



An Arcade Game for Casio Pocket Viewer
Written by Walter Ariel Risi
walter_ariel_risi@hotmail.com
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Freeware
Version 1.1

Introduction

The evil gorilla Kong as hijacked a building under construction. The spherical man (our hero from Toxin Panic and Brick Panic) has been commissioned to free the building. But beware! Kong will attack him with barrels, fireballs, iron bolts and heavy hanging irons!

The Game

Kong Panic is an action game based on the arcade classic *Donkey Kong*, with a few variations.

The game consists in guiding the spherical man through the building, climbing ladders, avoiding enemies and deactivating levers. Levers will appear on each girder roof, and each level requires deactivating a higher number of levers. Levers are deactivated by jumping on them.

All levers must be deactivated to move to the next level. Note that only one lever appears at a time, and the next will appear once the current one is deactivated.

There are several enemies, depending on each level. Barrels and fireballs appear in all levels, whether iron bolts and hanging irons appear only in some levels. The first three must be jumped when confronted. The hanging iron will kill the character if it hits him when jumping or climbing a ladder, so be careful! Each four levels, the game becomes faster.

The spherical man is controlled using the stylus. Pointing the stylus left and right will move the character to the specified direction. Positioning the spherical man in a ladder and pointing up or down will make him climb. Pointing the stylus *inside* the character will make him jump.

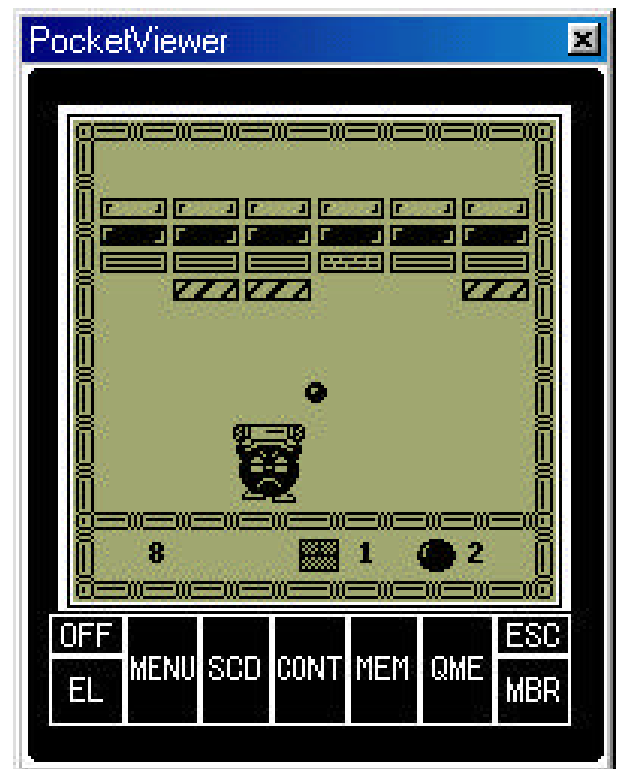
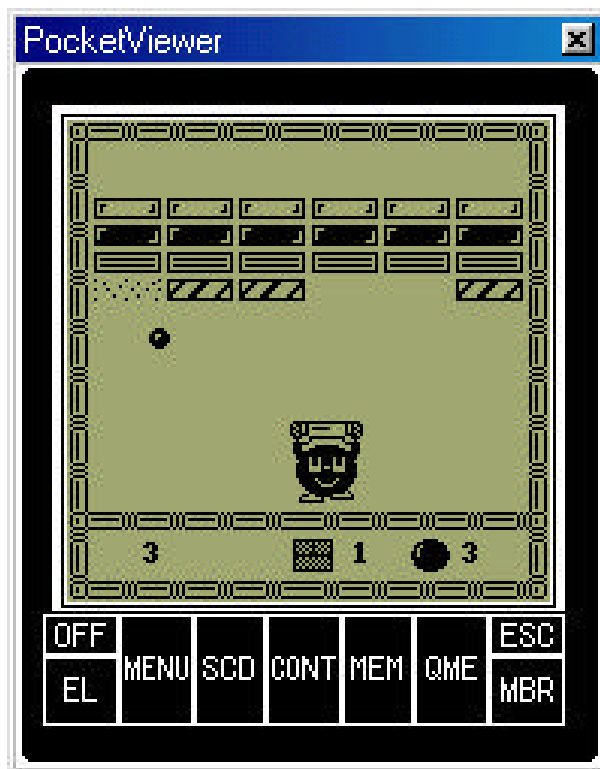
Other Pocket Viewer Games by the Author

Brick Panic

After escaping the lethal maze in Toxin Panic, the spherical man started his journey back to the spherical zone. Unfortunately, his journey was interrupted by a strange storm that teleported him to the brick world.

Now, his only chance to survive is to break all the bricks in the thirty walls of the brick world. Only by doing so the spherical man will be able to get back home.

Can you help him again?

