

Beat the clock and bounce your disembodied Head around a trap filled platform, collecting the pouting lips whilst avoiding angry cortex Guardians.

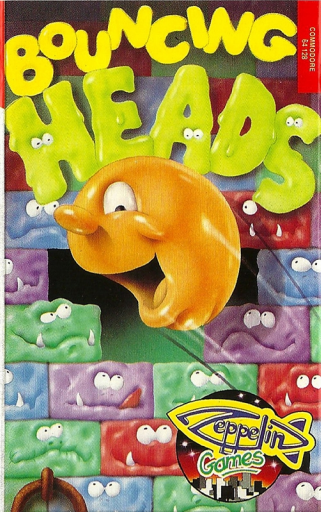
Test your arcade skills against the devious mind of a computer programmer and see who comes out on top.



Program & FX:
Steven Metcalf
Additional Graphics:
Neil Hislop
Made in UK

BOUNCING HEADS

COMMODORE
\$4.128



COMMODORE
\$4.128



COMMODORE LOADING INSTRUCTIONS
Press SHIFT and RUNSTOP together.
Press PLAY on the tape.

Bouncing Heads: a surreal trip into a programmers subconscious. Bounce your Head around the platforms setting traps and blasting intelligent opponents into oblivion.

Persons with reactions of soggy rice pudding need not apply, only the sharpest can survive!

BOUNCING HEADS



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OPTIONS

Your Bouncing Head is controlled via a JOYSTICK connected to the relevant port on the Commodore machine.

- "1" - selects a One Player game
- "2" - selects a Two Player game
- Space - adjusts the starting level of the Bouncing Head
- Control - toggles between NORMAL and HELP playing modes.

In the HELP playing mode, the Bouncing Head under your control can fall over the edge of the platform without losing a life.

GAMESPLAY

Bouncing Heads is a complex and addictive arcade game, with endless play variations. The object of each level is to bounce your head on all of the platform blocks at least once. To do this, you will have to avoid the chasing Alien Heads with fast reactions, and set up traps for their elimination.

The scoring area in the middle of the top of the screen is set up as follows:

SMALL LETTERS Blocks Remaining Level Time Bonus

LARGE LETTERS Lives Parachutes Zzaps!!

As well as the standard blocks, there are special platform blocks which have specific functions:

CLOCK - alternatively speeds up and slows down the Time Bonus counter. This results in more, or less, points at the end of each level.

LIGHT BULB - turns the lights ON/OFF during the levels that take place in the dark.

ZZAPS!! - increases your Firepower. Pressing FIRE activates a Zzap!! to dispose of a troublesome Alien Head.

DISINTEGRATING BLOCKS - these weak platforms allow only TWO crossings before they disappear. They are normally used to block off areas of the platform.

TRAMPOLINE - gives you a "Super Bounce" over two squares.

GATE SQUARES - open and close gates that are the same shape as the gate squares. Careful use of these will trap Alien Heads away from danger while your Head gathers up the points.

H.O.I.C.E - alternatively changes water into ice and back again. Although your Head can spin on the ice to cross it, your Head will drown in water.

ARROWS - any Head landing on this square gets pushed off in the direction of the arrow. The arrow then swings through ninety degrees waiting for the next Head.

BONUS SQUARES - these squares have a moving pattern on them, and earn the Bouncing Heads extra points.

PARACHUTES - if your Bouncing Head slips off a platform, the Parachute saves it from certain death and lands the Head back on the starting block.

GO! - land on this square once all of the platform blocks have been covered. The quicker this is done, the higher the Bonus points awarded.

Bouncing Heads - it is crazy, but who cares !?!

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