

GameRunner

www.gamerunner.us

USER MANUAL

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SETUP

The GameRunner comes pre-assembled, and is ready to play right out of the box.

The treadmill is in its fold-away locked position, and you will need to unlock the treadmill before using it. Please refer to the treadmill manual for instructions on how to unlock your treadmill.

The treadmill is heavy, so be carefull when removing from the box.

Once you have the treadmill unlocked and it's ready to go, then all you have to do is plug in the GameRunner controller. The GameRunner uses a standard USB 1.1 connector, and can connect to any USB 1.1 (or above) compatible device.

Setup the GameRunner by placing the treadmill in the location desired next to your PC or Console system. Unlock and lower the treadmill platform. Locate the USB wire, and proceed to the next page to connect it to the system of your choice.

INSTALLATION

Connecting to PC

The GameRunner is compatible with any PC supporting USB 1.1 and above. Simply connect the GameRunner's USB cable to any available USB port on your PC. The PC should detect both an HID-compliant keyboard and mouse. If you would like to test the GameRunner's connectivity you can simply turn the controller from side to side and you should see your mouse cursor move across the screen. You're reading to get on and start gaming!

Connecting to Xbox 360

With an Xbox 360 system simply plug the GameRunner's USB cable directly into any available USB port.

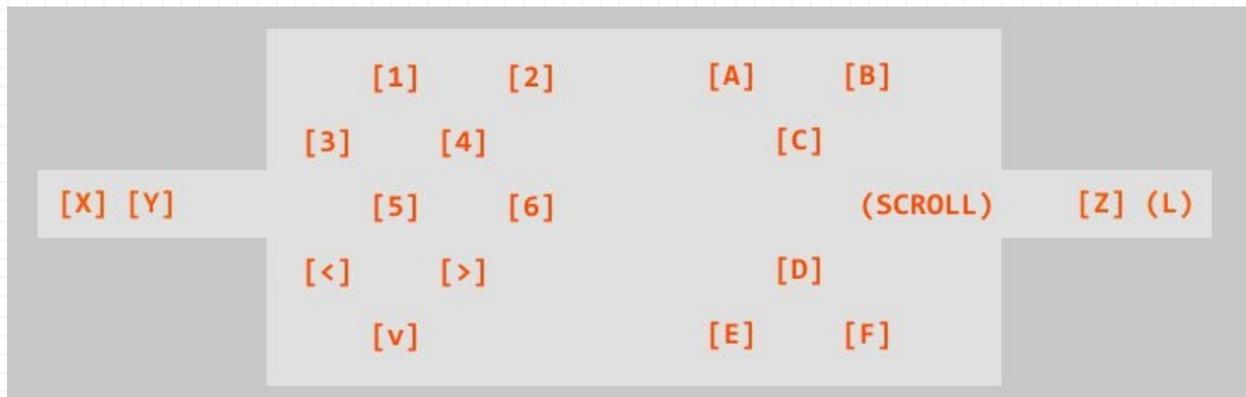
Connecting to Playstation 3

With a Playstation 3 system simply plug the GameRunner's USB cable directly into any available USB port.

CONFIGURATION

Controller Overview

The GameRunner controller has a total of eighteen (18) mappable buttons. You can map any keyboard key or mouse button to any of these eighteen buttons.



+ Buttons 1-6, A-F, X-Z, are all standard mappable buttons. Their only function is to signal to the system that a keystroke or mouse click has occurred when the user presses them.

+ The (SCROLL) is a rotating thumb-wheel which is hard coded as a mouse scroll wheel. It is useful for switching weapons and/or zooming in for sniper shots.

+ The right handle-grip on the GameRunner controller rotates in a throttle-like fashion. When the user holds down the (L) button rotation of this grip allows them to look up and down.

+ Three arrow buttons in the lower-left are the keys used to allow the player to change their direction of movement in the game for strafing and backpedaling while walking on the treadmill.

CONFIGURATION

Using the Configuration Utility



To configure the mapping of the GameRunner's controller buttons we have created a Configuration Utility application which runs on a PC under Windows. This utility allows you to map all eighteen mappable buttons to function as any keyboard key or mouse button.



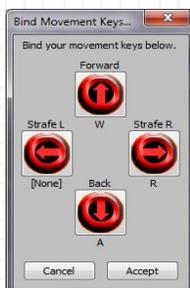
The green rectangled area depicts the location where the configuration utility allows you to load/save button mapping profiles for different players or games. Here you can also export your configuration to the GameRunner, or import its current configuration.

