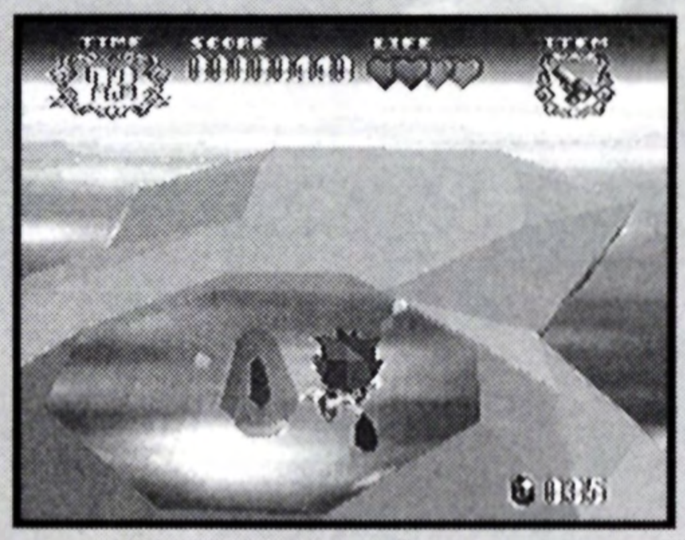
game progress

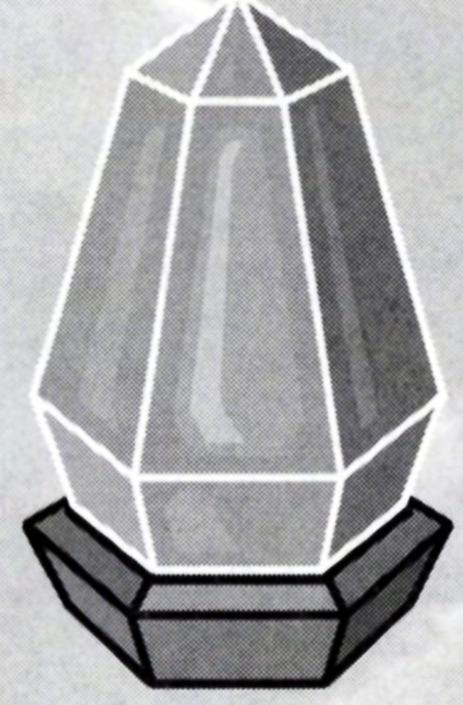


The adventure will always begin in the **Crystal Park**. It is relatively peaceful, making it a good place for Lay or Cress to hone their skills for the battle ahead. The crystal here (and at the end of each world) is one of ever-changing color. When Lay or Cress touches the crystal, the stage they are on will be completed, and they will be sent to the next world, depending on which color the crystal is when touched. Once all six Crystals of Light have ben collected, Lay or Cress will be sent directly to Zaurer's lair, Dark World, to obtain the Crystal of Darkness.

The worlds and their corresponding colors are:

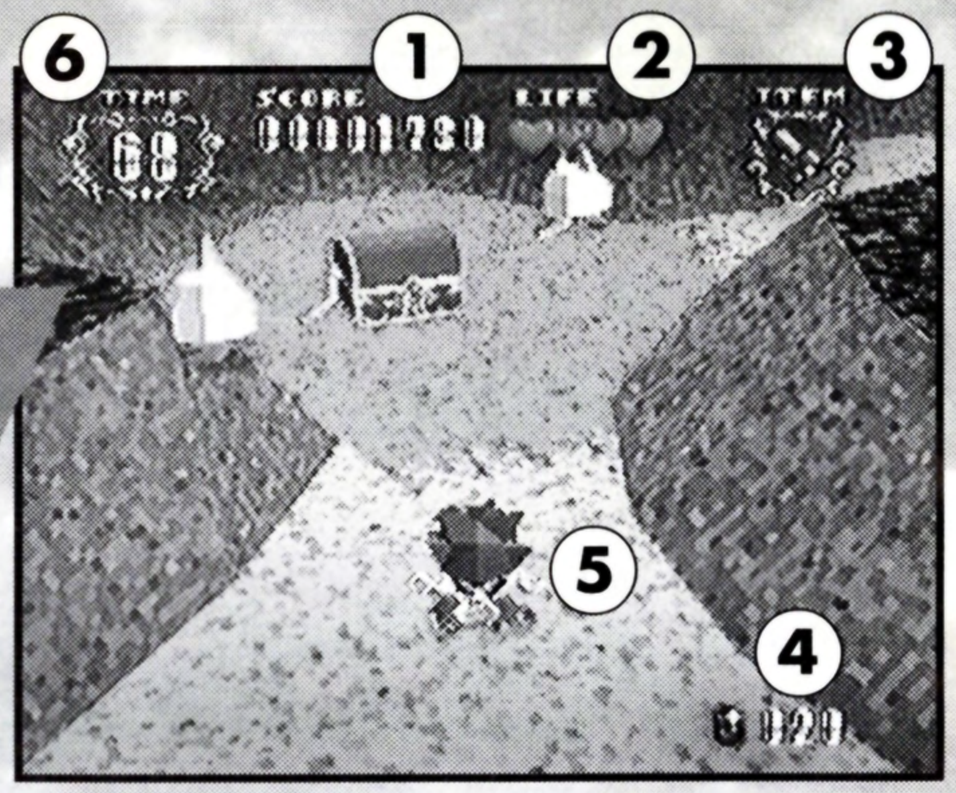
Fire World	**Red**
Water World	**Blue**
Forest World	**Green**
Sky World	**Brown**
Desert World	**Yellow**
Swamp World	**Magenta**





Each floating world is very large, and Lay or Cress will usually find mid-point crystals which will send them to another part of that land. They must press on and find the true Crystal of Light for that world before they can go on.
Note: Once a crystal for a world has been collected, Lay or Cress will not be given the option to return to that world again.

screen display



1 Score Points earned by destroying enemies and collecting gems

2 Life Amount of energy left. Lay or Cress begin the game with 4 hearts; these will empty as they are hit

3 Item The currently selected weapon is shown in the center. Other weapons can be rotated to the center with the ▲ or L1 Buttons

4 Gem Score Shows the number of gems collected. When using special weapons, this value represents the number of uses available (total number of gems divided by number of gems per use. See page 11).

