RAIL RUNNER

USER MANUAL

CONTENT

INTRODUCTION

HISTORY

Deep in the earth, beneath the ancient mountains of a forgotten village, lies the Eldur mine. Legend has it that it was dug by the first fortune seekers who came to the valley, guided by dreams of unimaginable riches. Within the mine, it is said, rests the legendary Core Gem, a stone of mystical power, so brilliant that it could light up the night skies. One day, a bold and tenacious miner named Bram came to the village. He listened to the villagers' stories about the mine and the Core Gem. Despite warnings of danger and curse, Bram could not resist the call of adventure. With his trusty helmet and sturdy pickaxe, he goes deep into the mine in search of the gem. The game begins when Bram, already inside the bowels of the earth, discovers that the mine is constantly changing, as if it had a life of its own. The lanes along which he must run are not simple passages, but tests, set by the spirit of the mine. In this subway labyrinth, the runaway wagons are not mere obstacles, but guardians of the treasure who seek at all costs to prevent Bram from reaching his prize.

To find the Core Gem and get out of the mine, Bram must run along the three rails, dodge the wagons, and collect the minor gems, which are the key to unlocking the true path. These minor gems, though valuable, pale in comparison to the promised beauty and power of the Core Gem. As you progress, rocks and wooden support beams are your only allies in this perilous dance with fortune.

The mine, with its hanging lamps flickering with dim, shadowy light, will help him in the dark. Bram must pay attention to its patterns, for in the way shadows play across crevices and gems glow in the dark, clues to safe paths and deadly traps are hidden.

Bram's destiny is not only to escape with his life, but also to unravel the mystery of Eldur's mine and unleash the power of the Core Gem. Can this brave miner overcome the trials, break the curse and emerge into the light of day, or will he become another lost echo in the endless galleries of the mine? The game, like the legend, is open to interpretation by those brave enough to take it on.

PROPOSE

Rail Runner is a retro style game made in Amstrad using the CPCTelera library.

The game consists of controlling the character's jumps that occur from rail to rail, in which there are cars in operation. There are several levels and it consists of surviving as long as possible, collecting the highest score which is added by collecting wagons containing rewards.

INSTRUCTIONS

The player will only control Bram, our brave miner and the main character of the game. His movements are limited to moving down to the lower rail using the O key, or up to the upper rail using the P key.
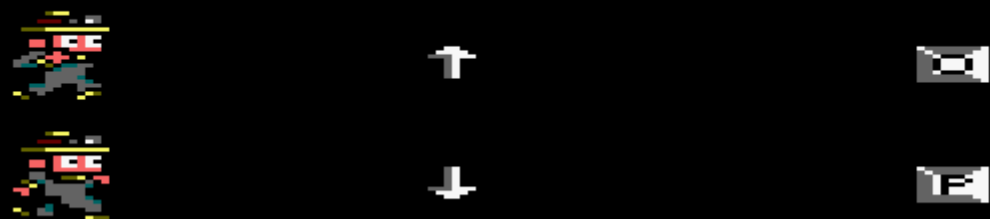
These moves are made to dodge the trains containing bombs, which on impact subtract one life from the three total, or to collect the trains containing rewards in the form of gold, diamond and gem, which in turn add up to the total score. In the following image, which is included in the instructions section of the game, we can see how each train is shown, as well as its benefits and penalties.

	TNT	−1 LIFE
	GOLD	+10 POINTS
	DIAMOND	+50 POINTS
	GEM	+100 POINTS

CREDITS

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