USER MANUAL

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1. MAIN MENU

MAIN MENU:

2. WORLD MENU

WORLD MENU:

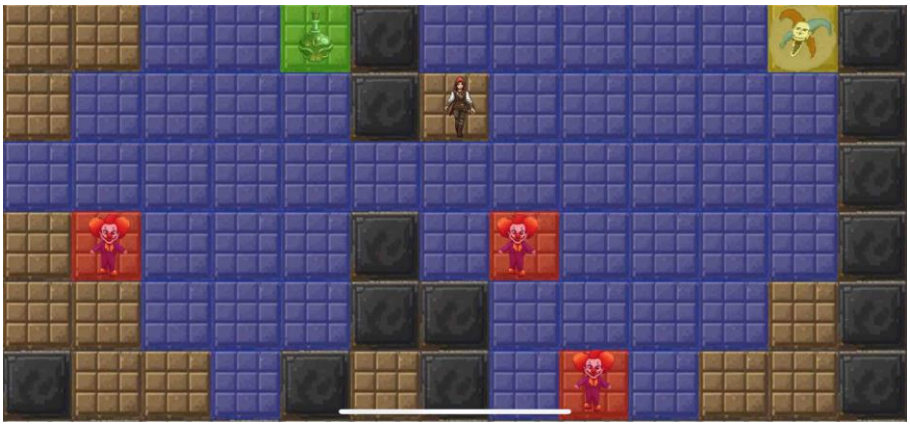
World 2 and World 3 are locked but not part of the SRA:

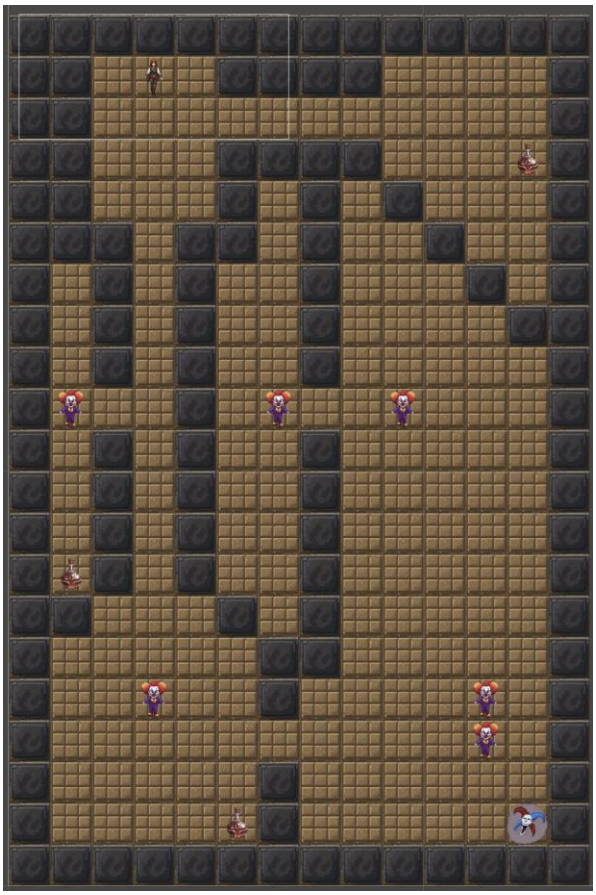
3.LEVEL MENU

LEVEL MENU:

4.LEVEL 1 OF WORLD CIRCUS

LEVEL 1:





LevelEditor

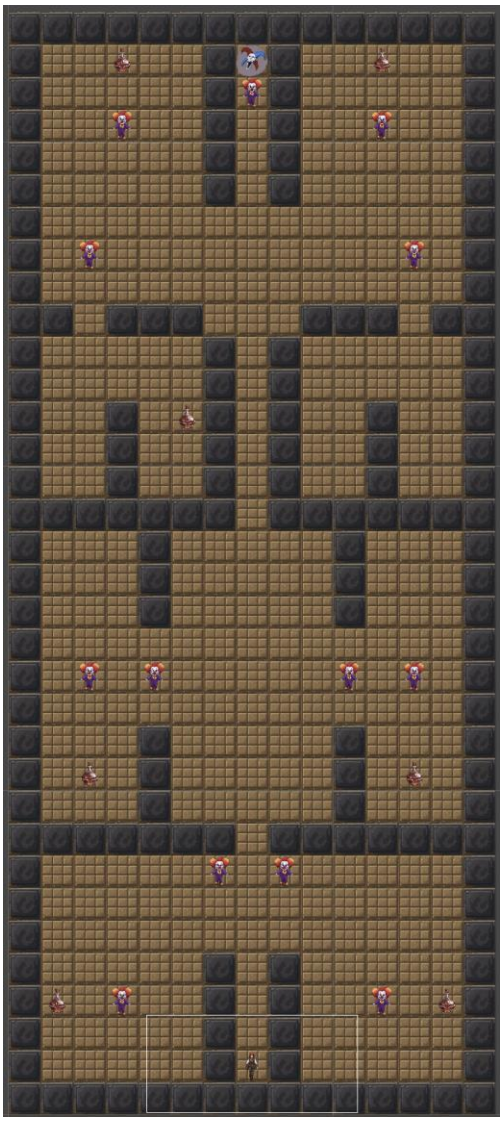
File Edit View Insert Format Data Tools Extensions Help

