

PANIC

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by Marco van Meegen

29B

Welcome in the house of horror !

You are captured in the house of horror and there is no possibility to escape.

Horrible monsters follow you more or less (depending on the playing level).

Your only weapon is a shovel. Dig holes and shut them, when a monster falls into such a hole, to save your life. The monster will fall down to the floor below. There are three kinds of monsters (1,2,3). A monster 1 is dead, if it falls down one floor, a monster 2 must fall down two floors, a monster 3 three floors.

So, to kill a monster 3 you must dig three holes, exactly one beneath the other.

You can jump through a hole without danger.

If a monster hangs in a hole, you can not pass the hole, but another monster can !

The air in the house is limited. If it runs out, the game is finished. You can see the remaining air at the top of the screen.

You can not dig two holes, which overlap. So you must shut the hole first, to dig another one a little displaced (e.g. to get a monster 2).

You control the man with the cursor keys, stop him with "0", open a hole with "8" and shut a hole with "9", the program will notice the pressed key and execute it as soon as possible.

monster :	1	2	3
points :	10	20	30

Please choose the playing level :

- 1) Beginner
- 2) advanced gambler
- 3) professional gambler
- 4) hero

TO START THE GAME . . .

- type UT <return>
- type Z3 <return>
- type R <return>

DAI-PANIC is autostart : the game will start immediately after loading

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290
2A4
0 1 2 3 4 5 6 7 8 9
10 FF FF 00 00 00 02 08 FF 00 05 09 03 01 00
91 46 92 09 92