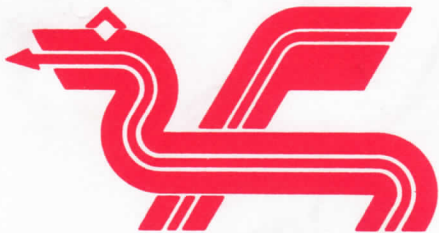


RAIL RUNNER

AO111



DRAGON

DATA LIMITED

RAIL RUNNER

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LICENCE

Rail Runner, in all machine readable formats and the written documentation accompanying them, are copyrighted. The purchase of Rail Runner conveys to the purchaser a licence to use Rail Runner for his/her own use and not for sale or free distribution to others. No other licence, expressed or implied, is granted.

LOADING

1. Switch off the Dragon.
2. Load the cartridge into the cartridge port on the left-hand side of the computer
3. Switch on the Dragon.

PLAYING RAIL RUNNER

When the computer is switched on, the copyright screen is displayed, followed by the "Cast of Players" screen and the "Hall of Fame" screen. This sequence of screens will then be repeated continuously until the ENTER key is pressed to start the game.

The next screen is the Level of Play Selection screen. Move Bill up and down by using the up and down arrow keys. When Bill is at the level you require, press ENTER to select that level.

The object of the game is to save five Herman Hobos, by using Bill Switchman to collect them. Bill is moved by the LEFT, RIGHT, UP and DOWN arrow keys.

The five Hobos are at the bottom of the screen. You must move Bill Switchman down through the maze of Trains and Handcars to one of the Hobos.

At level one, touching a Train will cause Bill to be erased. When Bill reaches Herman's house, Herman is saved, you are awarded 1000 points and Bill is instantly moved back to his starting position.

At level 2 a hit by a Train on the way to Herman's house will cause Bill to be erased. Once Bill has reached the house, Herman must be moved up through the maze to Bill's starting platform. On the upward journey, a hit by a Handcar will return Herman to his house and return Bill to his starting platform to start over again. A hit by a Train will also return Herman to his house, but will erase Bill as well.

At level 3, a hit by either a Handcar or Train on the downward journey will erase Bill. On the upward journey, a hit by either will erase Bill and return Herman to his house.

Each time Bill crosses a track as he moves up or down 25 points are awarded. When Bill is erased, he is replaced by another until 3 Bills have been eliminated.

WARRANTY STATEMENT

Dragon Data products sold by authorised dealers are offered under the provisions of the Supply of Goods (Implied Terms) Act 1973. In order to provide a satisfactory service to our customers, Dragon Data Ltd. warrants the following:

- I. All faulty components due to defective manufacture will be replaced free of charge for a period of 12 months from the original date of purchase.
 - II. All labour and/or services will be provided free of charge to repair your Dragon Data product which fails in its specified performance due to manufacturing defects for a period of 12 months from original date of purchase.
- NB
- (a) The guarantee is restricted to the original purchaser.
 - (b) Claims will not be accepted if any unauthorised modification is made to the product or if the serial number or guarantee labels have been removed or defaced.
 - (c) Dragon Data's liability is limited to the cost of repair or replacement (at Dragon Data's discretion) of the defective product.

This warranty is offered as an extra benefit and does not affect customers' statutory rights.

