

Rolling Ronny



Manuale

English - Français - Italiano

Rolling Ronny

MANUAL

by The Word Factory for Virgin Games

THE ERRAND BOY'S SURVIVAL GUIDE

by Rolling Ronny

This booklet belongs to:

Rolling Ronny

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Manual written and conceived by The Word Factory

Roller Skates supplied by RonnCo

Ronny's hair courtesy of a bramble bush and a
bottle of tabasco sauce

Rolling Ronny

Dunrollin,
Rollingdown Hill,
Fieldington.

Dear Wannabe Errand-Boy,

The booklet you hold in your hands is the path to erranding success in Fieldington. But, you may ask, why do I need a guide at all? Isn't being an errand-boy (or girl) the easiest job in the world? No, indeed: many a mislaid paving stone has led to a nasty bit of chafing, many a stray banana skin has brought on a fall (and a slight bruise the day after), and many a mutant wandering blob has stopped a vital delivery in its tracks. It's a jungle out there, and don't let anyone kid you differently.

Before you even think about picking up a parcel, you need to get to grips with a few golden rules. The first of these is **Care Of Your Skates**: always treat them with love, attention and respect. This means aligning the boot straps before every trip, checking the stitching daily, and applying dubbin at least once a week. Most important of all however, never, ever forget that all your moving parts need lubrication. I've found **Vaseline** the most useful lubricant, but alternatives include butter, hair-grease and naturally-occurring mucus.

Secondly, your appearance: bright red hair is essential (blond or black coiffure just won't do, so visit your local joke shop and pick up a carrot-coloured clown's wig - it's just as useful). It's a question of safety: cars will still run you over if you give them half a chance, but at least they'll give you a blast of the hooter first. And don't forget, if you have a huge red nose, flaunt it - you'll get more delivery jobs.

Finally, play the errand-boy simulation included with this guide, which recreates an episode that happened to me just after I left the circus. It came about because a vicious gang of thieves stole the **Fieldington Crown Jewels**. Luckily, they were rumbled before they could leave the country; stupidly, they hid the jewels inside small gaudily-coloured boxes all over Fieldington. It was Scotland Yard's job to retrieve them before the news hit the streets, and they figured an undercover agent would be best suited to the task. This is where I came in.

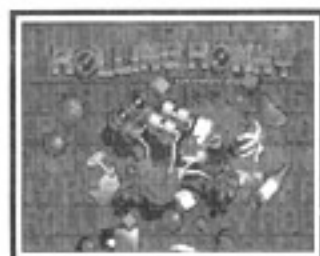
Don't give up if you can't get it right first time - all the hazards that you'll ever face as a real errand-boy are in this game. Once you've completed it, take to the streets with pride and remember the errand-boys' motto: get your skates on.

Yours,

Ronny

Rolling Ronny

GETTING STARTED



First, check that you have each of the following three things:

- 1) One of the computers listed below
- 2) The relevant disk or cassette
- 3) A hand or other suitable limb

The rest is easy.

LOADING INSTRUCTIONS

C64/C128 TAPE:

Make sure the tape is rewound to the beginning, then place the cassette in the cassette player with the label side upwards. Press the **SHIFT** and **RUN/STOP** keys simultaneously, then press play on the tape recorder. The program will load automatically. For C128 loading, type **GO 64 [RETURN]**, then follow the C64 instructions.

C64/C128 DISK:

If you're using a C128, select 64 mode as above. Turn on the disk drive and insert the disk into the drive with the label side upwards. Type **LOAD *81 [RETURN]**, and the program will load automatically. Leave the disk in the drive at all times.

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ST/AMIGA:

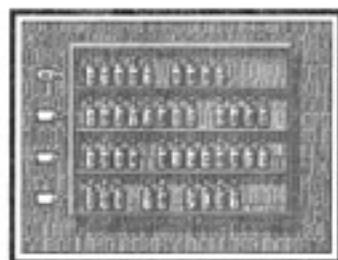
Insert Disk One into the drive and switch on the machine. Press fire to skip the introduction screens, then follow the on-screen instructions.