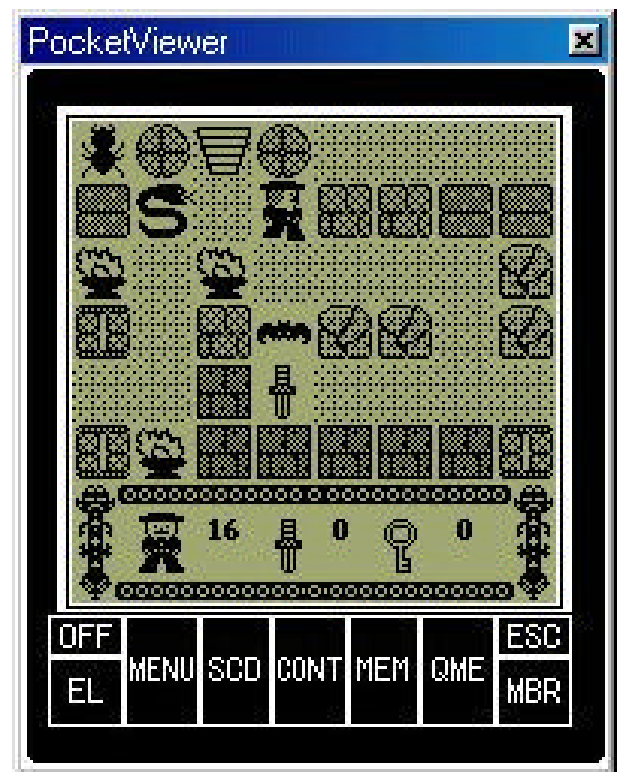


Relic Quest

In 1920, explorer and adventurer Frederick Mitchell-Hedges discovers a mysterious crystal skull while exploring the ancient mayan city of Lubaantum.

Eighty years from then, Patrick Veers (a.k.a. PV), archeologist and relic hunter, arrives to the Mexico guided by a mysterious manuscript. The manuscript tells about the existence of another identical skull, hidden in the depths of a mayan temple.

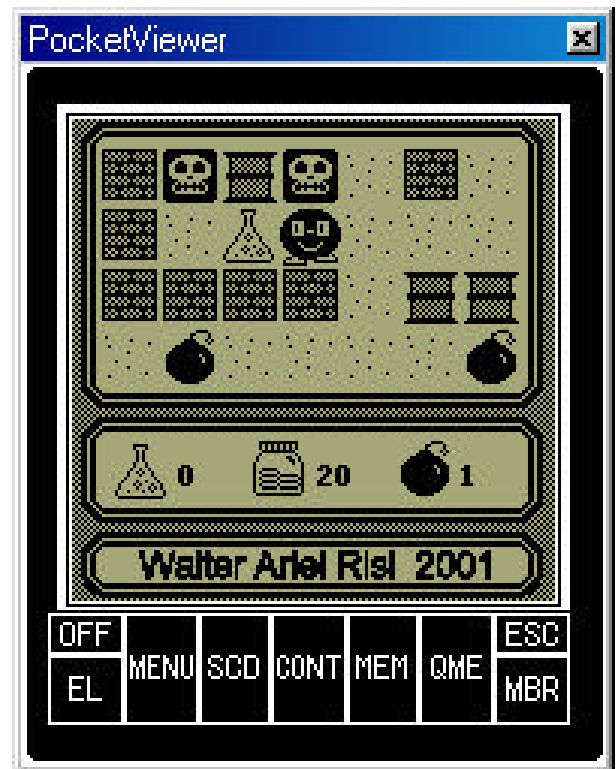
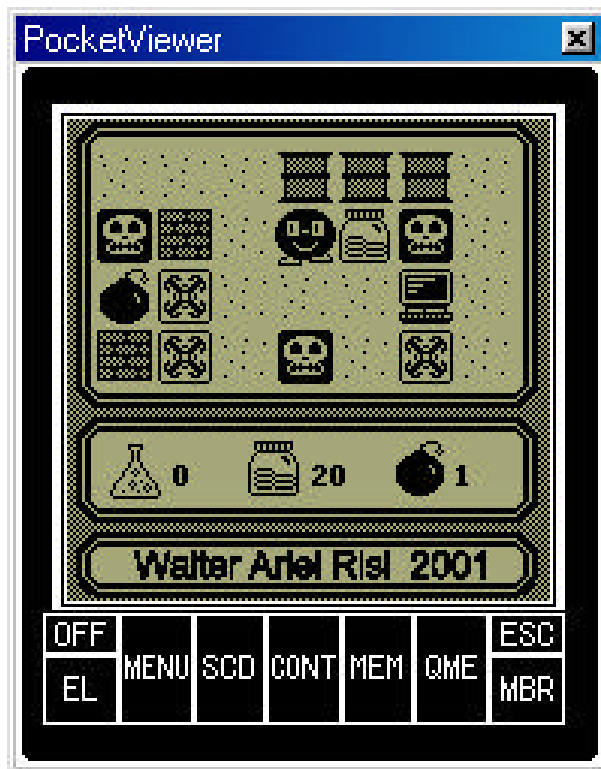
The manuscript also warns the adventurers who dare to search for the relic: the temple is guarded by ferocious guardians who will mercilessly slain any intruder. Disregarding the warns about the terrible dangers that lie beneath the temple, Patrick decides to find the crystal skull or die.



Toxin Panic

While inspecting a biochemical laboratory, the spherical man got accidentally infected with a lethal toxin. Now, he gets weaker every step he makes and his life depends on some special pills that slow down the infection. His only salvation are the ten parts of the antidot spread through the lab, which has a maze-like structure.

Now, the spherical man is out to find the parts of the antidot. Fortunately, spread through the labs are the pills he needs and some bombs. The pills preserve him from death and the bombs allow him to destroy some walls. But beware, he must find the ten parts of the antidot before he runs out of pills or he will die!



UFO

Alien invaders are descending upon the city. Zap the UFOs by touching them with the stylus.

The city achieves damage as invaders reach it. The game ends when the city is completely destroyed.

Version 3.0 now available! Featuring great action sound!

