APPLE PANIC

INSTRUCTIONS FOR THE IBM PC

Movement

The movement of your little man is controlled from the keyboard by the use of the "A" & "Z" for "up" & "down" and the "\" and "\" for "left" and "right" movement. The space bar is used to dig and cover holes in the bricks and to knock the apples through once they are trapped. Since it is not possible to dig holes in every location, the spacebar may be pressed in advance and will cause your man to dig as soon as it is possible. You may stop digging a hole by pressing the space bar again. Your little man may jump through holes without injury.

Object

The object is to destroy the little apples chasing you by digging holes in the brick floors for them to fall into. Once an apple has gotten stuck in the hole you have to knock it through the hole by beating it over the head. If you get to the apple too late, it may crawl out of the hole and get you.

Advanced Monsters

At advanced levels you will be confronted by the Green Butterfly. The only way to eliminate the butterfly is to dig one hole directly above another so that it falls into the top hole and then gets bashed through both of them. At even more advanced levels you may confront the Mask of Death. This you must bash through three levels at a time. The trick is to line up the holes perfectly.

Extra Lives

You start with three lives. If you survive long enough to come face to face with the Green Butterfly, you will be given another life. If you use up all your lives, the screen will experience rigor mortis, a condition which can be alleviated by pressing the space bar.

Scoring

Pounding an apple through the bricks scores 100 points per level (if the apple falls two floors, you get 200 points). The Green Butterfly scores 200 points per level and the Mask of Death 300 points per level. In addition, bonus points are scored each time you clear the screen, depending on how quickly you work.



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