INSTRUCTIONS FOR

B O U N C E R

BOUNCER operates on the 99/4(A) computer in Extended BASIC. Joysticks are required.

Please take the time to read these instructions to assist you in enjoying some of the finer points of playing BOUNCER.

BOUNCER travels AT HIS OWN PACE. No need to try to rush him. Anticipate his moves. The key to higher scores resides in keeping an eye on the arrows. Relax your grip on the joysticks and coordinate BOUNCER with the movement of the arrows. Once you commit him to a move, he must follow through until he can take your next command.

OBJECT OF THE GAME:

BOUNCER bounds from one trampoline to another, scoring points for clearing off the squares. He must avoid the arrows which will burst him. Clearing all of the squares presents you with another trampoline arrangement. You have four spares shown at the bottom sides of the screen. They will turn red when they are put into action. Extra BOUNCERS are awarded for each 3000 points scored, up to a maximum of five.

HOW TO PLAY:

BOUNCER will descend onto the uppermost center trampoline. Place the alpha lock key in its "up" or "off" position before beginning play.

BOUNCER can move LEFT, RIGHT, UP-LEFT, UP-RIGHT, DOWN-LEFT, or DOWN-RIGHT, if there is a trampoline in that direction. HE DOES NOT MOVE UP OR DOWN.

Move the joystick to the direction you want BOUNCER to jump. Once he is committed to a jump, he cannot take another command until it is completed. A part of the strategy is anticipating BOUNCER's moves so as not to get trapped between two arrows without enough time to move out of the way.

If BOUNCER is touched by an arrow, he will burst. You will be given the next spare to try again. After all WHITE squares have been cleared, you will be presented with another configuration of trampolines.

SCORING:

WHITE SQUARES: 10 points each.

CENTER DOT & RED SQUARES: Clearing the center dot initially scores 100 points. Landing on a red square resets the center dot and increases its value by 100. Its value starts at 100, and increases to 200, 300, 400, etc., each time it is reset.

END OF GAME:

When all BOUNCERs have been used up, the HIGH SCORE for this session will be shown. Press the fire button to play another game of BOUNCER or hold down the FCTN key and press "4" (CLEAR) to terminate play (HIGH SCORE will be reset to zero). You may restart BOUNCER by typing RUN and pressing the ENTER key, if you wish.

CASSETTE LOADING:

Load the cassette version by entering Extended BASIC and using the OLD CS1 and RUN commands or RUN "CS1" as explained in your Extended BASIC manual. Begin "READING" after the voice announcement of "BOUNCER" is heard on the tape and before the tone begins (about ten seconds in between).

DISKETTE LOADING:

BOUNCER will load and run if the BOUNCER diskette is in the drive when you enter Extended BASIC. Otherwise, type RUN "DSK1.BOUNCER", then press ENTER.

"BOUNCER" and these instructions are copyrighted products and may not be reproduced in whole or in part without the written permission of:

BOUNCER uses the diagonal joystick positions quite extensively. "Texas Instruments" brand joysticks perform very poorly on the diagonal (and sometimes not at all). This is a hardware problem and cannot be corrected with software. All other makes of joysticks tested work well.