

Runaway Robots Help Index

The Index lists all Runaway Robots Help topics.
To learn how to use Help, choose Using Help from the Help menu, or press F1.

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Overview

Runaway Robots is a simple yet addictive game of strategy and luck.

You are a tiny blue robot, and your objective is to remain alive for as long as possible. On each level are a number of red enemy robots that chase you, and to advance to the next level you must destroy them. If you are touched by an enemy robot you die immediately, and the game ends.

You have three methods to destroy the enemy robots:

1. Manuever so that two or more enemy robots run into each other, creating a heap of junk metal.
2. Get the enemy robots to run into existing heaps.
3. Use the Sonic Screwdriver

Besides moving horizontally, vertically, and diagonally, your robot is also equipped with a teleportation device which will send him to a random location.

The number of enemy robots increases by seven each level you advance.

Every robot you kill is worth ten points, and every time you use the teleport you lose five points.

See Also

[Playing the Game](#)
[Rules of the Game](#)
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Playing the Game

To Choose a Starting Level

From the Game menu, choose Starting Level and then select the level (1-6) you wish to start on. The higher the level, the more enemy robots present.

To Start a New Game

- From the Game menu, choose New, or press F2

To Move Your Robot

- Click the screen in the desired direction, or use the numeric keypad. To stay in the same place, click on the robot, or press [5] on the keypad.

To Use the Sonic Screwdriver

- From the Robot menu, choose Sonic Screwdriver, or press [s].

Note: You only have one Sonic Screwdriver blast per level.

To Teleport

- From the Robot menu, choose Teleport
 - or** Click the right mouse button anywhere
 - or** Press [t]

Note: Teleportation is completely random, regardless of the method used to teleport.

See Also

[Overview](#)

[Rules of the Game](#)

Rules of the Game



Your Robot

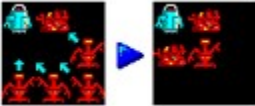


Enemy Robot



Trash Heap

- At the beginning of a level, your robot and all the enemy robots are randomly placed.
- When you move, use the sonic screwdriver, or teleport, all the enemy robots move once towards you. They can move horizontally, vertically, and diagonally.
- When two or more robots collide, they are destroyed and create a heap of junk metal.
- When one or more robots collide into a heap of junk metal, they are destroyed.



- You only have one Sonic Screwdriver blast per level. When you use the sonic screwdriver, all the robots and junk heaps which are immediately surrounding you (horizontally, vertically, or diagonally) are disintegrated.
- You have an unlimited number of teleportations per level. When you teleport, you may land immediately next to an enemy robot, who will then kill you.
- When you think you are safe from any more robots getting to you, you can select Last Stand from the Robot menu. This causes your controls to lock up and all the enemy robots to quickly converge on you. Speeds up the end of a level, and you receive 20 points for each robot killed instead of 10.
- If a robot catches you, by either it moving into you or you moving into it, you die and the game is over.

See Also

[Playing the Game](#)
[Scoring](#)

Scoring

Scoring in Runaway Robots is simple. If Show Score is selected, your current score is displayed in the lower left-hand corner of the screen.

- All robots that are killed are worth ten points, unless Last Stand (in the Robot menu) is activated, in which case they're worth 20 points.
- Every time you teleport you lose five points.
- To view the score, select Show Score from the Game menu.
- The highest score is saved in RUNAWAY.INI. To clear it, select Clear High Score from the Game menu.

Game Menu Commands

New

Starts a new game.

You can start a new game at any time, even in the middle of a game.

Starting Level

Ends the current game and starts a new one at the selected level (1 to 6).

If you select "Previous," a new game doesn't start, but the next game you play will start at the highest level you achieve during your current game.

Sound

Toggle sound on or off.

Note: Sound will not work on some systems.

Show Score

Toggles the display of your score, the highest score, and the current level.

Clear High Score

Asks you if you want to clear the highest score.

About...

Information on Runaway Robots and registration.

Exit

Exits Runaway Robots.

You can exit at any time, even in the middle of a game.

See Also

[Robot Menu Commands](#)

Robot Menu Commands

Sonic Screwdriver

Makes your robot emit a disintegrating ray field which destroys all surrounding objects.

Teleport

Sends your robot to a random location.

Last Stand

Freezes your robot's controls and causes all the enemy robots to converge on you. You receive higher points for the robots that die when this is activated.

See Also

[Game Menu Commands](#)

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How to Register

To register this copy of Runaway Robots, send \$10 to:

Chris Nokleberg
4315 Norris Rd.
Fremont, CA 94536

You'll get the latest version and all the Visual Basic forms and code used to create this program. Please remember to include disk size, and registration number if you already own a Herby Derby product.

