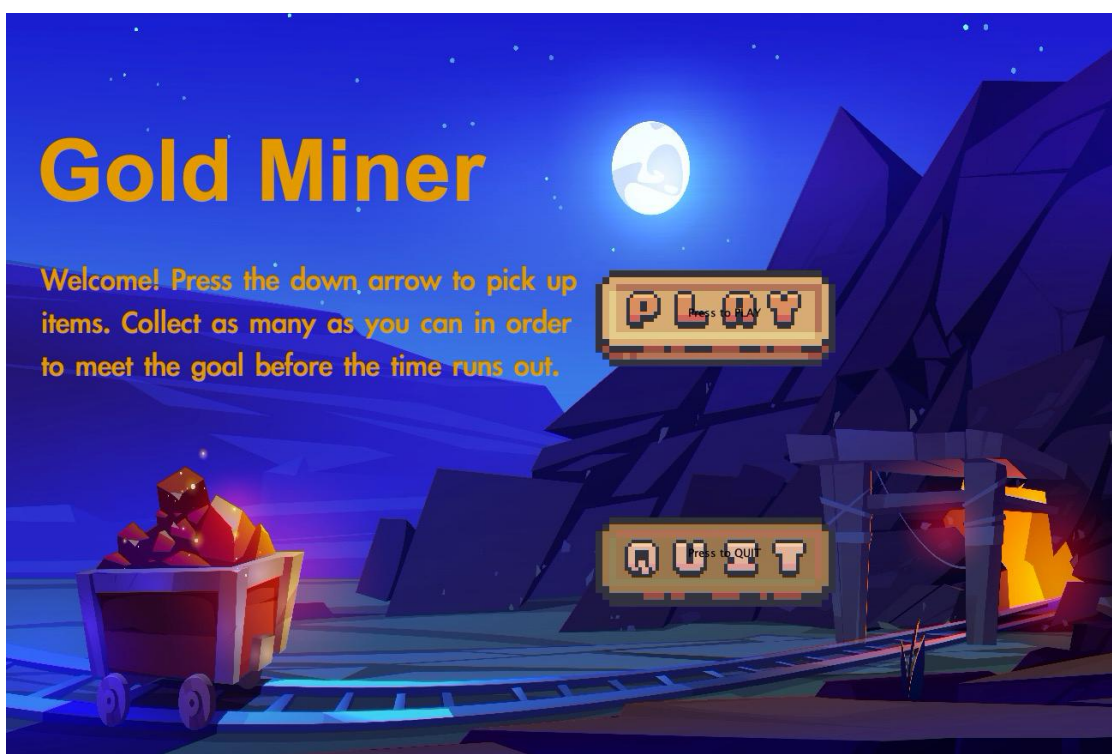1. Before run the game, please make sure that you paste both of src and bin in the file. And your Eclipse could run JavaSE–18.

2. The game should include 11 Classes, including 6 item class(Items, Gold, MiniGold, Rock, Diamond, Diamond) 2 claw class(Claw, Frame), 1 Panel class, 1 LoadSave class and 1 mainClass.

