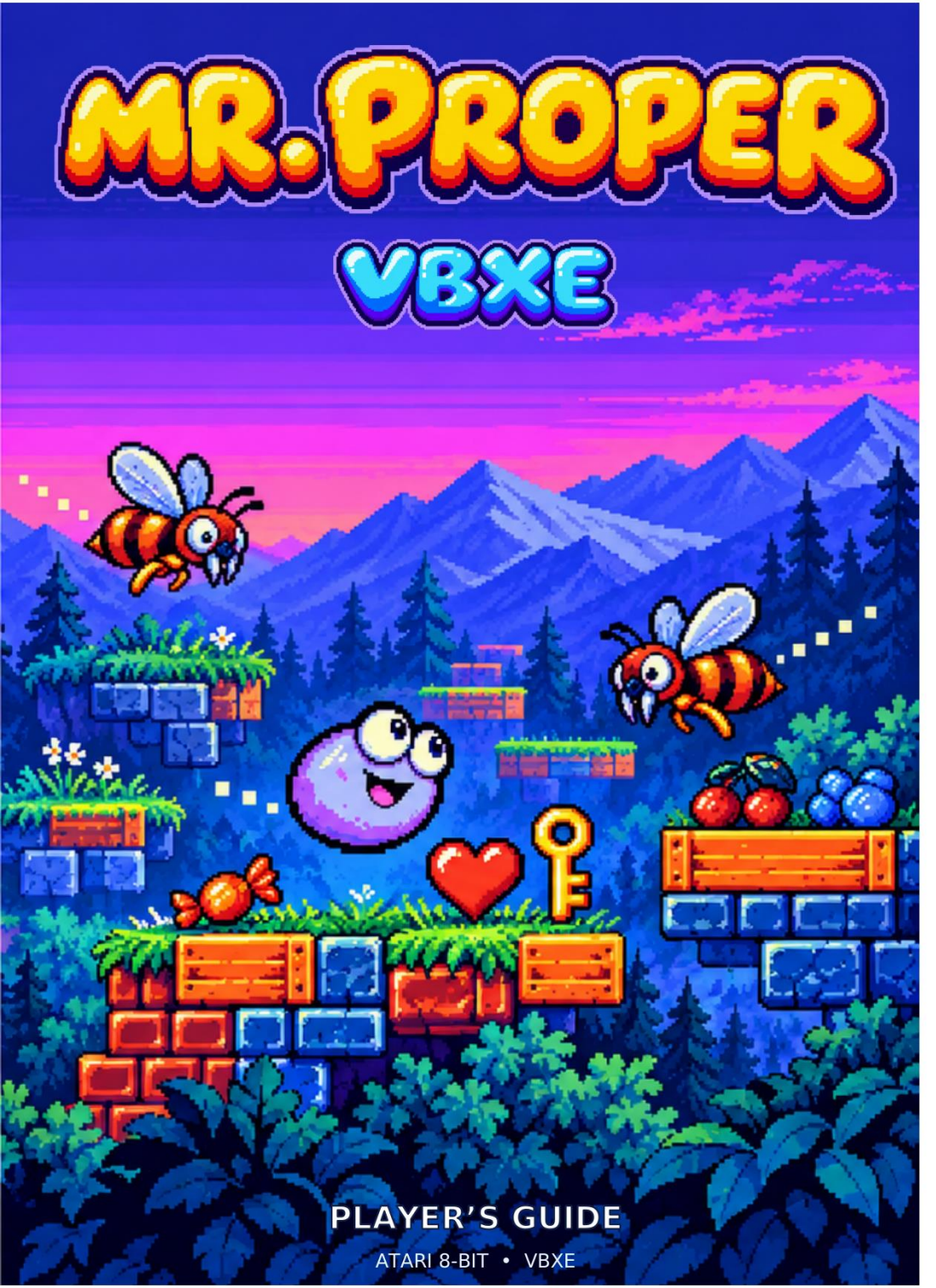
MR. PROPER

VBXE



PLAYER'S GUIDE

ATARI 8-BIT • VBXE

ILLUSTRATED GUIDE

Mr. Proper VBXE

Player's Guide



40 revised levels

Collect food, unlock exits and score points. This guide explains the rules, controls and menu, with maps of all 40 levels in the revised project.

