CUNNING RUNNING

Student's Guide

Jacaranda Software

About the game

Cunning Running is a game where, as in the real sport of orienteering, you must plan the cross-country route that will get you from one checkpoint to another as quickly as possible. To do this, you consult a map that the computer will draw on the screen. The map has signs on it that tell you what the countryside is like. To run with cunning means that you will choose the fastest and easiest route to follow — the shortest route may not be the fastest if a swamp or forest is in your way!

Up to four people can play. When the game begins each player will be told where to find his or her first checkpoint. Each checkpoint has a marker and, when you collect a marker, you are told where to look for the next. Each player hunts for a different set of markers and should try to find as many as possible. You might find as many as six or seven; however, the game will end when every player has found at least **four** markers.

To play this game you must understand what the signs on the *Cunning Running* map mean. You also need to understand how to work with a grid because the map has a grid on it that you must use when you tell the computer where you are going.

Each time it is your turn you must tell the computer where you are going. The computer keeps count of how many times you move and how many times you make a mistake (such as trying to run at top speed through the swamp). You must study the map and plan your route carefully. Let's find out how you do this.

The map

The computer will draw a map of the orienteering area. Diagrams 1A and 1B are copies of the *Cunning Running* maps and a key tells you what the signs on the maps mean.

You can see that a lot of trees together make a forest area and that a lot swamp grass around the lake tells you that this area is very boggy. There are several mountains in the north-west and a dangerous cliff near the north bank of the river. It seems that the river must be very swift because bridges have been built so that people can cross in safety. There are a number of tracks in the area, joining into one track across the bridge. The lake is deep and is not safe for swimming.