5 Character The character, Lay or Cress

6 Time The time remaining to complete the current stage. If it expires, so does the hero! (Be warned! If time runs out the game is over. No continue will be offered.)



When enemies are destroyed, they release powerful gems. Collect them to increase Lay or Cress' usage of Special Items and Weapons. Some gems are more powerful than others:

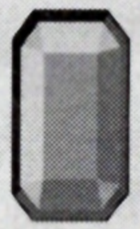


Small Ruby – 5 gems

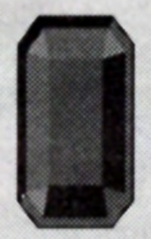


Small Sapphire – 20 gems

These super-powerful gems can only be found in treasure chests:

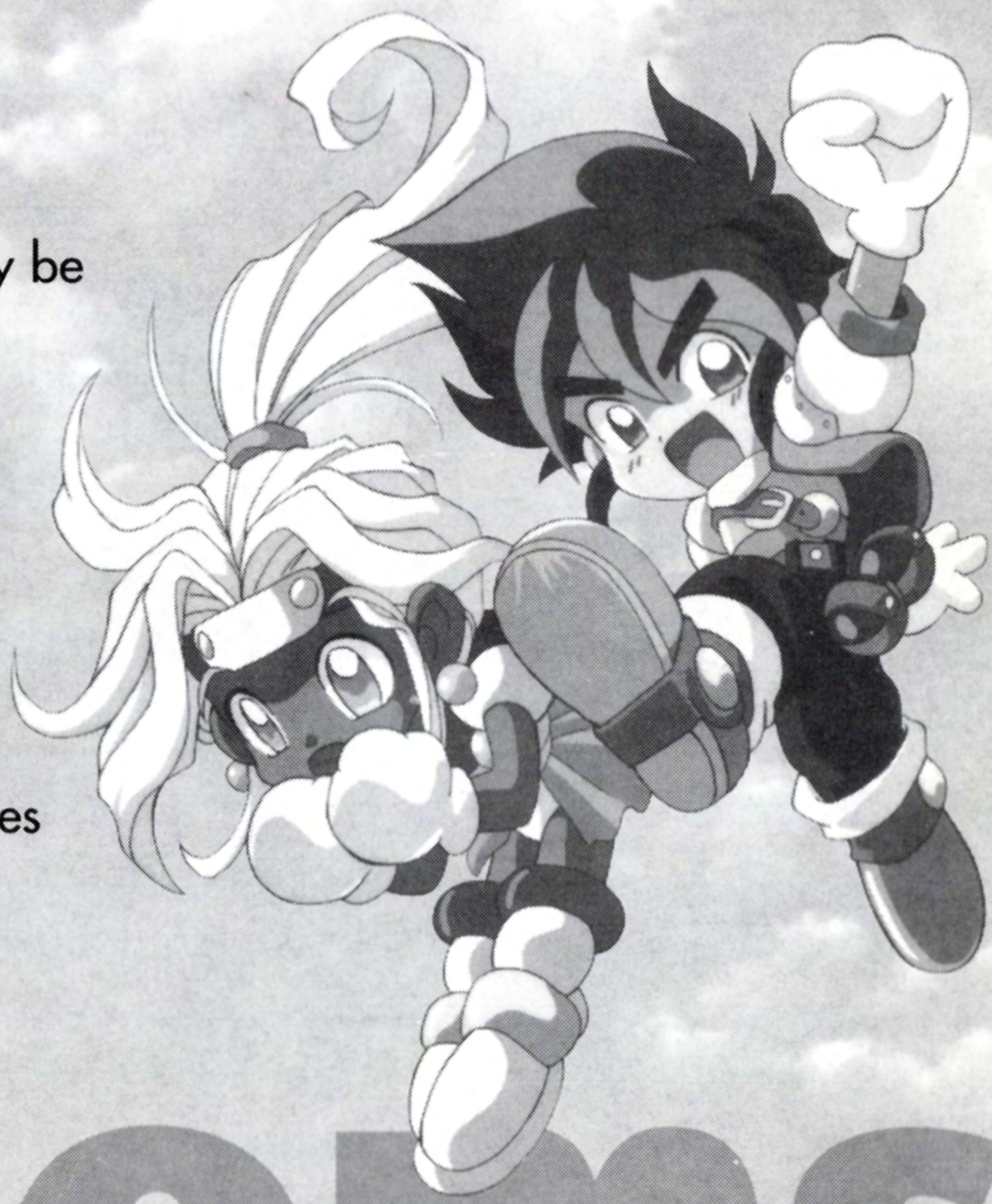


Large Ruby – 50 gems



Large Sapphire – 200 gems

Note: Your score will increase 4 times the value of each gem collected.