LEVELS	STARTING LIVES	TIME
40	3	999 seconds

Rules 1 Controls 2 Screen and items 3
Menu and scores 4 Level maps 5-44

Atari 8-bit • 64 KB RAM • VBXE 512 KB

Discover the exits while playing.

Game rules

Guide Proper across the platforms, collect food and sweets, then enter the visible door. Every item collected is worth 15 points.

Opening the exit

Normally, the door appears after you collect every item in the level. Picking up a key reveals it earlier, even if food remains on the platforms.

Doors may be high up or in the middle of a level. Until revealed, their location looks like the surrounding terrain. If that location is empty space, you can pass through it and fall.

Energy and lives

You start with three lives and full energy. Touching an enemy or spikes removes one of your five energy units. After taking a hit, you are briefly protected against further damage.

When energy reaches zero, you lose a life and restart the current level. A heart adds a life, while an item marked E restores one energy unit.

Time per level

The timer starts at 999 seconds. When it reaches zero, you lose a life. Pausing stops the timer, but the music keeps playing.

Ending the game

Losing your last life ends the game with GAME OVER. Press SPACE to return to the menu. Completing the final level, number 40, displays the ending; you do not have to complete levels skipped using a code.

Controls

Connect a joystick to port 1. Left and right move the character; up or FIRE makes him jump. Diagonally up makes him jump sideways.

KEY	ACTION
← / →	Move left and right.
↑ or SHIFT	Jump.
↓	Down input, as on the joystick.
FIRE / SPACE	Start from the menu; resume after pausing.
P	Pause the game.
M	Toggle music on or off.
ESC	Quit the current game and return to the menu.
1-8	Change the background during play.
SELECT	Enter a level code from the menu.
HELP	Open Hall of Fame from the menu.
OPTION	Open credits from the menu.

Jumping sideways on the keyboard

Hold ← or → and press SHIFT. Keep holding the direction while airborne. SHIFT combines a jump with sideways movement.

Pause

Press P to display PAUSE. FIRE or SPACE resumes play, while ESC returns to the menu. The music can keep playing throughout.

The keys marked with cursor arrows also work with CTRL held. When entering a code or player name, M types the letter rather than muting the music.

Screen and items



LIVES shows lives remaining, TIME is the timer, LEVEL is the current level and SCORE is your total score. The six-character CODE lets you start from this level later.

The E bar on the right shows your energy. A full bar contains five units. Each hit removes one unit, while an E item restores one, up to the maximum.

ITEM	EFFECT	POINTS
Food 	Disappears when collected.	+15
Letter E 	Restores one energy unit.	+15
Heart 	Adds one life.	+15
Key 	Reveals doors before all items are collected.	+15

Score rewards

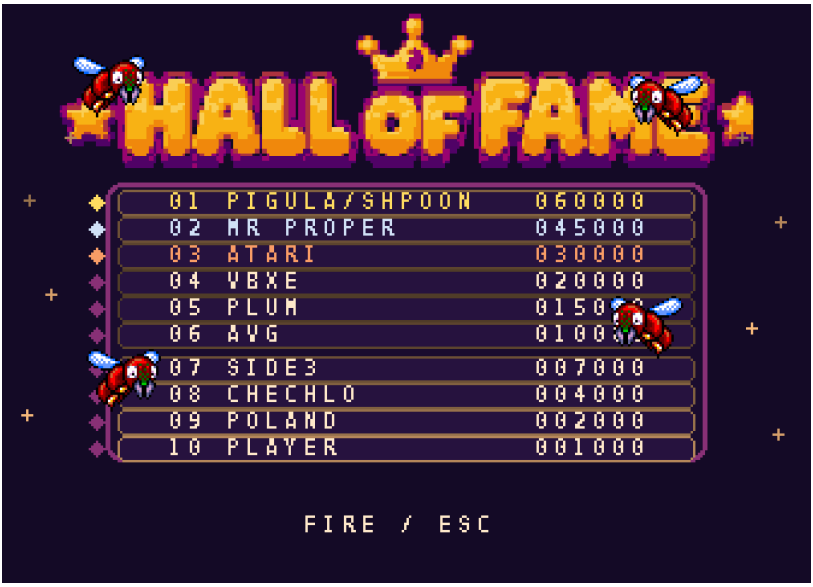
An extra heart appears every 1,000 points and a key every 2,000 points. Collect them to gain their effects. Items placed in the map are available independently of these thresholds.

