

* SOLEAU SOFTWARE PRESENTS *

LADDER MAN 1

FROM THE MINDSCAPE SERIES

Programed by William Soleau
Version 1.0 (c) 1992

Soleau Software Staff

Graphic Designer Katie Langan
General Manager Kevin Santee

Requires: EGA/VGA
Hard Disk Strongly Recommended

Files Needed:

Ladder.exe	Ladder.ov2	Ladder.ov5	Ladder.ov8
Ladder.ov0	Ladder.ov3	Ladder.ov6	Ladder.ov9
Ladder.ov1	Ladder.ov4	Ladder.ov7	Ladder.ovg

* Objective *

Ladder Man is another problem solving puzzle game from Soleau Software. The objective is to find a way to collect all the yellow diamonds located on each floor, then succeed in climbing to the top of the room. There are 30 floors of puzzles to solve in Ladder Man 1.

* Moving Ladder Man / Solving Room *

You control the movements of Ladder Man by using the arrow keys. Ladder Man is effected by gravity, so he needs to use his ladder to climb on to objects to reach his goals. The space bar activates his ladder which can only reach up two grids. Using your problem solving skills, you must figure out how to grab all the diamonds located in each room. Once all the diamonds have been collected, a yellow bar will appear at the top of the screen. This yellow bar means that all the diamonds have been taken. Ladder Man must now climb to the top of the room and reach for the yellow bar allows him to exit the puzzle.

* Objects *

There are many objects located on each floor that can be used to help you complete each room. There are balls that you can push around to create steps for you to climb up on. There are Multi Blocks, Four Ball Holders, Gondolas, Fire Hydrants

and more objects which will help you achieve the solution to the puzzle. These objects are demonstrated in the DEMO Program which can be selected at the Main Menu. There are two hazards you must avoid, fire and water. If Ladder Man walks or falls into either of these, your attempt at the room will be over and you will be asked if you want to try the same room again.

* Personal Score Cards / Solutions *

When you first play the game, you are asked to create your own score card. By entering your initials, you create a personal file that will keep track of the rooms you've solved and the number of attempts it took. If you complete a room and your number of moves was the lowest on record, then your solution to that room will be saved and you can play back your solution by starting the room over again and pressing the s<O>lution key. Only players that have completed the room will be allowed to see the solution.

(The SOLUTION.DOC file describes how you can get our solutions to all the rooms Free! See SOLUTION.DOC file for details.)

There are many different strategies that you can use to solve these puzzles. If a floor seems to be giving you problems, go on to another one and come back to it later. You can access any of the 30 different rooms from the Main Menu. There is at least one solution for each floor.

* DEMO *

All the objects you can encounter on the different floors are described in the DEMO PROGRAM, which is accessed from the Main Menu. If you are new to the game, this DEMO will take you through a puzzle room step by step so that you will understand the elements of the game. It is STRONGLY RECOMMENDED to run the DEMO program when playing Ladder Man for the first time.

* Key definitions *

Arrow Keys = Move Ladder Man
Space Bar = Put up ladder

<Q>uit = Quits floor and takes you back to Main Menu
<G>ive up = Used to attempt the floor over again
<K>eys = Key definitions
<S>ound = Sound toggle
s<O>lution = Plays back the solution to floor if you've solved it or have sent in the Solution.doc file to Soleau Software for the free solutions to all floors.
(see SOLUTION.DOC file)

* Important Note *

It is STRONGLY RECOMMENDED that Ladder Man be put in a separate directory on your Hard Drive. Due to the graphics involved, the loading and exiting of the game will be considerably slower from a floppy disk. Ladder Man creates many files as you continue to play. If playing from a low density floppy disk, you might run out of room eventually, therefore you should either transfer the game to a HD disk or erase some of the document files included with the game. Whether playing from a floppy disk or a Hard Drive, due to the number of files the game creates, you should locate the game in its own sub-directory.

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MINDSCAPE SERIES

Ladder Man is first in a series of new games by Soleau Software called Mindscape Games. These games are non-competitive logic games which use problem solving skills as opposed to the quick reflexes needed for arcade type games. Our company is dedicated to producing the finest logic games marketed through Shareware.

There is no registration fee for Ladder Man 1, because we are distributing this game as a way to introduce Soleau Software's Mindscape Series of games to Shareware users. However, we would appreciate it if you would take the time to read the LAD_REG.DOC file. This file describes how you can get information on our many other games and how to become a Soleau Software Member by registering one of our games. As a registered member you are entitled to discounts on other Soleau Software and Special Bonus Package Offers.

LADDER MAN II

Ladder Man II is the sequel, which has 30 MORE! floors of mind bending puzzles. A \$12.00 registration fee gives you both Ladder Man 1 & 2 and all the solutions. Further information regarding registrations for this series and other Soleau Software games can be found at the closing screen of the Ladder Man Game, or in the LAD_REG.DOC file.

We at Soleau Software thank you for your support and hope you will continue to enjoy this as well as our other Shareware products.

Sincerely,

William Soleau

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