for the TI-99/4A and it's Emulators

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.

Minimum System

> TI-99/4A
> Editor/Assembler or Mini-Memory
> 32K Memory Expansion (or equivalent)
> One Drive (real or virtual)

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 or Mount 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 demonstration mode. It is suggested that you watch the demonstration mode, as it will show you the basic strategy of the game. Start the game by pressing any key. Remember… make sure the ALPHA LOCK is up (off).

Game Play

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

<div align="center">

E

S   **D**   **K**   **L**

X

MOVEMENT   BOMBING

</div>

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 time to get used to this.

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

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

Movement

Clyde is allowed to move over bricks and climb up the ladders. Clyde can fall off of 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. Beware of trap doors, as they look just like plain bricks!

Bombing

Bricks are the only things that can be bombed and only certain ones at that. The bricks than cannot 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. Fallen guards will remain stuck in place until the brick fills back in. Once the brick is filled in, the guard will once again be 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 it.

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.

Special Keys

The game can be paused at any time by pressing the "P" key. To continue the game, press the "C" key.

If Clyde gets into a situation that he cannot get out of, pressing 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 next level. There is a way to go to any level, but we will leave it up to you to find it. All levels can be solved.

MINIMUM SYSTEM REQUIREMENT

TI-99/4A
EXTENDED BASIC
32K MEMORY EXPANSION
ONE DISK DRIVE (REAL OR VIRTUAL)