gems

special items



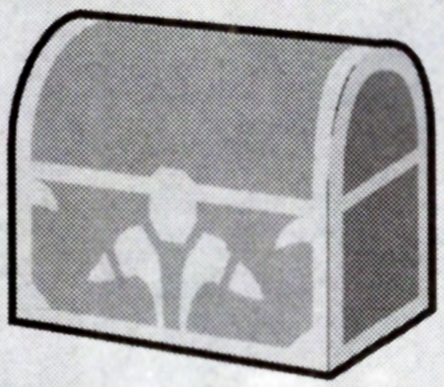
Heart Container Increases Lay or Cress' life span by one full heart



Health Potion Revives Lay or Cress by filling in one heart (can't be saved)

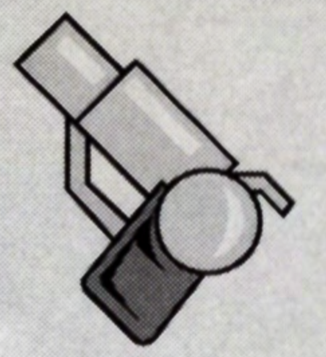


Treasure Chest Contains special items, gems, or weapons – must be forced open



special weapons

At the start of the Quest, Lay or Cress will have only a **Popgun** with which to fight off the Dark Guards. They will need to collect more powerful weapons and magic as the battle progresses:

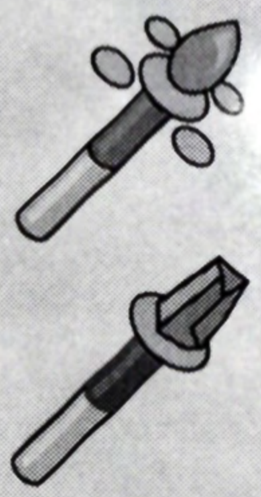




Bomb Toss it to annihilate any nearby enemies; uses 10 gems



Boomerang Made of a special "flash metal" found only in Crystal Land – bad news for any Dark Guards in its path; uses 2 gems



Flame Rod Shoots lethal balls of fire at attackers; uses 5 gems

Freeze Rod Fires super-cooled air to temporarily freeze the enemy; uses 4 gems



Homing Gun More effective on distant enemies than the popgun, but less powerful



Shield Creates a barrier of rotating magic balls around you to ward off enemy attacks. Damage can be incurred between the balls or from above; uses 20 gems

the crystal worlds

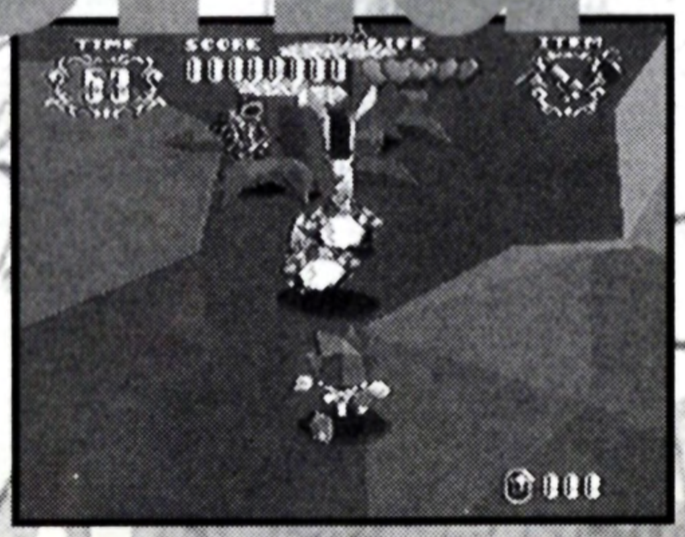
swamp world



A place of natural beauty before the invasion, this world is now infested with poisonous traps and pitfalls.

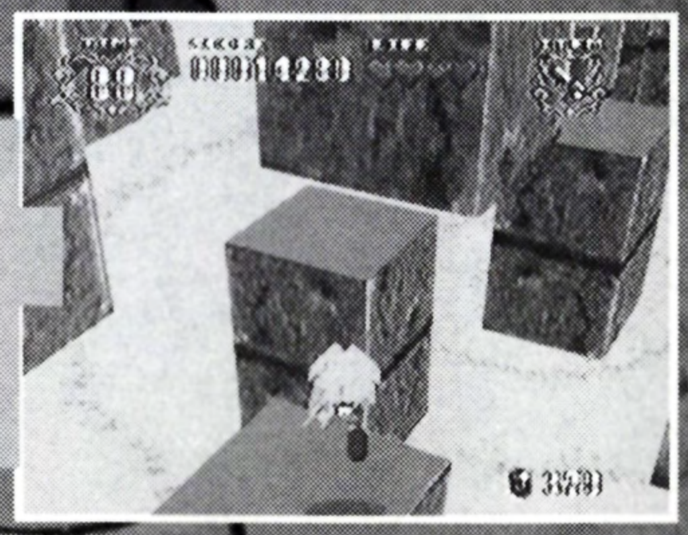
Don't let Lay or
Cress be fooled
by the lush scenery,
these woods are crawling
with Dark Guards.

forest world



It's hot. It's dusty. It's sandy.
It's no day at the beach!
Don't let Lay or Cress give
in to thirst or mirages, they
must persevere!

desert world



Fiery streams of moving magma are the least of our fighters' worries in this world. They'll have to keep their cool to grab this crystal!



