

SUPERVISION™

TREASURE HUNTER

I. GAME DESCRIPTION

This is an intelligent game. Player should avoid little ghost while picking up all the treasure on each stage within the time limit. After the completion of this assignment, a gate will be shown on the screen. The player can then pass through the gate and moves to a new stage. There are three difficulty levels in the game. Each level includes six stages. Besides, the bottom of the game is a status line, it gives you the following information, from left to right : the number of stipulation treasure needed to pass a stage, the remaining number of treasure not yet found, score obtained so far and the remaining time.

II. GETTING STARTED

When the power is turned on, the SUPERVISION logo is displayed. Then comes to the game title screen. The START key will bring you to the level selection screen. You can then select the desirable level by pressing the UP or DOWN key and start the game by pressing the START key again.

III. HOW TO PLAY

If the player wishes to preview the whole background at any time during the game. He can do so by pushing the PAUSE key first and scroll the whole background by using the Direction Keys.

After the little man steps on the grassland, he may clear the sandy channels by simply walking through them. Note that stones above the walked paths may fall when the support of the sand is removed. The falling stone will kill the little man when it falls directly above his head. Therefore, the player should take caution of the pace he directs the little man to take. The little man will also lose a life if he runs out of time.

When the player moves to higher stages, a little ghost will appear on background. The ghost will kill the little man once it collides with him. The player can avoid this ghost by moving loose stones which are not anchored by the sand. However, he will fail a mission if he is trapped by stones. Under this situation, you may attempt a suicide by pressing BUTTON A & B together rather than to wait for time out. Lastly, the game will be over if the little man loses his life three times.

IV. KEY ASSIGNMENT

KEY	FUNCTION
START	Start / pause the game
SELECT	Not used
A & B	When trapped by stones, press these keys together to suicide and start a new life (if any).
UP	Man moves up. When pause, background moves up.
DOWN	Man moves down. When pause, background moves down.
LEFT	Man moves left. When pause, background moves left.
RIGHT	Man moves right. When pause, background moves right.

V. GAME SCORE

STAGE	SCORE AWARDED FOR EACH TREASURE	BONUS SCORE FOR PASSING THIS STAGE
1	10	500
2	15	1,000
3	20	1,500
4	25	2,000
5	30	2,500
6	35	3,000