CONFIGURATION

Using the Configuration Utility



The green rectangled area here lists several adjustable slider settings. The Left/Right and Up/Down sliders adjust the controller's sensitivity on the X and Y axes. The 'Treadmill' slider adjusts the treadmill movement to player movement ratio. Turn this up if you find yourself tiring quickly from excessive running so that you can walk and still be moving quickly through the game. Some games feature the use of a 'sprint' key which accelerates the player's movement when held down. The 'Sprint' slider sets the threshold treadmill speed and the key to be pressed when the treadmill's movement reaches this speed.



The arrow buttons in the lower-left corner are for strafing left/right and backpedaling when held down while moving. Press the 'bind movement keys' in the center to set them.

PLAYING THE GAMERUNNER

A Brief Look Inside the GameRunner

The GameRunner functions as a mouse and keyboard via USB. This is ideal because most computer games are designed to be played using a keyboard and mouse. Virtually all first person shooter games on console systems are playable with a keyboard and mouse just as they are with a game controller.

The GameRunner allows a player to 'steer' himself around 3D worlds with six degrees of freedom. The input patterns generated by a keyboard and mouse are generated by the GameRunner controller and treadmill sensors.

Basic Player Maneuvering

The most important part of playing on the GameRunner is moving through a game world. Walking on the treadmill equates to the pressing of movement keys on a keyboard (or mouse). The speed you walk on the treadmill directly translates to the speed at which you move in the game world.

Maximizing control over the movement of the tread is integral to effectively articulating oneself in a game. A player should learn to finesse the treadmill with the least amount of leverage being exerted on the controller itself in order to maximize their ability to manipulate the controller as accurately as possible. Learn to propel the treadmill using your body weight as opposed to pushing yourself back against the controller to maximize your ability to control your aiming and maneuvering.

The bottom-left directional thumb buttons allow you to direct your walking movement from forward player movement to side strafing and backpedaling in the game.

PLAYING THE GAMERUNNER

Turning the controller left and right allows horizontal aiming. If you walk while the controller is turned you will continue turning in the game. This allows you to effectively steer your player's movement through the game environment.

At the far-right of the right handle is a trigger button that causes rotating of the right grip to look up and down while it is held down. Practice this and steering to where you can avoid ever approaching the rotational limits of the controller's range of motion when navigating through a game. This skill will help your effectiveness immensely during play.

Engaging in Combat

If your game is configured to switch weapons with the scroll wheel then you can quickly switch weapons by using your right thumb to rotate the wheel on the controller's right side.

The steering effect works regardless of which direction you are running, making for easy circle-strafting when engaging enemies in combat. Simply strafe left or right while steering in the opposite direction to circle your target.

Miscellaneous Tips

It's a good idea to keep your keyboard and mouse nearby to help with navigating game menus. Although using the GameRunner alone can be done as well with a little practice.

The GameRunner is especially great on a system outputting video to a large screen, a TV, or a projector, maximizing the immersive experience of running through a virtual world. Don't pass up the opportunity to do so if it should arise!

HEALTH AND SAFETY

+Be careful on the GameRunner. If it's your first time on it can be awkward at first, so pace yourself and focus on getting a feel for how to articulate your game character in the world. Don't hop on and start running as fast as you can!

+If you don't regularly run or walk several miles a day then it's probably a good idea to give your legs a stretch and a warmup before you start a GameRunner session.

+If this is your first time playing on the GameRunner be careful not to over-do it. If you don't get much regular exercise walking or jogging then you could quickly reach a level of exertion that is unhealthy for your body. It generally takes three to six days before a person's body becomes accustomed to playing on the GameRunner where they can engage in play sessions that continue for as long as they wish.

+While playing on the GameRunner make it a point to not come to a sudden stop because the treadmill's inertia can keep it moving which could cause a player to lose balance. If you need to stop, learn to do so gradually keeping control over the motion of the tread itself. Attempting to force the tread to stop could cause it to slip possibly resulting in injury.

+When you are on the treadmill, always hold on to either the controller or the side rails. Never walk on the treadmill without having a solid grip on either.

For further reading regarding health information and useful stretch routines, please refer to the treadmill manual included with your GameRunner.

TIPS AND HELPFUL HINTS

+If you're having problems steering, or you are having problems turning around and navigating within your game, try increasing the mouse sensitivity in the game's control settings.

+If you still find yourself constantly turning the controller to extremes to turn yourself around, try making better use of the directional thumb-buttons at the bottom-left to give yourself more degrees of maneuvering freedom. Your in-game mobility will increase ten fold.

+If the treadmill is not making you move fast enough, or the movements are jerky, try increasing the treadmill speed setting in the GameRunner Configuration Utility. The program is available for download from the GameRunner website at www.gamerunner.us.

