

ACTIVISION ENTERTAINMENT SOFTWARE LIMITED 90-DAY WARRANTY

Activision Entertainment Software warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision Entertainment Software agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision Entertainment Software and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Activision Entertainment Software at the address noted below with a check or money order for \$7.50 (U.S. currency), which includes postage and handling, and Activision Entertainment Software will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$7.50 check or money order, (2) a brief statement describing the defect, and (3) your return address. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION ENTERTAINMENT SOFTWARE. IN NO EVENT WILL ACTIVISION ENTERTAINMENT SOFTWARE BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION ENTERTAINMENT SOFTWARE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

RETURNS

Registered mail is recommended for returns. For best service, please be sure to—

1. Send the diskette(s) and sales receipt.
2. Write the name of the product and type of computer system you have on the front of the package.
3. Enclose your return address, typed or printed clearly, *inside* the package.

Send to:

WARRANTY REPLACEMENTS
Activision Entertainment Software
P.O. Box 3047
Menlo Park, CA 94025-3047



© 1988 Activision DD-196-03

CHOP N DROP

Player's Guide

For Commodore 64™ and 128™ Computers



Credits

The U.S. version of *Chop n' Drop* was produced by Sherry Whiteley.

Product marketing by Kelly Flock.

Technical direction by Don Harlow.

Title theme music by Russell Leiblich. Other music by Rob Hubbard.

Product testing by Stew Perkins and Steve Imes.

Editorial management by Laura Singer. Production by GlennHills Graphics.

For a recorded message about our newest software, call 415 329-7699. For technical help, call Technical Support between 9:00 a.m. and 4:30 p.m. Pacific time, Monday through Friday: 415 329-7699.

For information about our products, write to:

Product Information
Activision Entertainment Software
P.O. Box 3048
Menlo Park, CA 94025-3048

For the best service, be sure to *note the subject of your inquiry on the outside of the envelope.*

This software product is copyrighted and all rights are reserved by the copyright holder. The distribution and sale of this product are intended for the use of the original purchaser only and for use only on the computer system specified. Copying, duplicating, selling, or otherwise distributing this product without the express written permission of the copyright holder are violations of U.S. Copyright Law and are hereby expressly forbidden.

© 1988 Activision Entertainment Software. All rights reserved. Commodore 64 and 128 are trademarks of Commodore Electronics Ltd.

CHOP DROP

Getting Started

Insert the *Chop n' Drop* disk into the drive, label side up. If you're using a Commodore 128, the game will load automatically when you turn on your computer. If you're using a Commodore 64, type **LOAD "*",8,1** and press **RETURN**.

For a one-player game, plug a joystick into Port 2. For a two-player game, plug joysticks into both ports. In a two-player game, Player One uses the joystick in Port 2 and Player Two uses the joystick in Port 1.

When the game has loaded, a demo game will start.

If you encounter any problems while loading, disconnect any peripherals or cartridges from the computer and try again.

To Start Play

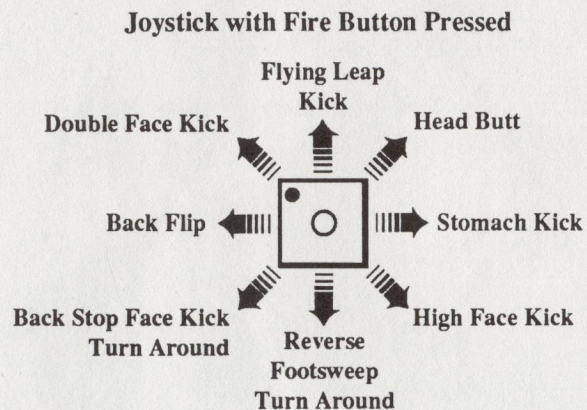
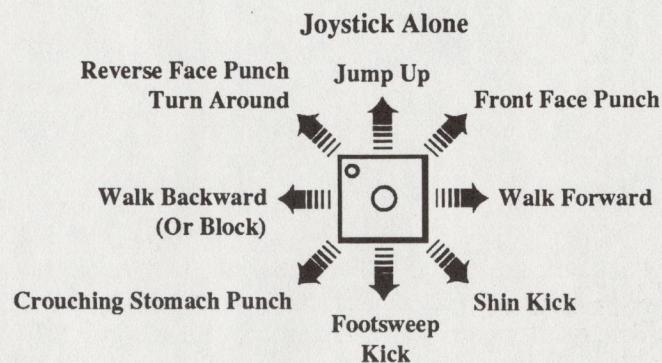
For a one-player game, press the fire button to exit from the demo and start play.

For a two-player game, press the fire button on the joystick in Port 1 to exit from the demo and start play.

In a two-player game, Player One controls the white-jacketed fighter and Player Two controls the red-jacketed fighter.

Movement Controls

All moves are executed with the joystick. Each of the eight joystick positions selects a type of move, and pressing the fire button gives an additional eight.



The joystick control changes depending on the direction your fighter is facing. When you are facing to the left, the above moves are reversed on your joystick.

If you select "walk backwards" or "double face kick" when you're being attacked at close range from in front, your fighter will take a defensive blocking posture for the duration of the attack and deflect all kicks to the head, chest, and stomach. Shin kicks and foot sweeps can't be blocked.

Keyboard Options

The following keyboard options are available at any time during the game:

F1	One player against two computer players.
F3	Two players against one computer player.
F5	Toggles music on or off.
F7	Toggles sound effects on or off.
Run/Stop	Pause. Press again to continue match.
1—5	Varies speed of play: 1 is fastest, 5 is slowest, 3 is "normal" speed.

CHOP N DROP

Scoring

There are two fight rounds, then a bonus round. During a fight round, you get two combat points and a numerical score for successfully hitting an opponent from the front. Scores are determined by the type of blow (see below). Hits from behind score half the amount of a frontal attack. Scores are updated at the top of the screen. A fight round lasts for 30 seconds or until one of the fighters gains six combat points.

Move	Point Value
Front Face Punch	400
Shin Kick	400
Foot Sweep	200
Crouching Stomach Punch	400
Reverse Face Punch	400
Flying Kick	800
Head Butt	1000
Stomach Kick	200
Face Kick	800
Reverse Foot Sweep	200
Back-Step Face Kick	800
Double Face Kick	1000

There are many levels of game play. The current level is shown on the screen under LV. Every third level there is a bonus round for the high scorers. If both players are still in contention, each gets a chance to score points in the bonus round. In a two-player game, if one of the players is eliminated in any round, the remaining player continues to play against two computer players. The game is over when the player finishes third in any match.

Computer players continue to improve and adopt different tactics up through level 25. If you wish to restart at level 1 with both players, press F3. An eliminated player cannot rejoin a match in progress.

Bonus Round

In the bonus round, you're given a small shield with which you must deflect the balls that come bounding towards you. For each deflection you score 100 points, and if you deflect all of the balls, you also get a 5000 point bonus.

Ranking

In a one-player game, the player's ranking is indicated by belt color. As the player's score increases, his belt ranking changes, moving from White all the way up to Black. Points scored in the bonus rounds count towards Black Belt status. In a two-player game, only the belt ranking of the higher-scoring player is indicated.

Hall of Fame

If your score is high enough at the end of the match, you'll be entered in the Hall of Fame. Hall of Fame scores are not saved permanently to disk.

**CHOP
N
DROP**