

IN THIS PUZZLE GAME
YOUR TASK IS TO GUIDE
THE SMILEY, TO COLLECT
THE CRYSTALS. USING
THE CURSOR KEYS OR JOY
STICK WILL MOVE SMILEY
AROUND THE SCREEN. BE
CAREFUL! THE FLOOR IS
VERY SLIPPERY AND ONCE

PRESS FIRE TO CONTINUE

SMILEY  HAS STARTED
MOVING, HE WILL NOT
STOP UNTIL HE HITS A
 WALL. SPIKES  ALSO
STOP SMILEY, BUT IF HE
HITS THE TIP OF THEM,
HE WILL BE KILLED.
IF HE PASSES THRU A 
IT WILL TURN INTO AN 
UN-PASSABLE GATE.

PRESS FIRE TO CONTINUE

IF SMILEY  HITS THE
BORDER, HE RE-APPEARS
ON THE OPPOSITE SIDE 
UNLESS THERE IS A WALL
  PREVENTING THIS.
AT ANY TIME DURING A
GAME, PRESSING FIRE
(SPACE BAR, COPY KEY
ENTER/RETURN, OR THE
JOYSTICK FIRE BUTTON)

PRESS FIRE TO CONTINUE

RE-STARTS THE LEVEL.
THIS IS NECESSARY SOME
TIMES, BECAUSE IT IS
POSSIBLE (AND ALL TOO
EASY) TO TRAP SMILEY
IN A LOOP!
THERE IS NO LIMIT TO
THE NUMBER OF TIMES A
LEVEL CAN BE RE-TRIED.

PRESS FIRE TO CONTINUE

GREETINGS TO: DOC, LDC
MALFUNCTION, CRTC,
SLICE, INTERRUPT, JONTY
D.CROOKES, JOHN REILLY
DAVE CANTRELL, RICHARD
LATHAM, RICHARD ARCHER
SWIB & ALL CPC CODERS!

JOE MOULDING

/PALM CODING

PRESS FIRE TO CONTINUE