



Gzwo Software development

TOBI ON THE RUN – Instructions

Aim of the game:

The aim of the game is to collect all golden Donuts and go to the GOAL platform. The GOAL platform appears after you have collected all Donuts.

Control:

Alt + Return: switch between window and full screen mode
cursor keys or joystick: control Tobi
Ctrl (Strg), Y, Z or Joystick button 1: Digging hole to the left of Tobi
Alt, C or Joystick button 2: Digging hole to the right of Tobi
Space or Joystick button 4: Digging a hole in view direction
ESC: Restart level
 Back to main menu
 Back to Windows
i: Show framerate
p: Pause Game

Opponents:

In every level, there are red pursuers. As soon as they move too close to you, you can dig holes where they fall into. However consider: the opponents climb out again! As soon as a hole closes, and an opponent is still in it, he dies. As soon as an opponent dies, he appears after some seconds again. As long as he stays in the hole, you can run over him. In addition, red opponents can be eliminated in a hole if you stand on her for so long until the hole closes.

In some Levels the opponents are stealing the Donuts. They will lose them if they fall into a digged hole!

Information:

You will find three symbols at the bottom of the screen:

- Golden Donut: number of donuts you still have to collect. Remember that the opponents are also able to steal donuts and that sometimes some donuts are buried (look at "?").
- hourglass: Passed time since you have started the level.
- cup: Record of this level

Platforms:

There are three different platforms with the following characteristics:

You can dig holes into the dark platforms, but you can not dig holes into the bright ones.

The GOAL platform appears as soon as you have collected all Donuts. This platform must be entered by you in order to end successfully the level.

Poles:

Tobi can climb along poles – and also go down, but not upwards!

?:

In some levels you can see some question marks. Behind these question marks there may be hidden donuts. Remember the place of the ? to dig at the right position.

Exploration level:

Some levels won't be shown on the preview screen. You will see three big question marks instead. This level must be explored.

Level with limited view:

Some levels are only partly visible. You will see more when you move Tobi.

Slow-PC warning:

If an orange symbol 'TOO SLOW' appears in the upper left corner, the game runs too slow on your PC. In this case you should activate 'SLOW PC ON' in the main menu (Setup).

TobiOnTheRun.exe -lo:

If the game still is too slow (even if you have enabled SLOW_PC ON), you can start Tobi on the run with the parameter -lo (TobiOnTheRun.exe -lo).