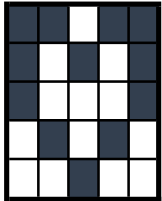


Easy Picross

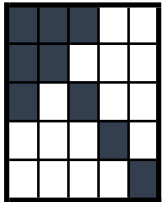
Please note - Levels 1-A to 1-H are limited due to being implemented in the rom as 5x5 grid puzzles and by a limitation where each puzzle shares a single text string. Therefore, for players familiar with Picross, it is recommended that players start from Level 2-A.

1-A



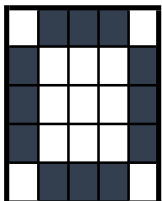
Name 'Game Sprite' (Heart)
Based on Various
Comments N/A

1-B



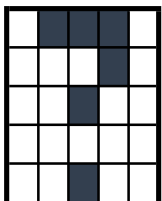
Name 'Game Sprite' (Pointer)
Based on Various
Comments N/A

1-C



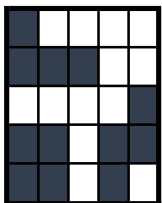
Name 'Game Sprite' (Ring)
Based on Sonic the Hedgehog (Various)
Comments N/A

1-D



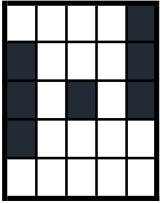
Name 'Game Sprite' (Question Mark)
Based on Various
Comments N/A

1-E



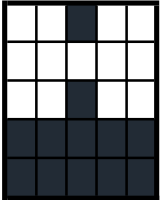
Name 'Game Sprite' (Tetris)
Based on Tetris (Gameboy)
Comments N/A

1-F



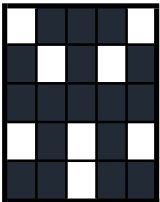
Name 'Game Sprite' (Pong)
Based on Pong (Various)
Comments N/A

1-G



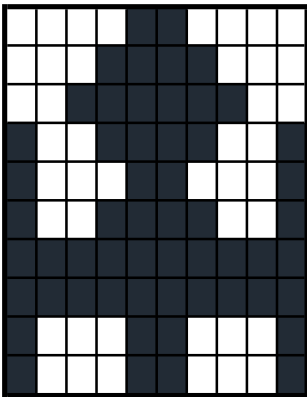
Name 'Game Sprite' (SI Ship)
Based on Space Invaders (Arcade)
Comments Based on the player's ship

1-H



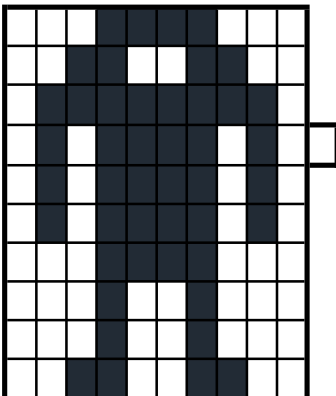
Name 'Game Sprite' (Goomba)
Based on Super Mario Bros (NES)
Comments N/A

2-A



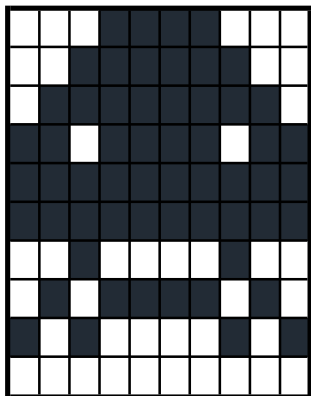
Name Gorf
Based on Gorf (Arcade)
Comments Based on the player's ship

2-B



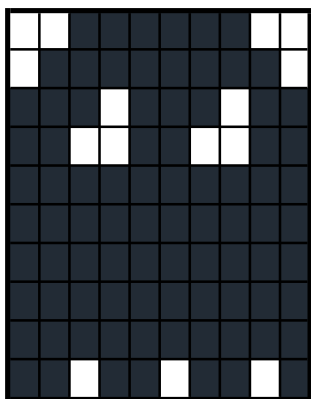
Name Berzerk
Based on Berzerk (Atari 2600)
Comments Based on a robot in Berzerk

2-C



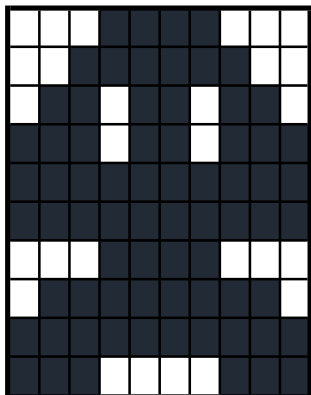
Name Alien
Based on Space Invaders (Arcade)
Comments Based on the Squid

