

DEBUG NIGHTMARE



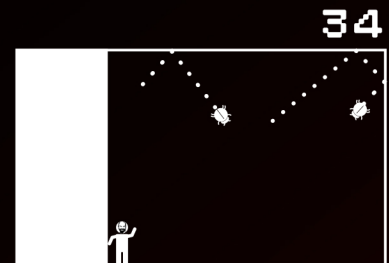
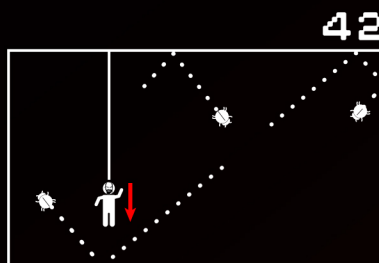
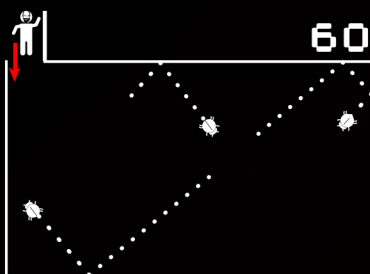
THE YEAR IS 2020. YOU, STUDENT PROGRAMMER, HAVE A PROJECT DUE IN 60 SECONDS. CAN YOU DEBUG THE CODE BEFORE THE DEADLINE? HURRY! IT'S DO OR DIE...

... SUDDENLY, THE GROUND IS COLD, AND YOUR HEAD IS CLOUDY. YOU BLINK TWICE. TO YOUR HORROR, YOU'VE BEEN TRANSPORTED INTO YOUR CODE!

Your Mission

USE YOUR JOYSTICK TO EXIT THE SAFE ZONE AND RACE AROUND THE ARENA TO CATCH THE BUGS IN YOUR CODE.

PRESS AND HOLD THE MECHANICAL BUTTON TO START DRAWING A PATH AND TRAP THE BUGS. YOU CAN ONLY DRAW YOUR PATH IN A SINGLE DIRECTION, SO CHOOSE WISELY. BE CAREFUL--DON'T LET THE BUGS TOUCH YOU OR YOUR PATH, OR IT'S GAME OVER!



SCORE MECHANICS

BUG CAPTURED:	+100
REMAINING FREE AREA x :	$+0.1x$
REMAINING TIME y :	$+2.5y$

IF YOU DIE OR TIME RUNS OUT, ONLY YOUR BUG CAPTURES COUNT.

TRY A HARDER DIFFICULTY TO GET A BOOST FOR EACH BUG CAPTURED!

EASY:	+0
MEDIUM:	+100
HARD:	+200