Menus 100% $ % 123 Defaul... 10

O23

	A	B	C	D	E	F	G	H	I	J	K	L	M	N
26	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)
27	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor|Player)	(Floor)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
28	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
29	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor|HealthPot	(Floor|Wall)
30	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
31	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)
32	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)
33	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)	(Floor|Wall)
34	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
35	(Floor|Wall)	(Floor|EnemyVN	(Floor)	(Floor)	(Floor|Wall)	(Floor|LevelExit)	(Floor|EnemyVN	(Floor)	(Floor)	(Floor|EnemyVN	(Floor)	(Floor)	(Floor)	(Floor|Wall)
36	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
37	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
38	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
39	(Floor|Wall)	(Floor|HealthPot	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
40	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
41	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
42	(Floor|Wall)	(Floor)	(Floor)	(Floor|EnemyHE	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|EnemyHE	(Floor)	(Floor|Wall)
43	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|EnemyVS	(Floor)	(Floor|Wall)
44	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|Wall)
45	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|HealthPot	(Floor|Wall)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor)	(Floor|GoalItem)	(Floor|Wall)
46	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)	(Floor|Wall)
47														

Level 2:



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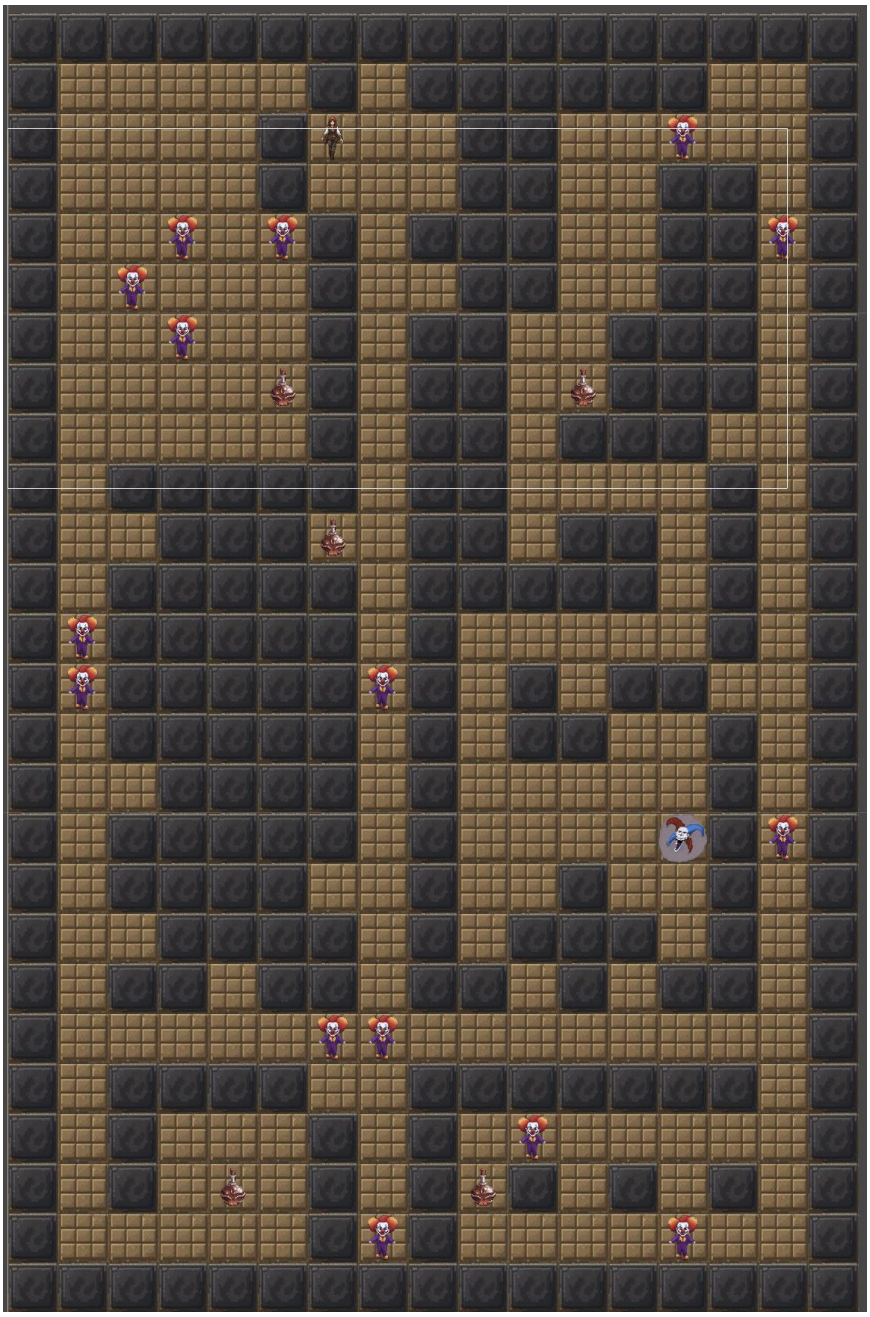
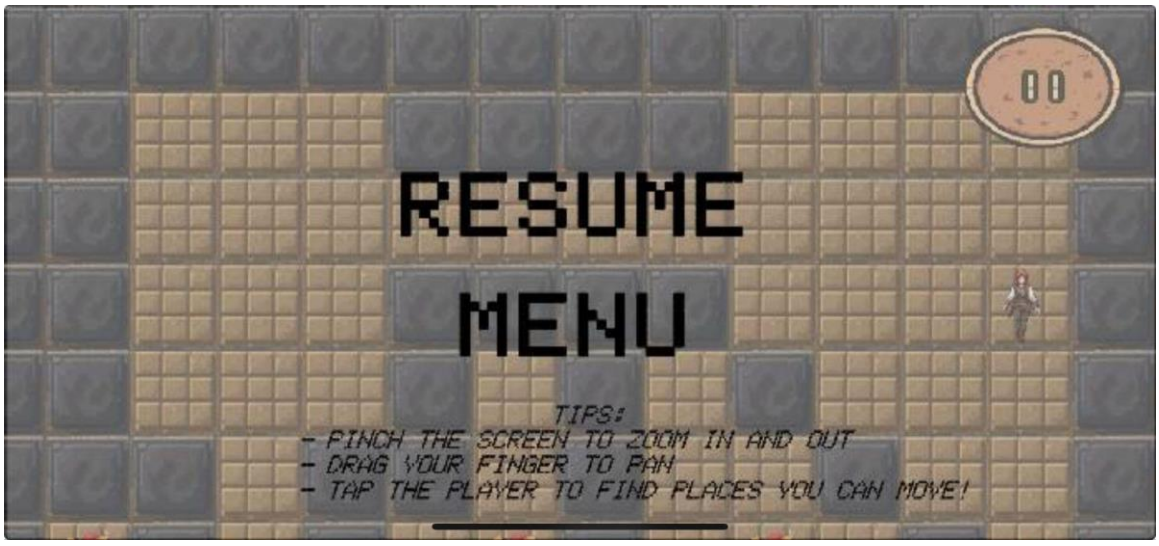


