Press	For/To
Joystick	In the four directions to move the character.
Fire Button	Drop a bomb, start a game
ENTER	Pause the game. Press again to re-start
SPACE BAR	After a level is finished, press to advance to the next level or if you need to start a level over while playing.
REDO(*FCTN-8*)	To re-start the game
QUIT(*FCTN-=*)	To quit from Rock Runner back to the main Title screen.

STRATEGY

When playing the game you'll most likely develop a number of strategies for yourself, but there are a few things that will pay to remember while playing Rock Runner:

- Rocks can be used to your advantage, and can even be nudged to help set up a trap for a monster.
- Watch rocks carefully - they won't fall on you while you stand directly beneath them, but if you accidently move down instead of to the left or right when you have a rock above you, you will most likely lose a life before you have time to react.
- Monsters will sometimes not notice you if you stand in a passage through a wall (as if you are part of the wall).

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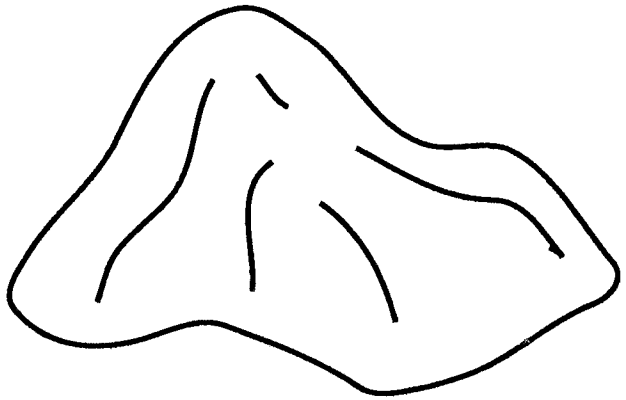
Rock Runner

By Eric LaFortune



Asgard Software

Rock Runner
By Eric LaFortune

INTRODUCTION

You are about to experience one of the most remarkable arcade games ever written for the TI-99/4A computer, and certainly the best new game for the TI in years.

Not only is Rock Runner a great game, it is also a technical feat that pushes the 4A to the limits. Written on a cassette system with the Mini-Memory module, Rock Runner utilizes a graphics mode never-before-seen in any other TI-99/4A or Geneve program - game or otherwise. Dubbed "half bitmap", this new graphics mode mixes the color capabilities of bitmap mode with the speed and flexibility of pattern mode graphics to allow an unprecedented amount of full-color animated graphics! Combine this with excellent sounds, beautiful animation, and fantastic action, and you get a game that puts to shame anything on the Atari, Nintendo, Commodore or anything on any other home computer. Rock Runner is a Herculean effort - a stunning introduction to the work of this young author.

Enough, though - on to the game!

GETTING STARTED

Rock Runner requires the following:

- A TI-99/4A computer
- 32K Expansion
- One disk drive
- One joystick
- An Editor/Assembler module or a Supercart

Please note that Rock Runner will not load through Extended BASIC, TI-Writer or any assembly option five loader that runs through Extended BASIC or TI-Writer. This is because Rock Runner is a very large program that takes advantage of certain assembly utilities that exist in the Editor/Assembler module - and that don't exist in other modules.

Loading Rock Runner is relatively straight-forward:

1. Place the Editor/Assembler or equivalent module in the cartridge port and turn on the computer and all peripherals needed.
2. Select Editor/Assembler from the main module screen.
3. Select Option #5 - "Load and Run"
4. Place the program disk in disk drive one and type at the prompt DSK1.ROCK and press *ENTER*.
5. The program will automatically load and run.

PLAYING THE GAME

Once the program has started, it will present a title screen. If the Alpha-Lock on your keyboard is depressed, it will prompt you to release it. If your Alpha-Lock is not depressed it will automatically proceed to the Instructions screen.

At the Instructions screen you can select the starting level by pushing up or down on the joystick until the level desired is selected. Press the Fire button on your joystick to begin the game at the selected level.

Rock Runner has 15-levels (lettered A through O). The levels are progressively more difficult, and require different strategies to solve. Additionally, you will be given a fixed amount of time to solve the puzzle on each level - hence many levels will continue to remain a challenge every time the game is played. Because you can select the level to start the game at, you only have to play the levels you haven't solved. Even if you eventually solve all the levels, you can still try to best your times for each.

The object of Rock Runner is to use the joystick to move your character around the playing field, gathering diamonds during your travels. As he moves through the area, your character tunnels a space ahead of him. At higher levels you will encounter different creatures, all of whom without exception are out to lower the life expectancy of your character (he begins with 5 lives). These monsters can only move through tunneled areas.

At the lower levels, the main hazard consists of rocks, which if you accidently allow one to fall on you will result in the loss of a life. At the higher levels, you'll be required to drop bombs and lay traps to destroy the monsters, because as they are destroyed they turn into diamonds or open up access to areas with diamonds. Other obstacles you'll encounter include walls and expanding acid pools - contact with the latter results in the forfeit of a life.

After you've gathered a specific number of diamonds, and if time hasn't run out, you can proceed to the next level.

At the top of the game screen you'll see something similar to the following:

```
BOMBS DIAMONDS TIME SCORE
  3     0/30   1000   0
```

The first number is the number of bombs you have. Bombs destroy an area one "square" to every side around them, so after planting one run! The second set of numbers is the number of diamonds. The first number of the set is the number found, the second the number you have to find on that level before it can be solved. The third number is the amount of time you have remaining to solve that level, and the last is the score. The score is based on the diamonds found, any monsters destroyed, and the time you have remaining - when you finish each level any extra time is added to your score.

While playing the game you can do the following things: