



©1987 Softek International Ltd. ©1986 Cascade Games Ltd. All rights reserved. Unauthorised copying or re-recording, hiring, leasing, lending or selling under any exchange scheme in any manner is prohibited.

COMMODORE
64/128

SKY RUNNER



SKY - Narcotic drug - potent and plentiful - keeps the masses in a state of docile obedience.

SKY RUNNERS - Ruthless, organised agents who harvest, process and distribute Sky.

NAIBMOLOC - A huge forested planet - its trees the only source of Sky.

RUNNER SQUAD - An elite band of mercenaries employed by a consortium of rebels to stop the Sky Runners in the only way they know how - total and absolute destruction!

You are the Runner Squad Commander, with one Planet Skimmer and three highly manoeuvrable Sky Bikes.

First pilot your Skimmer over the brilliant graphic planetscape, destroying the Sky harvesting machinery - then onto your Sky Bike to take on the terrifying Sky Runners in super-fast action aerial combat!

Fly like an ace, shoot fast and straight! The payment for success - colossal riches; the penalty for failure - death!



MSLICA

199
Selection

COMMODORE 64/128



SKY RUNNER

LOADING INSTRUCTIONS

If using a Commodore 128, select 64 mode before loading. To load press **SHIFT** and **RUN/STOP**.

CONTROLS

Use joystick left/right to steer, and forward/back to accelerate/decelerate. Also hit **P** to pause and **Q** to quit and restart.

PLAYING

Press any key or **FIRE** to start. Your control panel will now be active, showing your bank balance after your initial supplies of Fuel and Blaster energy have been bought. First select the Threat Level at which you wish to play, using the joystick.

Your ultimate aim is the destruction of the huge Sky Harvesting machines - with the added objective of getting yourself the largest possible bank balance. The rewards for success are high indeed! But in order to get that far you must penetrate the defences...

First, flying the Planet Skimmer ship, you must disable the defence towers that guard the forests. You have only one Skimmer with which to get rid of all the towers in the sector. Having accomplished that, you must stop your Skimmer in order to drop off the first of your three Sky Bikes...

Seek and destroy all the enemy Sky Runners. But be careful because there are also some of your fellow Runner Squad men around, and there are penalties for killing them. The problem is that all Sky Bikers look the same... Some of the enemy are wanted men and are worth more alive. Your panel will switch you to Pulse Blaster level so that you just disable them - but only fire once or you will kill them!

Destruction of the last Biker will activate your control panel and let you know where to place a high energy blast onto the side of the Sky Harvester. Your panel will automatically allocate the energy for this action.

If at any time you run out of Fuel or Energy, you can buy more. Again your panel will handle this transaction.

These instructions do not tell you everything - that would be too easy...!

The MICRO Selection, 36/38 Southampton St.,
Covent Garden, London, WC2 E 7HE.

