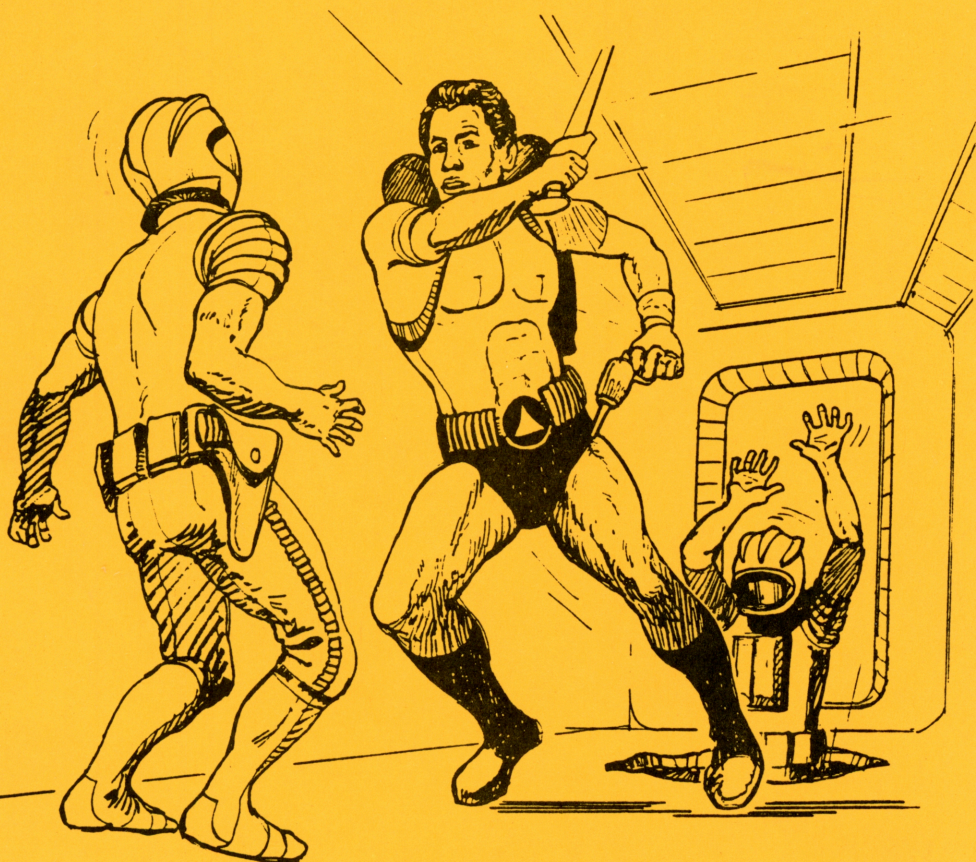


Star Runner



MINIMUM REQUIREMENTS

- TI-99/4A Home Computer

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STAR RUNNER

INTRODUCTION:

You are a highly-trained commando who has been captured and imprisoned deep in the lower decks of the Star Ship Arcturus. You decide not to accept your confinement and effect an escape back to the your planet from the upper deck. surface. Along the way, there are treasures plundered from your planet which you must collect in order to proceed to the next deck. However, there are three guards that are hot on your trail. You will be running, jumping, blasting passages, and outfoxing life-threatening guards as you attempt to acquire the stolen booty and still escape with your life.

SETUP:

1) Insert the module into the slot on the console. Turn the computer ON, and wait for the master title screen to appear.

2a) TI/MYARC Disk Controllers - Press any key to make the master selection list appear. Press the key corresponding to the number beside Star Runner.

2b) CorComp Disk Controller - Press the space bar twice to make the master selection list appear. Press the key corresponding to the number beside Star Runner. Note: To remove the module, power OFF the the computer. Then remove the module from the slot.

GAME PLAY:

Either the keyboard, joystick 1 or joystick 2 may be used to control your man, Dirk. Once the first level has loaded, Dirk 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	Once loaded, the game will display the title screen. Start
X				the game by pressing any key. Set the ALPHA LOCK OFF!!.

movement blaster

When using the joystick, the fire button is used for firing your blaster. You will always fire the opposite way that Dirk is facing. It may take a short amount of time to get use to this. You are allowed to both run and blast 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.

Manual by EB Software and W.R. Moseid
Game by Eb Software (C) 1987 EB Software
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STAR RUNNER

RUNNING:

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

BLASTING:

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

When a guard falls into a hole, he will drop any treasure that he may be carrying and stay there until the deck fills back in, and then he will be back on the prow. If more than one guard falls into the same hole, one of them will appear from the top of the screen. Dirk will fall through any hole that he blasts.

SCORING:

200 points are awarded for each treasure collected, and a 1000 point bonus for each deck level completed. The high score is also kept for you. And, Dirk gets an extra life as he achieves each deck level.

SPECIAL KEYS:

Key	Function
FCTN 6 <proceed>	Puts Dirk in a hole.
FCTN 8 <redo>	Restarts game.
FCTN 9 <back>	Returns to title screen.
FCTN = <quit>	Ends the game.

TIPS

At the beginning of any deck level, FCTN "5" (proceed) will advance to the next level. At the beginning of any deck level, SHIFT 3 (#) followed by two digits will load any level. For example, #05 will load deck level 5 while #23 will load deck level 23. Be sure to include the leading zero when selecting deck levels 1-9.

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FEEDBACK

Customer comments are VERY important to us. Please let us know how you consider the product.

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