PC LOADING INSTRUCTIONS

See enclosed KeyCard and/or disk label for instructions.

THE MENU

Once the game has loaded, you're presented with the menu screen. Make your choices by moving the joystick up and down the screen until your selection is highlighted. Press fire to select.



START GAME

Takes you into a brand new game, with no points and only 10 pence in your pocket

CONTINUE GAME

If your health runs out during the game, you can start again from the beginning of the level on which you keeled over; however, your score and cash are reset to minimum. You are allowed a maximum of two continues, after which Scotland Yard sends out its entire police force to search for the jewellery. This means a lot of public embarrassment and (probably) the end of your career

SHOW HIScores

If you like to gloat over your erranding exploits

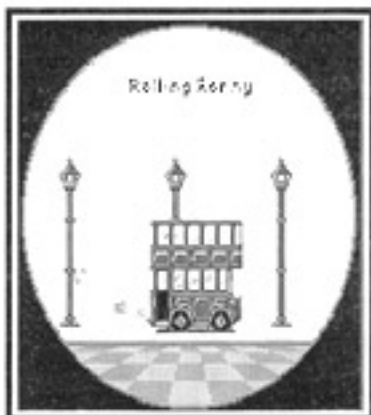
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HOW TO PLAY

So that you don't have to keep consulting this guide, this section summarises the bare bones of errandry.

PLAYING THE GAME

To earn your errandring stripes, all you have to do is help Rolling Ronny collect all the stolen jewels on each of the nine levels. (As you'd expect, these levels get much tougher the further you progress). Fortunately, the gems are quite easy to spot, since - for reasons best known to themselves - the thieves concealed them inside flashing coloured boxes.

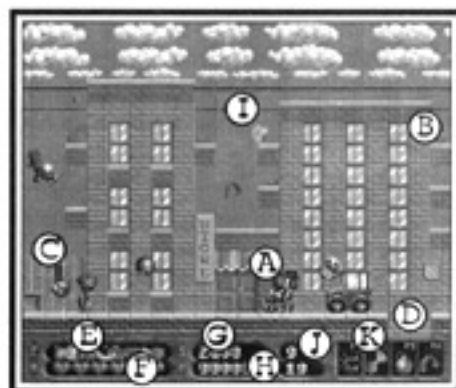


It's also vital that you collect enough cash during a level to pay for your bus fare to the next stage. If you don't, you might as well kiss goodbye to the glamour and glitz of the delivery business and hang up your skates for good. Your ultimate destination is Scotland Yard, where a substantial reward awaits a successful mission.

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THE GAME SCREEN

The actual game screen is divided into a playing area and an information panel, like this:



A - ROLLING RONNY

Graduate of the Fieldington Clowns College (1982), City and Guilds in Pie-throwing and Falling Over, Errand Boy of the Year 1985-90, and the hero and star of this game.

B - PLATFORMS

Many flat surfaces, from windowsills to stair rails, serve as platforms for the skating artiste. If you can't leap up the screen immediately to collect that elusive jewel, there could be a route further on. More rarely, handy gadgets are used to negotiate terrain or collect the more elusive items. And if you're too scared to jump up ladders, you can always climb them.

C - ENEMIES

There are so many of these that they deserve a section on their own - and, wouldn't you know it, that's just what there is later in this guide. Basically, it boils down to this: there are some that you can kill (for which you're rewarded in cash), and many that you can't.

D - PITFALLS

Be careful only to skate on flat, solid surfaces. If you fall down a hole, or run into water, road works or rough ground, you kick the bucket.

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E - ENERGY

Your basic defence against enemies is a supply of stunted salami, produced by the Fieldington Butchers' Guild. This collection of smelly, meaty missiles will give many enemies something to think about, and will even kill some outright. The recipe was written by the Master Butcher's grandmother, who had a penchant for putting lead weights in all her food - unfortunately, this means that throwing salamis gobbles energy, so don't go flinging them around just for the sake of it.

