TOADRUNNER

♦GETTING STARTED♦
If you are using a joystick, insert it into Port.
<u>Cassette version</u> *Remove/Disable any disk interfaces. Insert cassette into unit. Press CTRL and small ENTER. Press PLAY then any key.*
<u>Disk version</u> *Insert disk into drive A. Type RUN "AS" then press ENTER.*

♦MENU♦
After loading, a high score table is shown together with pictures of objects found throughout the game. Press any key to continue. The screen will then display a list of options on how you wish to control your player:

1) *Redefine Keys*
2) *Keyboard Option*
3) *Joystick (0)*
4) *Joystick (1)*

Above this menu the current keyboard setting is displayed. These are the keys that operate the player if the keyboard option is used. If you wish to change these then select option 1. You will then be asked to select keys to perform the six operations: PAUSE, USE, UP, DOWN, LEFT and RIGHT.

To start the game: Press '5' having selected your control option. If you are using a joystick then the 'FIRE BUTTON' is the 'USE BUTTON' and the pause is the same as the keyboard.

♦POCKETS♦
During the course of the game you will find certain objects that you may wish to pick up. This can be done by placing the object in your pocket. You only have four pockets and therefore you can only carry four objects (quite a lot seeing that you are but a small amphibian). To burden yourself with an object simply position your player next to it and press the number (1-4 above keyboard) that corresponds to the pocket you wish the item to be placed in. To cast aside an object simply press the number of the pocket you wish to relieve. Some of the items may be 'used' rather than carried around and repositioned. Only the item in pocket 4 may be used. This is done by pressing the fire button or whichever key has been selected for 'USE', eg if you had an axe in pocket 4 then the fire button ('use' key) would start the toad slashing the air or anything that came in its path.

♦OBJECT OF THE GAME♦
The aim of the game is to…wait for it… Find the Princess and… who knows what may happen but I'm sure you have a fair idea. First you have to kill the STONE-MASTER. This is not as simple as it may seem. There are many problems to perplex your green brain as well as a whole host of nasties to drain your reptilian energy.

♦THE THIEF♦
After seven toad time units a thief will appear on the screen and infuriate you by stealing any items it finds lying around; you may very well need those particular objects. The thief can only hold one item but is very greedy (and stupid) and will drop what it is carrying to steal another. It is possible to kill the thief but it takes a lot of energy and when he dies, takes whatever he is carrying with him to hell and damnation. Bad luck on the thief but it may be impossible to complete the mission without the missing object.

♦TRIPLE EXITS♦
There are some occasions where there appear to be three exits in the same direction and they all look the same from your side, but if you choose the wrong one then you will perish and loose all subsequent lives. To add to the fun the correct path may be different each time you try it but there is a way of predicting which path leads to the other side so keep your bug-eyes open for the position of rock cracks and flowers!

♦ON SCREEN INFORMATION♦
At the top of the screen there is some information which you really ought to look at. On the left are your four pockets (no pocket fluff in this game)! Next to these is a display of the percentage of the puzzle completed. Do not get too depressed reading this and remember finding the Princess gives you the 100%. The display next to this is your energy and this is explained in 'HOW TO DIE'. On the right hand side of the screen is the clock ticking away in toad time units.

♦HOW TO DIE♦
This is certainly the easiest part of the game! There are a whole host of ways but they can be divided into two categories. The first way is by being squashed or taking a wrong exit at a TRIPLE EXIT. These not only kill you but take all further lives. They say a cat has nine lives but a lesser known fact is that toads have five. To experience the sensation of dying five times you have to drain your energy. This can be done by touching a flying bug (the only ones in this game!) or one of the guards at an exit. One or three of the guards may take all your lives if they are feeling spiteful. You will see your energy draining in the display at the top of the screen. The best way to understand this is to try it. Stand next to the knight on the first screen. Once the meter turns completely green you will lose a life. A toad can only stay out of water for 75 TTUs and so after this you will go to the big green pond in the sky.

♦HINTS♦
Most, but not all, of the guards/objects blocking exits can be removed. Trying to squeeze through cannot be recommended!
Once an object has been used then it probably will have no further use.
Don't give up!
*So pick up your warts and hit the road and remember… **be careful out there**.*
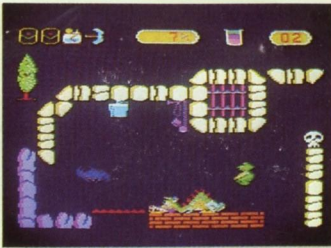
I have almost forgotten
my own image... I was
the Prince... that night
will stay with me forever.
The moon, the madness
in the air and that evil
curse from which I
became the Toadrunner!
If I am ever to regain my royal
visage I must find my Princess and if I do not succeeed...
I can say no more for I am yet the Toadrunner.

TOAD RUNNER

by D. Harper

Screen shots show AMSTRAD version

ARIOLASOFT

Cover Art ♦ Lee Gibbons   **Nameology** ♦ Hymie Epstein

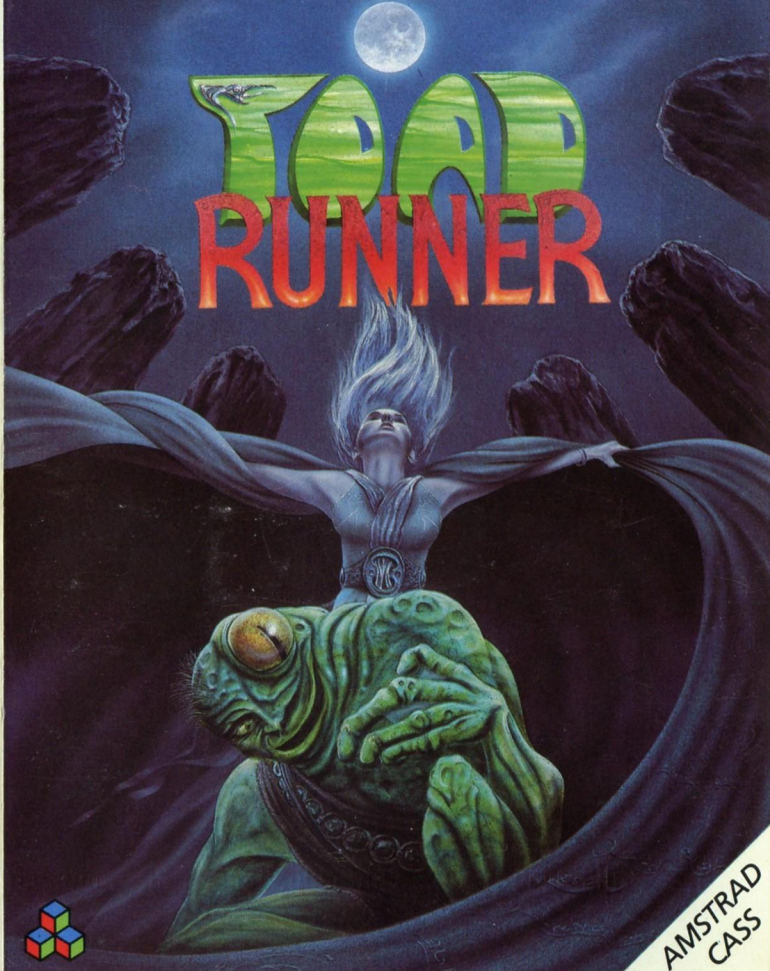AMSTRAD is a registered trademark

Joystick or Keyboard

TOADRUNNER

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