



## CONTROLS

Controller #1 moves Graham Crackers left/right and from "room" to "room."

Jump in place - Jump button

Jump left/right - Controller plus jump button

Start/Restart game - 0

Pause game - # pauses game. Touch # again to cancel pause.

Quiet mode - \* (sound on/off)

Music on/off - 8

## TOP OF SCREEN

Your score, remaining time, number of keys, and remaining Graham Crackers are at the top of the screen.

The clock displays the time remaining to take the next art or key. The clock resets with art and keys.

Every game has three Graham Crackers. The game ends when you run out of Graham Crackers. Extra Graham Crackers are awarded at 20,000, 40,000, and 60,000 points.

## SCORING

Keys - 50 plus remaining time

Art - 150 plus remaining time

Doors - 250

Monitor - 100

## OBSTACLES AND MOVEMENT BETWEEN FLOORS

Alarms come in many shapes and sizes. Coordination is required to avoid the alarms which will eliminate Graham Crackers.

Walls block passage.

Doors block passage when there is no key. Electric doors are lethal.

Robot guards are dangerous. Roving monitors can be disabled and eliminated with a key, but keep in mind that keys are needed to unlock doors.



Monitors



Drones

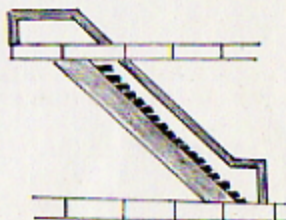


Sweepers

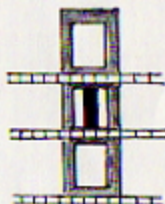
Keys unlock and open doors.



Walk up to the escalator. All escalators are boarded by moving the joystick to 11 o'clock or 1 o'clock position depending which direction the escalator is moving.



Stand in front of the elevator. Touch number 1, 2, or 3 to ride to the desired floor.



## WARRANTY

If your cartridge does not operate within 30 days of purchase, return it in a heavy protective shield, along with the copy of your sales receipt for free replacement. Send it to Micro Fun at 2699 Skokie Valley Road, Highland Park, IL 60035. After 30 days, send it to us with \$5.00 for replacement.

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