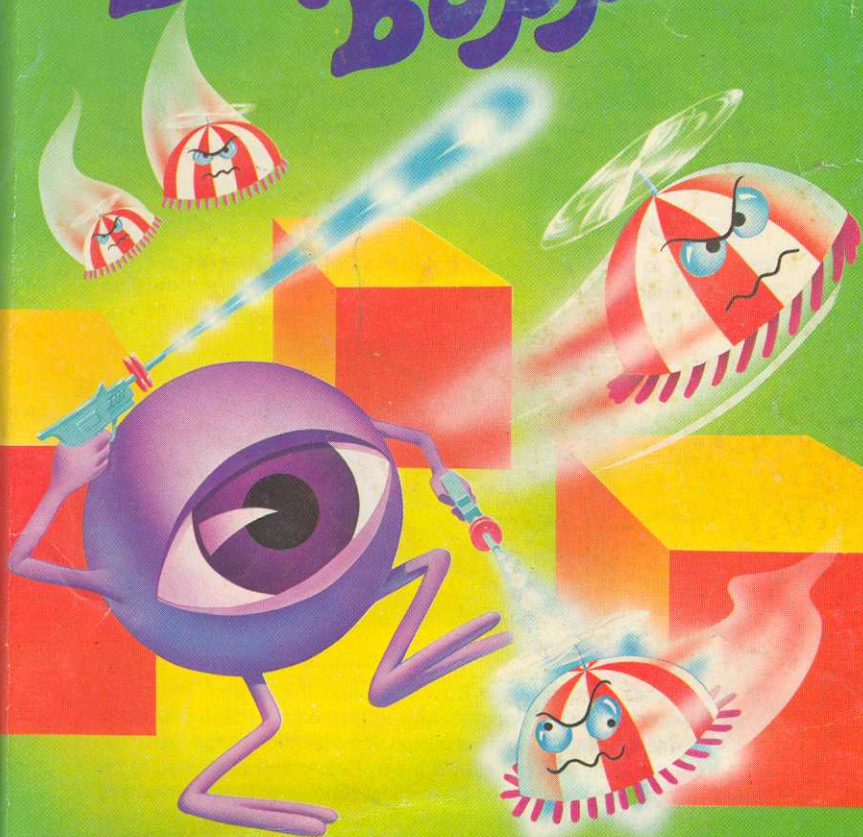


Beany Bopper



GAMES
OF THE
CENTURY™

GAME INSTRUCTIONS

BEANY BOPPER

TO SET UP:

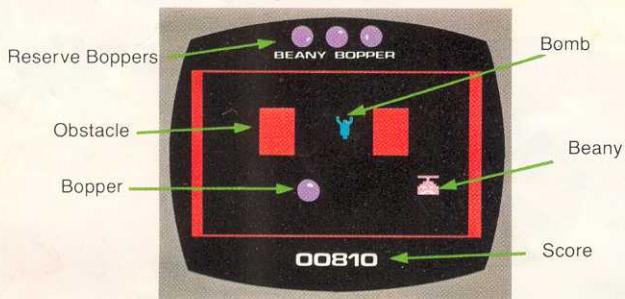
Set up your video game system and left joystick controller as instructed in your manufacturer's manual. Turn the power OFF and insert the Beany Bopper game cartridge.

TO BEGIN:

Turn the power ON and choose the Play Option you wish. (The difficulty switches are not used in Beany Bopper.) Press the joystick button or the Game Reset lever to leave the "Demo Mode" and get ready to start Boppin'!

THE OBJECTIVE:

Your job is to capture Beanies, Bouncing Orange Eyes, and a crazy variety of Falling Objects. Beanies are devious and deadly and must be shot with the Bopper's stun gun before they can be captured.



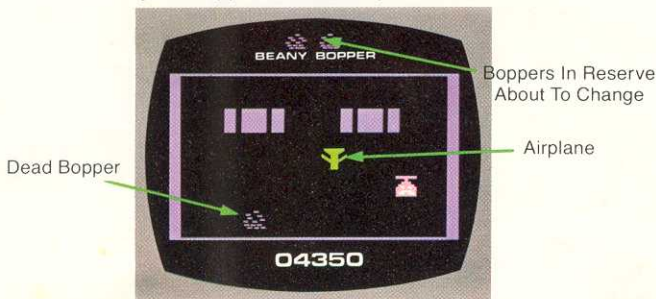
THE CONTROLS:

Tilt the joystick to zoom your Bopper around the screen. Press the joystick button to fire the Bopper's amazing stun gun. Press once for a single long range blast or hold the button down for short range rapid fire. A hit from the stun gun will stun a mean Beany and allow him to be caught. To capture the stunned Beany, just zoom your Bopper over and touch it. None of the other objects have to be stunned to be caught, but a hit from the stun gun will slow them down too! You can pause and start the game at any time by pressing the Color- B/W lever.

BOPPERS:

Each game begins with four Boppers, one in play and three in reserve. The number of reserve Boppers is shown at the top of the screen. If you

bag four beanies in a row without losing a Bopper, you'll get a bonus Bopper! You can never have more than three Boppers in reserve. Your Bopper need not fear touching unstunned Objects or Orange Eyes, but contact with a moving Beany will disintegrate your Bopper. The game ends when all of your Boppers are destroyed.



BEANIES, BOUNCING ORANGE EYES AND FALLING OBJECTS:

You will always be boppin' two items at a time beginning with two Beanies. Each time you capture a Beany, a Falling Object will drop from the top of the screen. The first object to appear is a Bomb. At the higher levels you'll be boppin' Airplanes, Parachuting People, People without parachutes and Faces.

When you have bopped four Beanies without losing a Bopper, a Bouncing Orange Eye will appear. (You will receive a Bonus Bopper at the same time, providing you do not already have three in reserve.) Each Falling Object or Orange Eye you catch will be replaced with another Object or Orange Eye. If a stunned Object or Beany is allowed to drop off the bottom of the playing field, it will be replaced with a meany Beany. If a Bouncing Orange Eye touches the bottom of the screen, it too will be replaced by a Beany.

PLAY OPTIONS:

Choice of Play Options determines how the Beanies move about the playing field. Use the Game Select lever to go from one Option to the other.

OPTION 1 = Beanies bounce off the obstacles.

OPTION 2 = Beanies fly freely through the obstacles. Option two is indicated by a long bar which appears at the top of the screen.

LEVELS OF CHALLENGE:

There are seven Levels of Challenge in Beany Bopper which can only be reached by accumulating points. As you progress, the stunned Beans, Objects and Orange Eyes will drop off the screen at a faster rate.

LEVEL 0 = 0-999 Points

LEVEL 1 = 1,000-2,999 Points

LEVEL 2 = 3,000-4,999 Points

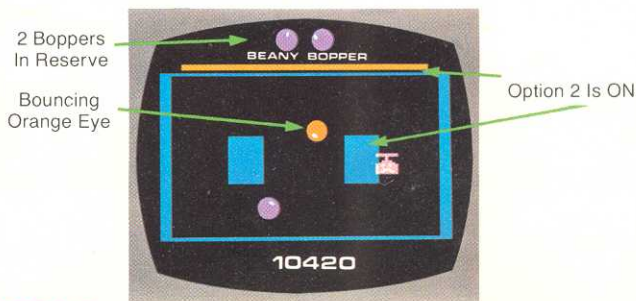
LEVEL 3 = 5,000-9,999 Points

LEVEL 4 = 10,000-19,999 Points

LEVEL 5 = 20,000-29,999 Points

LEVEL 6 = 30,000-49,999 Points

LEVEL 7 = 50,000+ Points



SCORING:

STUNNED ITEMS

Beany = 20 Points

Falling Object = 20 Points

Bouncing Orange Eye = 100 Points

CAPTURED ITEMS

Beany = 100 Points Plus The Challenge Level Number

Falling Object = 100 to 490 Points, Depending On The Challenge Level

Bouncing Orange Eye = Twice The Value Of An Object At That Level.

The score is displayed at the bottom of the screen. Be sure to record your best boppin' scores on the back of this booklet!

HINTS FROM THE DESIGNER . . .

You can shoot a longer distance if you don't hold the joystick button down. Keep an eye on your reserve Boppers and don't be too greedy with points. You may have to let some objects fall off the screen in order to have the opportunity to sack four more Beansies and earn a bonus Bopper!

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