

# ESCAPE FROM RUNGISTAN



Written By Bob Blauschild

An Adventure Game For The Apple II By Sirius <sup>TM</sup>

KIM PASSEY

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# Escape From Rungistan

You wake up with the worst headache of your life in a dank, sleepy jail cell deep in the mid-African nation of Rungistan. The first thing you hear is a couple of rotten toothed guards laughing about how you're to be shot at sunrise. Could this be what your travel agent meant by a vacation you'll never forget?

There is but one thing to do . . . break out and escape! This will be a long and treacherous journey. You must be crafty if you are to make it alive. There are many dangers to avoid and several skills to acquire as you head for the border. Rungistan is a country of severe climate and topography. Add this to the fact that it is inhabited by snakes, bears, cannibals and guerilla warriors and you'll soon realize that this isn't going to be a picnic. Only the very clever will live long enough to be able to demand their money back from Honest Bob's Discount World Tours.

## To Begin

Insert the Rungistan diskette in drive #1 and boot as normal. Before beginning the game, you will be asked a series of questions. When necessary, enter "Y" for yes or "N" for no.

## Commands

Commands are entered from the keyboard. Only the first verb and first noun in each sentence are read by the computer. For example:

Give candy to boy = Give candy

Give run eat candy to boy = Give candy

In some cases a single word will suffice and directions can be abbreviated by using the N,S,E,W,U and D keys.

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## Special Commands

\*MO — Turns off music

\*M — Selects short musical interludes

\*ML — Selects long musical interludes

\*S or SAVE GAME — May be entered at any time to save the game status up to that point. This allows you to play without risking all previous progress or to reboot the disk at a later time and then play from the “old” game.

\*R or RESTORE GAME — At any time during play, this command allows you to begin the game from the last SAVE GAME point.

HINT PLEASE — May result in a helpful hint.

RETURN — Lets you review the last few commands. (Hit the RETURN key again to go back to the game.)

INV or I — Lists objects in your possession.

## A Final Note

Save the game frequently to avoid getting frustrated. The disk must remain in the drive at all times while the game is running. Do not remove the disk while the drive’s “in use” light is on.

## Important

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failure of the test results in a “beep” and an attempt at rebooting will occur. If after several “beeps” the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment, 2) there is bad RAM in the Apple, 3) you have a damaged diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. All of our problems are tested prior to shipment.

**Sirius Software Replacement Policy:** We will replace any defective disk with a new one for \$5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the USA, please include enough additional funds to cover return postage. The original disk must be returned for replacement.

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In Assembly Language And Applesoft

Requires An Apple II Computer With 64K And One Apple Disk Drive  
Or An Apple II+ Computer With 48K And One Apple Disk Drive  
Boots Directly With 16 Sector Controller  
Playable With Keyboard

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