GREEN GRAVITY GUY +

bit VISION

USER'S MANUAL

Welcome to the world of the universally famous Professor Aicrag, a.k.a Green Gravity Guy or G.G.G. for short!

The Professor has spent the last 3 months searching beneath the surface of the desolate planet 'KNISSAH' for very valuable minerals for his investigations.

It is now time for him to return to his orbiter craft 'The OTREBOR V' which passes by KNISSAH's atmosphere for just 5 minutes every 6 months. The Professor has discovered that there are small platforms of atomic oxygen known as 'NWORBLA' in the atmosphere surrounding KNISSAH. Using his specially designed jet-pack, and his strange jumping technique, the Professor must make his way up to the atmosphere where he can join the OTREBOR V.

How to play?

Professor Aircrag needs to take his spaceship to return home, so he needs to climb the sky to reach the top of the atmosphere and take his ride home. It's just a matter of reaching height 310 to be able to do that.

Native inhabitants of this planet are lethal for our Professor and GGG shouldn't touch if he wants to survive! So try to avoid them at all cost!

Use wisely his jet-pack because need some time to recharge its battery every time is used.
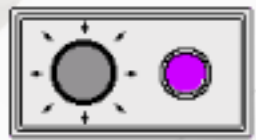
🔋 Ready   🔋 Charging

And remember professor Aircrag could find several different items which could help them out for this task: Missile, power cell and shield.

Game controls

Keyboard or Joystick

SPACE

Press cursor up, space, joystick up or joystick fire to use your jet-pack.

Press cursor left or joystick left to jump left

jump right

Press cursor right or joystick right to

Press cursor down or joystick down to discharge your powercell battery and kill all enemies on screen.
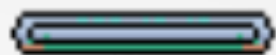
Enemies

Unit XiK-2

Monkar

FireSkully

Platforms

Regular platform

Up & down platforms

Left & right platforms

One use platform. You touch it and...it's gone!

Items

Extra bonus score: Add bounus score

Temporary shield: You'll become inmune for
a short period of time and you may kill enemies adding bonus score

Powercell: it will recharge your flashing
device usefull to kill all
enemies on screen.
An ⚡ icon will be displayed below when
you've got a unique charge available.

Missile: flight up for few
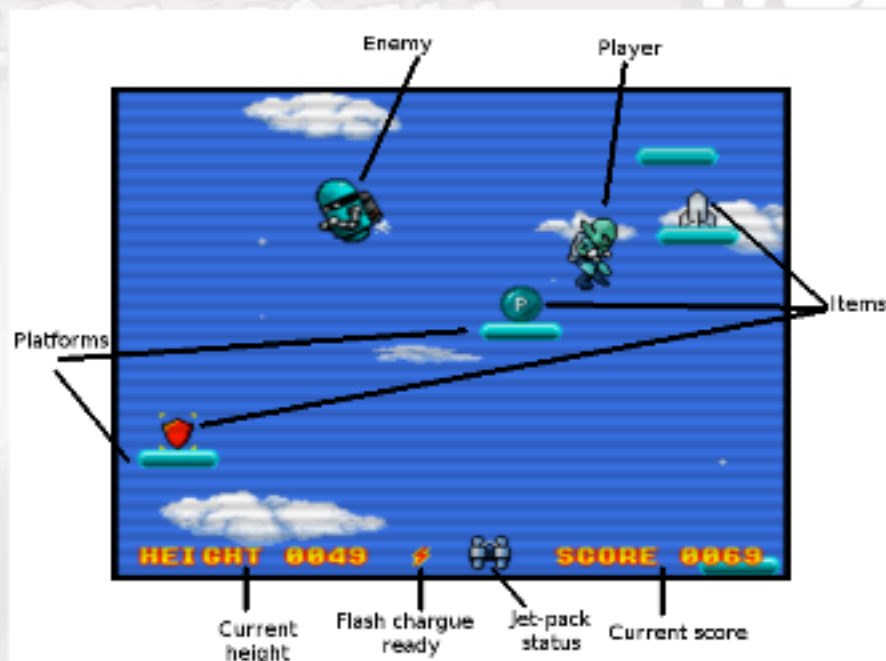seconds and try to
kill few enemies

Last height sign

Every time you play GGG, the game will
record your last reached height and will be
displayed for the next game with the
following sign:

Enemy

Player

Items

Platforms

HEIGHT 0049   SCORE 0069

Current
height

Flash chargue
ready

Jet-pack
status

Current score

V9990

GGG takes adavantage of the V9990
video chip based   cartridge   such   as
GFX9000,Powergraphand Krakengraph.

OPL4

This game takes advantage of OPL4
based music/sfx   cartridges   such   as
Moonsound,Dal-So-Ri,FM-Blaster,
Shockwave, etc.

Bitvision Software staff

Fernando Garcia (BTV): Code, manual and team coordination

John Hassink: OPL4 Music

Roberto Alvarez (Guantxip):   Graphics

Araubi & Alastair   Testing

Special thanks to :

OpenMSX dev team for building the best MSX emulator ever.

Please note GGG+ minigame it's a Green Gravity Guy (GGG) game updated.

Contact Bitvision Software anytime

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