Backgrounds

Keys 1-8 select a background. Your last choice is remembered when you return to the menu. Atlas illustrations use the preview background saved by the author in the project.

Menu and Hall of Fame

FIRE, SPACE or START begins the game. SELECT: level code; OPTION: credits; HELP: Hall of Fame.



Level code

Enter six letters A-Z or digits 0-9 and press RETURN. Find the code in the game panel or beside the level in this atlas. BACKSPACE deletes a character; ESC returns to the menu.

Your high score

After GAME OVER or completing the game, a top-ten score opens name entry, with up to 15 characters. RETURN confirms, BACKSPACE deletes a character and ESC cancels the entry.

On the score screen, FIRE, SPACE, RETURN, ESC or HELP returns to the menu. Scores earned during play remain in RAM until the game is reloaded.

01 Mountain Ledges



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
25	375	1

Level code PLUM01 Preview background 1

Finding your way

Short ledges in the middle connect groups of platforms along both walls. The starting point is above the centre of the level.

Before you jump

Check the side ledges before dropping to the floor. A single spike tile lies beside the items at the bottom.

The 40 maps contain 1,022 items worth 15,330 points in total. These totals exclude rewards spawned at score thresholds.

02 Three Spiked Pillars



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
19	285	3

Level code PLUM02 Preview background 1

Finding your way

Three steel pillars divide the lower map. Food-filled ledges hang above them, while the highest routes follow the sides.

Before you jump

Spikes cap the pillars. Land on nearby ledges and do not miss items along the right edge.

03 Brick Tiers



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
27	405	2

Level code PLUM03 Preview background 1

Finding your way

Brick walkways form several tiers. Small ledges and gaps between them require carefully lined-up jumps.

Before you jump

Clear the upper and lower ledges separately. Two spike tiles sit beside the lowest items.

04 Sky High Crumbs



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
22	330	0

Level code PLUM04 Preview background 1

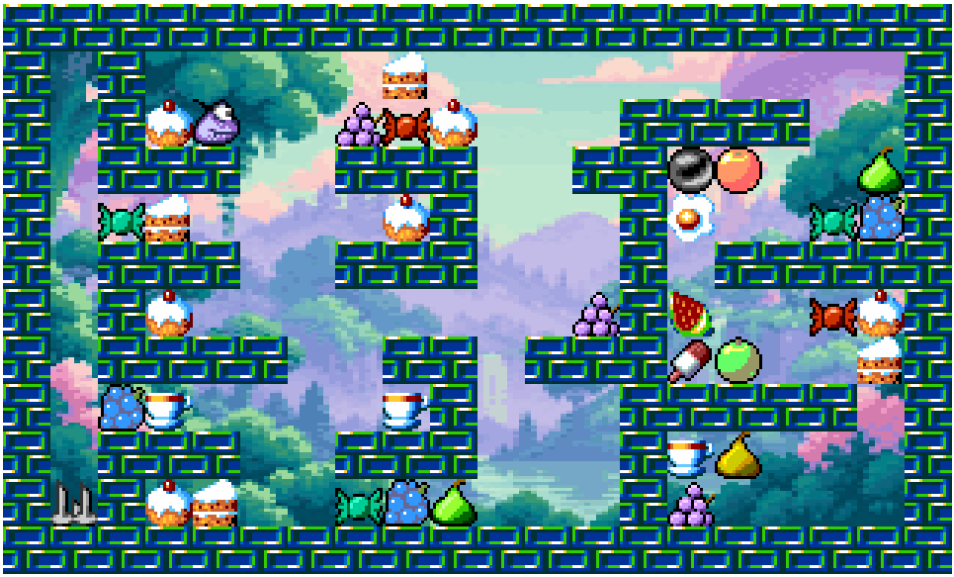
Finding your way

Small isolated ledges fill mainly the left and middle sections. There are only small landing spots on the right.

