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Game Menu

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View

After pressing F2 this menu item will let you see the last five levels.
To play the last five levels you must send \$15.00 USA dollars to register the program.

Please send to: Carl Bieling
R.D.#1 Box 1926
Palmerton, Pa. 18071
USA

New

This menu item will start Herman Adventure #1 from level one.

Restart Level

This menu item is to restart the current level. If you do this one of your lives is lost.

You would use this if Herman was trapped and could not move, or if you get blocked.

High scores

This menu item will let you display the top ten scores.

Save game

This menu item is to save the state of the current level.

Things that are saved :

- Herman's life count
- Poison level
- Level number

Load game







This menu item lets you load a saved game.

Exit

This menu item will let you exit the game.

Score

The following are point values given to each treasure :

	100 points
	75 points
	50 points
	30 points
	20 points
	10 points

Also points are given when a level is completed, but how much depends on the poison level. A maximum of 1000 points will be given with no poison.

ABOUT BOX

This Dialog Box Tells you about Herman and the version.

HIGH SCORES DIALOG

This dialog box displays the top ten scores

TOP TEN ENTRY

This dialog box is where you enter your name and push enter.

TIME TO REGISTER

How to register the program

VIEW NEXT LEVEL

A look at the different levels

INIT DIALOG

This Dialog Box welcomes you to Herman's Adventures #1.

REMINDER DIALOG

This dialog box reminds you to register

HERM1

Some hints that will help you with the game:

- Spiders can be touched on any side or back but the front will bite you.
- Movement of spiders is some times random and some times there just out to get you.
- Drinking a can of coke will take one bite away or eating two pieces of fruit will also reduce the poison level.
- Picking up jewels gives you points and going from one level two the next with little or no poison will give you bonus points.
- All doors must be unlocked to move to the next level.

Keys Help

Movement Keys

Key(s)

Function

DIRECTION keys

Moves Herman left, right, up, or down

End

Moves Herman down and to the left.

PAGE DOWN

Moves Herman down and to the right.

PAGE UP

Moves Herman up and to the right.

HOME

Moves Herman up and to the left.