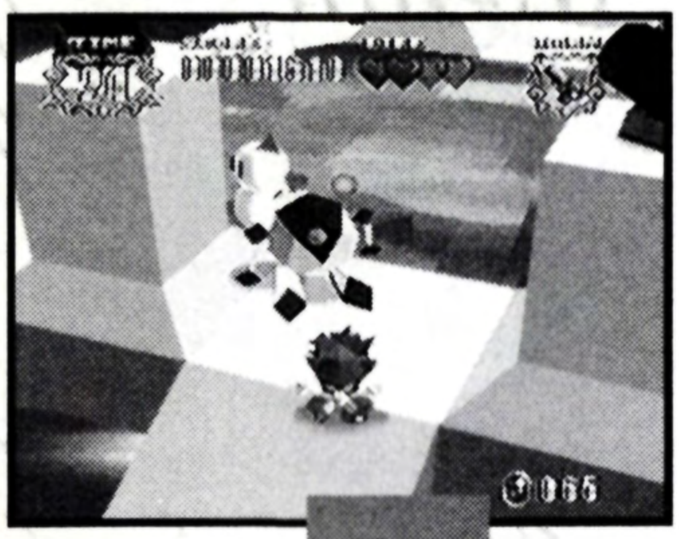
fire world

16

water world



Not everything is as it appears in this world of watery illusions. If Lay or Cress can't find the crystal here, Crystal Land is sunk!



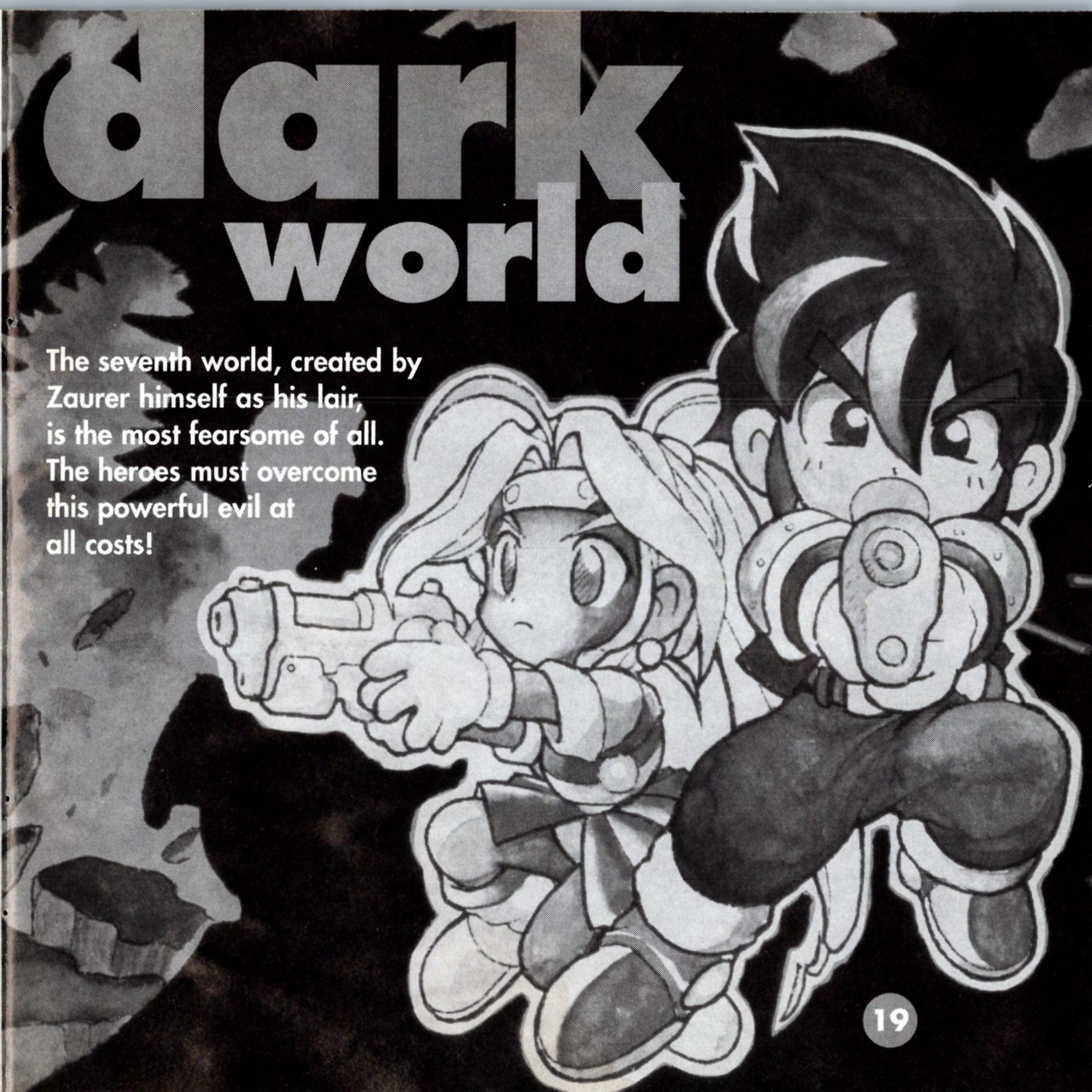
Sky world



Crystal Land's heroes will have to literally walk on air to save the day in this world. Zaurer's army will make sure it's no walk in the clouds, though.

dark world

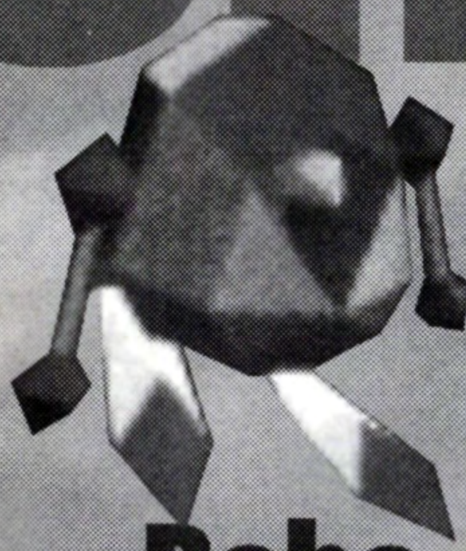
The seventh world, created by Zaurer himself as his lair, is the most fearsome of all. The heroes must overcome this powerful evil at all costs!



