

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!!

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.

Versions:

1.0 Initial release of Escape!
(5/25/94)

Thanks!:

I want to thank Garrett Lang, Casey Meaden, Sean McNiff and Kevin Savetz (thank you for the sounds Kevin!) for all the help with testing and all the suggestions!

Shareware:

This is shareware, if you use this game, please send in the requested registration fee (check the 'About Escape!...' menu item). I have spent many hours developing this and would like to continue developing useful and fun shareware products in the future. Thank you for your support!

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 this game have let me know. You can contact me at this address:

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