

USER GUIDE

The game consists on homer trying to reach Moe's bar at the end of the map in scheduled time, different for each map(1st map: 90 seconds, 2nd map: 120 seconds, 3rd map: 150seconds).

During the game homer must be aware of holes, in which he can fall and lose, and always pay attention to the timer, placed on top of the window, to avoid getting later to the Moe's bar.

Homer movement is established by "left" and "right" arrows that let homer go left or right; and by the space bar " " that lets homer jump.

The jump will allow homer to use donuts, placed all over the map, to reach the map's end and to avoid holes.

Before all, the player will face the Menu, in which he/she will be able to choose which one, of the possible maps, to play in.

After the choice the game will start with the appearance of a "story-telling" image from where, by pressing "s", the player will be able to start playing.

If the player will reach the bar in the right time, a "final-story-telling" image, representing homer drinking beers with his friends, will appear; with the meanings of victory.

Instead, if the player will not reach the bar in time, another "final-story-telling" image, representing the bar closed, will appear; with the meaning of loss.

In case, during the game, homer accidentally falls in a hole, a "game-over" image will appear, meanings the player loss.

Furthermore, if the player decides to stop playing and is int he menu, just pressing "q" will determines the game's quit.

Finally, pressing "esc" at any time will directly brings the player at the menu.