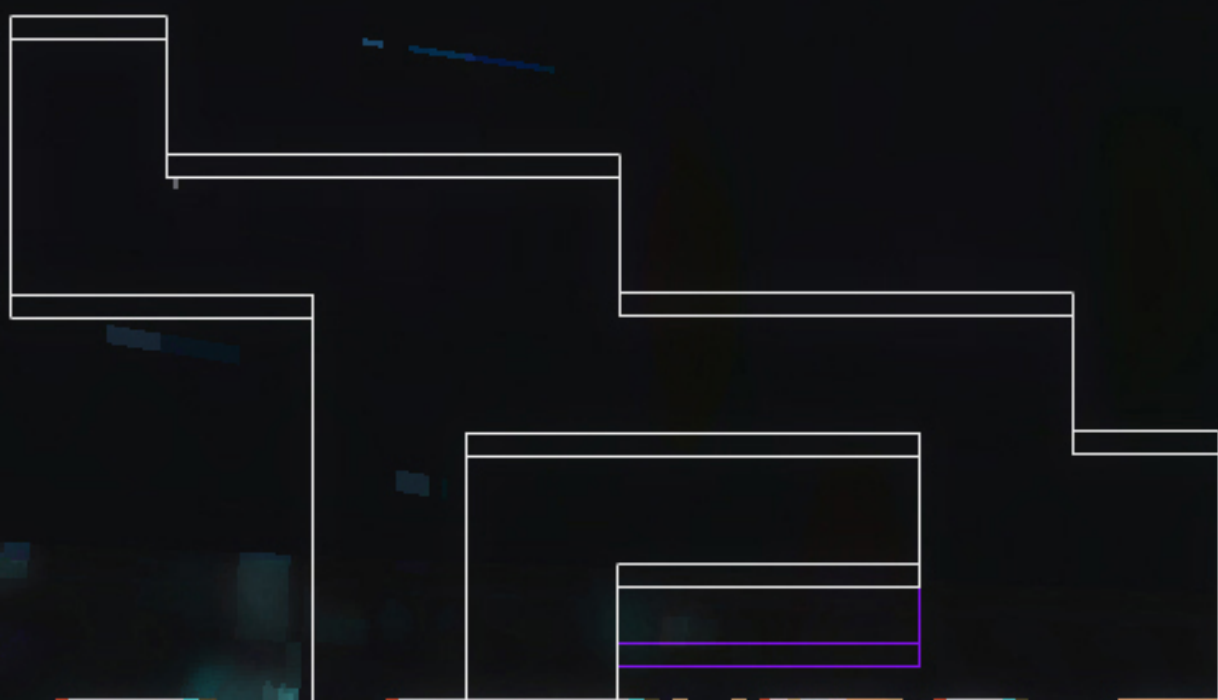
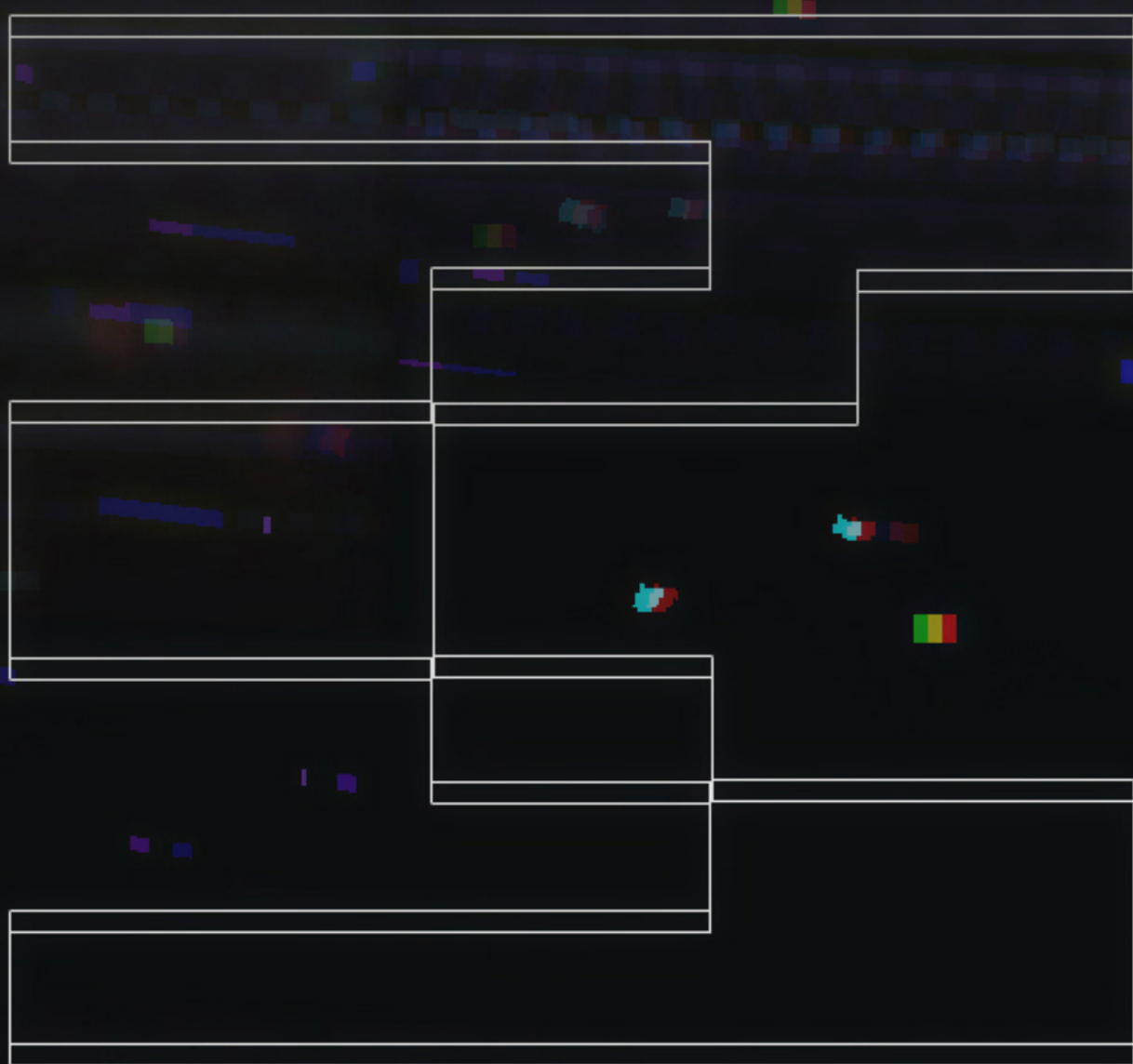