F - HEALTH

Exhaustion is the enemy of the errand-boy. Lose all of your health points and you have to go home and eat a packet of glucose tablets. What's worse, some accidents are more damaging than others: a small amount of health is lost when Ronny collides with a marauding enemy, but all of it disappears when our hero encounters a pitfall.

G - POINTS

The second most important part of an errand-boy's life is his success rate (the most important is a job done well). You're awarded points for everything that you destroy or collect; you're also rewarded for any spare cash you might have in your pocket, and for completing a level within a time limit.

H - TIME REMAINING

Every level has a specific time limit (so don't hang around watching the clouds drift by), but luckily this can be supplemented with extra time bonuses. It pays to keep an eye on the clock, since you lose a life if you run out of time. Don't always accept errands just because you're offered them - it might lead to disaster.

I - MONEY

Cash helps to pay for the bus fare and gains you extra points. You start off with only 10 pence, but there are three main sources of extra income. First, there's plenty of money just lying around. If that's not enough, you can always wipe out a few enemies and pick up the spare change they leave behind. The last way is not so obvious: much of the money is hidden from view, and you can only find it by, for example, leaping around in the right place. Even people who complete the game probably won't have collected all the coins that there are to be found - so try again!

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J - JEWELLERY BOXES REMAINING

This is self-explanatory: just make sure that when you see that bus stop sign for the end of the level, you haven't forgotten one of the gem boxes further back. **DON'T FORGET:** you need to collect **ALL** the jewellery boxes to finish the level.

K - POCKETS

Ronny has four pockets, in which he stores any gadgets he might find or parcels he has to deliver. Gadgets and weapons are activated by the function keys F1 to F4; parcels and letters are delivered automatically. Unfortunately, because his mum shrank his clothes in the wash, Ronny can only carry four items at once. For a description of the collectables, take a look at the Survival Kit below.

THE CONTROLS

JOYSTICK

JUMP/CLIMB LADDER

THROW SALAMI

SKATE LEFT

SKATE RIGHT

CROUCH/DESCEND LADDER

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THE ERRAND-BOY'S SURVIVAL KIT

An explosion at the HQ of the Fieldington Magic Circle meant that a wide variety of fabulous gadgets and weapons were flung to the far corners of the city. Below is a compendium of all the handy items you can find along the route.

BASIC COLLECTABLES

These are all essential to your survival in the game - if you see it, pick it up!



JEWELLERY BOXES

It's all too easy to get preoccupied with dodging enemies and leaping giant leaps, and forget the task you're being paid for. Some jewels appear in very awkward places, but they can all be collected...



MONEY

The more cash the better!



HEALTH BONUS

Adds a few units of health to your supply - vital on later levels.



TIME BONUS

Three minutes of extra time are yours for the taking.



ENERGY BONUS

Refills your energy level to maximum.

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SURPRISE

This could be anything from a Stenchaliser to extra points. Pick it up and see...

GADGETS

Gadgets are almost as common as legs on a millipede's trousers - so don't go hanging onto them just for the sake of it. The reverse is also true: don't waste a Superjump just because you like bouncing around the screen.



SUPERJUMP

Some leaps are just too large for unaided skaters to attempt, whether you're trying to grab that elusive package, or just avoiding that yawning chasm in the road. Help is at hand: a pair of skate-mounted super springs allows you to leap twice the normal distance both vertically and horizontally. Unfortunately, the Magic Circle hadn't quite solved the spring strength/elastic limit dichotomy before the explosion, so you only get three giant jumps before they snap.



POWERSNEEZE

This is the kind of sneeze that gives colds a bad name: not an apologetic nasal exhalation, but a thunderous, explosive shock wave that annihilates everything on the screen - including enemies that can't normally be destroyed. It's a mixed blessing, though: there's only one sneeze per icon, and you don't get any cash reward for mass murder of this kind. It just wouldn't be fair.



