

**Characters:** Glarkson, Griez, Ghite

**Exposition:** Griez and Ghite are abducted by evil AI robots and are trapped under Gates Hall. It is up to Glarkson to save them and the entire Gornell Computer Science department!

**Level 1:** Entrance; at the end of the level, Glarkson has defeated all the enemies outside of the building, and gained entrance to Gates Hall. These enemies include: little computer mice that inflict damage upon contact with Glarkson.

**Level 2:** Once inside Gates Hall, Glarkson must contend with another enemy: small bugs that can jump and reduce Glarkson's speed by 20% upon contact. Now Glarkson must avoid the mice, and debug his way to his friends Griez and Ghite.

**Level 3:** Glarkson makes his way through the first floor of enemies. However, as he goes onto the third floor, security increases. In addition to the previous two enemies, he now must avoid the attack of rabid Camls who seek only to destroy him. Any contact with a Caml results in immediate death for Glarkson. At the end of the level, Glarkson finds a secret entrance into the boss' final room. He slips through the vent and enters.

**Beat final boss:** Glarkson fights the biggest evilest robot and wins. He saves Griez and Ghite and they celebrate.