

BLOCKMAN

(T. SAVODNIK)

The subject of this is to defuse the TNT before the linear scale at the bottom indicates time up and the bomb explodes. If this happens you will lose one of three lives.

After 5 screens of avoiding skulls, gaining points by landing on flags and defusing bombs, stage 2 is reached.

You must press a key when the man is over the flag for a bonus of up to 4000. The quicker you are the greater the bonus!

Stage 1 then begins again but now with less time!

Good luck!!!

SCORE 84880 HIGH 137560 LIVES 3