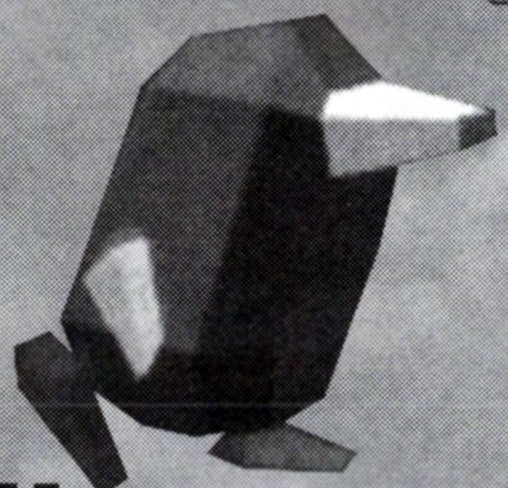


enemies

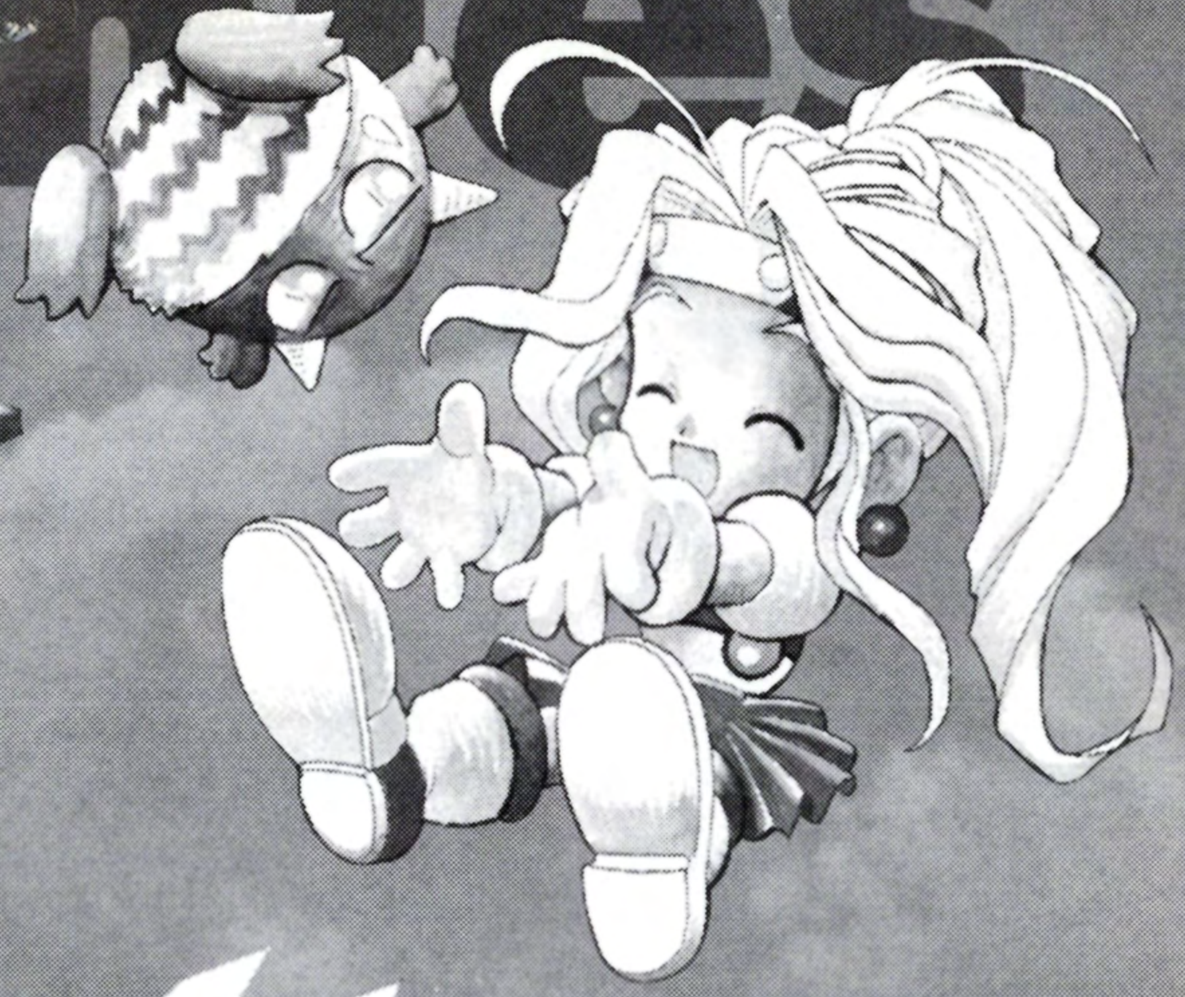
enemies

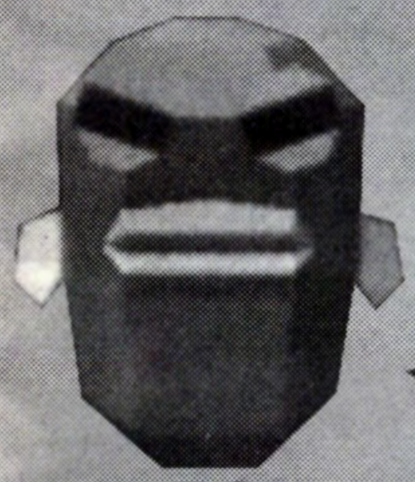


Robo

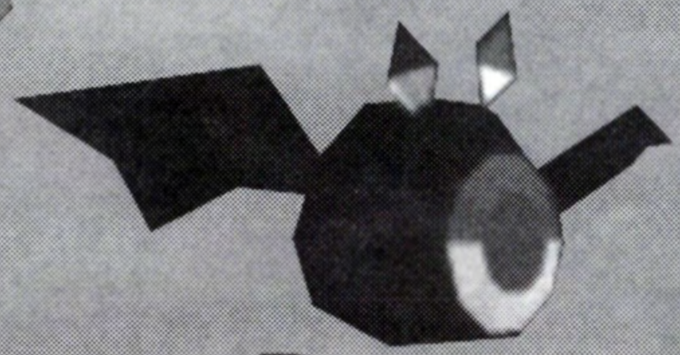


Haseen

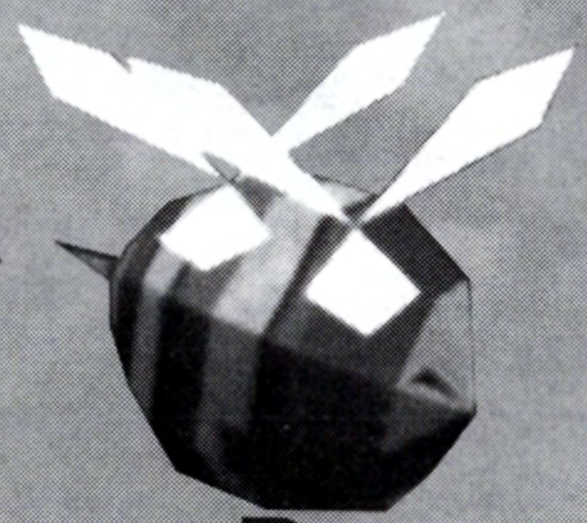




olfy



Batty



Bee



Shandy



Rai-zin



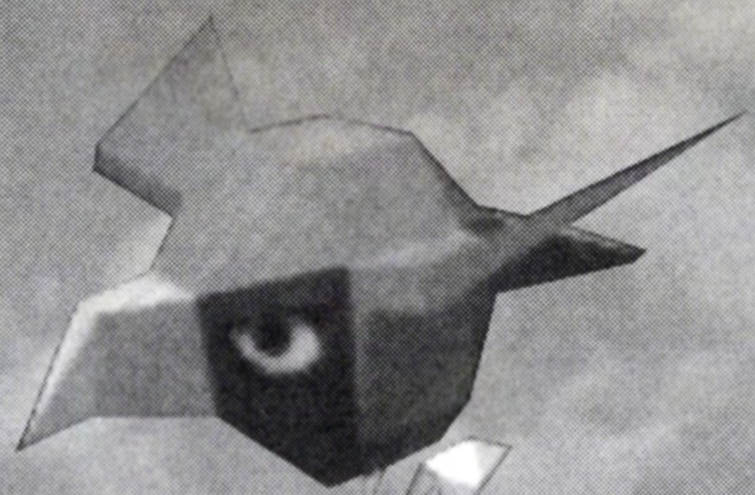
