Midnight Mason

MINIMUM REQUIREMENTS
• TI 99/4A Home Computer

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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 finshing 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.

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 remaing 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.