

# SUPERVISION™

## PO PO TEAM

### I. GAME INTRODUCTION

The city becomes much cleaner when the PoPo Team is set up. You are a member of the PoPo team with a task to collect all rubbish in the city. Your tool is a strong and extendable pipeline to "eat" or clean up all the rubbish in your path. However, some rubbish are non-edible, they will cause damage to your pipeline. Therefore, you should get away from them during your clean up action.

### II. GAME DESCRIPTION

When the power is turned on, the SUPERVISION logo is displayed and then comes to the game title screen. Press "START" to start the game.

There are 25 different levels with 2 modes: normal mode and expert mode. The player should pass all the levels of normal mode before they can enter the expert mode. The screen of each level contains obstacles and some passages. The player should control the pipeline to clear all the black dots on the passages in order to pass each level. However, there are enemies who would come from both sides and you would lose one chance if they touch the pipeline. So you should use the pipeline head to eat these enemies before they become a source of danger. Each time you eat an enemy you score 200 points.

There are bombs which would blow up the pipeline (lose a life) only if they are eaten. But if you just let the bombs pass through the pipeline body, it will cause no harm. On the other hand, there are four treasure items which could help the player in the game.

- a. Fox : Having eaten this item, all enemies will become into prize items.
- b. Windmill : Having eaten this item, all enemies, prizes, treasures etc will move at one fifth of their normal speed in the next ten second.
- c. Clock : Having eaten this item, the time is increased by ten second.
- d. 1UP : Having eaten this item, you gain an extra life.

There are six prize items, their respective scores are shown as below.

Prize Item	Score
Apple	300
Milk	500
Cake	800
Coke	1000
Chicken leg	1500
Pudding	2000

Extra life would be given for every 30000 score points.

### III. GAME CONTROLS

- UP : Move upward
- DOWN : Move downward
- LEFT : Move left
- RIGHT : Move right
- UP+LEFT : Move upward and turn left when approaching a junction
- UP+RIGHT : Move upward and turn right when approaching a junction
- DOWN+LEFT : Move downward and turn left when approaching a junction
- DOWN+RIGHT : Move downward and turn right when approaching a junction
- A-Key : Shorten the length of the pipeline. The longer you press the key, the shorter the pipeline becomes until the minimum length is reached.
- B-Key : Same function as A-Key
- START : Start a game or Pause & resume a game

### IV. GAME OVER

The game is over when all your pipeline is damaged. When the game over screen is displayed, you can continue or end the game. Use the LEFT or RIGHT key to move the pointer between the two cartoon figure. The figure on the left is nodding when it is selected by the pointer, meaning you wish to continue the game. Press START to confirm your selection. If you wish to end the game, then move the pointer to the cartoon figure on the right, the figure will wave its head to say "no", meaning not to continue the game.