3. Press PLAY to play, or press QUIT to quit.

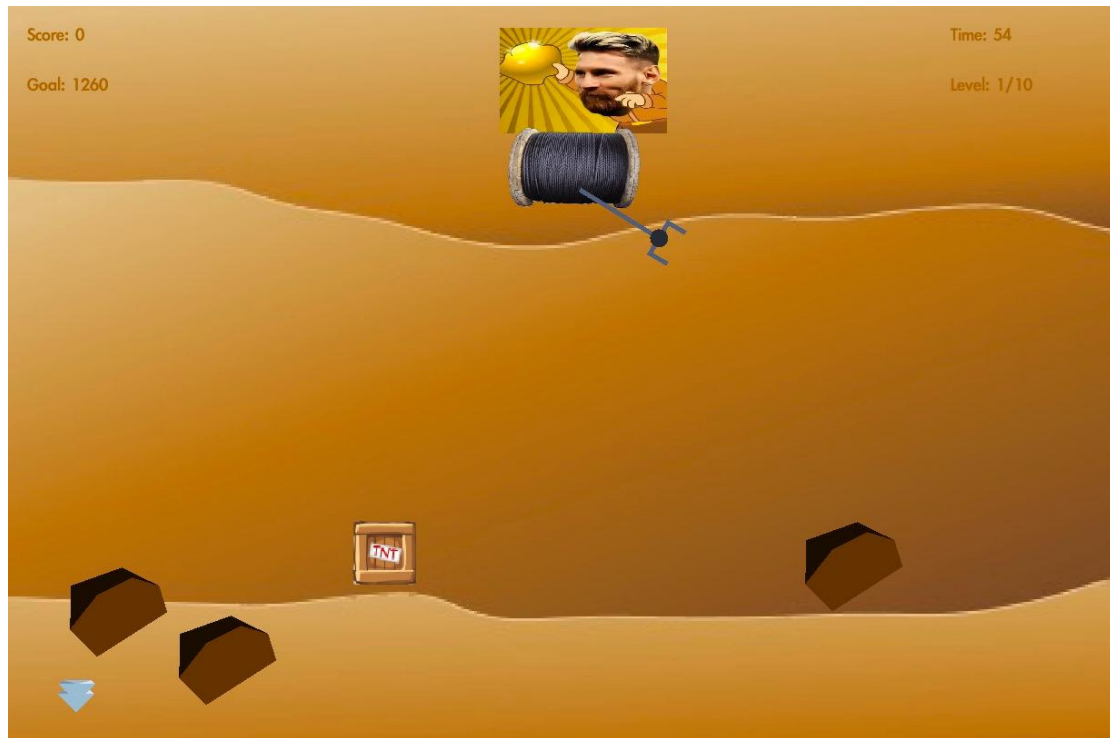4. Press down arrow to help Messi catch as many items as you can.
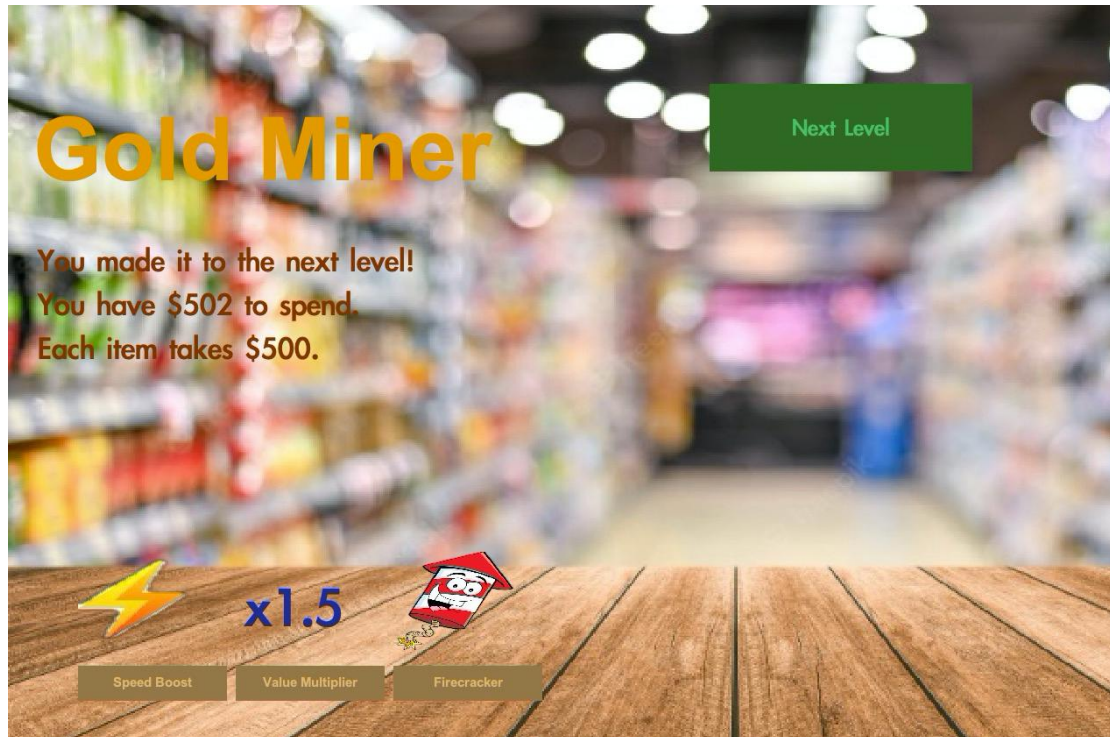
Gold: $1000

Diamond: $1200

Rock: $250

Mini Gold: $500

Bomb: You will get a splash

The goal would be the score you have had + 0.4* all scores of the items in the

current level.

5. If you pass the goal, you will arrive at the shop.

6.If you fail to meet the goal, you will not pass the game.