2-D



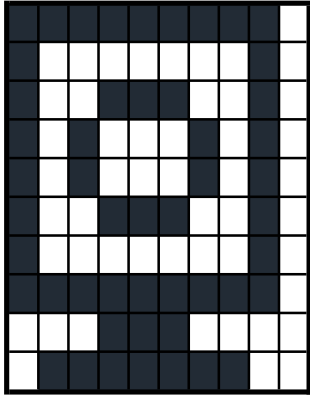
Name Ghost
Based on PacMan (Arcade)
Comments N/A

2-E



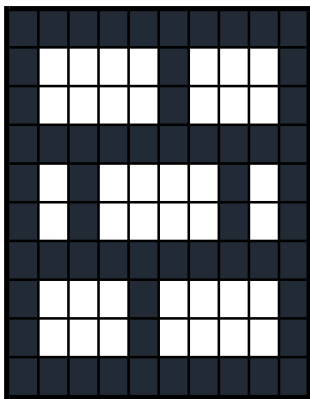
Name Goomba
Based on Super Mario Bros. (NES)
Comments N/A

2-F



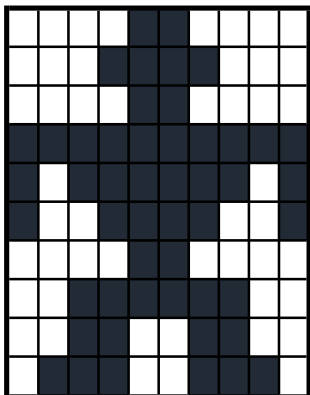
Name Rings Powerup
Based on Sonic the Hedgehog (Various)
Comments TV power-up providing 10 rings

2-G



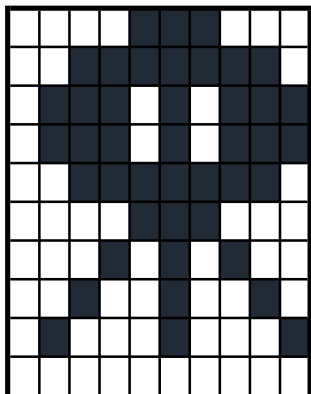
Name Brick Block
Based on Super Mario Bros. (NES)
Comments N/A

2-H



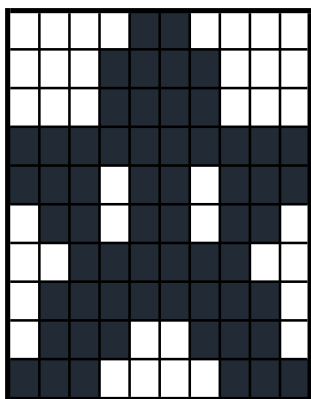
Name Robot
Based on Robotron (Arcade)
Comments Based on the Grunt

3-A



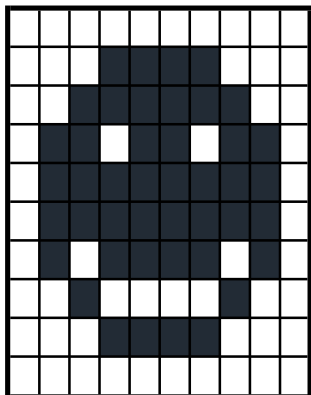
Name Defender
Based on Defender (Arcade)
Comments Based on the Lander

3-B



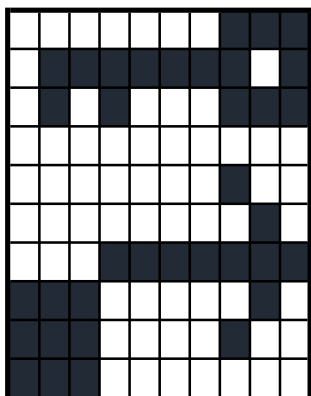
Name (Super) Star
Based on Super Mario Bros Series
Comments N/A

3-C



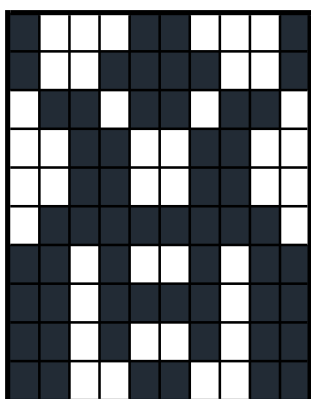
Name EvilOtto
Based on Berzerk (Atari 2600)
Comments N/A

3-D



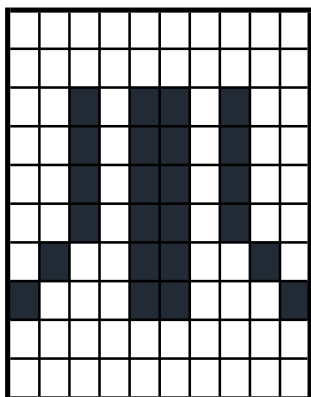
Name Key
Based on Adventure (Atari 2600)
Comments The player character and a key

