



## What You Need

- Commodore 64™/128™; or Atari® 520ST™, 1040ST™ or Mega™ computer
- One or two disk drives
- Monitor or TV (color recommended)
- Joystick

## Loading Commodore

1. Plug your joystick into Port 2.
2. Turn on your monitor, disk drive, and computer.
3. Insert your **Road Runner** disk into the disk drive and close the drive door.
4. Type **LOAD"\*,8,1** and press **Return**. The game will load into your computer's memory and the title screen will appear, followed by the credit screens. Press the fire button to begin the game.

NOTE: If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the disk from the disk drive, remove the fast load cartridge, and then follow the instructions to load the program. With no cartridge attached, the program should load normally.

## Atari ST

### One Disk Drive

1. Make sure your joystick is plugged into Port 1 of the computer.
2. Place **Road Runner** Disk 1 into the disk drive.
3. Turn on your monitor, disk drive, and computer.
4. After the title screen appears, follow the on-screen prompts to remove Disk 1 from the disk drive and replace it with Disk 2.
5. Press the fire button to begin the game.

### Two Disk Drives

1. Make sure your joystick is plugged into Port 1 of the computer.
2. Place **Road Runner** Disk 1 into drive A and **Road Runner** Disk 2 into drive B.
3. Turn on your monitor, disk drive, and computer.
4. When the title screen appears, press the fire button to begin the game.



## Playing The Game

Look out, Road Runner™ — the chase is on! Evade Wile E. Coyote™ in a wild race through the desert landscape. Collect all the points you can as you outrun the Coyote through mazes, sand traps, and falling boulders; new challenges await you on every level!

Use your joystick to move Road Runner up, down, and side to side. Press the fire button to make Road Runner jump. Earn points by picking up Birdseed and destroying Wile E. Coyote. Starting with Level 5, avoid land mines and pick up Lemonade as well as Birdseed for extra points.

You begin with five lives. Watch out for Wile E. Coyote... he's got a few tricks up his sleeve! Don't stop to look behind as he chases you on his Rocket, Skateboard, Pogo Stick, and Booster Jet. If he catches up to you he'll carry you off and you'll lose a life.

After completing a level, you may start over or resume play on that level. To resume where you left off, take the Short Cut that appears when the game begins (it will be closed until you complete the first level). When you take the Short Cut, you are awarded an extra life.

The SEED METER at the top of the screen keeps track of Road Runner's strength — if Road Runner misses a Birdseed, the Seed Meter will decrease. When all the Birdseed on the Seed Meter is used up, Road Runner will be too weak to move and will be captured by Wile E. Coyote. (C64 users: If Road Runner crosses through Invisible Paint, the Coyote will not be able to see him; however, Wile E. Coyote may also become invisible!)

## Bonuses

Destroying Wile E. Coyote

Completing a level without missing any Birdseed

Taking the Short Cut to a higher level

Jumping over a mine

Drinking Lemonade (Road Runner or the Coyote)

**500 points**

**10,000 points**

**Get 1 extra life**

**500 points**

**500 points**

Road Runner and Wile E. Coyote are trademarks of Warner Bros. used by Tengen under license.

© 1985 Warner Bros. and Tengen.

All rights reserved.

Licensed to Mindscape, Inc.

Commodore 64 and 128 are trademarks of Commodore Electronics Ltd.

Atari is a registered trademark of Atari Corp.

Atari 520ST, 1040ST and Mega are trademarks of Atari Corp.

Printed in the U.S.A.

Mindscape, Inc.

3444 Dundee Road

Northbrook, IL 60062