Before you jump

Before going down, check for items left overhead. Approach the edges of narrow platforms carefully.

05 Green Nooks



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
33	495	1

Level code PLUM05 Preview background 2

Finding your way

Green walls divide the level into short corridors. Many items sit in corners and on small stretches of platform.

Before you jump

Clear each nook before moving to the next corridor. Watch the single spike tile when descending.

06 Fruit Gallery



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
34	510	2

Level code PLUM06 Preview background 2

Finding your way

Long ledges alternate with pillars and short platforms. A particularly large group of items sits at the top right.

Before you jump

Visit the left, middle and right gallery separately. Avoid landing on the spikes topping the central pillar.

07 Hanging Garden



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
21	315	1

Level code PLUM07 Preview background 2

Finding your way

The middle walkway and two upper groups of ledges define the route. Individual items also lie beside the side walls.

Before you jump

Look beneath the main walkway and on the small side platforms. Spikes are in the lower section.

08 Cave of Treats



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
24	360	1

Level code PLUM08 Preview background 8

Finding your way

A steel frame surrounds short ledges, a central walkway and a lower passage. Items are spread across widely separated heights.

Before you jump

Check both upper corners before descending.

09 Forest Switchbacks



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
20	300	4

Level code NEW001 Preview background 2

Finding your way

Brick ledges alternate between the two sides.

Before you jump

Check the ledges on both sides of the level. Four spike tiles near the floor make a quick crossing along the bottom difficult.

10 Crystal Islands



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
16	240	4

Level code NEW002 Preview background 3

Finding your way

Small green islands hang at different heights with wide gaps between them.

Before you jump

Line up your next landing before leaving the current platform. Four spike tiles lie near the floor.

11 Ruins of Three Chambers



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
14	210	5

Level code NEW003 Preview background 5

Finding your way

Tall pillars support several brick tiers. Items and platforms form separate groups in the left, middle and right sections.

Before you jump

Check the ledges near the tops of pillars. Spikes at the bottom fill some gaps between the supports.

12 Sweet Pyramid



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
16	240	4

Level code NEW004 Preview background 7

Finding your way

Golden platforms form a broad base with progressively narrower tiers.

Before you jump

Plan your climb early. Spikes occupy the middle stretch of the floor.

13 The Great Stairway



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
20	300	1

Level code NEW005 Preview background 4

Finding your way

Brick steps and long walkways climb through the centre towards the upper right. Lower ledges hold separate groups of food.

Before you jump

Visit the lower steps before climbing higher. A single spike tile lies on the long left walkway.

14 Galleries with Turnarounds



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
32	480	0

Level code NEW006 Preview background 6

Finding your way

Three long galleries cross almost the full width of the level. Short platforms help you move between tiers.

Before you jump

Follow each gallery to its end. Leave room to jump beneath the sharp ceiling at the upper-right corner.