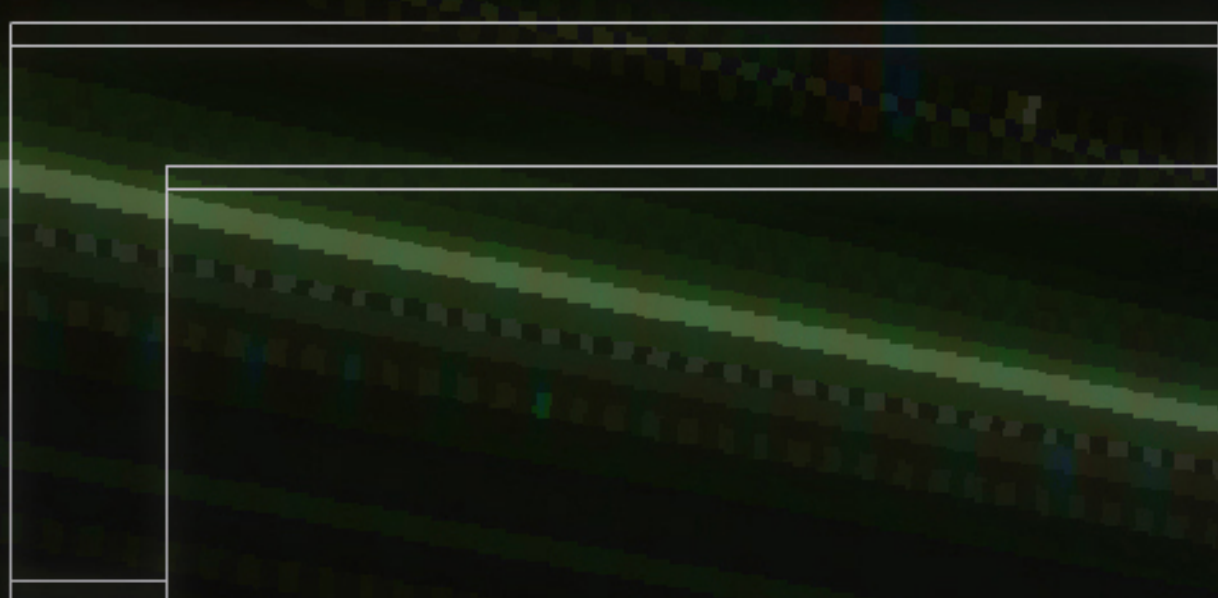