3-E



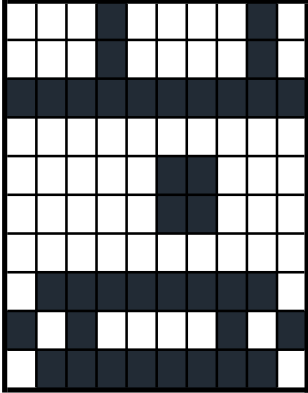
Name Galaga
Based on Galaga (Arcade)
Comments Based on the Minion Bug

3-F



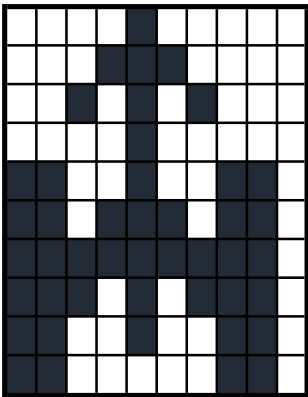
Name Atari (Logo)
Based on The Atari Logo
Comments N/A

3-G



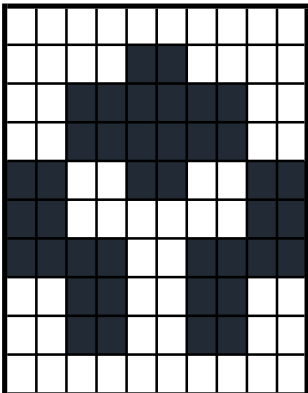
Name Arkanoid
Based on Arkanoid (Arcade)
Comments N/A

3-H



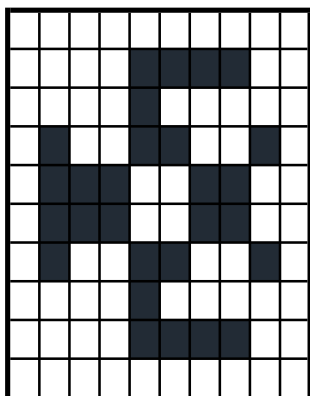
Name Galaxian
Based on Galaxian (Atari 2600)
Comments N/A

4-A



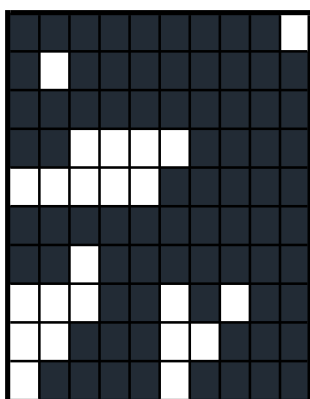
Name Atari Warlords
Based on Medieval Mayhem (Atari 2600)
Comments Actually based on the graphics as per Medieval Mayhem which is a homebrew version of Warlords

4-B



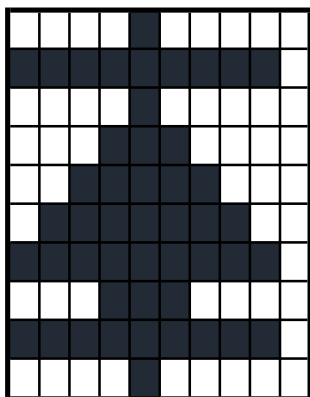
Name Yar
Based on Yar's Revenge (Atari 2600)
Comments N/A

4-C



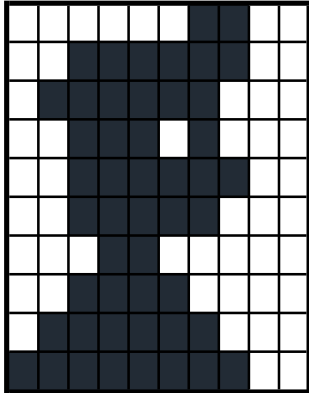
Name ET
Based on E.T. (Atari 2600)
Comments N/A

4-D



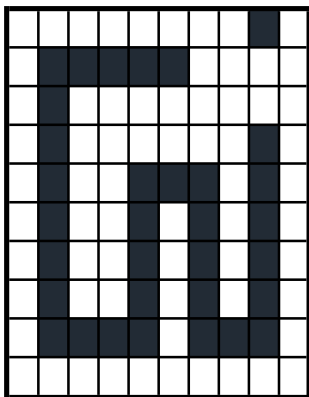
Name Lifty
Based on Nifty Lifty (ZX Spectrum)
Comments Based on the lift sprite