15 Tower over the Chasm



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
24	360	4

Level code NEW007 Preview background 8

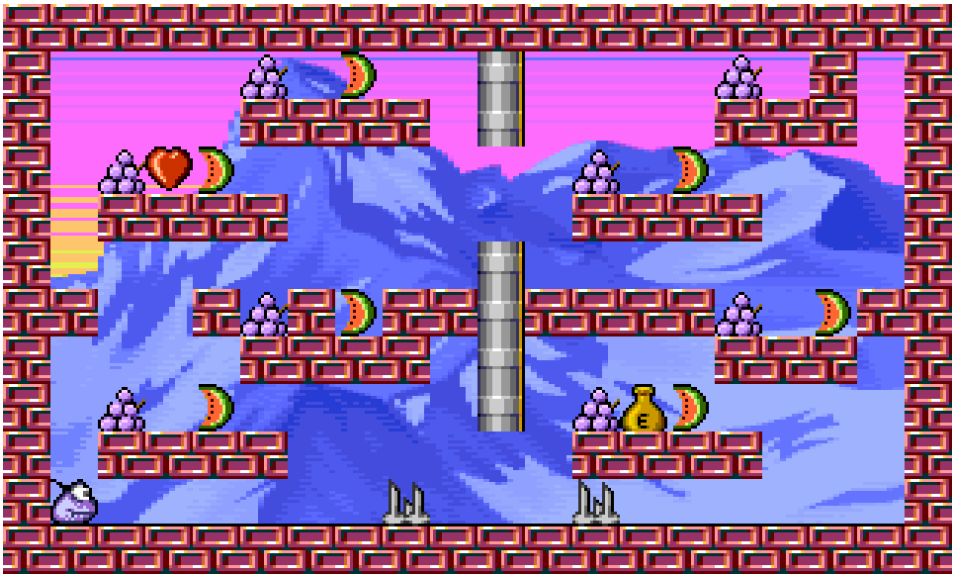
Finding your way

A tall steel core separates two groups of golden ledges.

Before you jump

Explore both sides of the tower. Four spike tiles at its base call for careful landings.

16 House of Four Chambers



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
17	255	2

Level code NEW008 Preview background 1

Finding your way

A brick frame and central partitions divide the level into four sections. Short walkways lie on either side of the middle support.

Before you jump

Two spike tiles make movement near the floor harder.

17 Valley of Fruit Terraces



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
13	195	0

Level code NEW009 Preview background 2

Finding your way

Brick terraces rise on both sides of a central opening.

Before you jump

Keep a route back up when visiting the lower ledges. Items also lie beneath the central opening.

18 Winding Underground Galleries



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
32	480	0

Level code NEW010 Preview background 3

Finding your way

Parallel green galleries are densely filled with items.

Before you jump

Visit every horizontal passage and check its ends. Most small items lie on the middle and lower ledges.

19 Stone Garden of Towers



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
10	150	4

Level code NEW011 Preview background 5

Finding your way

Stone towers of different heights support small brick platforms.

Before you jump

Jump across successive supports rather than seeking one long leap. Four spike tiles restrict passages near the floor.

20 Twin Islands



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
13	195	0

Level code NEW012 Preview background 7

Finding your way

Two stepped islands with many recesses meet at their base.

Before you jump

Check the recesses on both sides of each island. Even with few items, you must visit several heights.

21 Fruit Viaduct



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
23	345	2

Level code NEW013 Preview background 4

Finding your way

Steel columns support a long brick viaduct. Separate ledges and openings below it hold more items.

Before you jump

Explore beneath the bridge before finishing the upper route. Two spike tiles lie along the lower path.

