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**File Menu**

Load

Exit

## **Game Menu**

New

Restart Level

**Load**

This menu item is used to load a set of mazes into Herman.

**Exit**

This menu item will let you exit the game.

**New**

This menu item will start Herman from level one.

(**note:** first a set of mazes must be loaded.) [SEE LOAD](#)

**Restart Level**

This menu item is to restart the current level. If you do this one of your lives is lost.

You would use this if Herman was trapped and could not move, or if you get blocked from getting all the flowers on the current level.

**FILE**

This is how you select a maze to load into Herman.



**INIT DIALOG**

This Dialog Box tells you where to send support for this product.

## **About Herman**

Herman is a game of mazes.

## **FROCKS**

Extended Help Text

## Keys Help

### Movement Keys

Key(s)	Function
DIRECTION keys	Moves Herman left, right, up, or down in a field.
End	Moves Herman down and to the left.
PAGE DOWN	Moves Herman down and to the right.
PAGE UP	Moves Herman up and to the right.
HOME	Moves Herman up and to the left.

## **Overview**

The object of Herman is to remove all the flowers from the playing area. There are six levels to finish.

While moving around, Herman must not get hit by rocks that may be piled up. If Herman gets hit by falling rocks you will have to repeat that level.

## **Playing the Game**

To Choose a Maze:

From the File menu, choose Load.

To Start a New Game:

From the Game menu, choose New, or press F2.

## **Rules of the Game**

Very simple collect all flowers and do not get hit by a rock.

## **Scoring**

Scoring is try to complete the level in as little time as possible.