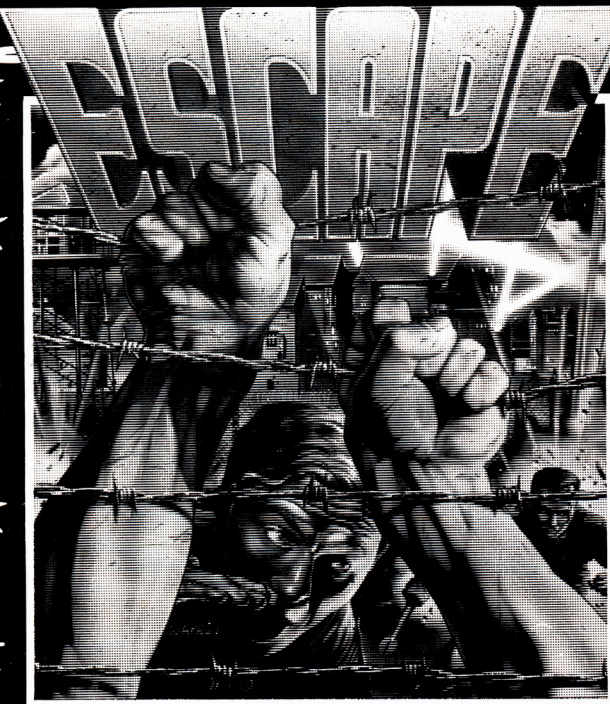


COMMODORE 64 · 128  
Cassette & Disk English Instructions



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# ESCAPE

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## LOADING CASSETTE

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY ON TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction. When loading is complete press FIRE BUTTON to start.

## DISK

Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive insert the program into the drive with the label facing upwards type load "\*",8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

## THE GAME

You've been caught, convicted and condemned to a life sentence in America's most remote and tightly guarded prison. You have decided that 'escape' is your only purpose for life which has become worse than death itself. Your every move is watched and you are followed by the guards everywhere but you will need to slip away unnoticed to reconnoitre the situation and collect tools and materials necessary for your chosen escape route. There are many avenues of escape, some difficult, all certainly dangerous and each one requiring different skills or equipment.

## PRISON GEOGRAPHY AND POSSIBLE ESCAPE ROUTES

The prison is a former fortress from the American civil war perched high on a volcanic outflow overlooking a vast plain. The only road into the prison passes through the main gates and all traffic carries paperwork authorising its passage. Elsewhere, the prison is closed by fences and walls and doberman dogs are deployed to control the perimeter. All areas are watched by men from the observation posts and there are very few blind spots. At night powerful searchlights comb the walls looking for any sign of movement.

The prisoners are housed in makeshift huts within the fortress just to the side of a quadrangle that is used for role calls and recreational purposes. To minimise vicious brawls amongst the prisoners, there are regular exercise periods in an area that is provided on the Southern side of the prison, close to the prisons' fences. Beneath the prison is a maze of old drains and tunnels dug out by past prisoners which could prove an ideal escape route, but entering without a torch is far too dangerous in the dense dreary darkness underground.

## WITHIN THE PRISON THERE ARE FOUR MAIN CHARACTER TYPES

1. The Chief Warden
2. The Prison Guards
3. Fellow prisoners
4. The escaping prisoner

### 1. THE CHIEF WARDEN

This daunting figure controls the prison. It is he who chooses the number of guards to place on particular patrols and the observation positions. At first, the security is fairly lax but each time you are caught out of bounds, the prison security is tightened. The Chief warden is the least predictable of the security forces, he often inspects the prison guards to ensure that they are manning their stations and obeying orders. It is possible to encounter him almost anywhere in the prison.

### 2. THE PRISON GUARDS

These characters are the work horses of the prison staff. They must either trudge along on patrol, shiver on observation towers or stand alert on sentry duty and ensure the prisoners keep to their daily routine. Once allotted to a patrol, they will dutifully pace up and down taking approximately the same time on each circuit. This will allow you to time the position of the guards and modify your escape plan accordingly. The hero will be detected within the lines of sight of any of the security forces so it is possible to sneak past a guard who is looking the other way, but they are very alert and you will have to be quick. The guards will escort the prisoners before they move about the camp, so two or three guards will follow them to the parade ground, the exercise area or the prisoners mess.