STENCHALIZER

One of the city's proudest achievements is its cheese, crafted by monasteries and members of the Cheese Guild since medieval times. Fieldington cows' milk is coagulated by donkey rennet and left to mature for up to a decade: this produces a smell reminiscent of garlic, old socks, onions, raw sewage and ammonia, which has the power to stop anything in its tracks for about ten seconds.

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MAGNETOFLUCT

Try as you might, there are some objects which you just can't pick up by leaping around, skating or using your Superjump. In this case, call on the **Magnetofluct**. It looks and feels like an ordinary magnet, but it attracts all the objects on screen that can be collected, not just iron and steel ones. The catch? You can only use it once per icon.



MEGAHONK

You'd probably cut off your right arm if you could get hold of an object which gave you temporary invincibility, wouldn't you? Well, put that tenon saw down, because the **Megahonk** does just that. At last you can laugh in the face of gorillas and tweak the grommets of marauding vans - until the effect wears off, that is.

HELP!

Here are some other signs you should watch out for if you want additional assistance. Fortunately, these have nothing to do with magicians, explosions or anything else likely to bring on an errand-boy migraine.

THE SHOP

If you have the money, the shop has the goods - unfortunately, such shops are few and far between. Don't spend too much - save some for the bus fare.

LOST PROPERTY

Fieldingtonians are notoriously clumsy and absent-minded, so it's not surprising that dropped parcels litter the streets. If you find one, hold onto it; you're rewarded for returning it to the owner. (He'll probably only go and lose it again, but that's not your problem!)

ERRAND OFFERED

If you've followed my advice and purchased a shocking flame-coloured wig, bystanders will fall over themselves to give you work. This is a quick way to earn extra cash, and often just involves taking a parcel in the direction you were going anyway. The best part is the haggling.

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you can usually squeeze a few more coins from the senders - but don't push your luck.

END OF LEVEL

The sign that warms the cockles of every skater's heart - the bus stop. Hop aboard, pay your money and check the wheel lubrication on your skates.

INSPECTOR CUFF'S OFFICE

You only get to see this sign once in the game. What's worse, Cuff won't even let you in if you haven't satisfied the entry requirements.

THE BAD GUYS

Following the explosion at the Magic Circle HQ, Fieldington has been cursed with a huge variety of weird and dangerous fauna, errant motorists and malevolent birds on telegraph wires. The magic that created them is still in the air, so that you often have to defeat the same foes twice if you retrace your steps. There are three types of obstacle, and here is a selection from all of them:

A SELECTION OF THOSE THAT YOU CAN ALWAYS KILL...

MARAUDING VEHICLES

One of the most common types of hazard around, possessed transport comes in all shapes and sizes, from humble cars to steam trains which have gone off the rails. It's worth having the in-game sound effects on, since they usually give you a blast of the horn to keep you on your toes. If you miss the warnings and get run down, you shuffle off this mortal coil pronto.

MODEL AEROPLANES

Watch out these roving red devils: they can appear in vicious squadrons and have a nasty habit of looping the loop just when you thought it was safe to creep past them.

DEADLY ANGLE-POISE LAMPS

No office is complete without an angle-poise lamp somewhere.

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unfortunately, after the explosion they all went mad and started attacking anything that moved, including errand-boys on missions of national importance. They are very clumsy and quite slow-moving, but they spit light bulbs and take more shots to kill than an elephant has wrinkles.

BLOBS

Most common on level 4, these amorphous creatures make their living by oozing and slobbering about the place causing a nuisance. They are easily spotted: large, pulsating orange creatures with no sense of direction. They are also easily killed - but don't let them touch you, or you can wave goodbye to Mr Health.

UNICYCLES

Another major strength-sapper, unicycles start getting heavy in Level 6, although they do make token appearances before then. They seem content to wobble around changing direction when they feel like it, so that you never quite know what they'll do or why they'll do it. It's hard timing leaps over them, but not so hard sending them to the great cycle track in the sky.

