



# INSTRUCTION SHEET

## THE STORY

Meet our hero: J-J ! To save the world from the evil Raven, J-J has to make sure the Raven stays in its cage or bad things will happen...

## THE CONTROLS

J-J can be controlled with the cursor keys or a joystick (in port I). J-J can only jump (up / down / left / right), and can throw objects by jumping into them.

## HOW TO PLAY

Each round starts with the Raven in its cage, and a timed lock (counting down from 99 to 0) that keeps the cage shut. A round is completed when the timer is reset to 99 by setting all 12 tile-switches to black. Tiles change color by jumping on them. The player starts with 3 lives; extra lives will be added at 5,000 – 10,000 – 15,000 – 20,000 points

## THE CHARACTERS

J-J will get killed when encountering the various animals on the platforms :

Wolfs and rats will wander around, but rats go after J-J more aggressively.  
Birds and bees will fly straight and turn around at the borders. Bees are faster than birds.

## SCORING

The player can earn points in different ways:

- 10 : switch a tile (green and blue levels)
  - 50 : switch a tile to black (green and blue levels)
  - 100 : pick up a coin
  - 200 : pick up a green diamond
  - 300 : pick up a blue diamond
  - 100 + 200 + 400 + 800 + 800 + etc.: throw object on one or more animals
- At the end of each round a bonus is awarded depending on the time left.

## STRATEGY

Each level has another optimal way to play

## REMEMBER THIS

NEVER RELEASE THE RAVEN !

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