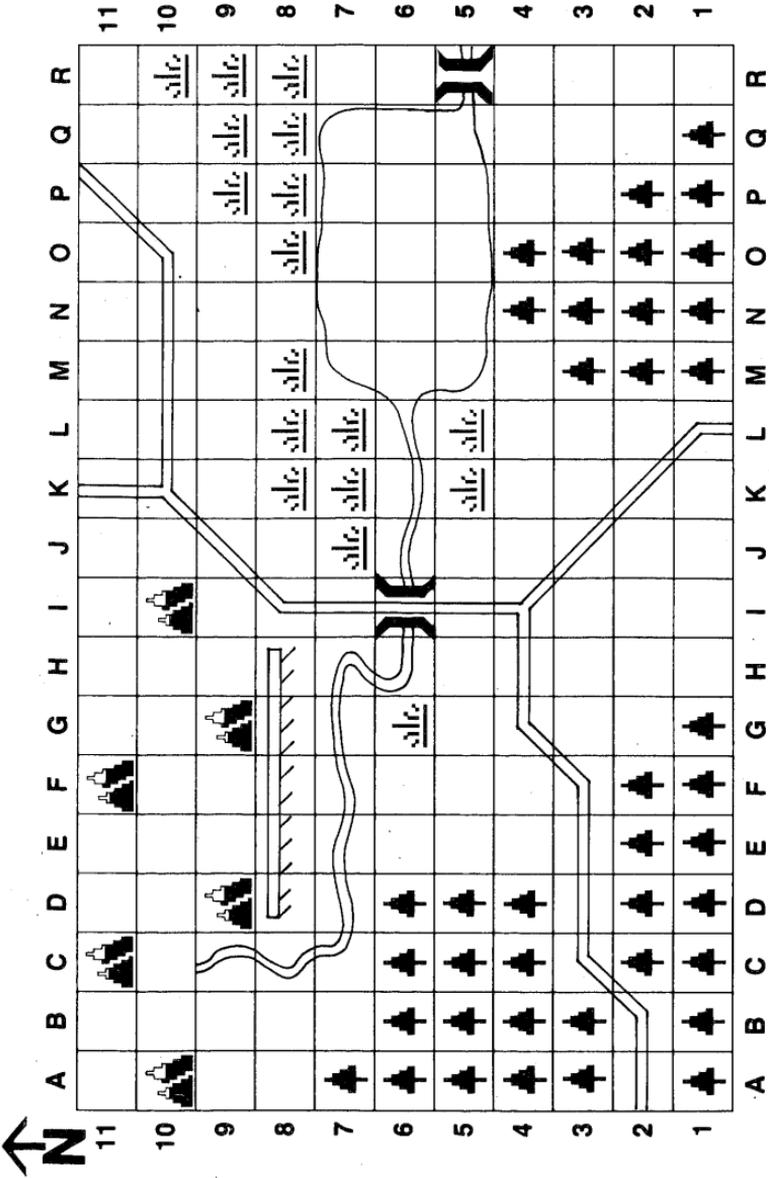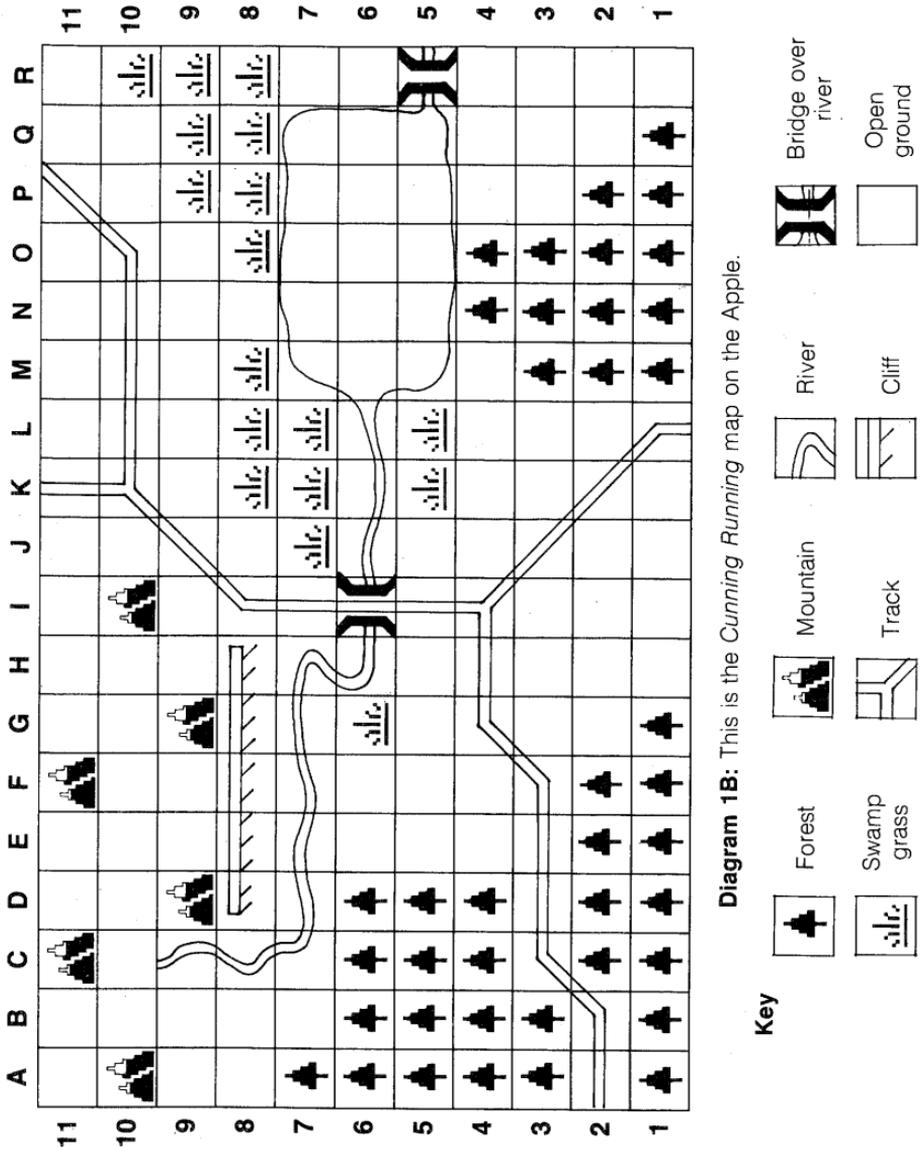**Diagram 1A:** This is the *Cunning Running* map on the BBC.

Diagram 1B: This is the *Cunning Running* map on the Apple.

Key

Forest	Mountain	River	Bridge over river
Swamp grass	Track	Cliff	Open ground

Running with Cunning

Each time it is your turn, you must tell the computer where you are running to. The map has a grid and you can move from one grid square to another by typing a **letter** followed by a **number** (with no commas or spaces in between) and then pressing the RETURN (or ⏎) key. You can get into lots of difficulty if you don't think carefully about the sort of ground you are running over. For example, it is much easier to run along the track than to try to run in a swamp. (In fact, you can't run in a swamp at all — you must wade very slowly.) Neither can you run at top speed through the forest — you could trip over a fallen tree or become tangled in a vine. Imagine what would happen if you ran at full speed over the edge of a cliff! Therefore, before you decide where to run, check the map to see what the countryside is like.

