

Escape!  
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What is Escape! you ask?

The object of the game is to collect all DIAMONDS or destroy all KILLER ROBOTS and leave through the EXIT to the next level. The problem, there are KILLER ROBOTS trying to kill you by running into you! You can also be killed by running into a dead robot pile.

Starting the Game:

Start a new game by selecting the 'New Game...' option from the 'File' menu.

Game Play:

You make the KILLER ROBOTS run into each other (or the piles they create when colliding) to destroy them. You can use your secret weapon to destroy any KILLER ROBOTS which are right next to you. If you cannot make a move without being killed you can Transport yourself (random relocation), this is dangerous as you can be transported on top of a KILLER ROBOT!

Use the 'Let Killers Loose' option to let all the KILLER ROBOTS move until no moves remain, only use this when you're sure you are in a safe place!  
GOOD LUCK!!

Move using the mouse or the MOVEMENT KEYS:

At levels greater than 4, walls will start to appear. The killers can get around them so watch out! You shouldn't run into a wall or you'll lose points! Also, weapons and mines will occasionally appear that you can pick up and store (up to 5) and use at any time. You can see how many weapons you have by looking in the lower right corner of the window. One perimeter weapon is given at each level.

At levels greater than 9, you might see a couple of tunnels, step on these and be transported to the other tunnel! Be careful!!

Movement Keys:

You can use certain keys to move or use the various weapons. These keys can be changed at any time by selecting the 'Configure Keys...' option from the 'Options' menu.

### Getting to the Next Level:

You get to the next level by stepping onto the Exit! You open an exit by getting rid of all the KILLER ROBOTS or collecting all DIAMONDS.

### Using Weapons:

There are three types of weapons in Escape! They are as follows:

1. Perimeter Weapon: This will kill every KILLER ROBOT in each square surrounding you.
2. Anti-Killer mine: If a KILLER ROBOT hits one of these, he will be killed. You cannot be hurt by one, so to pick one up, just step on it! To set a mine in the spot you are currently standing, use the 'Drop Mine' option from the 'Movement' menu. Dropping a mine does not take a turn, so you can drop one and then move!
3. Long Range Weapon: This weapon is awesome! It will destroy everything in its path! Once you select the 'Fire Long Range Weapon' option from the 'Movement' menu you will notice that the hero is blinking. You are to aim the weapon (using the Movement keys or the mouse) to fire it! Using the no movement key or clicking on the Hero will cancel the weapon.

### KILLER ROBOTS:

KILLER ROBOTS can pick up diamonds, weapons and your extra lives, though they cannot use them.

### Extra Lives:

You can pick up extra lives by stepping on them! Don't let the KILLER ROBOTS get them though! If you have any extra lives when you are killed, you will be rejuvenated and transported back in the game!

### Escape! Scoring:

You gain score by killing robots, collecting diamonds and exiting to the next level!

Scoring is as follows:

Adding to your score:

- Collecting a diamond:  
10 \* (KILLER ROBOTS REMAINING!)

- Killing a KILLER ROBOT:  
10
- Exiting:  
20 \* (KILLER ROBOTS REMAINING!)

Subtracting from your score:

- Using the Teleporter:  
-5
- Using the Secret Weapon:  
-10
- Hitting a Wall:  
-5

Extra Points:

- Letting Loose the KILLER ROBOTS  
will earn you double points for  
each KILLER ROBOT killed.

Version History:

- 1.0 Initial release of Escape!  
(5/25/94)
- 1.1 Bug fixes and added Movement Key configure routines!  
(10/7/94)

Thanks!:

I want to thank Bob Bittner, Jerry Fox, Mark Hall, Stephen Kayner, Garrett Lang, Sean McNiff, Casey Meaden, Kevin Savetz (thank you for the sounds Kevin!) for all the help with testing and all the suggestions!

This is Shareware:

I've worked very hard on this game and would like to continue to release fun and useful games and utilities, but the only way I can do this is if you send in the requested fee. Please, if you use this, send in the small fee requested along with the registration form (just click the 'Print Registration Form' button below). Do your part to keep the idea of shareware (and me) going! Thank you for supporting shareware!

I have tested this game to the best of my ability, but cannot possibly test it with every application, INIT setup, etc. If you find any problems, please let me know about it. Also, if you have any suggestions of other features you'd like to see in this game, let me know. You can contact me at the address or on-line service below:

Shareware fee: \$5

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#### OTHER PROGRAMS:

I have written several other shareware games and utilities. They are described below along with the price for each; price does not include disk or postage. To get the latest versions of all of these to try out for yourself, send a disk with a self addressed stamped envelope or send \$5 and I will supply the disk and pay postage.

#### GAMES:

Escape! - Escape is a simple strategy game that's mind-bogglingly similar to an old computer game called Daleks, though there's lots more goodies in this game! Control a guy as he runs around mazes trying to collect gems, weapons, mines and the occasional extra life, finding tunnels to pass through, while stupid, but persistent, robots attempt to smooch him. Simple, but addictive as all get out. (\$5)

ColorFall - A simple yet very fun and addictive new game! Blocks of 4 colors (or patterns for B&W) drop down; you position and rotate them where you want them and let 'em drop! Try to get 4 or more in a row down, across, diagonally or in a block... But that's not all! Random things happen during play to either help or hinder your progress, such as a falling weight, a bomb and other strange things! Try it! (\$10)

SideMinder! - SideMinder! is a challenging game played against the computer. Your mission is to place 3D game pieces on the board, matching as many sides as you can. The more sides you match, the higher the score! Many different options are available, such as various playing boards, tournament mode, rotating pieces, number of colors (or patterns for B&W), and level of difficulty! Try it, you won't be disappointed! (1.02 fixes a Scoring bug and adds new game boards!) I take no responsibility for time or sleep lost due to the habit forming effects of this game! (\$10)

## PRODUCTIVITY:

ScrapIt ][ DA (2.0) - If you ever use Apples' Scrapbook DA, you must get this to replace it!! Features include:

- Standard Scrapbook view, Name list view and a NEW Thumbnail view!
- Open or create different Scrap Files.
- Open ScrapBooks in the System Folder or in the ScrapIt Folder (ScrapIt Folder in System 7 only) by selecting from a pop-up menu!
- Import MacPaint, PICT, PICT resources, TEXT, "snd" (Sound) files or QuickTime Movies!
- Cut, Copy and Paste QuickTime Movies!
- Export PICT, TEXT "or "snd " files.
- Find an occurrence of text in any TEXT item.
- Select portions of TEXT or PICT items.
- Play sounds and QuickTime Movies!
- You can name each item if you like!
- Resize the Scrap Window.
- Fit an item's picture in the viewing rectangle (reduce it or center it) or show it full size with the ability to scroll to see all of the picture
- Move to different items by:
  1. using the bottom scroll bar as Apple's Scrapbook DA does.
  2. choosing from a list of the names of all items.
  3. choosing from an icon (thumbnail) list of all items.
  4. searching for any characters in any TEXT item.
- Print PICT and TEXT items!
- Up to 1000 items per file!
- And more... (\$15)

## JUST FOR FUN:

QTAction 1.0 - Just released! QTAction is a Control Panel that lets you assign QuickTime movies OR sounds to certain system actions such as the System Beep, emptying the trash, Disk Eject, Disk Insert, Starting the Mac, and more!! Movies or sounds can be played at certain times, too, (on the 1/4, 1/2, 3/4 hour or on the hour). Check this out!!! (\$10)