

HOW TO PLAY STICKYBEAR BOP



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Stickybear Bop will work on any Apple II or Apple II Plus with 48K and a disk drive with DOS 3.3 (16 sector).

Put the program diskette into the drive and turn your Apple on. If you have Autostart, you will see the title panel, followed by the instruction "**CHOOSE K FOR KEYBOARD OR P FOR PADDLE.**" Make your selection by typing either K or P. If your Apple does not have the Autostart ROM, you will see the monitor cursor *. Type 6; then type P while holding down the key marked CTRL, (6 CTRL P); then press the **RETURN** key.

GAME PADDLE PLAY

If you choose P for paddle, the game can be played using paddle 0. The wheel controls the movement of your flipper. The paddle button will toss up a ball. Press the key marked ESC to halt the game at any time. Press ESC again to resume play.

KEYBOARD PLAY

If you choose K for keyboard, the game can be played using the following keys:

The arrow keys \leftarrow \rightarrow move the flipper left and right.

The **SPACE BAR** stops the flipper from moving.

The number 1 key will toss up a ball.

Press the ESC key to halt and resume play.

ALL ABOUT STICKYBEAR BOP

Stickybear Bop is designed for the whole family to play. Even young children are able to stay in play long enough to feel rewarded. Experienced players can try for higher scores as the rounds progress through levels of difficulty. The player starts with ten balls, nine in the box and one on the flipper. The object of the game is to accumulate points by bopping as many things as possible before running out of balls or getting bopped by a sandbag.

Round ① : The game opens with a large smiling Stickybear moving slowly by, tipping his hat, while planets, ducks, and hats pass above him. Bottom row: 200 points. Middle row: 600 points. Top row: 1,000 points.

Bop ten objects to move to Round 2.

Round ② : Mr. and Mrs. Stickybear appear at either side of the screen and begin juggling balls, stars, and apples. The juggled objects can be hit only at the top of their arc. Hint: The far right side is the best place to bop them from. Each juggling object is worth 1,130 points.

Bop any three objects to move to Round 3.

Round ③ : Stickybear sails gently across the top of the screen in his balloon. He smiles, waves, and tries to drop sandbags on the flipper. If he splats you with a sandbag, the game is over. Players can try to avoid the sandbags to get safely through the round, or to bop the sandbags for 2,000 points each. Bonus: For every three sandbags bopped, you get an extra ball (up to ten in the box).

When Stickybear sails off on the right, you move to Round 4.

Round ④ : Mrs. Stickybear bounces her ball across the screen with rabbits, hearts, birds, stars, and flowers above her. The point values are the same as round 1.

Bop any 20 objects to move to Round 5.

Round ⑤ : Same as Round 2 except each object must be bopped twice.

Round ⑥ : A pair of silly birds fly across the screen and, if they are not bopped, steal balls from the box on the right. They fly back with the balls in their beaks, and give you one more chance to get the balls back. A bopped bird is worth 1,500 points.

After Round 6 the game continues with more sandbags, a bigger flock of silly birds, and more of everything else to be bopped.

Good luck, and happy bopping!