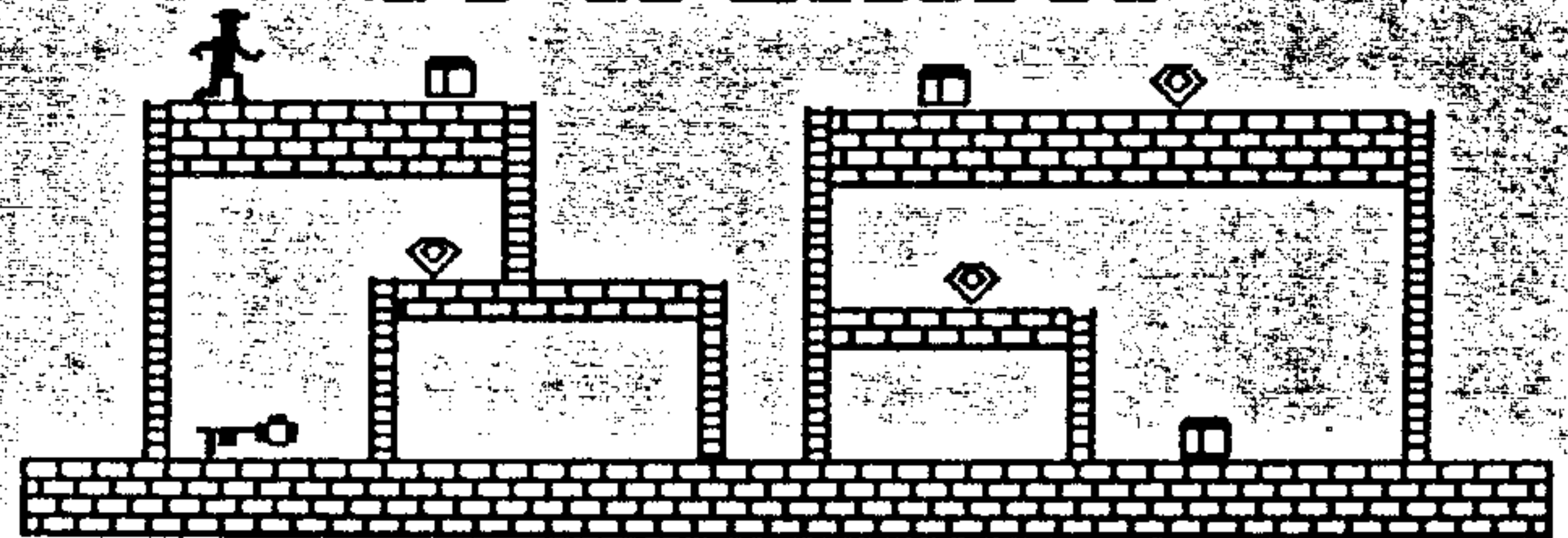# MINIMUM SYSTEM

TI 99/4(A)
X-BASIC
32K MEMORY EXP.
ONE DRIVE

EB Software

presents

TI Runner

for the TI-99/4A

You are a highly-trained commando who has been captured and imprisoned deep in the catacombs of the evil Kryon Empire. Will you be able to mount a successful escape and still get away with the Kryon booty?

There are 50 completely different levels awaiting you on your quest for fun and adventure. However, there are guards that are hot on your trail. You will be running, jumping, drilling passages, and outfoxing life-threatening guards as you escape from the Kryon dungeon.

SPECIAL KEYS:

The game can be paused at any time by pushing the "P" key. To continue push the "C" key.

If Clyde gets into a situation that he can't get out of, pushing function "6" (proceed) will terminate Clyde.

Function "8" (redo) will start the game over.

Function "9" (back) will return the game to the title screen.

Function "=" (quit) will end the game.

At the beginning of any level, function "5" (proceed) will advance to the level. There is a way to go to any level, but we will leave it up to you to find it. If you get desperate, write us. All levels are solvable.

FEEDBACK:

If you have any comments or suggestions, feel free to write us at

EB Software
12912 Villa Rose Dr.
Santa Ana, CA 92705

NOTICE:

MINIMUM SYSTEM:

TI 99/4(A)
EDITOR/ASSEMBLER or MINI-MEMORY
32K MEMORY EXP.
ONE DRIVE

INTRODUCTION:

You are a highly-trained commando who has been captured and imprisoned deep in the catacombs of the evil Kryon Empire. Your mission, should you decide to accept it, is to effect an escape back to the surface. Along the way, there are treasures which you must collect in order to procede to the next level. However, there are three guards that are hot on your trail. You will be running, jumping, drilling passages, and outfoxing life-threatening guards as you attempt to acquire the Kryon booty and still escape with your life.

SETUP:

To start the game:

1) Insert the Editor/Assembler or the Mini-Memory cartridge into the computer.
2) Turn the computer and the peripherals (disk, etc.) on.
3) Insert the TI-RUNNER disk into drive number one.
4) Select the LOAD AND RUN option.
5) Type in the filename: DSK1.RUNNER and push enter.
6) Leave the game diskette in the drive while the game is being played.

INITIALIZATION:

Once loaded, the game will cycle between the title screen and the demo mode. It is suggested that you watch the demo mode, it will show you the basic strategy of the game. Start the game by pressing any key. Make sure the ALPHA LOCK is off.

GAME PLAY:

Either the keyboard, joystick 1 or joystick 2 may be used to control your man, Clyde. Once the first level has loaded, Clyde will be the man in white that is blinking on and off. The action starts when you again push any key, including the joystick fire button. The keyboard layout is as follows:

```
        E
    S   D      K L
        X

   movement   bombing
```

When using the joystick, the fire button is used for bombing. You will always bomb the opposite way that Clyde is facing. It may take a short amount of time to get use to this.

You are allowed to both move and bomb when using either the joystick or the keyboard.

The game will reset back to the title screen if no key is pressed within 4 minutes.

MOVEMENT:

Clyde is allowed to move over bricks and climb up the ladders. Clyde can fall off any brick or ladder without hurting himself, and he may walk over any guard that has fallen into a bombed brick. To pick up any treasure, Clyde can just walk over it or fall on top of it. Also, beware of trap doors, they look just like plain bricks.

BOMBING:

Bricks are the only things that can be bombed, and only certain ones at that. The bricks that can't be bombed are: bricks under any ladder, trap door bricks, and no-bomb (dark) bricks.

When one of the guards falls into a bombed brick, he will drop any treasure that he may be carrying. He will stay there until the brick fills back in, and then he will be back on the prowl. If more than one guard falls into the same hole, one of them will regenerate from the top of the screen. If Clyde falls into a hole that he bombed, he will fall through.

SCORING:

You are given 200 points for each treasure, and a 1000 point bonus for completing each level. The high score is also kept for you. In addition, Clyde gets an extra life as he achieves each level.