22 The Glutton's Fortress



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
28	420	2

Level code NEW014 Preview background 8

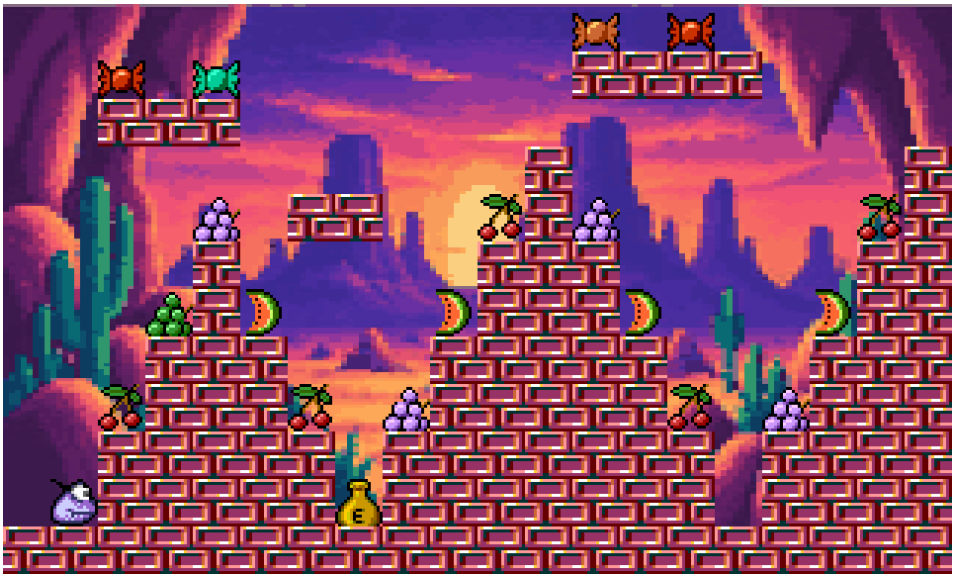
Finding your way

Golden corridors and steel sections form enclosed galleries. Passages connect the outer walls with the middle of the level.

Before you jump

Watch for connections between galleries. Two spike tiles near the bottom make crossing beneath the structure harder.

23 Jagged Hills



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
19	285	0

Level code NEW015 Preview background 7

Finding your way

Brick slopes have many small steps and short ledges.

Before you jump

Check the small platforms above the main slopes. Leave room to line up the jump to the final right-hand ledge.

24 Cave of Hanging Rocks



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
22	330	3

Level code NEW016 Preview background 3

Finding your way

Rocky ledges hang at several heights. Proper starts on a left-hand platform above the floor; sharp overhangs hang from the ceiling on the right.

Before you jump

Check the ledges above the starting point before dropping lower. Three spike tiles at floor level make returning for missed items harder.

25 The Clockmaker's Courtyard



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
32	480	0

Level code NEW017 Preview background 8

Finding your way

Small golden platforms surround a broad central opening. Items lie near the edges and on isolated ledges inside.

Before you jump

Do not focus only on the outer circuit.

26 Two-Level Lock



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
27	405	0

Level code NEW018 Preview background 5

Finding your way

Two green galleries and interior bends divide the layout into several passages.

Before you jump

Collect items one corridor at a time and remember the connections between them. Check the short branches in the middle too.

27 Crown of Three Towers



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
27	405	0

Level code NEW019 Preview background 7

Finding your way

Brick towers and a broad central walkway form a layout with many short steps.

Before you jump

Check the side ledges before reaching the highest walkway.

28 Double Spiral



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
36	540	0

Level code NEW020 Preview background 3

Finding your way

Stone galleries curve inward into two interwoven loops. There are 36 items on the ledges.

Before you jump

Remember which branches you have visited. Checking the ends of galleries carefully avoids a long return for one missed item.

29 Bridge with an Open Gate



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
32	480	0

Level code NEW021 Preview background 2

Finding your way

Brick ledges hang above open gaps. Middle supports and side platforms offer several climbing routes.

Before you jump

Check the short sections on either side of the centre.