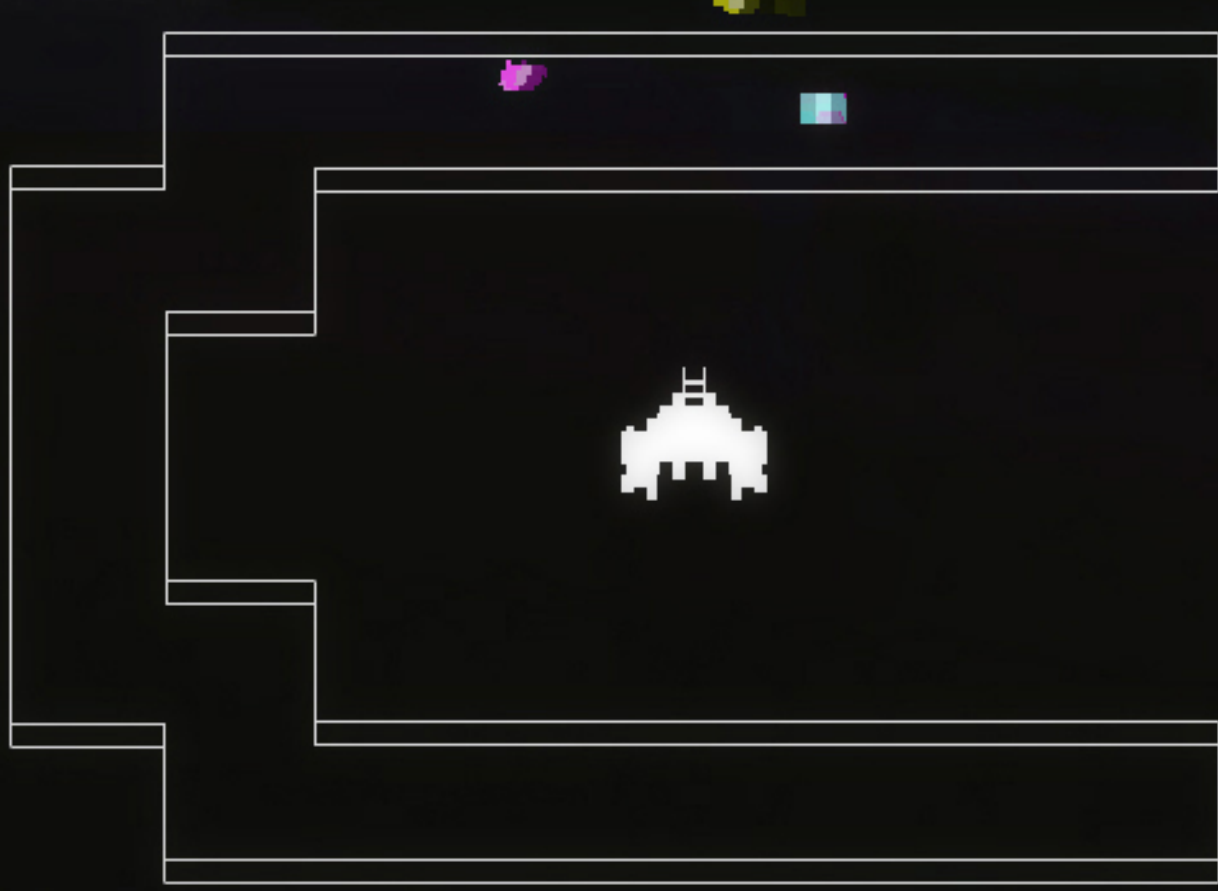
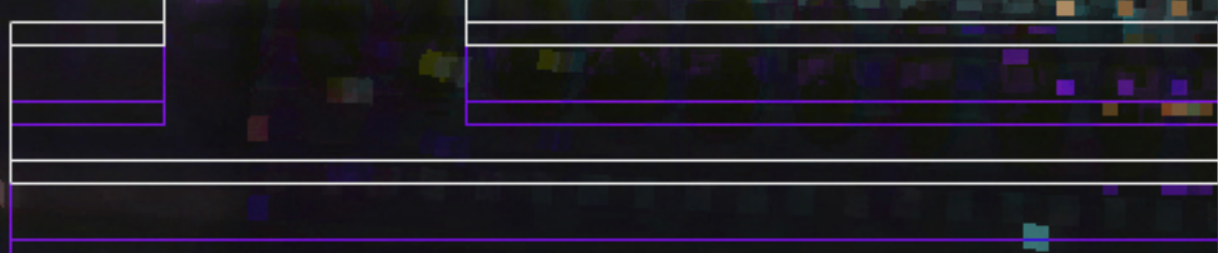




