HOW TO PLAY

- Dig holes by operating the man. When a space monster has fallen from a hole down to the lower floor, fill it up before the space monster creeps out of it, and you are awarded points.
- A monster, a boss or a don does not die unless it is dropped by more than 1, 2 or 3 floors, respectively. Additionally, when more than 2 space monsters are dropped into the upright holes, or when a boss or a don is dropped onto a monster below, they die together.
- The man can move quickly down to a lower floor through the hole he has dug.
- When a man has been hit by a monster or when all oxygen has been reduced to zero, the man dies.
- If oxygen has not been reduced to zero even when all the space monsters on the screen have been destroyed, you are awarded corresponding bonus points.
- Scoring 5000 points awards another man. When all the men have been destroyed, the game is over.
- The highest scorer can register his name on the screen.

SCORE

- Monster: 100-800
- Boss: 300-1,200
- Don: 800-2,200

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