

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 stage 2 or 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 PASSING THIS STAGE	BONUS SCORE FOR EACH TREASURE
1	10	500
2	15	1000
3	20	1500
4	25	2000
5	30	2500
6	35	3000

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遊戲概述：

這是一個智力型遊戲，遊戲者控制屏幕上的小人避開小鬼以盡可能短的時間拾取規定數目的財寶後，屏幕會自動出現一扇小門，遊戲者找到門出去即算過關。

整個遊戲共分 6 關。

遊戲玩法：

開機後將會進入易難度選擇版，本遊戲共有 3 個難度級，用上、下鍵進行選擇，確認後按 START 鍵進入遊戲。

進入遊戲後，屏幕的上半部顯示遊戲區域，按下 START 鍵，遊戲呈暫停狀，這時，遊戲者可用上、下、左、右鍵來移動背景進行搜尋財寶及了解地形。

屏幕的底部，從左到右分別顯示：應得財寶數、還須找財寶數、所得分數及所剩時間，遊戲者用方向鍵來控制小人在亂石陣中尋找寶物，當小人踩着草坪行走時，草坪會因被小人踩到而變成空地，如果石塊下面是草坪，它將不會動；但是石塊下面的草坪一旦被小人踩成空地時，石塊即會下落或砸死人或被草坪堵住，因此，你要小心控制小人的行走路線而不至被草塊砸死，一旦被砸死，遊戲將重新開始，但每關只有三次機會。

當石塊的左、右方是空地時，小人可用左右鍵來推石塊將它移動到你所想要它去的地方，一旦小人因行走不當而被石塊圍住不能動彈，尋寶即算告吹，同時按下 A、B 鍵結束生命。

隨着遊戲難度的增加，屏幕上會出現一些小鬼，小鬼只能在空地上行走，你要小心避開，若被小鬼碰到小人即死，遊戲將重新開始。

得分規則：

根據不同的關數，小人拾得財寶後所加分數如下：

第幾關	每個財寶得分	過此關加分
1	10	500
2	15	1,000
3	20	1,500
4	25	2,000
5	30	2,500
6	35	3,000

用鍵說明：

START 鍵：開始/暫停

A + B 鍵：兩鍵齊按，結束生命

上 鍵：小人上移/暫停時上移背景

下 鍵：小人下移/暫停時下移背景

左 鍵：小人左移/暫停時左移背景

右 鍵：小人右移/暫停時右移背景