ILLUSTRATED GUIDE

MR. PROPER
VBXE



A little hero
A big helping of adventure

Player's guide for version V11

Game rules, controls, the status panel and maps of all eight levels.

YOUR MISSION

How to play

Explore the platforms and collect food and sweets. The door on the right leads to the next level.

LEVELS	LIVES	TIME PER LEVEL
8	3	999 seconds

01 Collect every item

Each item collected is worth 15 points. Check every ledge: even one item left behind prevents you from completing the level.

02 Watch your energy and time

Touching an enemy or spikes costs 20% of your energy. After taking damage, you are briefly protected against further hits.

03 Reach the exit

The door in the bottom-right corner appears after you collect every item. Until then, a block is shown in its place. After level 8, you return to level 1.

When you lose a life

You lose a life when your energy or time runs out. The level then restarts. Losing your third life means GAME OVER.

JOYSTICK AND KEYBOARD

Controls

Use a joystick in port 1 or the Atari keyboard. The keys marked with cursor arrows also work while CTRL is held.

Joystick

CONTROL	ACTION
Left / right	Move the character.
Up / FIRE	Jump; diagonally up: jump sideways.
START / FIRE / SPACE	Start from the title screen.

Keyboard and shortcuts

KEY	ACTION
← / →	Move left / right.
↑ / SHIFT	Jump; can be combined with a direction.
↓	Down input, as on the joystick.
P	Pause / resume the game.
FIRE / SPACE	Resume the game while paused.
M	Toggle music on / off.
ESC	Return to the title screen, including while paused.

Pause stops the timer and animations. Music keeps playing.

After GAME OVER: SPACE - title screen; FIRE - new game.

READING THE SCREEN

The game screen

Below the playfield: lives, time, level and SCORE. The bar on the right shows the character's remaining energy.



HUD LABEL	MEANING
LIVES	Lives remaining. You start with three.
TIME	Time remaining in the level. You start at 999.
LEVEL	Current level number, from 1 to 8.
SCORE	Total score. Each item is worth 15 points.

Energy: the E bar has 20 segments. Touching an enemy or spikes costs 20% of your energy (4 segments).

LEVEL MAPS

01 Mountain Ledges



Map layout. The door marks the exit location.

ITEMS	SPIKE TILES	LEVEL
25	1	1 / 8

A warm-up across several heights. Short ledges alternate with longer platforms on both sides of the level.

Route tip

Check the upper ledges first. As you work your way down, look for any sweets left on the small platforms in the middle.

There is one spike tile at the bottom. Leave enough room for a safe landing.

LEVEL MAPS

02 Steel Pillars



Map layout. The door marks the exit location.

ITEMS	SPIKE TILES	LEVEL
19	3	2 / 8

Open spaces invite long jumps, but three tall pillars divide the lower part of the level.

Route tip

Watch for items scattered across short ledges. Before jumping, judge both the distance and the height of your landing spot.

Spikes sit on top of all three pillars. Do not treat them as ordinary platforms.

LEVEL MAPS

03 Construction



Map layout. The door marks the exit location.

ITEMS	SPIKE TILES	LEVEL
27	2	3 / 8

Brick walkways form two main tiers. Between them are small ledges and narrow landing spots.

Route tip

Plan separate passes across the upper and middle platforms. Check for small items near the side edges as you go.

Two spike tiles next to the cups at the bottom make the lowest part of the map harder to cross.

LEVEL MAPS

04 The Shaft



Map layout. The door marks the exit location.

ITEMS	SPIKE TILES	LEVEL
22	0	4 / 8

Plenty of open space and small ledges. Success depends on lining up your jumps accurately.

Route tip

Before leaving a higher ledge, check what remains above you. Returning for one missed item may mean climbing several platforms again.

No spikes does not mean an empty level. Keep watching the enemies and your energy.

LEVEL MAPS

05 The Maze



Map layout. The door marks the exit location.

ITEMS	SPIKE TILES	LEVEL
33	1	5 / 8

Green walls divide the map into tight corridors. Items are tucked away along many short passages.

Route tip

Clear each corridor methodically. Before changing height, check the corners and dead ends of the platforms.

This level has one of the highest item counts. Being thorough saves time spent retracing your steps.

06 Passageways



Map layout. The door marks the exit location.

ITEMS	SPIKE TILES	LEVEL
34	2	6 / 8

The highest item count in the game. Ledges, pillars and vertical obstacles call for careful route planning.

Route tip

Split your search into the left, middle and right sections. Check the cluster of items in the top-right corner particularly carefully.

Take your time near the two spike tiles just left of centre. A safe jump is worth more than a short cut.

LEVEL MAPS

07 The Bridge



Map layout. The door marks the exit location.

ITEMS	SPIKE TILES	LEVEL
20	1	7 / 8

A large central walkway gives the route its structure. Fewer items mean less collecting, but you still need to stay alert.

Route tip

Check both upper platforms, then the side ledges. Look for individual items by the left wall and under the main walkway.

One spike tile lies below the middle of the bridge. Watch where your jump will end.

LEVEL MAPS

08 The Finale



Map layout. The door marks the exit location.

ITEMS	SPIKE TILES	LEVEL
24	1	8 / 8

A steel frame, green obstacles and ledges at different heights. This is the last level of the first circuit.

Route tip

Check the top-left corner, the middle ledges and the right side. When the last item disappears, head for the door in the bottom-right corner.

After completing this level, the game returns to level 1. Stay alert: the adventure continues.