Koyarn



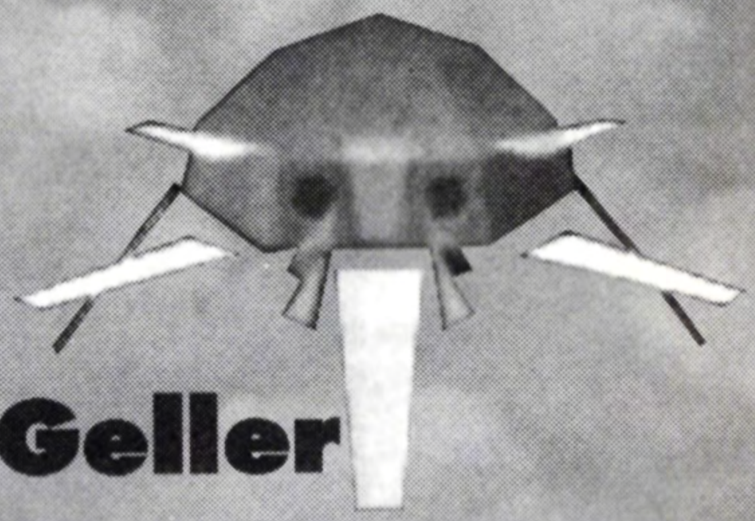
Sasoringer



Shadow



Condorer



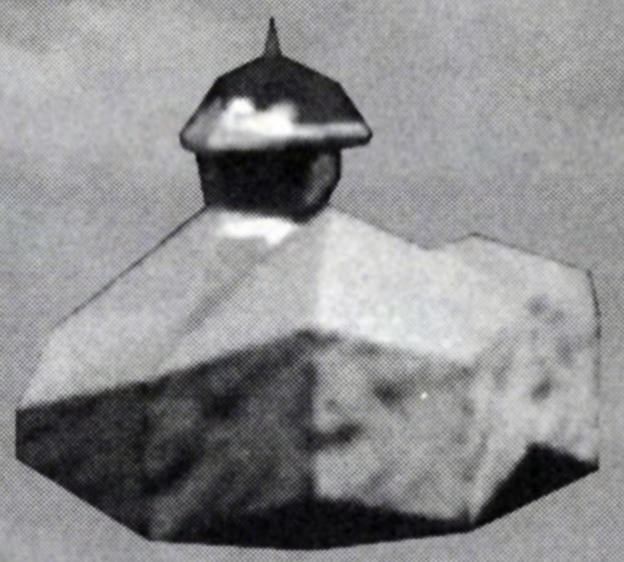
Geller



Knight-Head



Fire-Ball



Fuu-zin



Ectoplasm



Zaurer

enemies

tools & obstacles



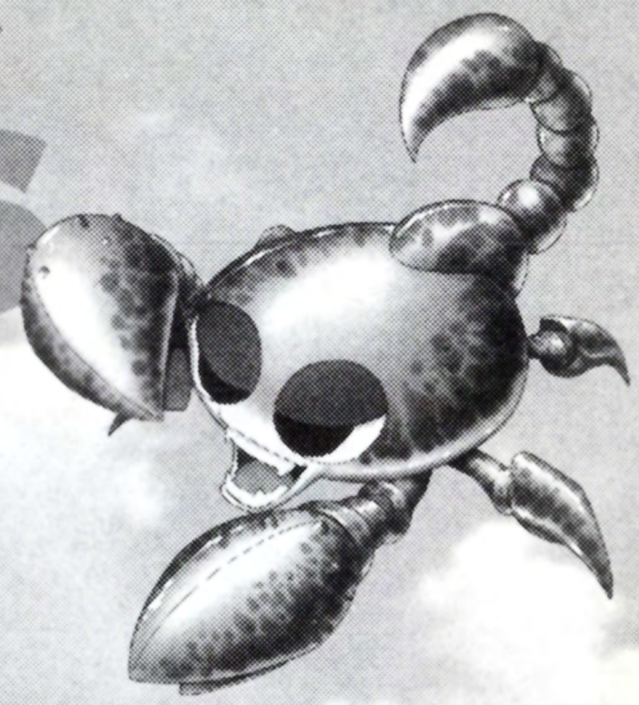
Trampoline

