

# BOP'N RUMBLE

**Quick Reference Card**  
**Commodore 64™/128™**

## You Need:

- Commodore 64 or 128 computer
- Disk drive
- TV or monitor (color recommended)
- Joystick (optional)

## Loading the Program

1. Plug a joystick into port 2. If you wish to play the two-player game, plug a second joystick into port 1.
2. Turn on your TV or monitor and disk drive.
3. Turn on the computer. If you are using a C128, hold down the **C** key while turning on the computer to enter C64 mode.
4. Insert the disk into the disk drive and close the drive latch.
5. Type LOAD "\*", 8,1 and press RETURN.

### Note to "fast loading" cartridge users:

This program has its own "fast load" system to minimize loading time. The presence of any type of fast load cartridge will not accelerate loading any further. Due to the program's intricate design, the program may not load with certain fast load cartridges attached to your computer. If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the fast load cartridge, and then follow the loading instructions already given. With no cartridge attached, the program should load normally.

## Options

The first screen is the Options screen. On it are the choices:

- F1 STAGE 1
- F3 1 PLAYER
- F5 1 JOYSTICK
- F7 START

F1: Starting level. Press F1 to change the starting level. When a new game is started, it will start at the level listed here. At first, you can only start at levels 1, 2, or 3. Later on, however, as you progress, you will gain access to the higher levels.

F3: Number of players. Press F3 to toggle between 1 and 2 players. If two will play, they will alternate turns.

F5: Keyboard, 1 or 2 joysticks. Press F5 to choose between using the keyboard, one joystick or two joysticks for control. If you choose KEYBOARD, refer to the keyboard section for details. If you choose 1 JOYSTICK, but have two players, the joystick must be handed back and forth when the turns change. If you choose 2 JOYSTICK, Player 1 will use the joystick in port 2, and Player 2 will use the joystick in port 1.

F7: Start the game. You can also press the fire button to start.

**Note:** When you finish Stage 10 (the 10th level), play recycles to Stage 6, even though the screen indicates Stage 11. Likewise, Stage 12 is actually Stage 7, Stage 13 is actually Stage 8, and so on.

## Controlling the Game

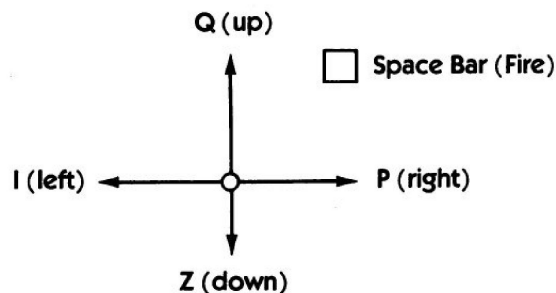
### Special Keys

Pause the game by pressing RUN/STOP. The game will pause until the fire button on the currently active controller is pressed.

Abort a game in progress by pressing the F1 key. You will return to the Options screen. Scores amassed when the game is aborted will NOT be recorded in the high score table.

### Movement Keys

The keyboard controls mimic the actions of a joystick.



To simulate the diagonal movements possible with a joystick, press two keys simultaneously. For example, press I and Q at the same time for an up/left diagonal movement.

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Printed in the U.S.A.

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