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There is, however, one slight problem. You will have to get through seven levels of security before reaching the Central Computer Room!

SECURITY LEVELS

To pass through the security levels (1 to 6 only) you must get the key on that level and take it to the payhole.

When travelling from level 7 to 2 (the Computer Room), you must get the teleport ring and then go to the teleport.

To move around the screen you can run along floors, jump onto lifts and moving platforms and bounce on the spring boards.


Do not tread on the lift bases as they are electrified!


Each level must be completed before the time limit runs out.

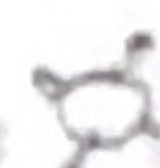
THE SECURITY


Each level is guarded by cameras that fire energy absorbing plasma bolts.

Beware of Jelly Droids (they are a trifle annoying but can be jumped over). Also look out for Buzzsaws and springs.

 ... Plasma Bolt

 Jelly Droid

 BUZZ - saw

 Spring (vsnet)

Contact with any of the above reduces your strength by one unit.

If your strength reaches 0 you will forfeit a life.

SCORING


Your score will increase by one point for every time unit that you survive.

If you complete a level then bonus points will be awarded for the treasures that you have collected on the way.

Bonus points are also given for the number of lives you have remaining and your strength.

An extra man is awarded for completing a level. You can have a maximum of nine lives.

TREASURES

 --- MAGIC SQUARE

 --- CHERRIES

 --- GOLDEN BELL

 --- STRAWBERRY

 --- EMERALD (managd)

 --- PEAR