

Scenario And Gameplay

You play Bentley, a bear with a passion for collecting gems. The gems are scattered on the floors of a series of eighteen 3D structures packed with lifts, ramps, tunnels and hidden passages. To prevent you completing your task there are various creatures, each with their own characteristics. The mad marbles try to take the shortest route towards you. The tree-spirits do the same, but are frozen for a while if you jump over them. The skeletons move at random, but tend to block your way. The gem-eaters (which look like centipedes on their hind-legs) can be seen swallowing the gems inside them; if you attack one in mid-gulp, it will be destroyed. Bethilda The Witch may only be killed when you are wearing the magic hat, which makes you invincible for a short time. If you take too long on a screen, the bees will arrive in a swarm to chase you.

Scoring

Each gem collected: 10
Collecting the honey-pot or magic hat: 1000
Killing a gem-eater or Bethilda: 1000
Bonus for collecting the last gem on a screen: 1000 + SCREEN x 100
Lives are displayed at the top of the screen. An extra life is awarded every 10,000 points

Game Controls

Z - Left, X - Right, : - Up, / - Down, RETURN - Fire
DELETE/COPY - Pause On/Off, ESCAPE - Abort Game
S - Sound on, Q - Quiet (From hi-score table only)