

COSMIC SERIES

SPACE PANIC

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



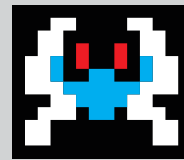
MONSTER

100-800



BOSS

300-
1,200



DON

800-
2,200

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