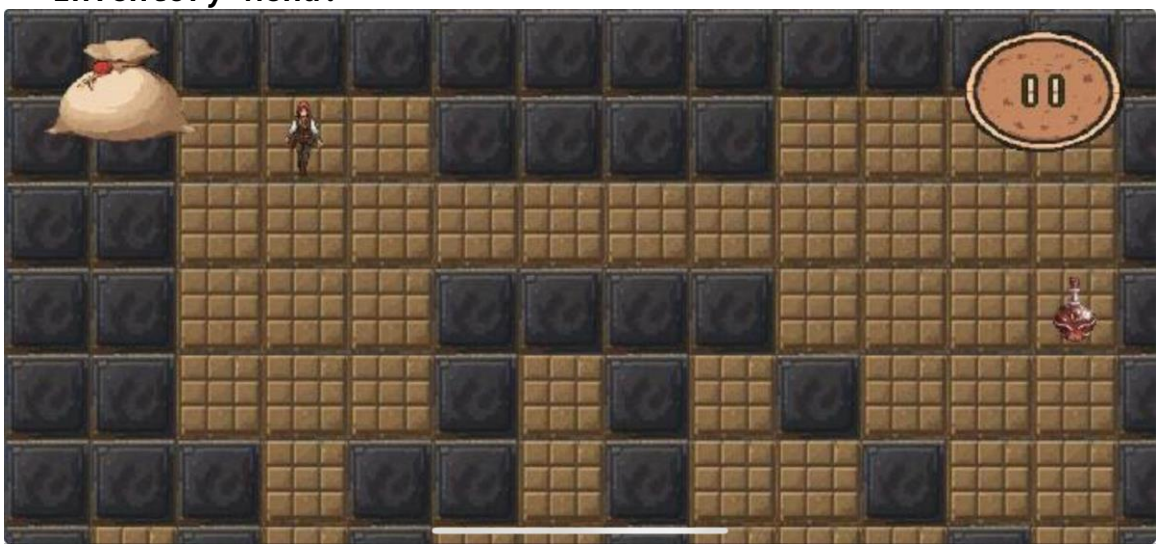
6. FIGHTING SYSTEM

FIGHTING SYSTEM:

7. Pause Menu

Pause Menu:



8. Inventory Menu

Inventory Menu: