

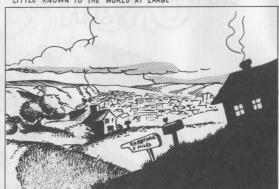


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WHO IS THIS LEPINE LEGEND? WHAT IS THE SECRET OF THIS RAMPAGING RABBIT WHOSE VERY NAME MAKES WOLVES AND OWLS QUAKE IN FEAR? HOW DID THIS COTTON-TAILED CRUSADER BECOME A HOUSEHOLD WORD -- TOSSED AROUND THE TABLE LIKE SO MUCH LETTUCE? -- AND THEN, CHILDREN, HE FLIES AWAY, MITOUT EVEN WAITING FOR A 'THANK YOU!' GOLLY!



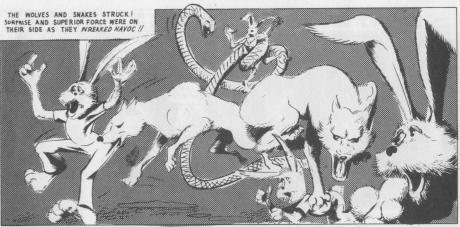












THE STREETS RAN RED. THE SOUND OF WEEPING WAS HEARD THROUGHOUT RABBITVILLE, THE ENEMY HAD TAKEN OVER!















THEY MET, AND WERE ACCEPTED BY, A SMALL GROUP OF FELLOW - REFUGEES WHO LIVED IN A CRAMPED, HIDDEN



THERE, THEY WERE ABLE TO CREATE A LIFE FOR THEMSELVES -- BUT THEY NEVER FORGOT THE HOME THAT HAD BEEN STOLEN FROM THEM BY THE WOLVES-



HARD AS THEIR EXISTENCE WAS, IN MANY WAYS THE PROCESSES OF LIFE CONTINUED MUCH AS BEFORE --



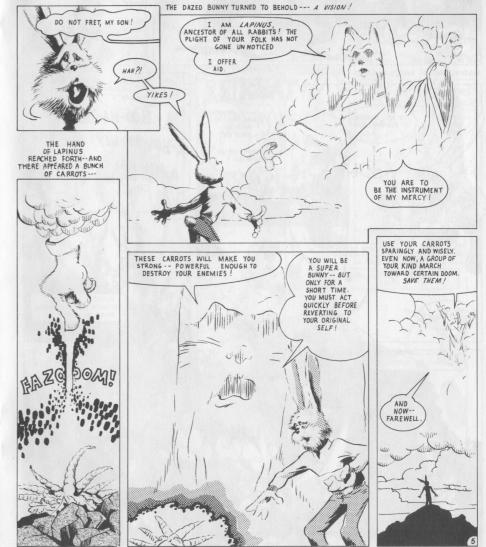
WHEN THE NEWBORN ARRIVED, THE REFUGEE RABBITS SEMSED THAT HERE WAS A BUNNY DIFFERENT, SOMEHOW, FROM ALL OTHER BUNNIES ---



















Super Bunny Instructions

Guide Reggie Rabbit across the screen, hopping onto elevators, to the magic carrots. Avoid wolves, snakes, owls, vultures, etc. When he reaches the other side, grab the carrots and . . . voila! Reggie turns into SUPER BUNNY! You can then guide him left across the screen, this time pouncing ON the animals, with a POW! ZAP! CRASH! as you beat them up. When all the animals on one level have vanished, you will progress to the next.

Reggie/SUPER BUNNY has 5 lives. Be careful how you hop from elevator to elevator — if you don't do it just right you'll lose one of your lives. The number of points you receive for hopping from one elevator to another depends partly on how close you get to the elevator floor. The closer you get the more points you receive. Conversely, the further away from the floor you hop the fewer points you'll receive. Reggie's ears get bigger when you reach levels 3 and 5 so watch your aim when you jump. Use the right arrow to move Reggie/SUPER BUNNY to the right and the left arrow to move him to the left. A joystick option is also available (hit "P"). The faster you reach the carrots, the more bonus points you receive — 500, 250, or 0. The gremlin holding the carrots will also try to confuse you by moving into 3 different positions — watch him!

The magic powers of the carrots last only for a short time:

1st level										45 seconds
										40 seconds
Brd level										35 seconds
4th level										30 seconds
5th level										25 seconds
6th level										20 seconds

If you do not beat up the animals during this time, SUPER BUNNY will turn back into Reggie Rabbit, and you'll have to guide him back to the carrots to regain his powers. As you progress from level one to level six, the elevators change, the animals and obstacles get meaner, and the play speeds up. Once you become SUPER BUNNY, more points are awarded for each obstacle you eliminate, if you avoid hitting elevators and losing lives. The entire point scheme is based upon awarding more points as higher levels are reached. You receive a bonus bunny when you start level 3 and level 6 and will be rewarded with a surprise when you complete all six levels.

P	Paddle/Joystick option (toggle)
S	View 10 highest scores
	Move right
	Move left



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