









Collect to gain 10 points.



Slows movement down for 10 seconds.



Acid Rain - Hazardous. -1 Life



Oil - Hazardous. -1 Life



Rock - Hazardous -1 Life



Lives player currently has.

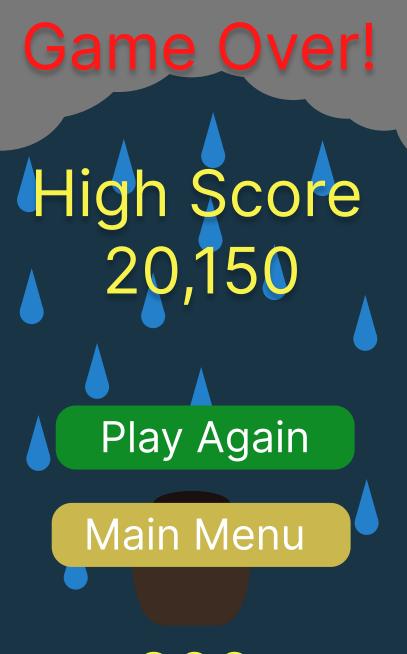


Lives lost.

Rain Catcher

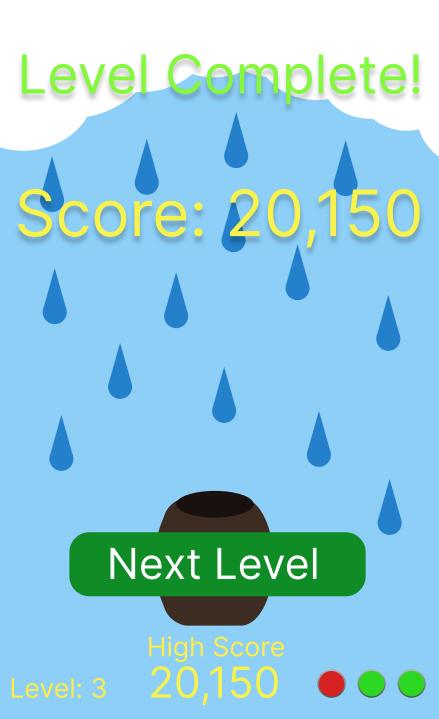
High Score 20,150



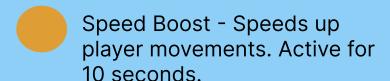


900

Level: 2







Score Boost - Double Score for 20 seconds.

Magnet Boost - Attracts all rain drops on screen. Active for 10 seconds.

Repel Magnet Boost - Repels all hazards on screen for 10 seconds.

Time Boost - Slows all water and hazards on screen for 8 seconds.