It is important to travel by the fastest route if you want to get more than four markers or if you want to get your four markers in the least number of moves. There are limits to how far you can run each time you have your turn, depending on whether you are moving along a track, over open ground, or through a swamp or forest. Make sure you remember these limits so you don't waste time trying to run at impossible speeds.

If you are **running on a track,** you can run **up to three grid squares in one move.** (See diagram 2.)
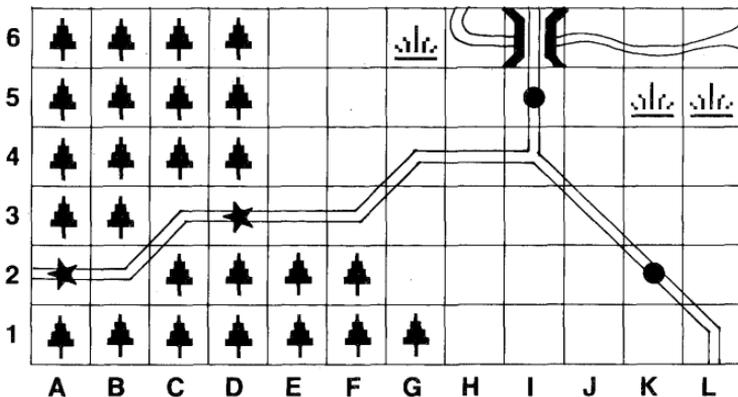
Diagram 2: On a track, you can run up to three squares. Player ✦ can run from A2 to D3. Player ● can run from I5 to K2.

If you are **running across open ground,** you can run **up to two grid squares at a time.** (See diagram 3.)

Diagram 3: Across open ground, you can run up to two squares. Player ★ can run from G3 to I1. Player ● can run from E4 to E6.

If you are **wading through the swamp,** you can **only move one grid square at a time.** (See diagram 4.)

Diagram 4: Through swamp, you can wade only one square at a time. Player ★ can wade from R8 to Q9. Player ● can wade from L8 to M9.

If you are **pushing through a forest,** you can **only move one grid square at a time.** (See diagram 5.)
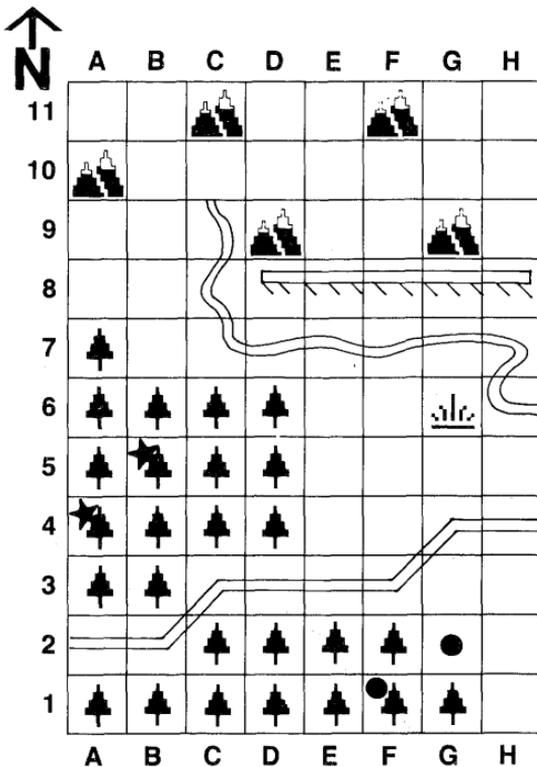

Diagram 5: You can push through forest only one square at a time. Player ★ can go from A4 to B5. Player ● can go from F1 to G2.

Rules

Because it is important that you don't come to any harm when orienteering, you must follow these *Cunning Running* rules:
- No mountain-climbing is allowed (you are not allowed on the mountain grid squares).
- Keep away from the edge of the cliff (you can not move onto the cliff grid squares).

- Cross the river at the bridges only (you are not allowed in the river).
- No swimming in the lake (you are not allowed in the lake).

