

STORY

Lop Ears, the rabbit, went out playing, and exploring, on his own. Unfortunately he strayed far from his normal territory and became lost. When he tried to find his way back home he discovered that a by-pass had been completed across his route, barring his way home to his family, and friends.

You must help Lop Ears safely find his way home. You must carefully explore many different locations, including towns, gardens, woodland areas, and other rabbits' burrows. You will encounter many other animals including dogs, squirrels, birds, weasels, and other rabbits. Some of these will be your friend and help you; some will hinder you. You will need to solve puzzles, some simple, some complex, in order to get help from the other creatures that you meet. Also you must keep your energy up by eating carrots - but first you must find them!! Sometimes you may need to store them, whilst you solve another puzzle.

At first it may seem to be simple to guide Lop

Ears home. But initial appearances can often be misleading, as you will soon discover. You will need all your logical powers, and lateral thinking to be successful, but if you are, Lop Ears' family will be so very happy to see him home safe and sound, and Oh! so very grateful to you!!

LOADING INSTRUCTIONS

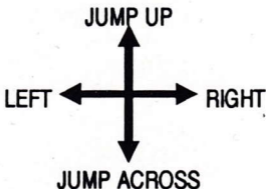
Plug in a joystick, if you have one. Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and type | (shifted @ key) TAPE and press the ENTER key. Place the cassette in the cassette player and rewind it if necessary. Hold down the CNTRL and ENTER keys simultaneously. Press the Play button on the cassette player, and then any key on the computer. Wait a few minutes for the game to load.

N.B. Side A contains a 64K version of the game, suitable for Amstrad CPC 464, and Amstrad CPC 664; Side B contains a 128K version of the game suitable for Amstrad CPC 6128 only.

CONTROLS

You may use either a Kempston joystick, or the keyboard.

JOYSTICK CONTROLS



Press FIRE to start the game

KEYBOARD CONTROLS

KEY	ACTION
O	LEFT
P	RIGHT
Q	JUMP UP
A	JUMP ACROSS
SPACE	ENTER MENU OPTION

Press SPACE to start the game

Once you have entered the menus the action will stop. Within the menus you have the following options:-

RESUME GAME

TAKE OBJECT

DROP OBJECT

USE OBJECTS

MIX OBJECTS

EXAMINE OBJECT

QUIT GAME

Mixing objects in the menu results in the objects interacting together.

CREDITS

Coding: Paul Griffiths

Graphics: Michael Sanderson

Music: Sonic Graffiti

Z80 Music: Andy Severn

Artwork: Peter Austin

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