4-E



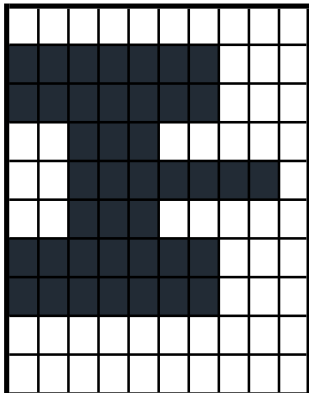
Name (Miner) Willy
Based on Manic Miner (ZX Spectrum)
Comments N/A

4-F



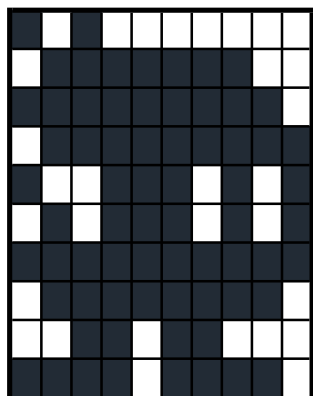
Name Snake
Based on Snake (Mobile)
Comments N/A

4-G



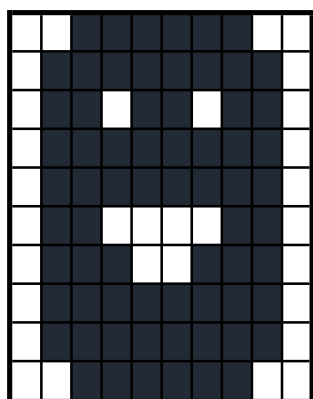
Name Combat
Based on Combat (Atari 2600)
Comments Based on the tank sprite

4-H



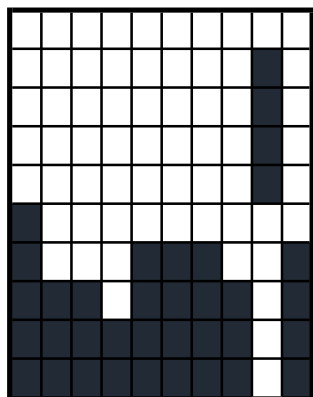
Name Chack'n
Based on Chack'n Pop (Arcade)
Comments N/A

5-A



Name ZZT
Based on ZZT (PC)
Comments Player graphic

5-B



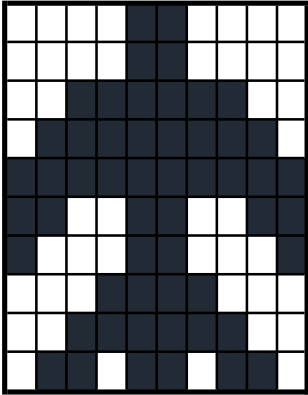
Name Tetris
Based on Tetris (Gameboy)
Comments N/A

Name	Frog(ger)
Based on	Frogger (Arcade)
Comments	N/A

Name	Golf
Based on	Golf (Atari 2600)
Comments	N/A

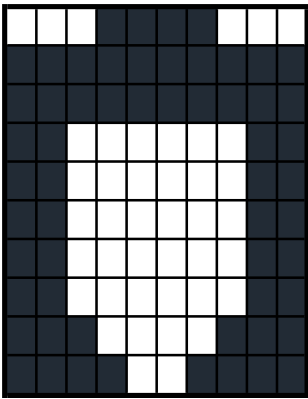
Name	Thrust
Based on	Thrust (Amstrad CPC)
Comments	Player ship

5-F



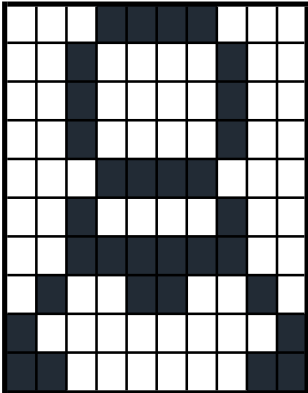
Name	R(iver) Raid
Based on	River Raid (Atari 2600)
Comments	Player plane

5-G



Name	Tron
Based on	Tron: Deadly Discs (Intellivision)
Comments	Based on a Recognizer

5-H



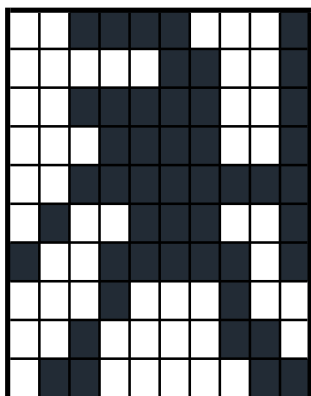
Name	Lander
Based on	Lunar Lander (Arcade)
Comments	N/A

Name	LocknChase
Based on	Lock 'n' Chase (Intellivision)
Comments	Based on a Super D