SATURN
OVERLORD

RUNE 3000



SATURN QUEST: R.U.N.E. 3000 MANUAL



HELLO! I AM MANUAL!
I AM EXPLAINING STUFF!

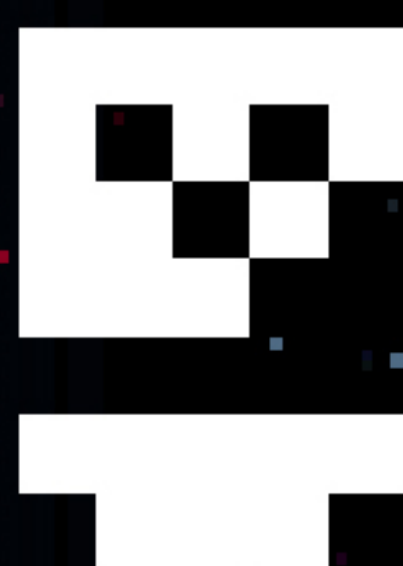
R. U. N. E. 3000 CONTAINS VARIOUS GAME-PLAY
ELEMENTS INCLUDING THE BEAUTIFULLY
MODERNISTICALLY REVOLUTIONARY A. R. T. S.
SYSTEM, THAT MAY REQUIRE ADDITIONAL
EXPLANATION AND THAT IS WHY I, THE MANUAL,
EXIST.

SCROLL DOWN TO READ ME AND ENJOY. THANK
YOU.

YOURS DIGITALLY,
THE MANUAL

[VER. 01]

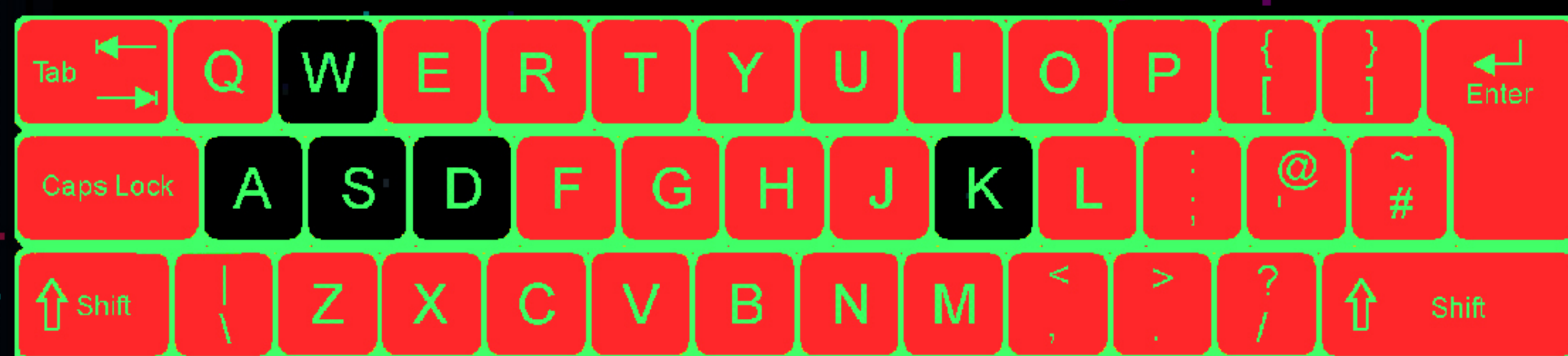
Ark House



CONTROLS

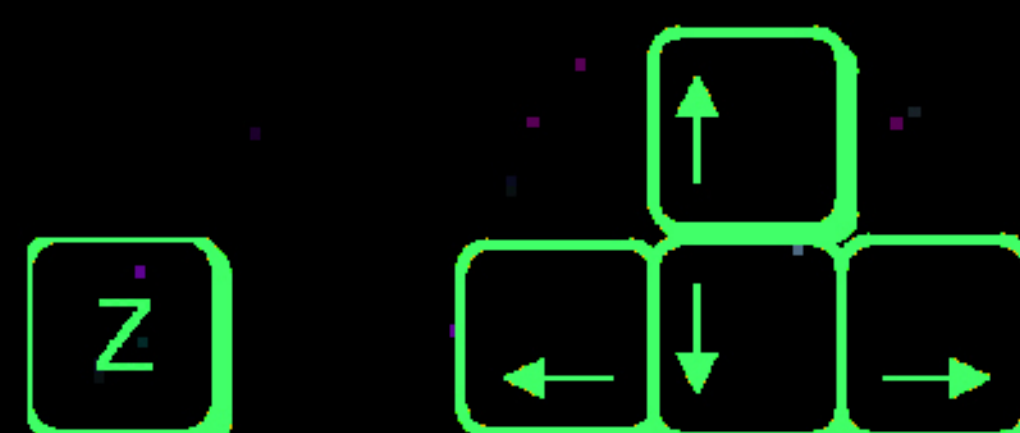
ARKHOUSE TELEGRAPH BELIEVES THAT CONTROL BINDING... IS MOST DEFINITELY EVIL AND SO IS NOT SUPPORTED!