Finding markers

The markers you will be looking for are triangles in the top corners of a grid square. Diagram 6 shows you what the markers look like.
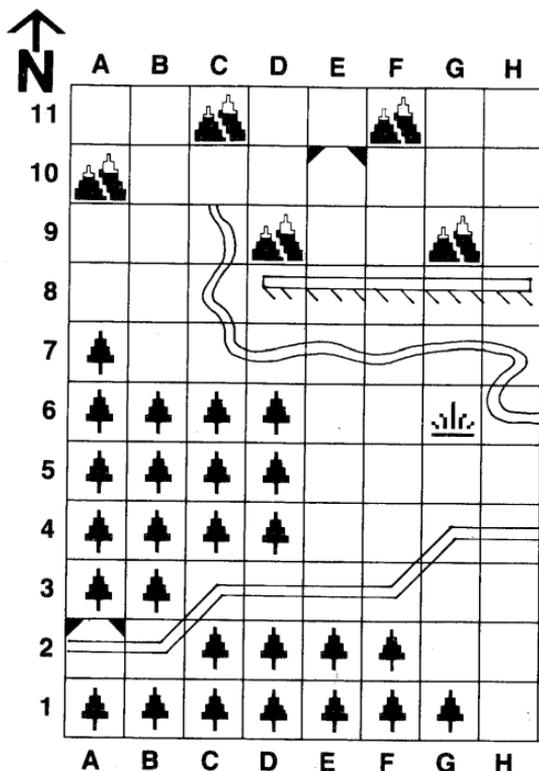

Diagram 6: The markers are two triangles in the top corners of a grid square. In this picture there are markers at A2 and E10.

Unless the marker you are running towards is in a forest, it will flash on and off when it is your turn.

If your marker is in a forest, it will be **hidden** by the undergrowth and so you can't see it. The computer will tell you which area of forest you must hunt in, but you will not be able to see the marker until you are within one grid square of it. (See diagram 7.)
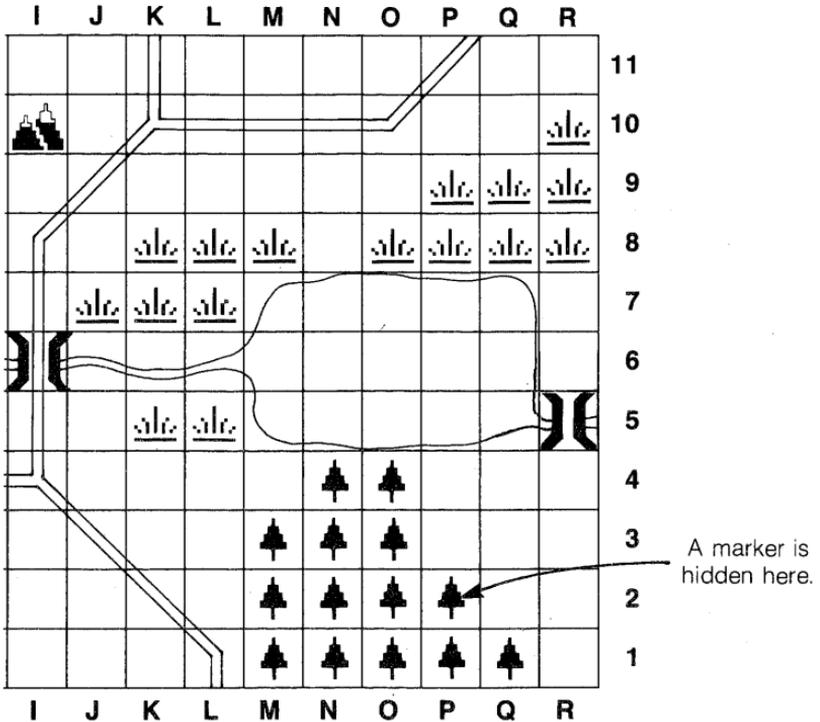

A marker is hidden here.

Diagram 7: There is a marker hidden at P2. If the player who is looking for it lands in square O1, O2, O3, P3, Q3, Q2, Q1 or P1, the computer will draw the marker on the screen. When a marker is hidden, you must be in a grid square next to it before you will see it.

Once you know where to look for your marker, you can start running in that direction. You must go to the exact grid square that holds the marker before you will be told you have found it. (See diagram 8.) Then you'll be told where your next marker is.
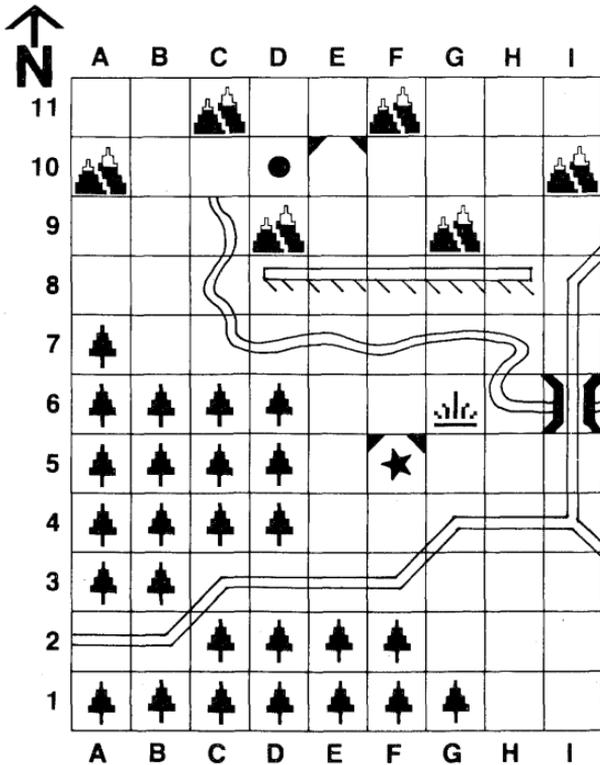
Diagram 8: The player at F5 has "found" the marker. The player at D10 must move to E10 to "find" his or her marker.

