



STONE RAIDER II

INSTRUCTIONS

The game:

Your mission in this game is to guide our hero, Mario, around a vast number of caves. To discover the exit leading to the next cave, he must pick up a number of gems. This number is printed to the right of the word 'LEFT' on the game screen. To make things a bit harder, a lot of monsters, stones, walls, slime and even some wizardry has been included. The game is also a race against the clock. The remaining time is printed to the right of the word 'BONUS'. If this counter reaches zero, Mario will lose one life. Each time Mario picks up a gem, the number to the right of the word 'POINTS' will be added to his score. At every 500 point he will receive a bonus man. You can have up to 255 men.

The obstacles:

Boulders: Mario will die if he is hit by a falling stone, but a stone will not kill him if it is not falling. It will be necessary to discover how the boulders fall.

ders fall.

Gems: Mario will also die if he is hit by a falling gem. He can pick up the gem by walking over it.

Walls: There are two types of walls. They do not behave just the same. It will be necessary to discover how to get around them.

Slime: The pulsating slime will grow bigger and bigger. It cannot grow through stones, gems, walls or Mario. If it grows too big, it will die and turn into stones. If you can block the slime so that it can't grow anymore, it will turn into gems! A warning message will be printed if you are to enter a cave with slime in it.

Monsters: There are two types of monsters: The 'Eyerollers' try always to move towards the left if that is possible, while the 'Wickers' always try to move towards the right. If the monsters are in sight of you, they will move straight at you to kill you. If a monster touches you or the slime, or is hit by a falling object, it will die. The Eyerollers will turn into a giant explosion, while the Wickers will turn into nine gems!

Wizard: Now and then a wizard will enter. You cannot see him, but you can feel his wizardry. The wizard will make one of the objects in a cave behave slightly different from what it usually does. A warning message will also be printed if the wizard has done something with the cave you are to enter.

Note: There will be no warning if there is slime in a cave which has been under the hands of the wizard.

The caves:

There are twenty-five different caves in the game Stone Raider II. Each cave has a totally different solution than the others. It will be necessary to find the best way towards the exit in each cave. Remember that the exit only appears when you have taken the required number of gems. The exit looks like a flashing square and should be easily seen. It is a good idea to press the pause button (space bar) while trying to find the best ways around a problem to prevent the time running out. You should also try not to block paths by dropping unnecessary stones.

The controls:

To move Mario around the caves, you must use the right hand joystick. If you hold down the fire button while moving the stick, Mario will dig and take a gem or something like that without moving. This is very useful in some situations! The space bar is the pause button. Press the fire button to continue the game. In this game it is possible to be blocked behind a number of stones so that you cannot continue. If it is impossible to continue, press the break key to miss out one life. Remember that Mario is strong enough to push a stone towards the left or right if there is nothing but empty space on the other side of the stone. Since pushing stones is heavy work, it will take some time to do it. If everything goes really bad, press 'Q' to quit the game at any time.

The randomize mode:

If you are bored of the first cave and are unable to continue, you can activate the randomize mode. To do this, press 'R' when you are on the title screen. The word 'Randomize' will then flash up. Press 'R' again to turn it off. When the mode is activated, you will begin in a random cave. When this cave is finished you will be moved to a new random cave and so on. The randomize mode is turned off each time you miss out or quit the game.

★★GOOD LUCK★★

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DRAGON 32/64 & TANDY COLOUR 32K STONE RAIDER II

To Load type CLOADM then press ENTER, the game will start automatically



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