

# GAME INSTRUCTIONS

Plays on the Atari® Video Computer System  
and Sears Tele-Game® Video Arcade®



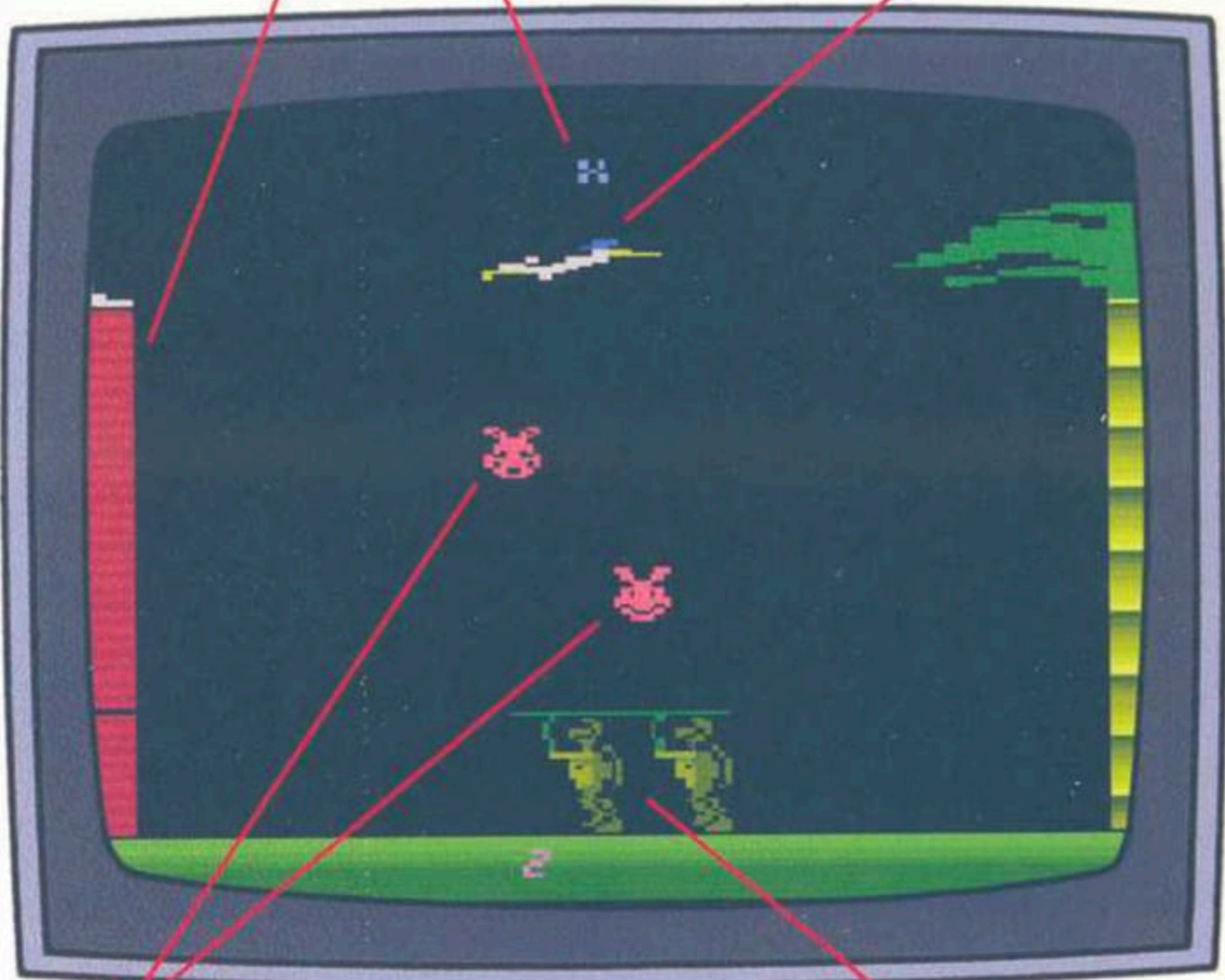
## BOUNCIN' BABY BUNNIES

**Telesys**  
FUN IN GAMES.

Bunny Nursery

Score

Storky Z. Hopperdropper



Bouncin' Baby Bunnies

Coco & Haggis and their  
Bunny Trampoline

## **BOUNCIN' BABY BUNNIES!**

Zounds! Coco the crazy monkey is in quite a pickle this time! Dr. Storkus Z. Hopperdropper (Storky, to his friends) has gone a bit mad, and is dropping baby bunnies from the sky!

In fact, it's *raining* bunnies!!

What's a crazy monkey to do? Get help, that's what! Coco and his brother Haggis are out to catch the bunnies and bounce 'em to safety. It's monkey business, for sure, and they need **your** help, so grab that trampoline, and start **Bouncin' Baby Bunnies!!**

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2009 Special Edition box and manual created and printed in Ojai, CA.

## **OBJECT OF THE GAME**

You, Coco and Haggis must bounce all of the baby bunnies dropped by Storky. Every bunny you save earns you a point, so rescue as many of the little flop-ears as you can.

## **GETTING READY TO PLAY**

Play with one or two players using the joystick controllers. Always be sure the power is off before inserting or removing the Bouncin' Baby Bunnies cartridge. Use the joystick plugged into the LEFT port for one player games, and the joystick plugged into the RIGHT port for the second player.

## **DIFFICULTY & RESET SWITCHES**

Neither the Right nor Left Difficulty switches, or the Reset switch are used in Bouncin' Baby Bunnies.

## **TO BEGIN PLAY**

Press the LEFT joystick fire button to begin play. Game screen will display, and Storky will begin to drop bunnies.

## **HOW THE GAME PROGRESSES**

Coco and Haggis start at the bottom of the screen with a trampoline. Storky drops bunnies from the top of the screen. Using the controller, move Coco and Haggis back and forth and bounce the baby bunnies up into the air. On first bounce, they'll bound to the right, towards the trees. Bounce 'em again, and they will bounce to safety in the nursery on the left. As you, Coco and Haggis rescue more of the little bunnies, Doc Hopperdropper will drop more at once, up to a maximum of five at a time! They'll start coming faster, too.

You and the brothers had better be quick!

**Tip:** Letting any more than three bunnies hit the dirt ... not such a good idea. Look out be-loooow!

## GAME VARIATIONS

Hitting the SELECT switch changes between the ten game modes. Odd numbers are one player games, and even numbers are two-player games. Games 1 - 8 are standard games, with the speed and difficulty increasing with the higher numbers. Games 9 and 10 are slower, and meant for younger audiences. Once game mode 10 is selected, hitting SELECT begins the list again, returning you to game mode 1.

GAME	PLYR 1	PLYR 2	SPEED
1-2	1	2	Normal
3-4	3	4	Medium
5-6	5	6	Fast
7-8	7	8	V. Fast
9-10	9	10	Slow

## RELEASE NOTES

Bouncin' Baby Bunnies is an unreleased Telesys Prototype. As such, you may expect occasional odd behavior, such as game freezes, resets, and graphical glitches. This is not an error on the part of your program cartridge. The game itself was in the beta stage of development, and this most complete (known) form is being made available, as is, to the Atari community at large.

## SPECIAL THANKS

**Prototype and Project Coordinization by**  
Wonder007

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Lord Thag

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ShyOne

 **Telesys**<sup>TM</sup>  
**FUN IN GAMES.**