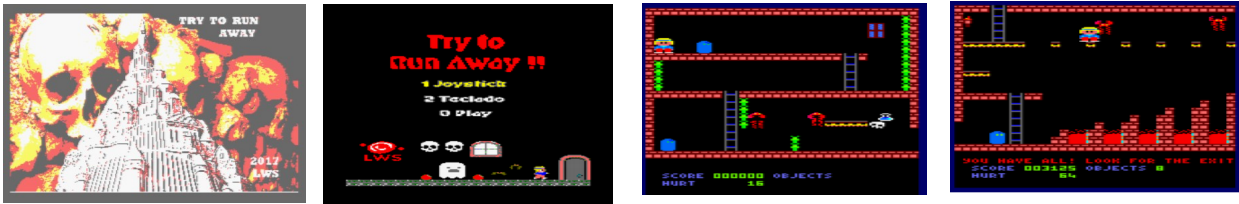# TRY TO RUN AWAY

TRY TO RUN AWAY v1.5

Dsk Version: Insert the "ttra. dsk" in the disk drive (from your favorite emulator or burn it to a physical disk.)
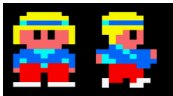
To play, run "disc. bas

Version cdt:
Run "
Press Play and a key.

History

You've woken up in a castle, it seems bewitched, you don't remember anything. How did you get there? You just want to escape.... Run, TRY TO FLEE before it's too late.......

Objective

Your goal is to try to run away.
To achieve this you will have to find 7 magic balls and a key, scattered throughout the castle.

When you get the key, you'll have to find the exit.

The order is sequential and to get the key you must first obtain the 7 balls. Without the first ball you can't get the next one. With the ball one you will be able to cross the wall that leads to the 2-ball, etc.
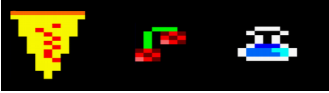You only have one life, try to eat and drink.
If you get to 100 of damage, you'll die.

Your enemies

Inside the castle you will find all kinds of enemies, filthy vermin and constant dangers.

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Retrieve Strengths

Look for food and regain your strength whenever you can... although sometimes it won't be the best option.

Controls

Keypad Version: Q (Up) A (Bottom) O (Left) P (Right) and SP (Jump)

Joystick: Joystick (or keys defined as Joystick in a WinAPE EMULATOR)

Other Keys:

ESC: Exit

Advice

- Take advantage of jumps, sometimes they help to avoid enemies.
- Eat whenever you can even if sometimes it's not profitable.
- You can take breaks and eat all you want, there are safe places with food nearby, where you can always come back.
- The stairs, get centered in it, it will be easier to go up or down. If you are running and want casualties, press left (or right at the same time depending on the direction you are running) and down.

Versions

v1.5 (and Final):
Correction of damage detection.
Correction of some corrupt screens.
New graphics (Hero, some enemies and other graphics)
New menu, with music (A thousand thanks to McKlain)
New end to the game! (Actually it couldn't really be over:)
Cdt Version.

v1.4:
Correction of some screens.
New Charger: Upgrades on the loading screen, new menu and memory settings to work in real CPC.

v1.3:
Correction of some screens.
The damage counter wasn't 100% there yet, I hope it is now.
Other small mistakes.
Added manual in English.

v1.2:
Correction of some screens.
Fixed (I think) the damage counter that didn't reflect the damage well.
Added sound when they touch us in all enemies.
I've removed a few enemies and there's more food.
Improved presentation screen.

v1.1:
Added keyboard version.
Created menu to choose version.
Correction of errors and minor graphics modifications.

Contact

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I appreciate any kind of feedback you can give me to improve the game (sure you do)

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Thanks for playing! – Gracias por Jugar!