Name	Indy
Based on	Indy 500 (Atari 2600)
Comments	N/A

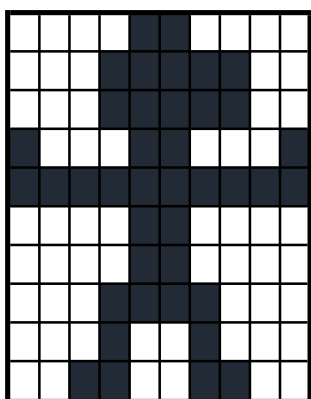
Name	Jay Walker
Based on	Jay Walker (Atari 2600)
Comments	N/A

6-D



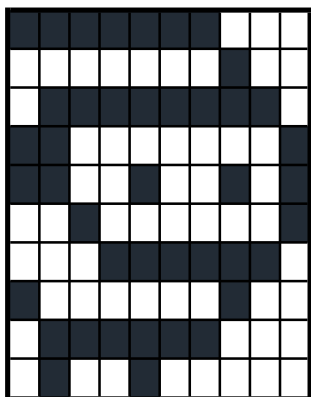
Name Ninja
Based on Bruce Lee (Commodore 64)
Comments N/A

6-E



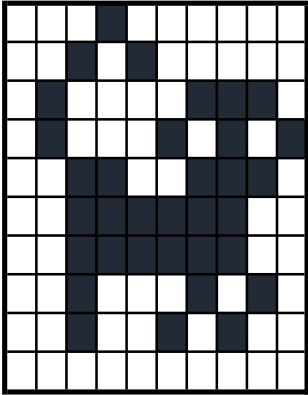
Name Lemmings
Based on Lemmings (PC/Amiga)
Comments Based on a Blocker

6-F



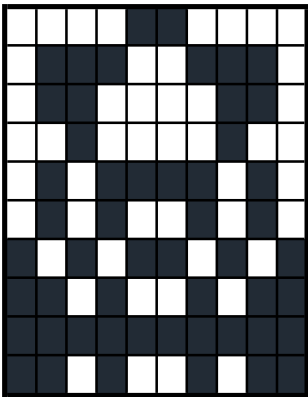
Name Dig Dug
Based on Dig Dug (Arcade)
Comments Based on Pooka

6-G



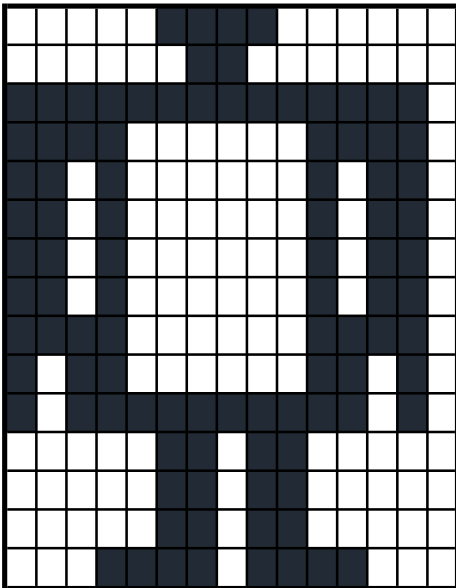
Name Congo (Bongo)
Based on Congo Bongo (Atari 5200)
Comments Based on a monkey

6-H



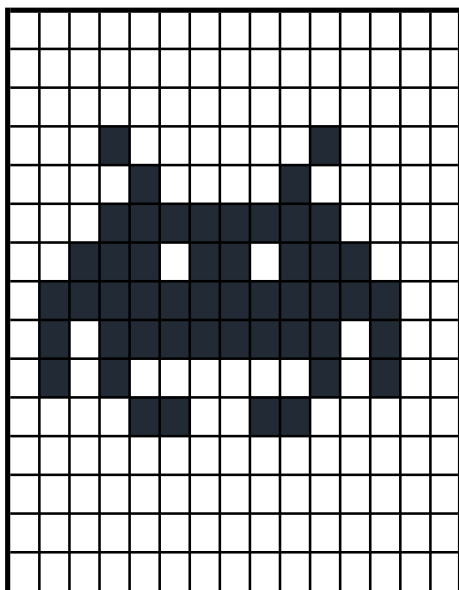
Name Turbo
Based on Turbo (Arcade)
Comments N/A