### 3. FELLOW PRISONERS

These unfortunate fellows have been in the prison for a long time, at first they were enthusiastic about escaping but a long series of failures have crushed their morale.



They now seem happy to bide their time until the end of the war. However some of the men retain a bit of spirit and can be bribed or persuaded to create a diversion allowing you to disappear unnoticed. Their life is ordered by alarm bells, these tell them when to get up and when to go to roll-call, when to eat and when to exercise. An analysis of this routine will enable you to estimate at what time your escape will be noticed and the alarm bells start ringing!

#### 4. THE ESCAPE – “OUR HERO”

You control him by joystick or keyboard putting in several patterns of behaviour. If you are in bounds i.e. the morale indicator is green you will follow the routine like any other prisoner and this allows you to become familiar with the prison and prison life without having to follow the other characters around manually. You will only diverge from this path by taking over the controls, but if you wander too far out of bounds the morale indicator will turn red; now you are liable to arrest and have total control. You can drop/pick up objects (press fire and joystick down/up) that you find in the prison but you can only carry two objects at any one time. When you have discovered places that are infrequently searched or unlikely to be discovered by the security forces you may leave a cache of useful objects there. Any objects that are found however by the Guards or Chief Warden, or that you are carrying when captured will be confiscated immediately.

If you are spotted while on an escape you will have two choices, either to make a run for it or to surrender. Once caught you will lose all the objects that you were carrying and the prison security stepped up; you will also be sent to the cells but so that the action of the game can continue this is only for a moment and you will then be escorted back to your comrades.

#### SCREEN DISPLAY DIAGRAM



#### MORALE

The morale indicator is situated to the left of the screen its colour denotes the current morale. Each time you find something useful or explore a different part of the prison your morale and score will increase accordingly, however each time one of your possessions is discovered and removed your morale will decrease. Parcels and other goodies will arrive randomly throughout the game and increase your morale level. Capture and consequent punishment will reduce your morale enormously and if it ever reaches zero you will lose control and our hero will become just another member of the camp prisoners. The only remedy for this situation is a new game.

#### THE ALARM BELLS

The alarm bell has two functions, when it sounds in a short burst it denotes the commencement of meals, roll-calls etc and a message will appear at the bottom of the screen with the relevant information. When a potential escapee is discovered out of bounds the alarm bell will ring continuously and this is the signal to the guards that an escape is in progress.

#### NEWS BULLETIN

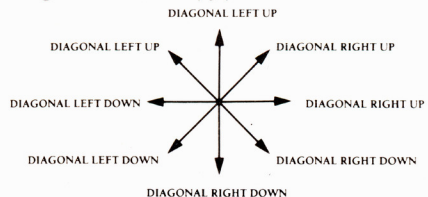
Messages will appear on screen, keeping you fully informed of all news events within the prison, i.e. the discovery by the guards of hidden items etc.

#### SCORING

You score points and increase your morale by discovering objects, using them and escaping – each of these activities will increase your score.

#### CONTROLS

The game is controlled by joystick in Port 2.



FIRE is pick up, use, drop object.

RESTORE – ABORT GAME  
RUN/STOP – PAUSE GAME

#### CREDITS

Produced by D. C. Ward.

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**ASK AT YOUR LOCAL COMPUTER SHOP**

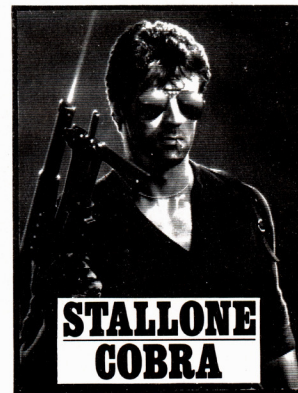
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