

Midnight Mason

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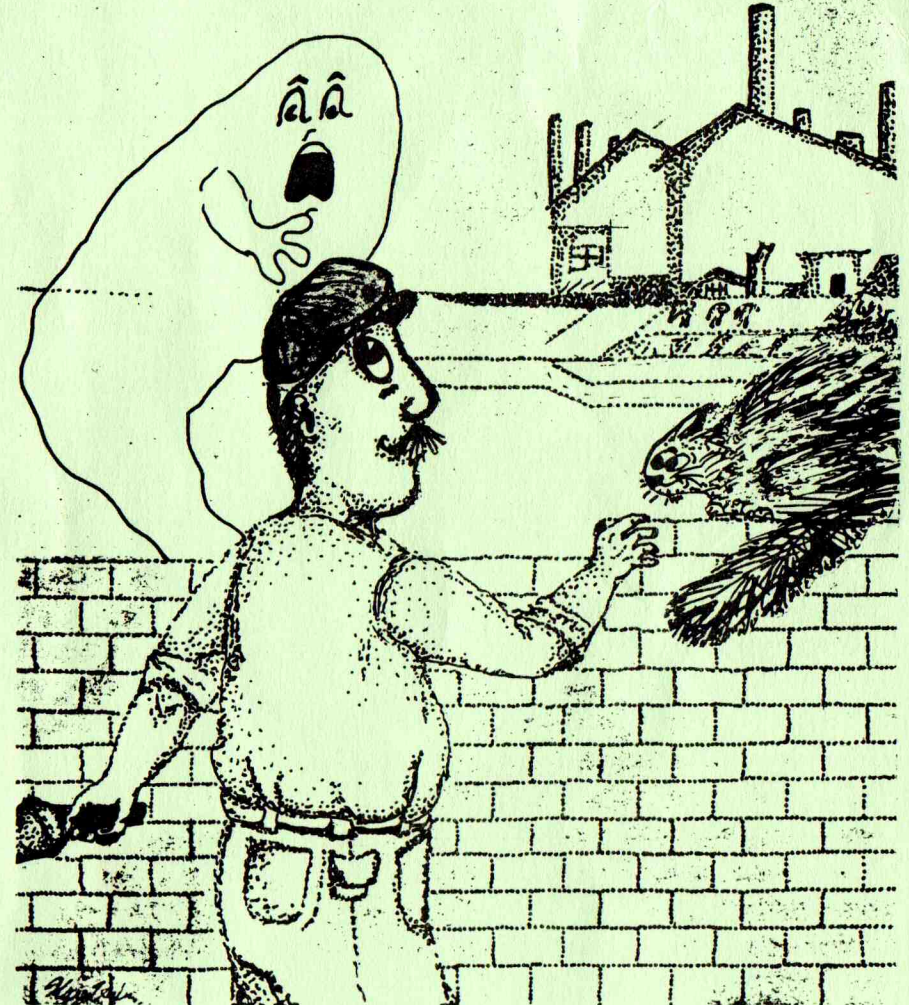
FEEDBACK

Customer comments are VERY important to us. Please let us know how you consider the product.

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MINIMUM REQUIREMENTS

- TI 99/4A Home Computer

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MIDNITE MASON

INTRODUCTION:

Its the grave yard shift and you're behind schedule. Better get to work repairing the walls of the old Rrefectory. But what's this? Some very hungry varmints intend on keeping you from finishing your shift. Climb, run, and break through walls on this merry chase as you try to collect your tools before the Ghosts collect you.

SETUP:

1) Insert the module into the slot on the console. Turn the computer ON, and wait for the master title screen to appear.

2a) TI/MYARC Disk Controllers - Press any key to make the master selection list appear. Press the key corresponding to the number beside MIDNITE MASON.

2b) CorComp Disk Controller - Press the space bar twice to make the master selection list appear. Press the key corresponding to the number beside MIDNITE MASON.

Note: To remove the module, power OFF the the computer. Then remove the module from the slot.

Once loaded, the game will display the title screen. Start the game by pressing any key. Make sure the ALPHA LOCK is OFF.

GAME PLAY:

Either the keyboard, joystick 1 or joystick 2 may be used to control your man, Clyde. Once the first level has loaded, Clyde will be the man in white that is blinking on and off. The action starts when you again push any key, including the joystick fire button. The keyboard layout is as follows:

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  E
S  D   Q Y
  X
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movement chopping

When using the joystick, the fire button is used for chopping. You will always chop the way that the MASON is facing. It may take a short amount of time to get used to this. You are allowed to both move and chop when using either the joystick or the keyboard.

MIDNITE MASON

MOVEMENT:

The MASON is allowed to move over bricks and climb up the ladders. He can fall off any brick or ladder without hurting himself. If a Ghost is chasing the MASON, then press the FIRE, or Q key and the MASON will chop a hole in the bricks in front of him. If you wish to bridge a gap then press the FIRE button or Q key and the MASON will fill the gap in front of him. If there is a ladder in the way or the MASON is on the bottom level then the MASON can't fill or chop that section.

CHOPPING:

Bricks are the only things that can be chopped.

The bricks that can't be chopped are: A ladder, or the bottom level.

When a Ghost falls into a hole, stay there until the brick fills back in, and then be back on the prowl.

SCORING:

If a Ghost touches a MASON, then you will lose that MASON and another will take his place, until all three MASONS are used up. The timer in the lower left hand corner of the screen counts backwards by ten's from 900 to 000. The MASON must collect all 7 tools within that time limit or you will lose that MASON. When the MASON has collected all 7 tools, then the count remaining on the timer is added to your score and you advance to the next level with a different maze. At each 5000 points an extra MASON will be awarded to you.

SPECIAL KEYS:

Key	Function
FCTN 8 <redo>	Restarts game.
FCTN = <quit>	Ends the game.

TIPS

If you want to stop the game at any time, press the P key. The action freezes until the Space bar is pressed.