7-A



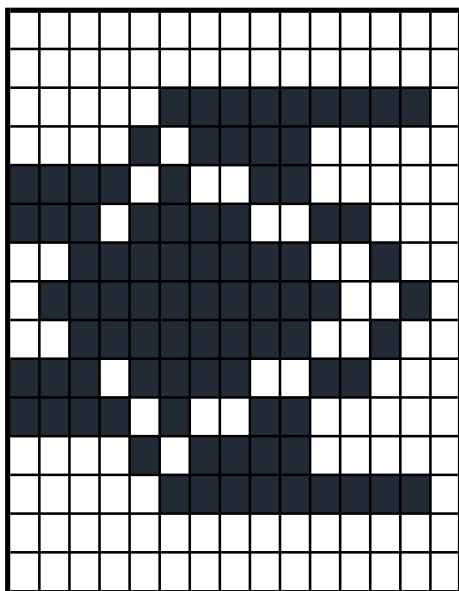
Name Robotron
Based on Robotron (Arcade)
Comments Based on a Hulk

7-B



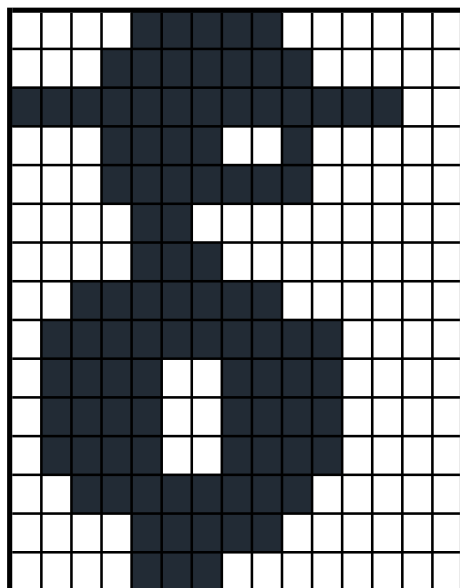
Name (Space) Invader
Based on Space Invaders (Arcade)
Comments Based on the Crab

7-C



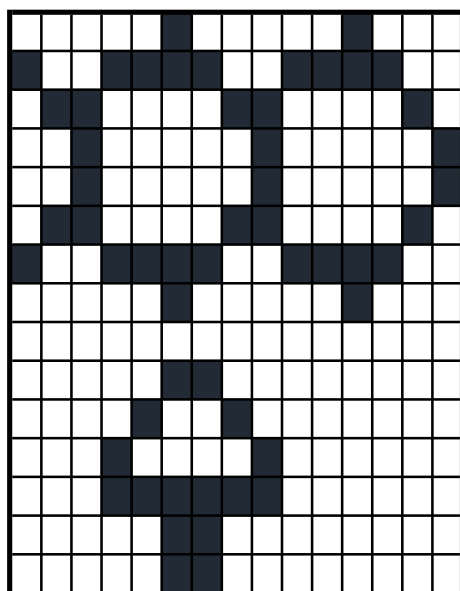
Name IO
Based on IO (Commodore 64)
Comments Player ship

7-D



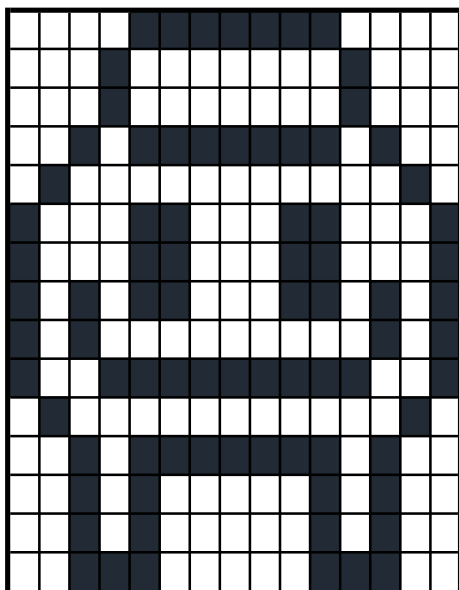
Name ChuckieEgg
Based on Chuckie Egg (BBC Micro)
Comments Based on Hen-House Harry

7-E



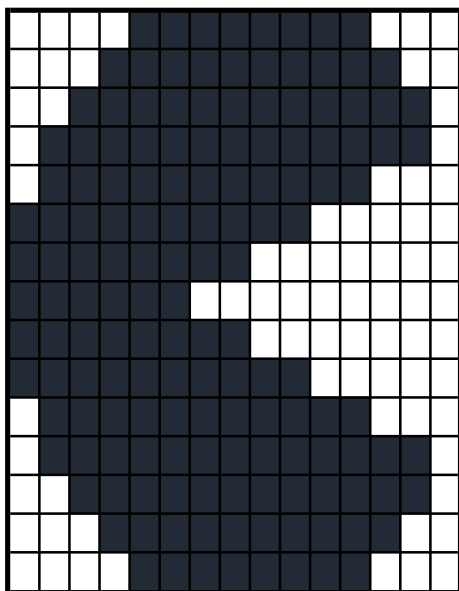
Name Centipede
Based on Centipede (Atari 7800)
Comments Based on the centipede and a mushroom

