

# Roland's Rat Race

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# The Game

Poor Roland, as a superstar on breakfast T.V. he has to get up and get to the studio in time for his show every morning. Now that he is a successful celebrity he lives, unlike his friends, in the underground tunnels and storm drains of London, in a small, but very cosy, little house in the suburbs.

Unfortunately his car is getting a bit old and he has trouble starting it in the morning (don't we all?), and so when his alarm clock doesn't go off, AND he can't get his car to start he is in real trouble! But being a city rat he still knows his way around London below ground, so he has to venture beneath the manhole covers to get to work before 9 a.m.

Get Roland through the maze of drains and tunnels in time to take his seat at TV-am. Just to make things a little more difficult, his furry friends have been kidnapped by the nasties who have sworn to stop Roland from getting to the studio. If Roland fails, or if he gets there too late then he may find himself out of a job.

Roland has his Instant stic-o-matic glue gun that fires small blobs of instant glue that will firmly stick any nasties that come in contact with it until they manage to work themselves free. Roland can climb around the ladders underground, and can move quite fast through the drains (unless of course he is stupid enough to get stuck in his own glue!).

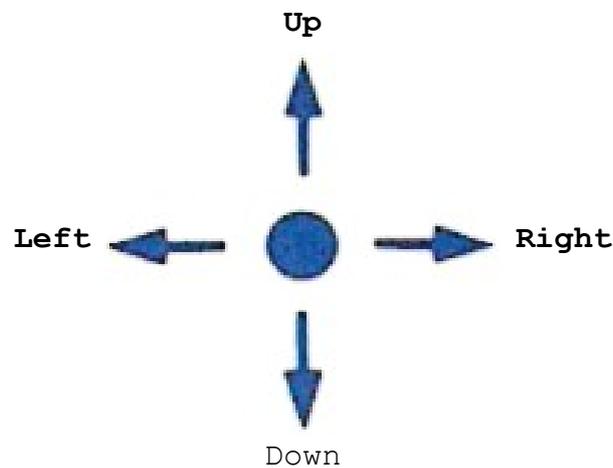
The drains are large and complex, and unless Roland can work out the map he will need to think hard and fast so as not to get lost. One of the tunnels is blocked by a large door. If Roland is ever going to get out again he will need to find the pieces to the door and the key. The passage that Roland used to enter the underground drains has been blocked by the nasties so there is only one way out - the hard way!

# Loading

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Type LOAD ""<ENTER> [Note there is no space between the two quotes]. The " is obtained by pressing SYMBOL SHIFT and the P key simultaneously. For further instructions consult chapter 6 of your manual. Now press PLAY on the recorder. The screen message should appear and the game will load automatically. If this does not happen try adjusting the volume and tone control up until loading takes place.

# Joystick Control



# Nasties

Horrible "Nasties" have evolved in the "sub-earthly" empire under the city of London. Enormous Wellington boots are stomping around down there waiting for Roland to appear. As Roland ventures further into the depths below he will have to beware of the nasty bats which just love to have a nip at large furry superstars! Watch-out!

# Helpful Hints

Avoid Wellington boots at all costs.

To catch the train:

Shoot glue tracks and run up the steps or foot holes. To get off the train press the FIRE button.

You can carry one object at a time.

Find the door and place the door pieces in front of the door.

The key to the door can only be collected when the door is complete. The key opens the door to the inner sanctum where Roland will encounter his final conflict to release his furry friends Errol and Kevin using the key.

Conserve your energy as much as possible and build up your energy by eating the delicious hamburgers and apples. But be careful not to eat too much food all at once as you may find you will need it later.

# Scoring

You can improve your score by glueing down the nasties, eating food, collecting pieces of the door and the key, placing pieces of the door at the doorway.

# Roland's Rat Race

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PRODUCED BY D.C. WARD

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