THE RUNNING MAN

THE GAME

The Running Man is a one player game in which you must manoeuvre Ben Richards through 4 game zones and a TV studio. Defeat all the stalkers and guards, fight off the attack dogs and fulfil your promise to Killian.

BASIC PLAY

The joystick is used to control Ben as follows:
WITHOUT the fire button pressed:
Centre – Stands still
Down – moves into a crouch if standing
Up/left/right – jumps up if standing, stands up if crouching
Left/Right – turn/move left or right. If the joystick is moved quickly in the same direction Ben will run in that direction (he will make a higher/longer jump whilst running)
Down/left/right – crawl

WITH the fire button pressed
Centre – kicks in the direction faced
Down – moves into a crouch if standing. If crouching collects/drops weapon.
Up – jumps
Left/right – turns/punches if facing in that direction. If holding a weapon uses it.

WEAPONS

In the game zone you may find various objects which you may use as weapons. These include bricks, pipes and guns. You can kill some stalkers without using weapons but this will require greater skill.

HEALTH

If you are struck by a stalker or fall into a trap your health will suffer. Your health is displayed at the bottom of the screen together with that of any stalker you are fighting.

Your health can be improved by 2 methods: medi-packs which are in various locations throughout the game and by completing the UP-LINK CODE.

If your health gets below a certain level you are deemed as unconscious and the game ends.

LOADING

Amiga
1 Drive owners – place disk 1 in drive 0 and switch computer on
2 Drive owners – place disk 1 in drive 0 and disk 2 in drive 1 then switch the computer on.

Atari ST
1 Drive owners – place disk 1 in drive A and switch computer on
2 Drive owners – place disk 1 in drive A and disk 2 in drive B and switch the computer on.

C64
Tape: Shift/Run-Stop and press play on tape deck (intro sequence on side B)
Disk: Enter LOAD "*", 8,1 and press return (intro sequence on flip side)

Spectrum
Tape: Enter LOAD "" and press return or use inbuilt loader on Plus 2 or 3.
Disk: Use loader option from main menu.

NB. In addition to joystick the following keys may be used on Spectrum and Amstrad:
Q = Up, A = Down, 0 = Left, P = Right, M = Fire, L = Pause

Amstrad CPC range
Tape: Enter RUN "" and press return
Disk: Enter RUN "DISK" and press return

IBM/PC or 100% compatibles
Place disk 1 in drive A, enter RUN and press return.
In addition to standard IBM joystick the following keys may be used;
Cursors = Up/Down/Left/Right, Space = Fire, P = Pause,
S = Sound On/Off R = Redefine keys (only at start).

UP-LINK CODE

Between each game zone you must try to attain the UP-LINK CODE. This involves a simple co-ordination game in which you must match two sets of symbols. You are presented with two sets of 8 symbols, the left set is then mixed up. Two highlights will appear, these can be moved with the joystick. If the fire button is pressed the two symbols that are marked will swap position. Using the right hand symbols as a guide you must put all the symbols in the correct position. If this is achieved in the allocated time then your health is restored for the next game zone.

SCORE

The score is based on the money bet by the viewers. If you fight well then the more money they bet. Bonus betting occurs when you complete a zone and for killing a stalker. If you get a good score you will be invited to record your name on the high score table – showing today's best Running Man.