+If your treadmill begins to skip or loose grip, you can adjust the tightness of the belt so it becomes more firm. Refer to the included treadmill manual on how to adjust the belt's tightness and tracking.

COMPATIBLE GAMES LIST

PC Games

Please note that this list does not list all games that are compatible with the GameRunner, it is merely suggestive. Games which rely on keyboard/mouse input from the user are generally compatible for play with the GameRunner.

Battlefield 2	Medal of Honor
Battlefield 1942	Painkiller
Battlefield 2142	Quake 1
Chronicles of Riddick	Quake 2
Counter-Strike 1.6	Quake 3
Counter-Strike: Source	Quake 4
Crysis	Quake Wars
Doom III	R.T.C.W
Farcry	Serious Sam
Farcry II	Serious Sam 2
Half-Life	Star Trek: E.F.
Half-Life 2	Star Wars: R.C.
Halo	Star Wars: J.A.

COMPATIBLE GAMES LIST

Xbox 360 Games

All first person shooter games that support mouse and keyboard.

Playstation 3 Games

All first-person shooter games that support mouse and keyboard.

TROUBLESHOOTING

[Problem]

My GameRunner isn't doing anything at all when I use it.

My GameRunner isn't steering fast enough, I'm running into walls and getting stuck in corners.

I'm barely moving forward in my game even though I'm running on my GameRunner.

How do I straighten out my controller in tight spots?

My GameRunner is acting funny.

The treadmill keeps sliding all over the place when I walk on it.

[Solution]

+ Make sure the GameRunner is properly connected, check the USB cables.

+ Increase the game's mouse sensitivity or your steering speed setting using in the provided configuration application.

+ Increase your treadmill speed setting, see the 'Configuration' section of this manual.

+ Continue steering while using the backpedal button and walking.

+ Try un-plugging your GameRunner for a few seconds and plugging it back in.

+ Refer to the treadmill's manual on tightening the belt.

SPECIFICATIONS

Box Dimensions and Weight:

Weight: 69 pounds / 31.3 kilograms
Cubic: 6.5 feet / 0.18 meters
Height:
Length:
Width:

GameRunner when folded:

Height: 4' 5" - 1.35 meters
Width: 2' 7" - 0.79 meters
Depth: 1' 7" - 0.48 meters

GameRunner when fully setup:

Height: 4' 3" - 1.3 meters
Width: 2' 7" - 0.8 meters
Length: 4' 4" - 1.32 meters

WARRANTY

1 year limited warranty is included in the selling price of the product. This warranty shall commence on the day the product is received by the customer. Under this warranty we guarantee the product for one year, parts and labor. This warranty does not cover minor cosmetic imperfections. Customer's remedy under this limited warranty shall be replacement of the defective part, except as set out in the paragraph below.

GameRunner Inc. and it's affiliates make no warranty, express or implied, regarding the product, other than for the purposes described in our promotional materials, and makes no warranty of fitness. In no event shall GameRunner Inc. be liable to the customer or any third party for any damages whatsoever if the client uses the product for any purpose, or in any way not in compliance with its intended use. If the product is used for any purpose other than intended, the warranty may and can be voided at our discretion.

Most orders will be processed for fulfillment within 48 hours and delivered within 6 to 8 months. You will receive an e-mail receipt of your order within 24 hrs. Please note that in some cases orders may take longer to process and deliver depending on item availability and when the order is placed.

IF ITEM IS DAMAGED, YOU MUST ACCEPT THE DELIVERY AND NOTE IT ON THE FREIGHT BILL FOR INSURANCE CLAIMS. THIS WILL ALLOW US THE OPPORTUNITY TO HELP YOU REPAIR/REPLACE THE DAMAGED PRODUCT AND TO AVOID YOUR RETURN FEES. GameRunner Inc. will do everything possible to assist you. If the product is returned to us, it must be in the same condition received along with packing material. If damaged by the customer and not the shipper, you may be charged for additional services to restore it to original condition.

Orders will be shipped using UPS or via motor freight trucking companies. Orders arriving by truck are sometimes CURBSIDE ONLY, you will need to be present in order to receive the delivery and it is your responsibility to unload the equipment. If you have any special delivery requests or instructions such as a request for inside delivery, please contact us ahead of time so that we can make the proper arrangements. Please, no PO BOXES FP0, AP0 or international orders please.

Prior to accepting any delivery, please examine the cartons for any sign of damage. Please be sure to have the driver note any damage on the delivery receipt before you sign for the items. Please contact us immediately if there is a problem.

If your product is missing parts when you open the box, please contact us immediately and we will make the appropriate arrangements to send you the parts you need ASAP.