

Escape!
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What is 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 smoosh him. Simple, but addictive as all-get-out.

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.

What comes in the Escape! package?

Your Escape! package should contain the following files:

- Escape!
- Escape! Documentation
- Escape! - Read Me First! (a SimpleText file)
 - Registration (open me!)
(fill out the registration form with this application)

This is Shareware:

I've worked very hard on this game and would like to continue to update Escape! as well as release other useful and fun utilities and games, 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 (it can be filled out and printed from within the "Registration (open me!)" application). VISA and MasterCard payments are now accepted via FAX, email and standard mail. Do your part to keep the idea of shareware (and

me) going! Thank you.

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 (America Online is preferred):

Shareware fee: \$10

You can contact the author at this address:

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(check for the latest new releases and updates!)

Registered Users of Escape!:

This version of Escape! is a free upgrade for anyone who registered before version 2.0 was released or who registered for version 2.0. If you have registered for Escape! and need the registration code, send me an e-mail message with your name and address (so I may confirm your registration) or send a self addressed stamped return envelope and I'll send you the code. Thank you for your support!

My Thanks!

I would like to thank all the people who've helped me so much with this project, by testing it, pointing out the bugs and suggestions (including Byron Barker, Bob Bittner, Darius and Max Brotman, William Burns (thanks for the new graphics!), Jerry Fox, Mark Hall, Laurie Irwin (and family), 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!), Kent Wrede and those who have written with suggestions (many of those suggestions have been implemented). I couldn't have done it without you, thanks! Also, thank you to everyone who has registered and supported my shareware efforts.

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 Perimeter 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 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 (up to 9).

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

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.

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!

Using Weapons:

There are four 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.
4. Sizzle Bomb: Use this devastating weapon to destroy every KILLER ROBOT on the level.

To use any weapon you can select the appropriate menu item from the "Movement" menu, you can type the key for that weapon or you can click on the numbered square (next to the weapon you wish to use) in the lower right of the window.

Escape! Specifications:

Hardware requirements.....: Mac 512ke or better
Memory requirements.....: 512k

Maximum Weapons held at one time:

Perimeter Weapons.....: 9
Anti-Killer mines.....: 5
Long Range Weapons.....: 5
Sizzle Bombs.....: 3

Maximum Lives.....: 3

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.

You can also move by clicking on any square in the window. The hero will take the most direct route to get to that point, so be careful when moving in this manner!

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 Perimeter or Long Range Weapon:
-10
- Using the Sizzle Bomb:
-100
- Hitting a Wall:
-5

Extra Points:

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

Short Cuts & Tips:

- Click on any square to move the hero to that square, but be careful not to

allow the hero to run into anything you don't want him to hit!

Escape! History:

This section describes changes to each version of Escape! and its date of release.

version date of release changes

- 1.0
 (5/25/94) Initial release of Escape!
- 1.1 (10/7/94) Bug fixes and added Movement Key configure routines!
- 2.0 (10/8/95) Added a new weapon (sizzle bombs), added 1 life at start of game, more movement options and can now accept VISA & MasterCard via email, FAX or standard mail for payments.
- 2.1 (6/21/96) Fixed a problem that would happen only on some machines with multiple monitors. Also changed my address and updated the registration application.

Escape! Menus:

Apple menu:

About Escape!:

- Shows the Escape! About window

How to Register:

- Explains how to register Escape!

Help:

- Brings up the online help

File menu:

New Game:

- Start a new game.

Quit:

- Exit from Escape!

Movement menu:

Transport:

- Transport the hero to another (random) location.

Perimeter Weapon:

- Use the Perimeter Weapon.

Drop Mine:

- Drop a mine at the hero's current position.

Fire Long Range Weapon:

- Fire the Long Range Weapon.

Detonate Sizzle Bomb:

- Detonate the Sizzle Bomb.

Let Killers Loose:

- let all the KILLER ROBOTS move until no moves remain, only use this when you're sure you are in a safe place!

Options menu:

Sound On:

- Check this option to have sounds, uncheck to turn sounds off.

Configure Keys:

- Use this option to change the keys used for movement, using certain weapons and transporting.

Show High Scores:

- Show the high scores.

Clear High Scores:

- Clear the high scores.

Disclaimer of Warranty:

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