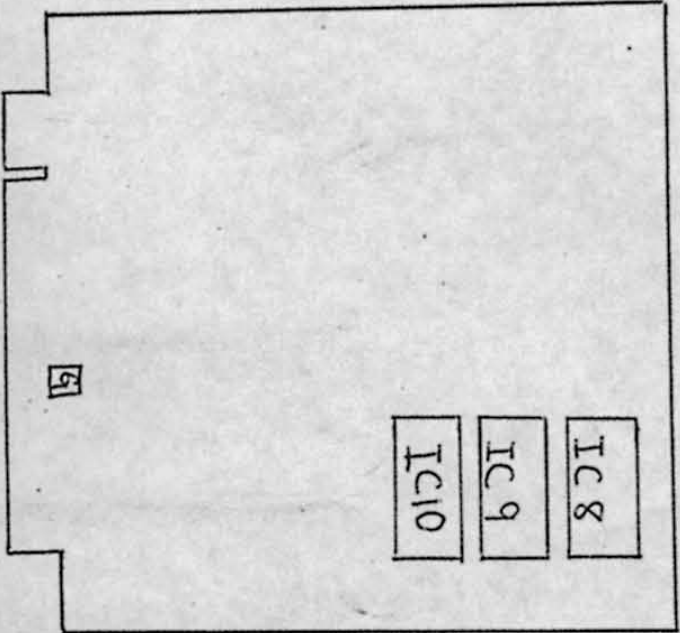




PLOTTING



Das neue Programm ist in dem o.g. 512 E-Prom enthalten.  
Bei Bedarf können Sie das Programm kopieren.

# PLOTTING

TM

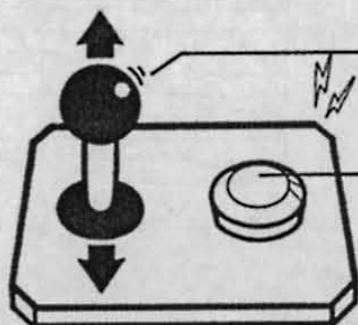
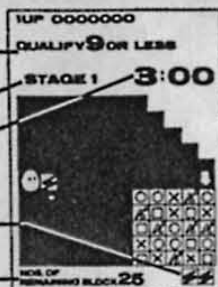
CLEAR CONDITIONS

STAGE No.

REMAINING TIME

NUMBER OF SPECIAL BLOCKS

NUMBER OF REMAINING BLOCKS



**JOYSTICK**

(FOR MOVING THE PLAYER UP AND DOWN.)

**ACTION BUTTON**

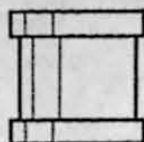
(FOR SHOOTING STOCK B-LLOCKS.)



**SPECIAL BLOCK**

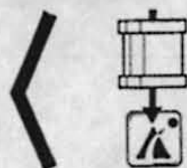
ALMIGHTY BLOCK.

A DESIRED BLOCK CAN BE ELIMINATED!!

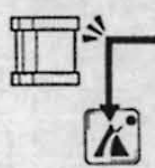


**OBSTRUCT PIPE**

FROM ONLY THE UPSIDE, NOT FROM THE SIDE. THIS PIPE CAN BE PASSED THROUGH!!



GOOD



NO GOOD

FROM THE SIDE? OR FROM THE UPSIDE?  
WITHIN A PRE-SET TIME. ELIMINATE THE BLOCKS BY  
HITTING THEM WITH THE SAME-MARKED BLOCKS!!

YOU CAN PROCEED TO THE NEXT STAGE WHEN YOU  
CAN DECREASE THE NUMBER OF BLOCKS LESS THAN  
THE CLEAR CONDITION IN EACH STAGE.

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