30 Ribbon over the Valley



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
25	375	0

Level code NEW022 Preview background 6

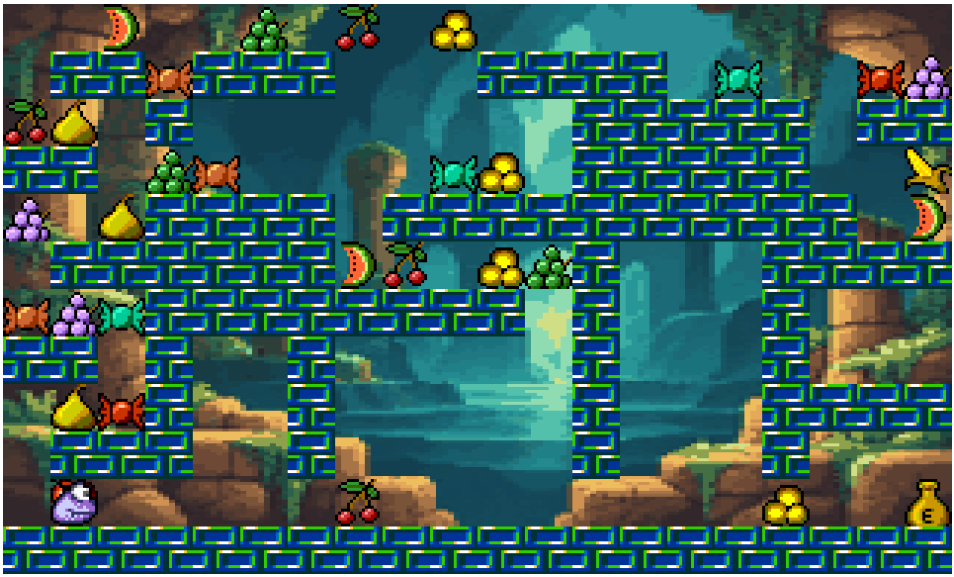
Finding your way

Short brick ledges form a winding route through the middle and upper level. Items are spread along the entire ribbon.

Before you jump

Plan successive jumps rather than skipping several ledges at once.

31 Broken Aqueduct



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
31	465	0

Level code NEW023 Preview background 5

Finding your way

Broken green walkways connect to vertical supports. Many small items lie on short sections on the left.

Before you jump

Explore below the main route. After collecting the lower items, keep a route up to the upper-right gallery.

32 Tunnel beneath the Garden



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
32	480	2

Level code NEW024 Preview background 4

Finding your way

A broad central walkway and shorter ledges divide the open space.

Before you jump

Check the lower items before climbing to the top-right platform. Two spike tiles stand on the floor and the ceiling limits jumping room.

33 Fan of Rocky Ledges



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
27	405	0

Level code NEW025 Preview background 7

Finding your way

The central brick tower branches into broad ledges and side passages. Metal pillars beside the walls close off some routes.

Before you jump

Explore both sides of the main tower, then the short upper platforms. Watch the sharp overhangs near the upper-right corner.

34 Stepped Caverns



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
31	465	2

Level code NEW026 Preview background 3

Finding your way

Stone galleries are offset from one another. A short wooden platform helps bridge the gap in the lower part of the level.

Before you jump

Check the end of your current gallery before changing tiers. Two spike tiles at the bottom make shortcuts downwards harder.

35 Six Hanging Balconies



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
32	480	0

Level code NEW027 Preview background 1

Finding your way

Six main balconies and smaller sections hang above a large open space.

Before you jump

Check the ends of a high balcony before leaving it. Returning for a small item means climbing several ledges again.

36 Mystery of Two Wells



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
38	570	0

Level code NEW028 Preview background 5

Finding your way

Extensive brick corridors surround two vertical openings. A total of 38 items are tucked around the many bends.

Before you jump

Visit the corridors on each side of the openings separately.

37 Gates of Four Seasons



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
28	420	2

Level code NEW029 Preview background 4

Finding your way

Brick passages form a broad frame with inner branches. The bottom of the level connects the two sides of the structure.

Before you jump

Check the lower corridors after collecting the upper items. One spike tile lies on the upper walkway and another on the floor near the right side.

38 Fruit Hourglass



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
35	525	0

Level code NEW030 Preview background 8

Finding your way

Golden ledges narrow the passage in the middle, with broader galleries at the sides. Small recesses also hold items.

Before you jump

Check both halves of the hourglass. Explore the outermost ledges before passing through the narrow middle.

39 Walkways over the Checkerboard



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
28	420	0

Level code NEW031 Preview background 6

Finding your way

Brick walkways and short supports create an extensive layout with many gaps. You start at the far-left edge.

Before you jump

Check the small ledges between the main walkways.

40 Palace of the Final Door



Map layout with the starting point. Doors and moving enemies are not shown.

ITEMS	MAP POINTS	SPIKE TILES
37	555	0

Level code NEW032 Preview background 8

Finding your way

Golden galleries surround the broad interior of the palace. There are 37 items in corridors, recesses and along the side edges.

Before you jump

Explore the full circuit and the inner ledges. A small opening may hold the last item you missed.

This is the final level. Enter the open door to trigger the ending.