YOU CAN CONTROL R. U. N. E. 3000 IN 3 DIFFERENT WAYS:



DEFAULT AND RECOMMENDED: WASD + K (+ESC)

ALTERNATIVE: R,L,U,D + Z (+ ESC)



GAMEPAD (NOT TESTED *) : R,L,U,D + A (+ START)

* ARKHOUSE TELEGRAPH IS POOR. HE HAS NO MONEY TO BUY HIMSELF A GAMEPAD. I AM SORRY FOR THE INCONVENIENCE!

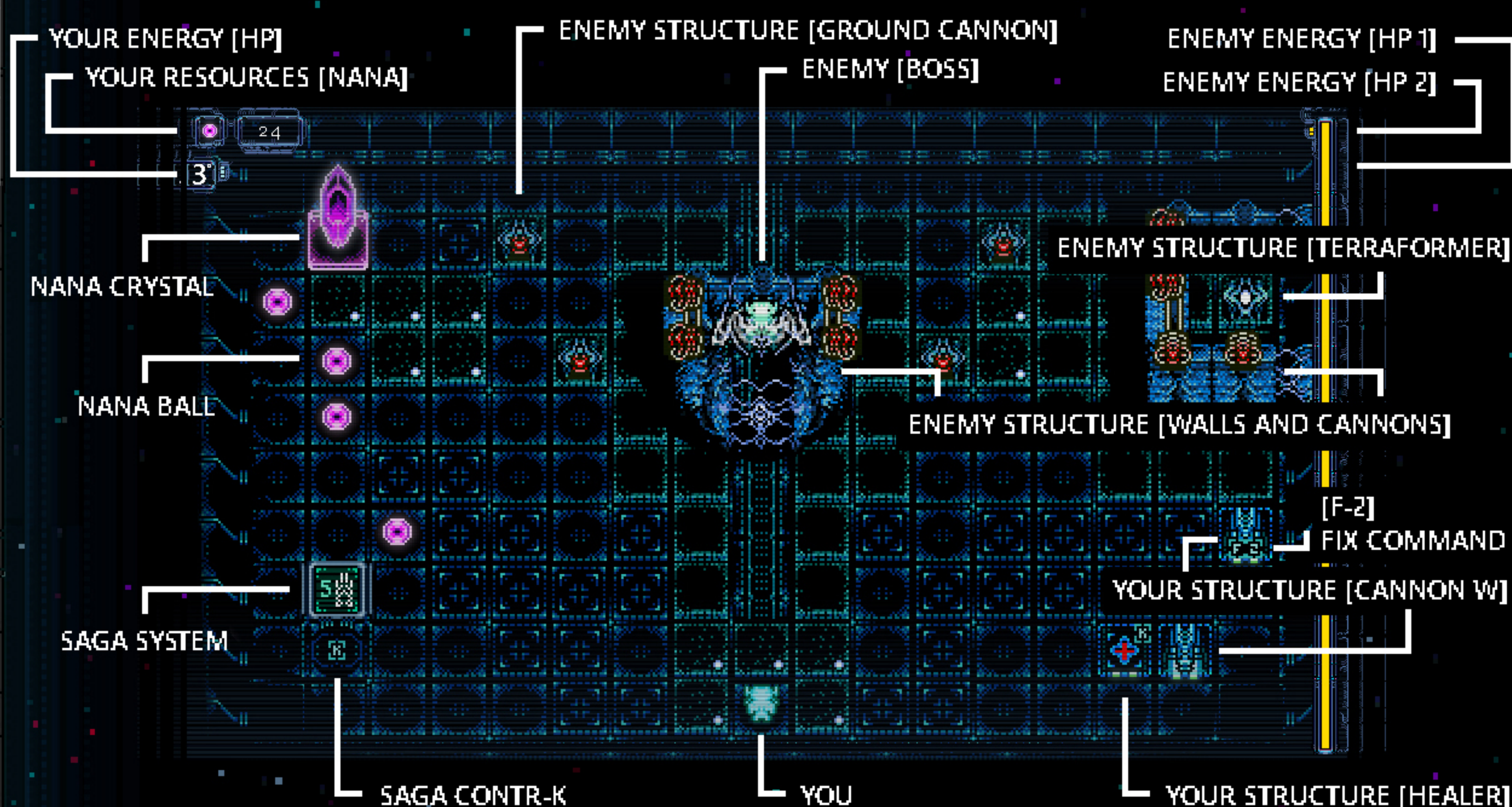
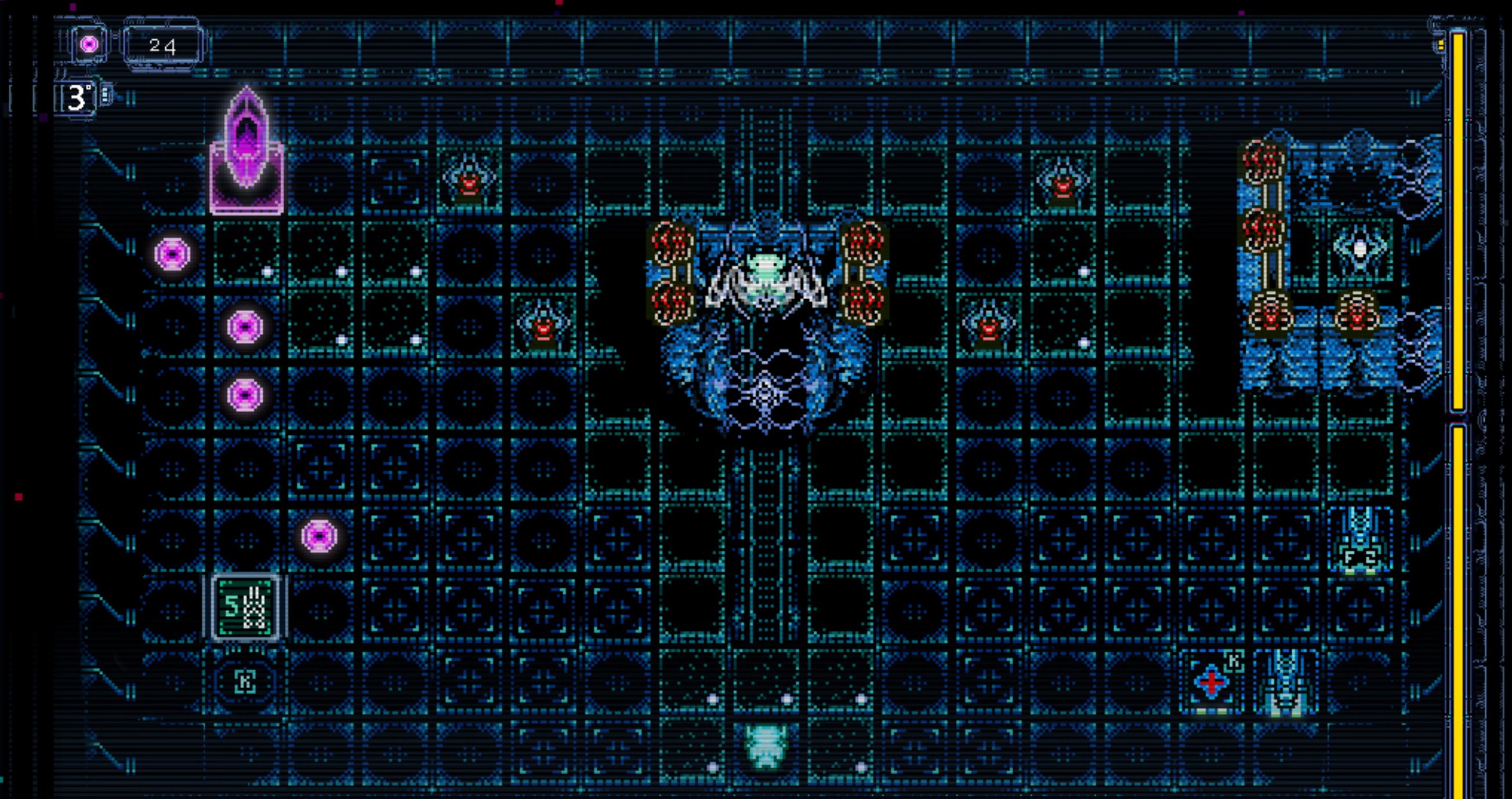
ACTION-RTS