7-F



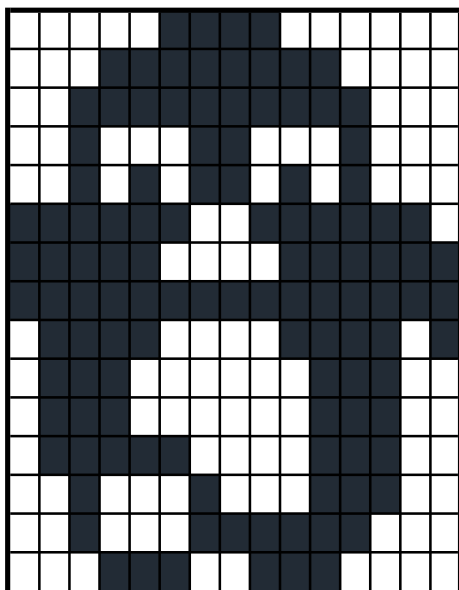
Name Pepper II
Based on Pepper II (Colecovision)
Comments N/A

7-G



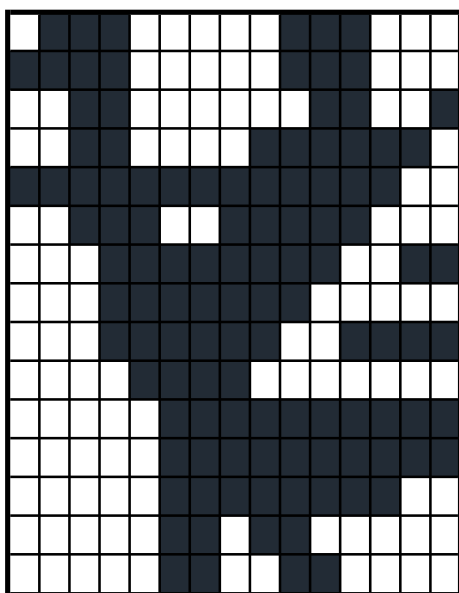
Name PacMan
Based on Pac-Man (Arcade)
Comments N/A

7-H



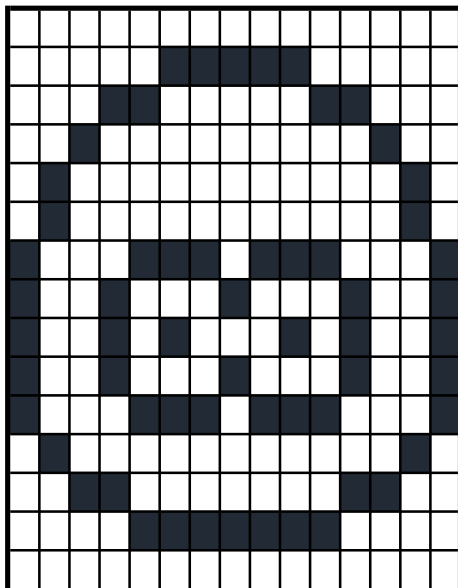
Name Pengo
Based on Pengo (Arcade)
Comments N/A

8-A



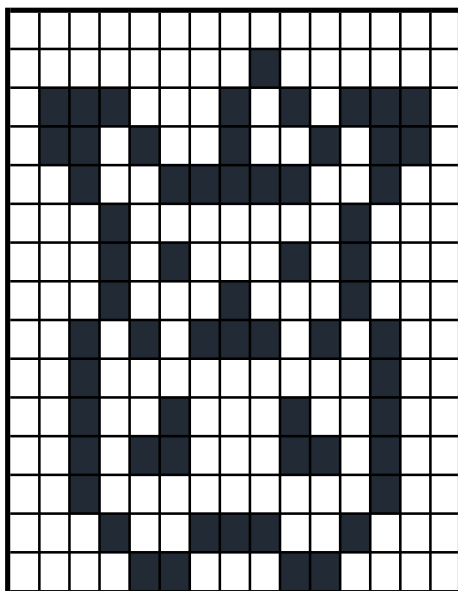
Name Joust
Based on Joust (Atari 7800)
Comments N/A

8-B



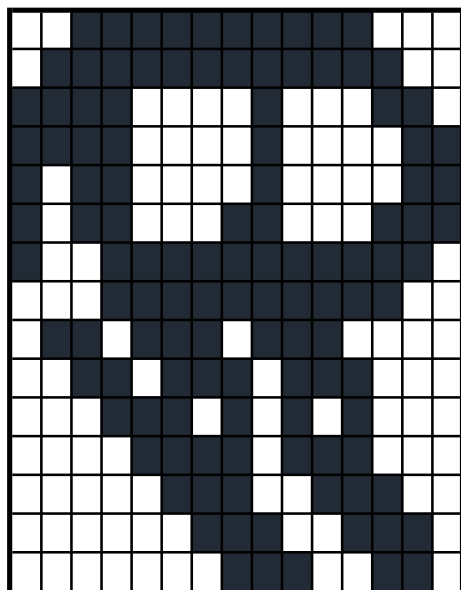
Name Puyo Puyo
Based on Puyo Puyo (Mega Drive)
Comments N/A