GHOSTS

Found mainly on Levels 2 and 7, ghosts are cute but aggressive foes. Extremely slow moving, they often change their minds about where they want to go, and their large size usually means that they'll take some of your health away with them. A few well-placed sausages will have them taking the next train to Spook City.

...THOSE THAT YOU CAN KILL SOMETIMES

BOUNCING BALLS

One of the weirdest opponents in the game, these mutant footballs manifest themselves in two different forms: big and extremely big. They knock you down and swipe bags of health from you before you can say 'What's that large thing bouncing towards me?', but they can usually be destroyed with a few well-placed salamis. Unfortunately, there are exceptions to this rule.

FLOATING BALLS

Not the kind of things you want to go around heading, toe-poking or

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trapping on your chest, these multicoloured freaks come in all shapes: transparent floaters, whizzing dumb-bells, clusters of giant molecules. All of them extract health points like a dentist pulling teeth: give them a wide berth.

TWO-FACED GRINNING HEADS

These amusing little creatures adopt two formations: a vertical pair who slip quietly in and out of holes in the ground and get in your way, and a horizontal trio who float around the place at head height, spinning madly and grinning inanely. The first group you can't kill whatever you do, but there is a way to wipe out the second bunch... Neither type gives much cause for laughter.

BATMAN SIGNS

Initially these mini-baddies prove as invincible as the caped crusader himself; but get further into the game and you'll discover they're not as hard as you first thought. However, both versions will drain your health quicker than you can sing 'nananananananana nananananananana'.

AND THOSE THAT YOU CAN NEVER KILL

WATER FOUNTAINS

Where there's a burst pipe there's usually a water fountain. What makes these obstacles so annoying is that they turn off, lure you into jumping over them, then turn on again when you're in mid-leap. Cold, wet trousers are a great consumer of health points.

CLOCKWORK TOYS

This embraces a whole family of miniature cars and trucks, which are usually just below firing level: their slow speed makes them a danger to those of you who like standing around and twiddling your thumbs.

MONKEY KONG

You're well advised to steer clear of this overgrown ape since he, and the manhole covers he rolls at you, are invincible. Get caught by one of his projectiles and you could be looking at a long spell in traction.

BANANA SKINS

The classic health-sapper: small, innocuous, and extremely yellow, banana skins are often found on the move. Touch one and you'll end up flat on your back sooner than you can say 'whooooooooooooaaah!'

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A LEVEL-BY-LEVEL GUIDE



There are nine levels ahead of you: the terrain gets tougher, the leaps get longer and the baddies just keep on multiplying.

This is a brief guide to all the stages, just to whet your appetite and maybe give a couple of clues along the way.

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LEVEL 1: The Start

As you'd expect, this is the easiest level of them all, a gentle stroll through the outskirts of Fieldington. With only a couple of straightforward deliveries, some slow-moving traffic and plenty of platforms to hop along, your main worries will be the time-limit and complacency. However, this is the place to bag those hidden coins and grab those bonus points. If only all the levels were made this way...

LEVEL 2: The Sewers

This is for people who like their platform action spiced with awkward leaps, masses of enemies, unhelpful jewel locations and no shop. It's a much tougher challenge than the first stage, and one which should prove the first real test of your erranding prowess. As well as having to use the right gadgets at the right time, you've got to contend with burst pipes, a whole new set of meanies and a sneaky puzzle right at the end.



LEVEL 3: Shakespeare Park

If you enjoy people slipping ice down your back or leaping out of cupboards at you, Level 3 is for you. It's packed with nasty surprises: deadly falling leaves and raindrops, monkeys on skateboards and more footballs than you'd find at the FA training school. You'll also find that your reflexes and split-second timing are sorely tested; and there's so much rough ground that you'll wish you had wings.



LEVEL 4: Municipal Offices

Leaping and ducking is the order of the day here, as well as avoiding your first dead end. If you try for maximum points, you'll be scurrying backwards and forwards like a rat in a drain. In particular, you'll need all your skating skills to get past a horrific collection of platforms and massed obstacles at the end.