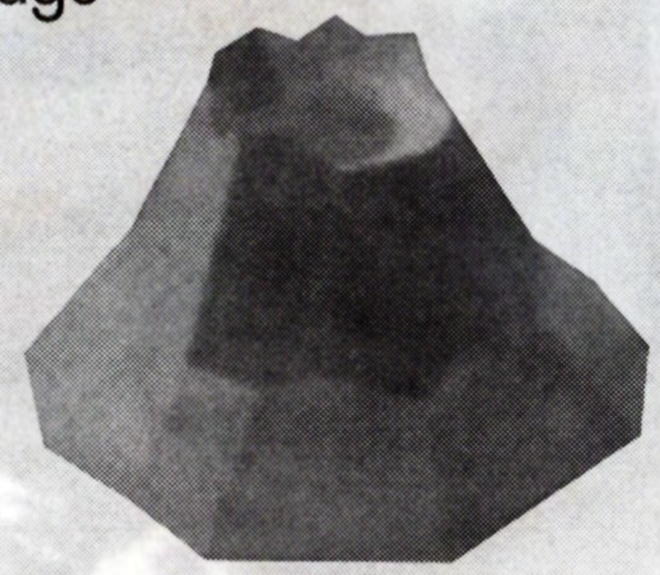
Helps Lay or Cress get to hard-to-reach places – contact with the blades will cause damage



Boulder

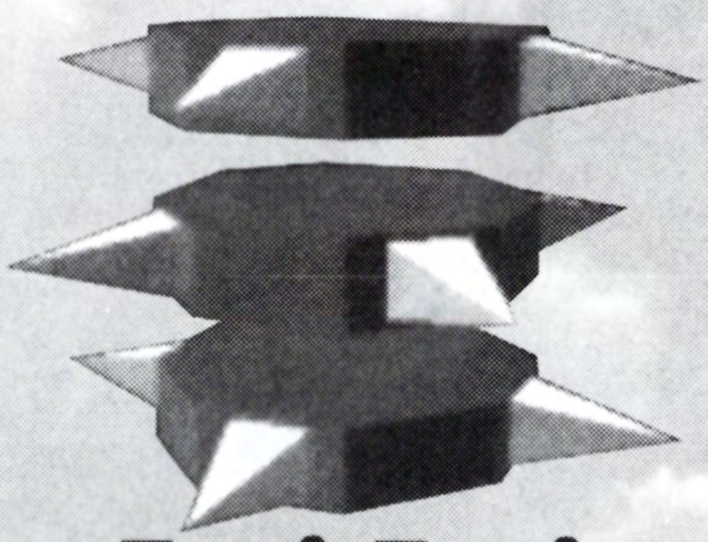
To be avoided or circumvented





Hunker

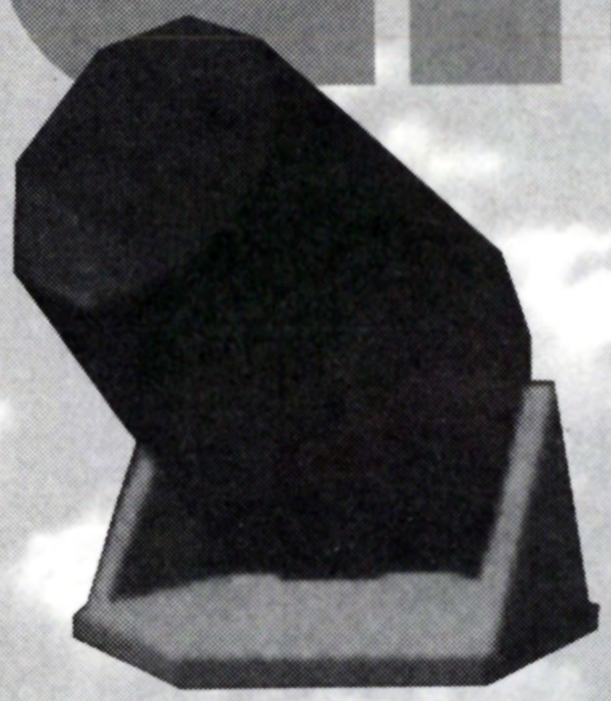
Swells up and down, erupting deadly bombs – watch out!



