

# ESCAPE FROM RUNGISTAN

## Introduction

The goal of this original and inventive game from Sirius Software is the same as the name — to escape from Rungistan. Unlike most of the games in this book, *Escape from Rungistan* requires some manual dexterity in addition to puzzle solving skills. Several of the scenes include live animation graphics, and you are required to do something (or not do something) before the animation is finished. The ski scene is challenging, but if you are a slow typist, you may have even more trouble with some of the other problems.





Some of the puzzles are very tough to solve. The graphics, aside from the animation, are very simple. (There is a pretty snowstorm at #9.) A black and white monitor would be just fine for this game. The vocabulary is fairly limited, and only two word commands are accepted.

Two additional features help make the game fun to play. One is that the graphics appear quickly, with very few disk accesses between locations. The other is that cute songs (which you can turn off) are played at various locations during the game.

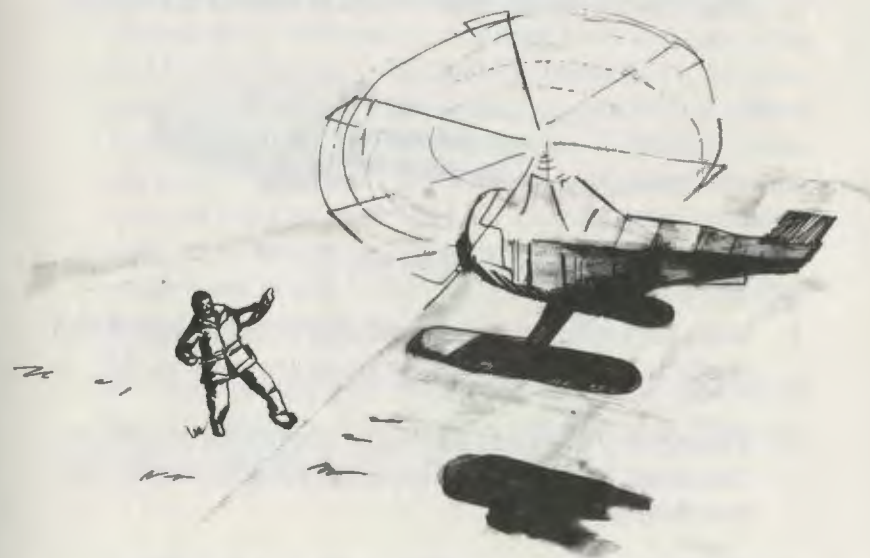
*Escape From Rungistan* is divided into three sections on the disk (beginning, after gorge and after river). If you die, you have the option of going back to the beginning of the section you were in. You can, of course, save games whenever you want.

## General Hints

If the snake ever appears on the screen, do not touch the keyboard. This is equivalent to not moving in real life when you see a snake. The serpent will leave, and you may continue.

If the helicopter ever appears on the screen, and you are not at #20, you may die. Sometimes you can escape by quickly moving back in the direction you came.

We recommend that you save the game at several spots (e.g., before and after skiing, etc.). After the farm, you should save frequently, in case you get caught by the helicopter.





## Procedures

1. In order to escape from the cell you must follow these instructions: Call the guard and ask for food. He will bring you a steak, some cheese, and a candy bar. Get the cheese and give it to the mouse when he appears on the screen. The mouse is used at #19, so take him. Read both books, but make sure you read the left one first. You will need the knowledge you gain from these books later on. After you eat the steak, you will be strong enough to move the bed to the window. Then climb the bed and give the candy to the boy. Go down and dig a hole at the wall. Go through the hole to get out of the cell.
2. Climb the stairs and get the rope to use at #6.
3. To cross the gorge, you must run and immediately jump, before the line reaches the bottom of the screen.



4. This knife is to be used at #5.
5. With the knife from #4, you may kill the bear. Then read the wall. These instructions are used at #9.
6. When you try to cross the bridge, it will start to collapse. You must immediately throw the rope from #2. You can then go east.
7. Kick the door down. You will then be able to go through it.

8. You are inside the cabin. These skis are used at #9. Go through the door to get back to #7. Save the game before you go to #9 and ski.
9. With the skis from #8, you must say GERONIMO fairly fast, or you will freeze to death. Good luck! Use the left and right arrows to steer between the trees.
10. Look at the tree, and you will see a canteen. You will fill it at #13 and use it for #14.
11. You will need a raft at #13 to cross the river. When you come here, say "build raft." When the computer asks what with, answer "doors," and you will get a raft built from the saloon doors. Enter the saloon to reach #12.
12. Inside the saloon there are several items. The only one you really want is inside the locked cabinet. To find out the combination you need to look at the horns (L14), the register (4R), and the bottle (21). As soon as you look at the bottle, replace it, or it will slip from your grasp and you die. Whatever you do, don't take the bottle. The final part of the combination is on the trunk of the tree at #15 (L7). To enter the combination, you have to put the whole thing as if it were a single word (i.e. L14R21L7). Take the bottle you find inside for use at #30.
13. Fill the canteen from #10 with water. Do the rest of part II (through #16) before coming back here and crossing the river with the raft.





14. As soon as you touch the keyboard, the rebel will drop some lit dynamite. You must pour water (from #13) right away to put it out. Take the dynamite — you will use it at #27.
15. Look at the tree. You will see a mitt to be used at #16. Look at the trunk to see the final part of the combination for the cabinet at #12.
16. With the mitt from #15, immediately catch the egg. You will eat it after #17. Make sure you have solved the cabinet from #12, then go to #13 and cross the river. (You will use the navigational knowledge you gained from reading the book on the left in the jail cell.)
17. Two moves from here you will get hungry. When you do, just eat the egg from #16.
18. Ask for work and you will get some money which you will need at #23.

19. Give the mouse from #1 to the cat. The feline will leave, and then you can get the glass to use at #27.
20. Wait until the helicopter comes, then go west.
21. Read the almanac. It will tell you something about eclipses. You need this information for #22.
22. When the native catches you, predict an eclipse (which you read about in #21). This will keep you from getting cooked. You will then have an empty gas can for #23.
23. With the money from #18 and the can from #22, buy some gas. Use it at #25.
24. Look at the mail and find a license (you earned this by reading the book on the right in the jail cell). You'll need it at #25. If you read the graffiti you will see the direction which you must fly the plane (#25).
25. Enter the airplane and fill the tank with the gas from #23. Take off. When the plane is in the air, go north, east, south, south, east, and north (you know this from the graffiti at #24). Push the button, land the plane, and exit.
26. You will not be able to fly the plane again.
27. To clear the road, light the dynamite from #14 with the glass from #19. Drop the dynamite and go north before it blows up. Wait a few seconds before going south again.
28. Read the sign and remember that you are facing south. You must go east, not west.



29. Death awaits you here.

30. Give the booze from #12 to the guard. Lift the gate and go east.

31. Freedom! Safety! Nuggyland!



## Escape from Rungistan

