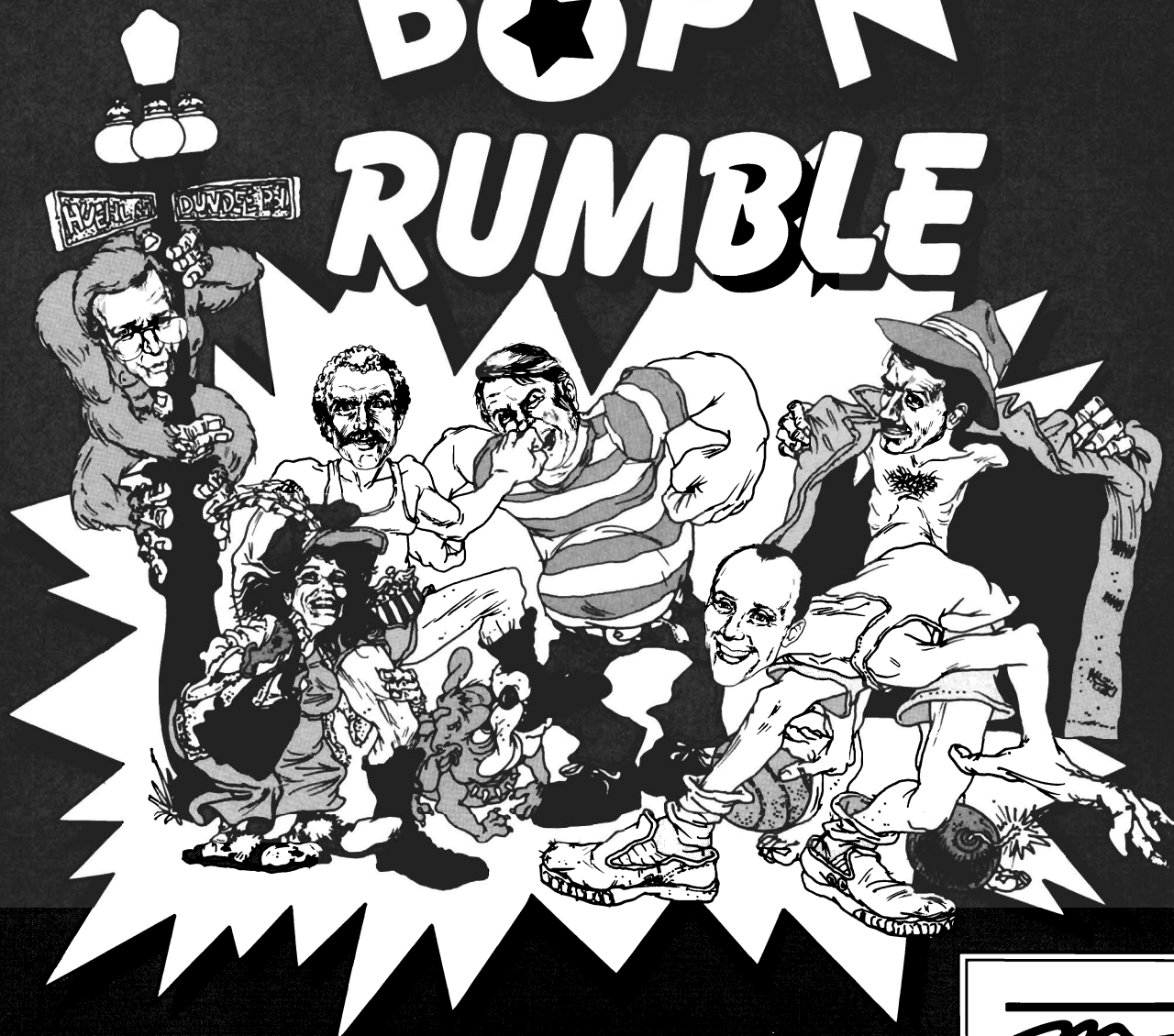
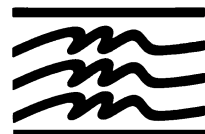


BOP'N RUMBLE




MINDSCAPE

Introduction

The city has gone wild! Chaos stalks the streets in the guise of new-wave gangsters and motorcycle madmen. Only you can save the day. Only you are tough enough, fast enough, mad enough—and only you look good enough in gold spandex trunks to save the streets of our fair city from the swarms of human (and otherwise) vermin who threaten our grandmothers' safety.

