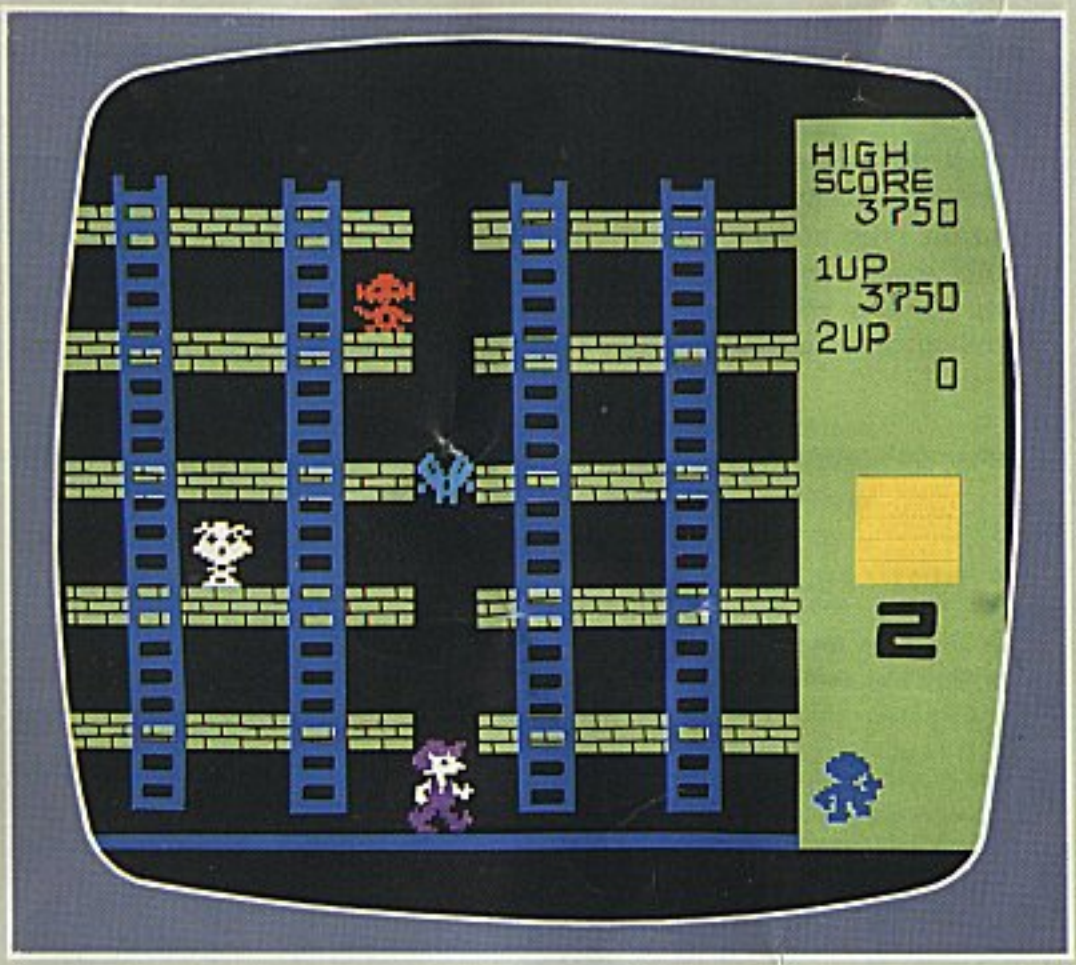


BIT™

COSMIC CRISIS™

INSTRUCTIONS

COSMIC CRISIS ™

Feel that secret joy of the demons? As it is so badly haunted by those energetic demons, it seems that, this time, the world is terribly drawing to the crisis of surviving. In front of you will be the toughest enemies over met and you get to rely on yourself alone. No fighting though, it wouldn't do you any good; the only chance is the hammer in your hand and the intelligence in your head. Got it? Fine, now start and win a beautiful victory!

1. PREPARING

- Hook up your video game system.
- Plug in Cosmic Crisis while power off.
- Choose your level by keypad from the option list displayed after the title scene:

Variation	Player	Level	Variation	Player	Level
1	1	1	5	2	1
2	1	2	6	2	2
3	1	3	7	2	3
4	1	4	8	2	4

As difficult level raises, the speed of the demons also goes faster and faster, but in level 4, there will be one more red demon added.

2. OBJECTION

- Capture demons by traps.
- Set up a trap by digging a hole on the floor and fill it immediately after a demon has been caught.

3. CONTROLLING

- Trace the demons by pulling your control stick in four directions: up-down and left-right.

- Press left side button to dig a hole and fill the hole by pressing the button of right side.
- Dig a hole at a proper location; the hammer will be of no use if you try to dig a hole too much near the ladder.
- Fill the hole very quickly while a demon has been traped.
- Never confront with the demons in any way, it's most dangerous.
- In each scene, only four times of failure are allowed.

4. TARGETS

The following list indicates the quantity of demons of different color:

Scene 1: 3 White	Scene 4: 4 White, 2 Red, 1 Blue
Scene 2: 3 White, 1 Red	Scene 5: 4 White, 1 Red, 1 Blue
Scene 3: 3 White, 1 Red, 1 Blue	Scene 6: 4 White, 2 Red, 2 Blue

If any demon escaped twice, it will increase the power as the color also changed. (White → Red → Blue)

5. SCORING

White demon will be traped and perish if falling through one floor, yet Red demon will perish only if falling through 2 floors and three floors for Blue demon.

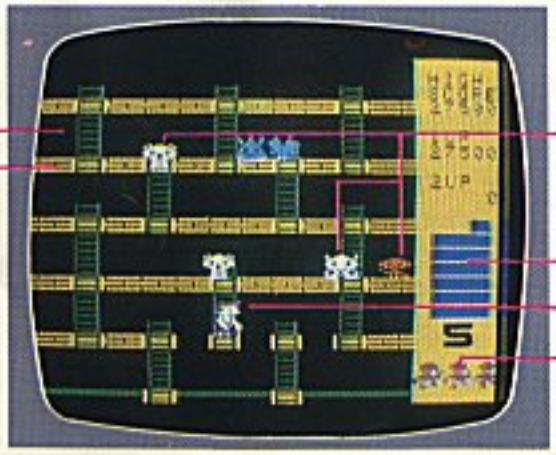
	White demon	Red demon	Blue demon
◦ Falls 1 Floor	500 points		
◦ Falls 2 Floors	750 points	1000 points	
◦ Falls 3 Floors	1000 points	1250 points	1500 points
◦ Falls 4 Floors	1250 points	1500 points	1750 points
◦ Falls 5 Floors	1500 points	1750 points	2000 points

6. START OVER THE GAME

- Press * to replay the game chosed previously; press # to start over from the beginning option scene.

7. REFERENCE ILLUSTRATION

1. Screen Illustration
2. Scoring



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