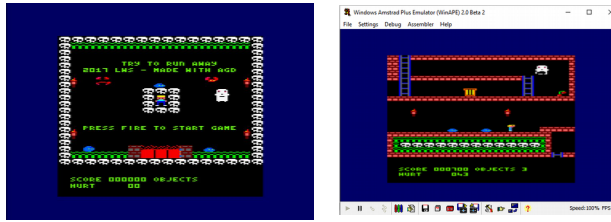# TRY TO RUN AWAY

TRY TO RUN AWAY v1.4

Insert the "ttra. dsk" in the disk drive (your favorite emulator or burn it to a physical disk - thanks to @Rafa32gr it works in a real CPC).

To play, run"disc.bas"

History

You have awakened in a castle, it seems haunted, you do not remember anything how you could get there ?, you just want to escape .... RUN, TRY TO RUN AWAY before it's too late ......

Objective

Your goal is to try to run away.
To achieve this, you will have to find 7 magic balls and a key, spread throughout the castle and then return to the first screen that is where the exit.
The order is sequential and to obtain the key you must first obtain the 7 balls. Without the first ball you will not be able to get the next one. With the ball one can cross the wall that leads to the ball 2, etc.
You only have one life, try to eat and drink.
If you get 100 damage you will die.

Controls

Keyboard version: Q (Up) A (Down) O (Left) P (Right) and SPACE (Jump)
Joystick : Joystick (or keys defined as Joystick in a EMULATOR type WinAPE)

Tips

- Take advantage of leaps, sometimes help dodge enemies.
- Eat whenever you can although sometimes it is not profitable.
- You can take breaks and eat everything you want, there are safe places with food nearby, where to return continuously.
- The stairs, centered on it, will be easier to climb or lower. If you go running and you want lows press both left (or right according to the direction you run) and down.

Versions

v1.1:
- Added keyboard version.
- Created menu to choose version.
- Bug fixes and minor graphics modifications.

V1.2:
- Correction of some screens.
- Fixed (I think) the damage counter that did not reflect well the damage.
- Added sound when we touch, on all enemies.
- I have removed a few enemies and there is more food.
- Improved display screen.

V1.3:
- Correction of some screens.

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- I still was not 100% damage counter, I hope now it is.
- Other small mistakes.
- Added manual in English.
-

V1.4:

- Correction of some screens.
- New Loader (made by @Rafa32gr): Upload screen improvements, new menu and memory settings to run in real CPC.

For New Versions:

- Create tape versions (without splash screen)
- Improve somewhat the load screen in dsk version
- Try to play music.

Contact

I appreciate any kind of feedback you can give me to improve the game (I sure would)
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Thanks for playing!