

SKY RUNNER

SKY is a drug used by the 24th century planetary dictatorship to keep the masses in a state of docile obedience. SKY is harvested on the planet of Moloc with huge harvesting machines defended by enemy sky bikers and formidable defense towers.

But there exists a freedom underground - proud rebels who would defy their tyrannical masters to be free men. However, they do not possess the military training to operate the advanced weapon systems of the 24th century. Desperate, the freedom underground turns to you, the elite mercenary, the Sky Runner. You are the squad commander who must lead your group of Sky Runners through the defending towers blasting the drug crazed enemy bikers and annihilating the harvesting machines. You are a professional, paid only for success. You do it for the money - but history will remember you as the heroic warrior who saved mankind from the scourge of SKY.

SKY RUNNER is a fast, multi-dimensional chase simulation whose speed will leave you breathless. Addictive, fast and furious - SKY RUNNER combines the best of speed, strategy, and excitement.

LOADING INSTRUCTIONS

Commodore 64 Disk: Turn the computer on, holding down the Commodore key if you are using the 128, Type **LOAD"*",8,1** and press **RETURN**.

A joystick is required. During gameplay, press **P** to pause, and **Q** to quit and restart the game.

PLAYING "SKY RUNNER"

After the game has loaded, press any key, or **FIRE** to start. Your game control panel will now be active. It will show you the balance of your account, after your initial Fuel and Blaster energy has been bought. Select the **THREAT LEVEL** at which you wish to play, using the joystick.

(1) The object of the game is to destroy the huge Sky Harvesters scattered throughout the forests of Moloc, and emerge from the action with the highest bank balance. Your employers pay bonuses for successful operations.

(2) When the screen clears you will see your **SKIMMER**, which will be launched from a clearing. After take-off (which is automatic), you will be able to steer your Skimmer as it flies above the trees. Push forward to go faster, and backward to slow down. Attack and destroy the defense towers that protect the harvester in the sector you are attacking. In the game, you are only allowed one Skimmer. When all the towers are gone, stop your Skimmer, and your first **SKYBIKER** will be dropped into the forest. You have a complement of three bikers.

(3) Control will now be passed to the Skybiker. Steer him through the forest, and find the enemy Skybikers. Observe your panel. Every biker looks the same, but some are fellow Runner Squad men (there are penalties for killing these), and some are wanted men, whose capture will earn a bonus. Your panel will switch your **PULSEBLASTER** to low level, and tell you when it is safe to fire the shot to disable the biker. Only fire once, or you will kill him.

(4) Destruction of the last biker (and thus of the last portable scrambler) will allow your panel to illustrate **WHERE** you must land a high energy pulse blast, on the side of the harvester. Your panel will automatically allocate the energy for this action.

(5) If at any time, you run out of fuel or blast energy, you may purchase more from the Rebel Mothercraft. Again, your panel will handle the transaction.

(6) These instructions don't tell you everything. That would be too easy.

Copyright © 1986 by Cascade Games Ltd. SKY RUNNER computer program is a trademark of Melbourne Publishing, licensed to Spinnaker Software Corp. This software product is copyrighted and all rights are reserved. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Lawful users of this program are hereby licensed only to read the program from its medium into memory of a computer for the purpose of executing this program. Copying, duplicating, selling or otherwise distributing this product is hereby expressly forbidden.

IN-D-SKY