

ON THE RUN (Design Design)

THE SCENARIO

Your name is Rick Swift, a troubleshooter hired by the Defence Department for dangerous missions. In your latest mission you must enter a deadly area which has been affected by an unfortunate accident involving experiments in chemical warfare. Strange and weird mutations of the plant and animal life in the area have occurred, the animals becoming deadly to the touch.

YOUR MISSION

Contained within the mazes are still six flasks of the dangerous chemicals which will become active in one hour. Your mission is to collect all the flasks before this happens. Because of the lethal nature of the chemicals you have been equipped with a protective suit, complete with a jet-pack to rapidly move you around the mazes which you must explore. However, this suit requires energy and this energy depletes if you come into contact with a mutant. If your energy reaches zero you will die due to exposure to the deadly chemicals. Spread throughout the mazes are various objects which may be used to your advantage; careful experimentation is required!

CONTROLS

"On The Run" has a user definable game control system, which is explained in the incorporated screen instructions. Joysticks may also be used and are selected from within the front end.

LOADING INSTRUCTIONS

Set up the Spectrum as detailed in the manual and load with LOAD"". "On The Run" will now load and auto-run. Please note:- "On The Run" is a very long program and will take quite a while to load.

SCREEN DISPLAY

The screen shows your immediate surroundings whilst the top lines display your score, the flasks collected, the time remaining and your remaining energy as a bar graph.

FEATURES

Sprites!, Mushrooms, Big logo, Frogs, More mushrooms, Teeth, Fluffy explosions, Even more mushrooms, Continuous error free operation, Energy mushrooms, Bombs, Automatic collection, Lots and lots of mushrooms.

DOES NOT FEATURE

Colour vector graphics, Spectacle, BASIL, 6502s, Materialisations, Orchids, Printer bugs, Leg-warmers, Buns.

Game Design by Design Design Game Design
(Graham Stafford and Stuart Ruecroft)
Graphic Design by Design Design Graphic Design
(Stuart Ruecroft)

Program code by Graham Stafford (Design Design)

"On The Run" was written at a secret software establishment somewhere in Cheltenham.

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