This is Bop'n Rumble, down and dirty on the streets of the big city. Can you survive all 10 levels to emerge victorious over the low-lives and be a hero to little old ladies everywhere?

Hitting the Streets

Follow the instructions on the enclosed reference card to set up your computer and load the game.

Once the game has loaded, you will see your muscular, gold-shorted self standing on the streets of our city, ready to defend us all against the insidious forces of urban decay.

Playing the Game

Each player starts the game with five lives. These are shown in the bar graph beneath the score. When all five are exhausted, the forces of disorder will run rampant over your crumpled body and ruin the city forever.

At the start of each turn, your stamina will start at full power. As you take hits, the stamina bar will shrink. When it reaches zero, you are dead. The current opponent's stamina bar indicates the damage your mighty fists (and whatever) are doing. The opponent is defeated when its bar reaches zero.

Each level in the game has a time limit imposed by the countdown timer. When the timer reaches zero, you will rapidly lose stamina and die unless you complete the level quickly.

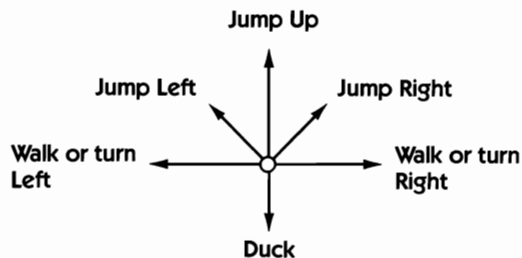
In a two-player game, the two players alternate turns. The current player is indicated in the status area with the words "1UP" or "2UP."

Controlling the Game

Bop'n Rumble can be played with a joystick or the keyboard (see the enclosed reference card for specific keys). In each level of the game, new moves may be available to you. Since determining just what to do and when is a large part of the game, detailed instructions are not provided on each fighting move. In general, though, the following holds true.

Non-aggressive Moves

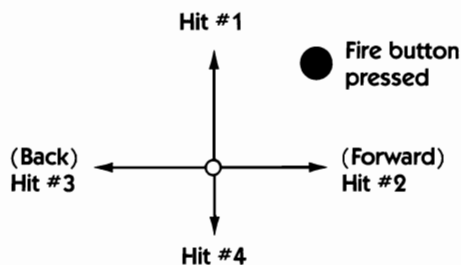
All non-aggressive moves are performed **without** pressing the fire button (or keyboard equivalent). These are:



These moves cause no damage to your opponent, and are mainly defensive in nature. (For instance, suppose a little old lady tries to brain you with her purse, what would you do? If you said "Duck," then you may have a chance after all!)

Aggressive Moves

Aggressive moves vary from level to level. However, no matter which moves are available to you at any time, they will be performed by the following movements of the joystick (or keyboard equivalent) while the fire button is pressed.



Note that hits number 2 and 3 are labeled "forward" and "back" instead of left and right. This is because they depend on the direction you are facing. Forward means to push the joystick in the direction your man is facing. For example, to get hit #3 (a head butt on level 1), press the fire button and push the joystick in the direction the player is facing.

Hint

Beat the heck out of everybody who threatens you, but DON'T pick on the old ladies! Hit one of them and she'll go for you with a vengeance. Hit enough of them and ALL little old ladies will come after you!

Remember, your mission is to **save** the old ladies, so watch those head-butts!



Mindscape, Inc.
3444 Dundee Road
Northbrook, IL 60062

02654