

ON THE RUN

© DESIGN DESIGN

THE GAME

You are Rick Swift, often hired by the Defence Department for dangerous missions. In your latest escapade you must enter a deadly area which has been affected by an unfortunate accident involving experiments in chemical warfare. Strange animal and plantlife mutations have occurred, and the animals are now deadly to touch. You've just one hour to go in and collect six flasks of the offending chemical before they become super-active!

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.

2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.

2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.

3. Hold down CONTROL and press the ENTER key.

4. Press PLAY on the cassette player.

Note: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

Explore the maze, avoiding or shooting the mutated lifeforms. There are various items scattered around, some of which may be of some use, these can be picked up by passing through them. You have been equipped with a protective suit which requires energy and this will deplete on contact with any of the mutants. If your energy reaches nothing, then you will die. The screen display shows your immediate surroundings, whilst the top lines show your score, flasks collected, time left and remaining energy as a bar-graph.

Controls: There is a user definable game control system which is explained in the incorporated on-screen instructions.



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I, Ball

Scuba Kidz

Skateboard Kidz

Thingy and the Doodahs

* Correct at time of printing

5 Free Games

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