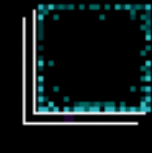
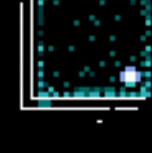
ONE PAGE TUTORIAL

THE GAME DOESN'T EXPLAIN ITS EVERY LITTLE DETAIL.
GAME-PLAY RULES ARE AN OBJECT OF EXPLORATION.

BATTLE ARENA

EX: BOSS 2



-  NEUTRAL SQUARE
-  BUILD SQUARE
-  ENEMY SQUARE
-  ENEMY TERRAFORMED SQUARE

A. R. T. S. STRUCTS WTB

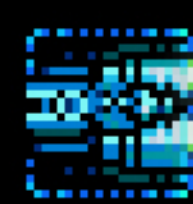
A. R. T. S.

PRESS THE UNIVERSAL <K> RUNE TO DO ANYTHING ON THE STATION

A. R. T. S. WTB



SW-CANNON AI-MECH [BUILD AND AUTO!]



DA-CANNON AI-MECH [BUILD AND AUTO!]



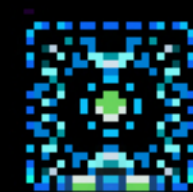
AD-CANNON AI-MECH [BUILD AND AUTO!]



HEALER K-BOX [BUILD AND USE!]



A <FREE-FLY WASD MINER>! PRESS THE UNIVERSAL <K> RUNE TO BUILD SOME ANGRY MINES AND DESTROY THE EVIL MUSHROOMS THAT ARE MUCH BIGGER THAN YOU OR YOUR CANNONS!



AN <AUTO MODE 3-60 CANNON> INSTALL IT AND WATCH THE BRILLIANCE! YOU DO NOTHING! THE CANNON KILLS!



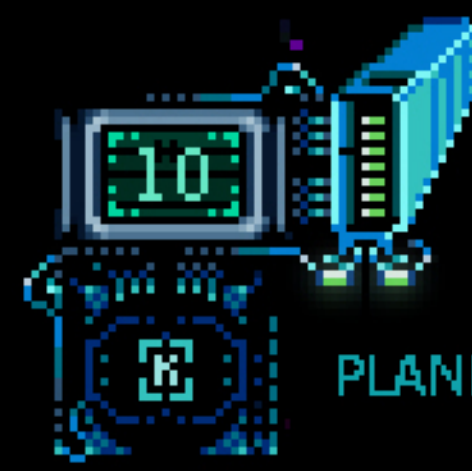
ALPHA-COPY BOT [BUILD AND AUTO, OKFINE!]



FIX PLATE [K TO FIX = 2 NANA BALLS REQ.]



A <MINE-DIM-SWAPPSTER>! FIRST, CREATE A <MINE> USING YOUR OLD <FREE-FLY WASD MINER>. SEND YOUR <MINE> TO THE <DIM-SCREEN> OF A <MINE-DIM-SWAPPSTER>! BAM! YOUR <MINE> IS SENT TO ANOTHER DIMENSION AND IS READY TO DESTROY ANYTHING ON ITS PATH!



PLANET BUSTER P. K-10 [10 NANA BALLS REQ.]



SAGA SYSTEM



SAGA CONTR-K



HEY BOBIN! IT'S BROKEN!
[EMERGENCY SWITCH ON]

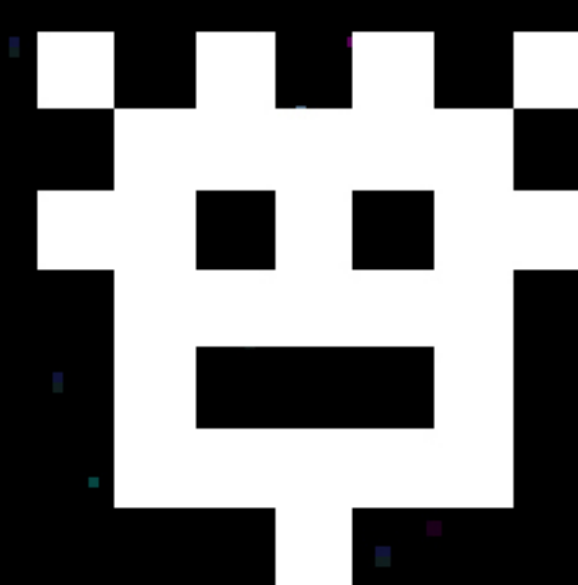


BB-WING MODIFIER
MIC/MOB-BETA

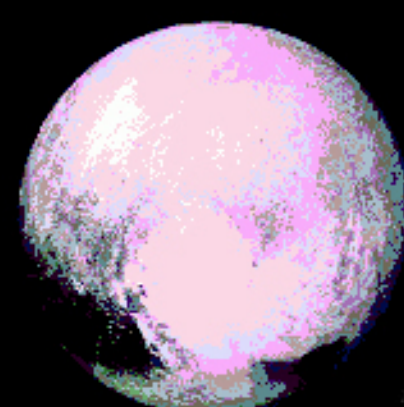


CRYPT-BUILD SQUARE [?]

DEVELOPER'S WISE ADVICES



1. IF YOU DON'T LIKE THE GAME - REFUND!
2. IF YOU LIKE THE GAME, BUT FEEL FRUSTRATED/DEVASTATED/SIMPLY DEAD - GO AND... TAKE A BREAK, RELAX SOMEHOW.
3. IF YOU DON'T LIKE SOMETHING - IT'S ART! FIND SOMETHING FUN YOU LIKE, GO AND... RELAX SOMEHOW.
4. DON'T BE STUPID! THINK! ANALYZE YOUR ENVIRONMENT!
5. DO NOT HATE! HATRED MAKES YOU STUPID! STUPIDITY MAKES YOU HATEFUL! YOU HARM REALITY!
6. DO NOT HARM REALITY! IT IS DEPRESSING ENOUGH ALREADY! GO AND RELAX SOMEHOW!
7. NEVER GIVE UP! TRUST YOUR INSTINCTS! DO A BARREL ROLL!
8. PLAY GOOD GAMES.
9. FIND A JOB. BE USEFUL TO SOCIETY!
10. BE HAPPY.
11. EAT WELL!
12. LEAVE YOUR ROOM ONCE IN A WHILE!
13. LIVE LONG!
14. BE A PATRIOT! LEARN YOUR ANTHEM!
15. HAVE FUN!



Ark House

SATURN QUEST: R.U.N.E. 3000 MANUAL



SATURN QUEST SAGA

TRILOGY:



EPISODE I
EPISODE II
EPISODE III

SATURN QUEST: SHADOW OF PLANETUS
SATURN QUEST: BLAST EFFECT
SATURN QUEST: R.U.N.E. 3000



SEE YOU NEXT MISSION!



R. U. N. E. 3000 IS A SEQUEL TO BLAST EFFECT AND A PREQUEL TO THE ENTIRE SATURN QUEST SERIES. THAT MEANS: YOU CAN START THE SERIES WITH R. U. N. E. 3000, AND PERHAPS IT IS RECOMMENDED.

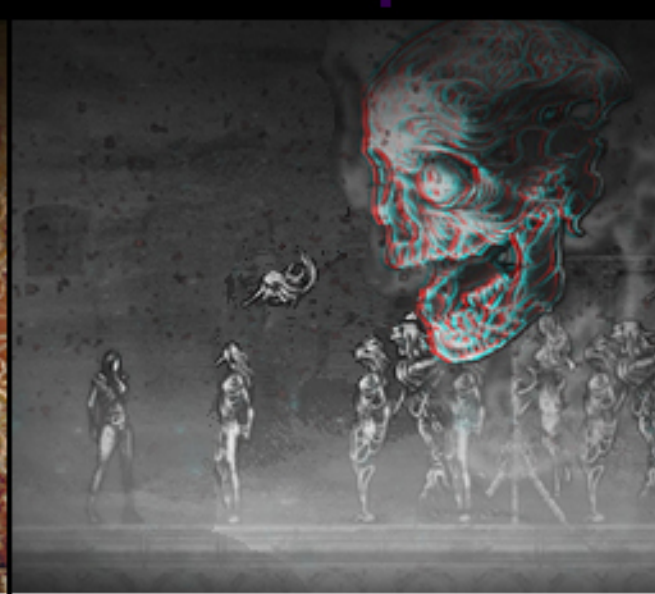
CAN I PLAY BLAST EFFECT AND SHADOW OF PLANETUS AFTER I BEAT R. U. N. E. 3000? YES! PERHAPS... IT IS RECOMMENDED. :)

SHOULD I WAIT FOR THE NEXT GAME IN THE SATURN QUEST SERIES? ABSOLUTELY! IT IS RECOMMENDED! ...PERHAPS.

■ SOME OTHER GAMES BY ARKHOUSE:



CUBE GOTHIC



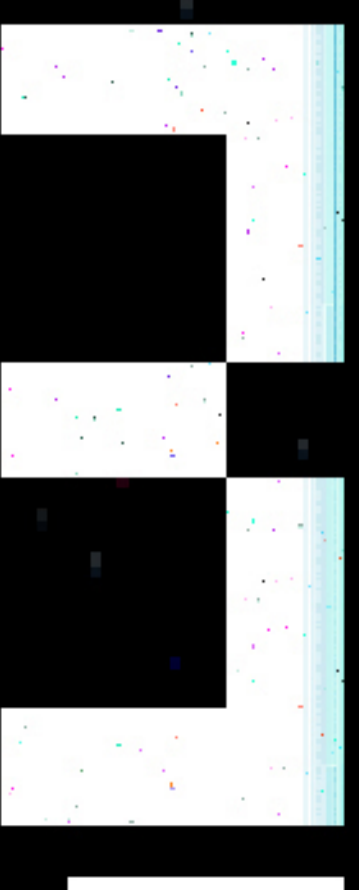
D1896



MIRAGE OF DRAGON



GHOSTDREAM



THIS PDF IS THE GAME'S MANUAL.

ARKHOUS TELEGRAPH

[HTTP://ARKHOUSETELEGRAPH.BLOGSPOT.COM](http://arkhousetelegraph.blogspot.com)

YOU CAN GET THE GAME'S ART BOOK ON THE WEB-SITE.

TO BE CONTINUED...