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Your score

The computer counts
● the number of markers you have found,
● the number of moves you took to find those markers, and
● the number of mistakes you made — these include breaking the rules, trying to run too far or typing something the computer doesn't understand.

The computer will tell you your score at the end of the game. You can also find out how many markers everyone has found and how many mistakes everyone has made by typing "S" when

it is your turn. (Typing "S" to see the scores does not use up your turn; you can run somewhere after you've seen the scores.)

Now you can play the game. Try to find as many markers as possible before the game ends. (If only one person is playing, the game will end when you have found four markers.) Remember to plan your route carefully, because running all over the place aimlessly is not very cunning. Good luck!

Getting started on the Apple

1. Insert the *Cunning Runnning* disk (label side up) in the disk drive. (Do not shut the door of the drive yet.)
2. Switch on the monitor.
3. Switch on the computer.
4. When the red light on the disk drive is glowing, shut the door of the drive.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Cunning Running* title screen to appear; otherwise, if no key has been pressed, the title screen will load automatically after a short pause.
6. When the title screen has appeared, there will be a short pause and an information screen will appear.
7. Once the information screen has appeared, press the SPACE BAR to start the program.

Getting started on the BBC

1. Switch on the monitor.
2. Switch on the computer.
3. Insert the *Cunning Running* disk (label side up) in the disk drive and shut the drive door.
4. Hold down the SHIFT key and press the BREAK key, then release the BREAK key *before* taking your finger off the SHIFT key.
5. The Jacaranda Software logo will appear on the screen. Pressing any key will cause the *Cunning Running* title screen to appear; if no key has been pressed, the title screen will load automatically after a short pause.
6. Once the title screen has appeared, press the SPACE BAR to start the program.

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Getting started on the Commodore 64
Cassette:

1. Switch on the computer.
2. Switch on the monitor.
3. Put the tape into the cassette drive (label up).
4. Rewind the tape, then stop.
5. Hold down the computer's SHIFT key and tap the RUN/STOP key.
6. Press play on the cassette drive.
7. The screen will go blank for several minutes.
8. When the program is loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program.

Disk:

1. Switch on the computer.
2. Switch on the monitor.
3. Switch on the disk drive.
4. After the light goes out, insert the disk (label side up) and shut the door of the disk drive.
5. Type   LOAD "CUNNING*",8:   (Don't forget the colon.)
6. Hold down the SHIFT key and tap the RUN/STOP key.
7. Wait for the program to load. When it has loaded, the Jacaranda Software logo will appear. Soon after, the title screen will appear. Press the SPACE BAR to start the program.

Getting started on the Microbee
Cassette:

Important: The cassette has the program recorded on both sides, but at different speeds. Side A is at 1200 baud, which is the normal speed. Side B is at 300 baud, or four times slower. The program should normally load from side A; however, some cassette recorders do not work reliably at 1200 baud. If you have any difficulty loading from side A, try loading at 300 baud from side B.

1. Turn on the monitor.
2. Turn on the computer.

3. Type NEW and then press the RETURN key.
4. Type LOAD and then press the RETURN key.
5. Start the tape.
6. Wait until the computer beeps to indicate it has loaded the program (2–3 minutes at 1200 baud).
7. Turn off the cassette and rewind the tape.

Disk:

1. Turn on the monitor.
2. Turn on the computer.
3. Put the MASTER disk into the disk drive (label side up). If you have a dual disk drive, put it into the one with the light on.
4. Type BASIC and then press the RETURN key. Wait until the computer beeps.
5. Take out the MASTER disk and insert the *Cunning Running* disk in the same drive, label side up.
6. Type RUN "CRUN" and press the RETURN key.