8-C



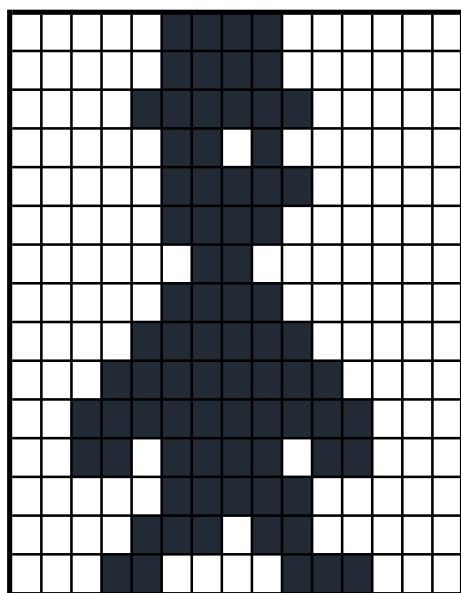
Name Pikachu
Based on Pokemon Red/Blue (Gameboy)
Comments N/A

8-D



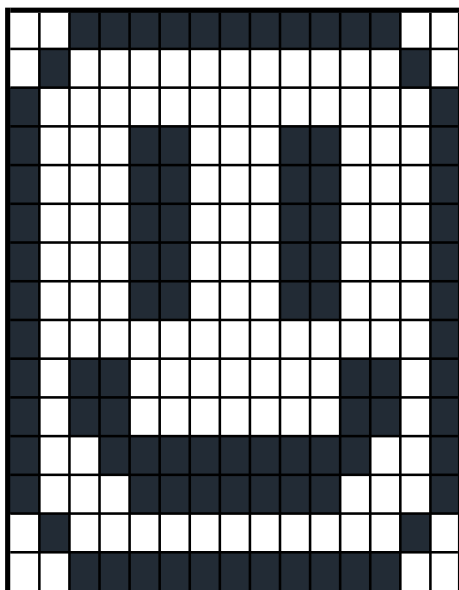
Name Horace
Based on Horace Goes Skiing (ZX Spectrum)
Comments N/A

8-E



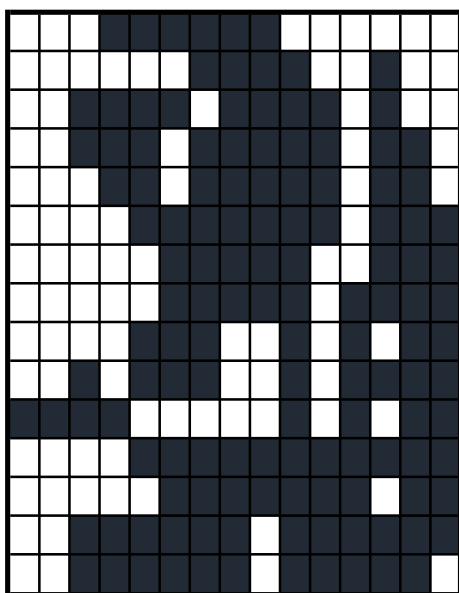
Name JetSet Willy
Based on Jet Set Willy (ZX Spectrum)
Comments N/A

8-F



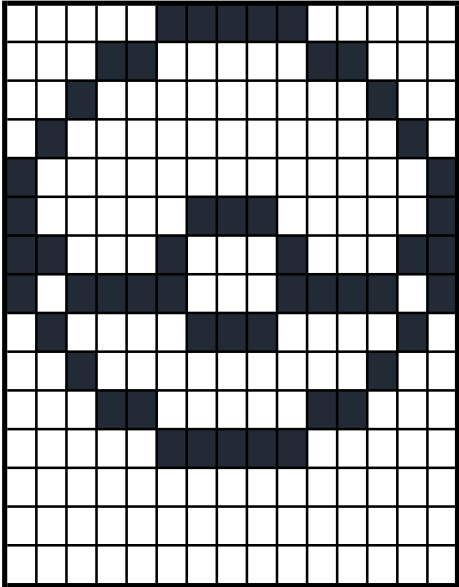
Name Faceball
Based on Faceball 2000 (Gameboy)
Comments N/A

8-G



Name Jetpac
Based on Jetpac (ZX Spectrum)
Comments N/A

8-H



Name Pokeball
Based on Pokemon Series (Various)
Comments N/A