MR. PROPER

ORIGINAL GAME CODE

Aleksander Martin

TWO LEVEL VBXE DEMO

Tebe / Madteam — Tomasz Biela

EXPANDED VBXE VERSION CODE

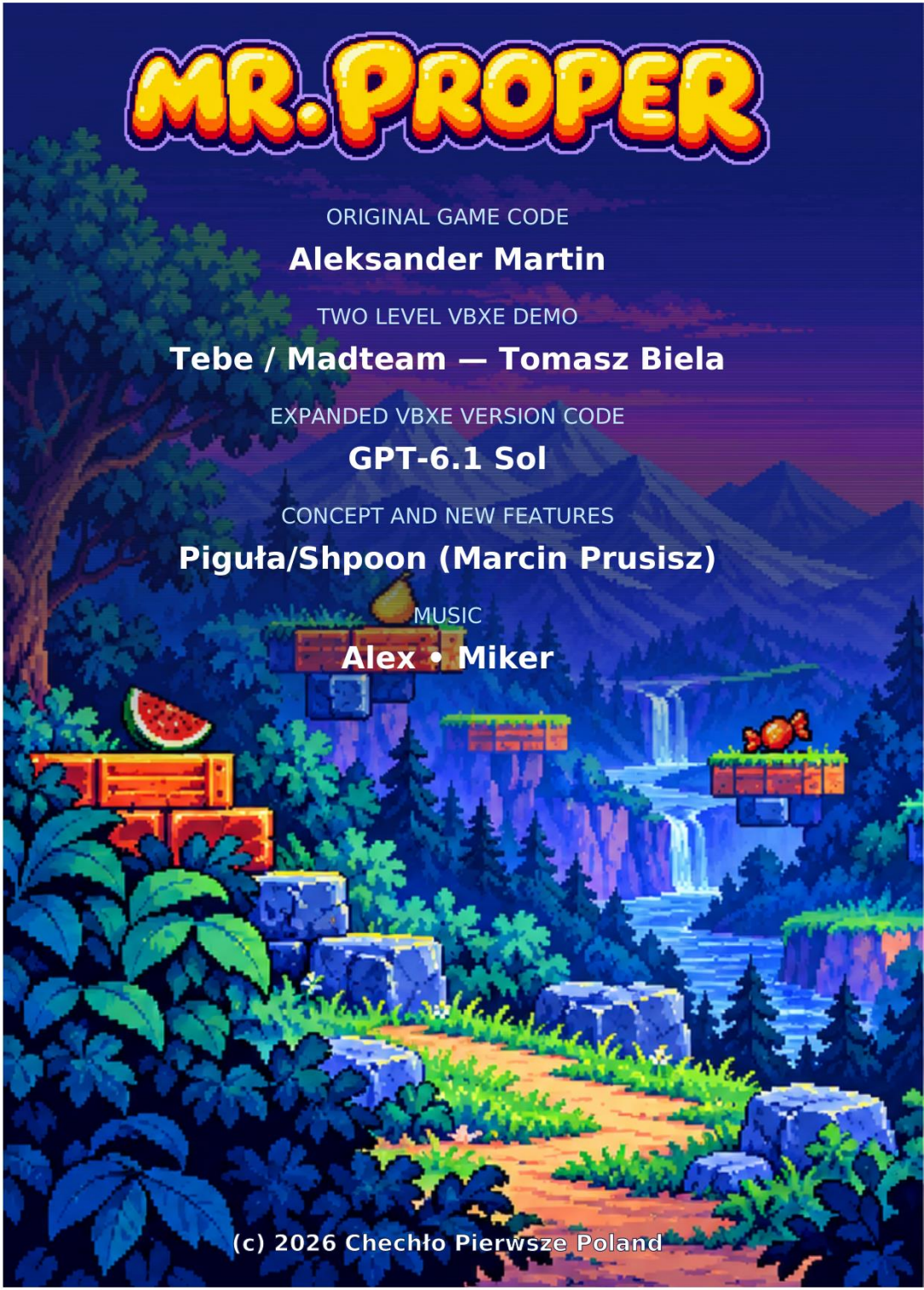
GPT-6.1 Sol

CONCEPT AND NEW FEATURES

Piguła/Shpoon (Marcin Prusisz)

MUSIC

Alex • Miker



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