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LEVEL 5: Sterne Street

Back in the open air once more, there's plenty to keep you rolling along: swarms of insects and flocks of birds waste your time, and there are more holes in the road than you'd find in Blackburn, Lancashire. Watch out particularly for a couple of nasty rain showers, a pair of police cars, and a steam train. If you're feeling wealthy, there's a handy shop halfway along.



LEVEL 6: Spencer Street

Or, rather, beneath Spencer Street: this is another underground level, with all the usual hazards. It isn't the hardest stage, but it does have some rotten surprises in store - watch out for the collection of chequered bouncing balls.

LEVEL 7: Fieldington Docks

Think twice before racing into the docks - it's one of the toughest tests in the game. Beware of banana skins, and the gorillas that dropped them, and keep your wits about you onboard ship. Just when you thought the worst was over with, the last part of the level throws a squadron of planes and a collection of unicycles at you.



LEVEL 8: Seek Park

This is similar to Shakespeare Park, except there are more enemies and more surprises. Keep your eyes peeled for the gangs of insects, the huge, invincible bouncing ball generator, and a shop.

LEVEL 9: Scotland Yard

Life would be too easy if we told you what was in store here, wouldn't it? Find out for yourself - you could be in for a surprise at the end.



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KEY SUMMARY

Function keys F1-F4 - activate weapon/gadget (if held)

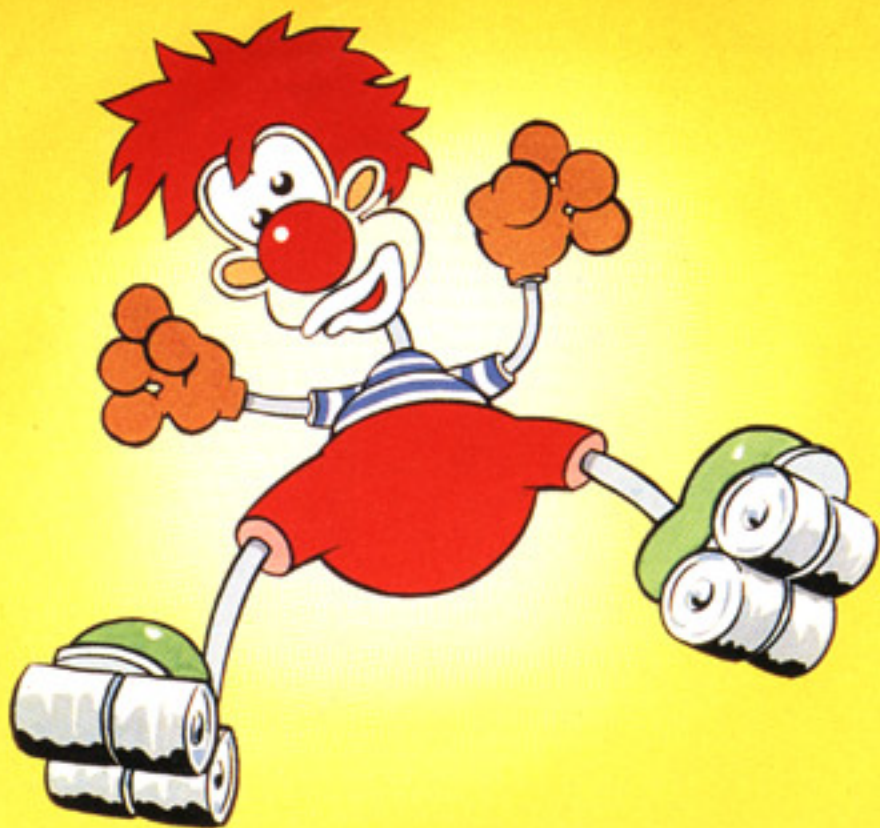
M - Music on/off

S - Sound effects on/off

SPACE BAR - Pause (Fire restarts)

NOTES:

[illegible]



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