Togi-Togi

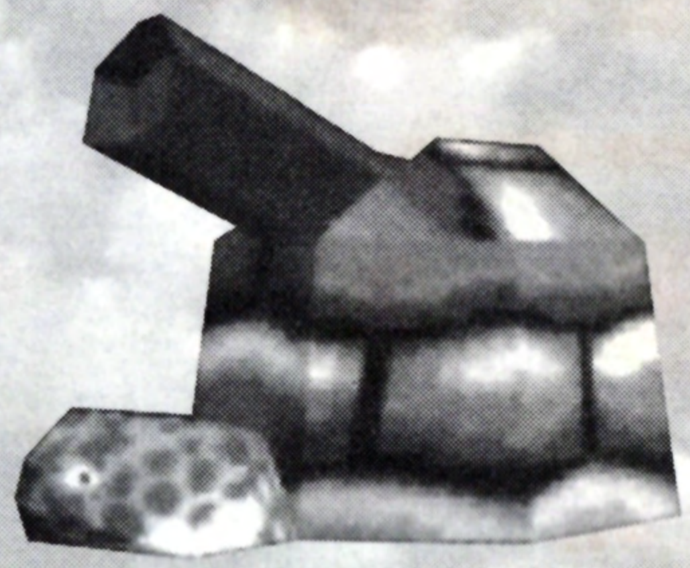
Also helps to reach high places, but the thorns will cause damage

cannon



Don

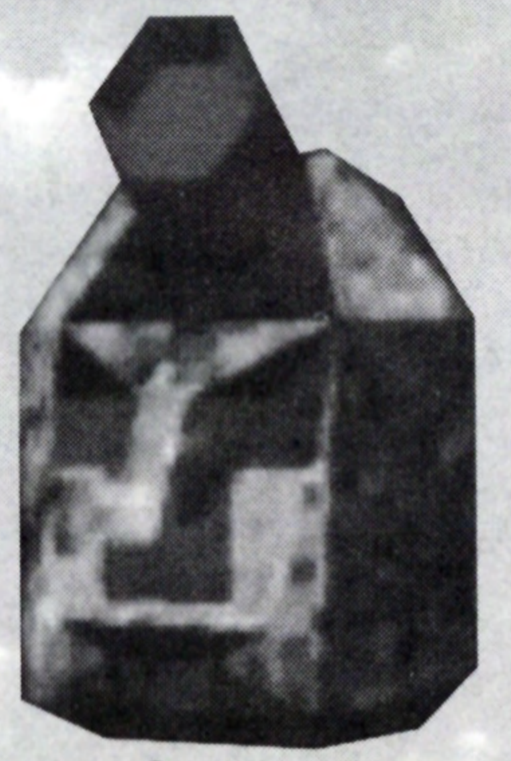
Standard cannon that can track Lay or Cress a full 360 degrees



Beccora

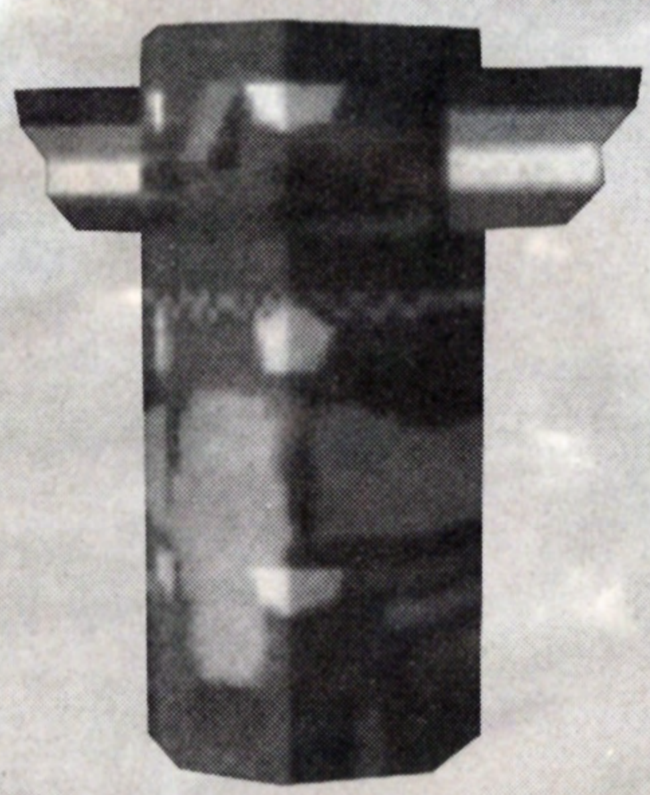
This turtle packs some heavy artillery on its back





Zinmen

A deadly statue



Zin

No ordinary totem pole

KOKOPELI digital studios warrants to the original consumer purchaser that this Game Compact Disc (CD) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOKOPELI digital studios will repair or replace the CD, at its option, free of charge.
To receive this warranty service:

1. DO NOT return your defective Game CD to the retailer.
2. Notify the KOKOPELI digital studios Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the KOKOPELI digital studios service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective CD, and return your CD freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   KOKOPELI digital studios Consumer Service Department,
   5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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