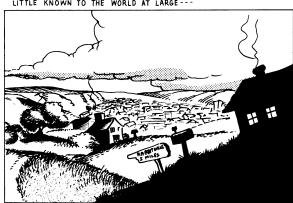


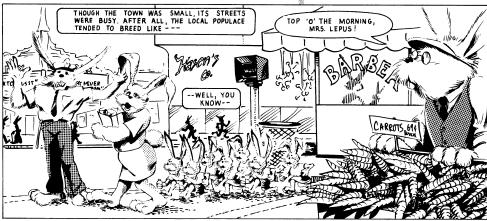
a single hop!





TO FINDOUT, WE HAD BETTER BEGIN AT THE BEGINNING --IN THE SMALL VILLAGE OF RABBITVILLE. IT WAS A HAPPY, QUAINT HAMLET -- LITTLE KNOWN TO THE WORLD AT LARGE ---

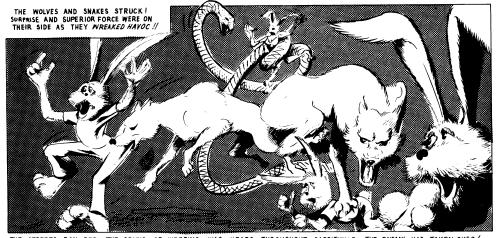












THE STREETS RAN RED. THE SOUND OF WEEPING WAS HEARD THROUGHOUT RABBITVILLE. THE ENEMY HAD TAKEN OVER!



- Time-

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-

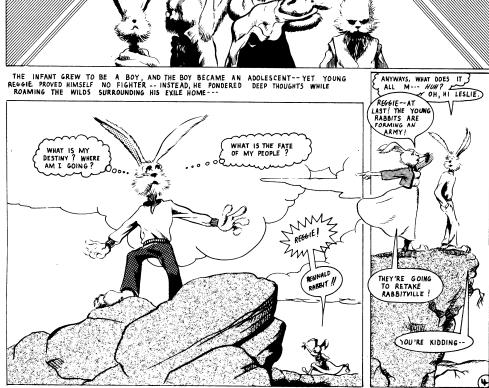


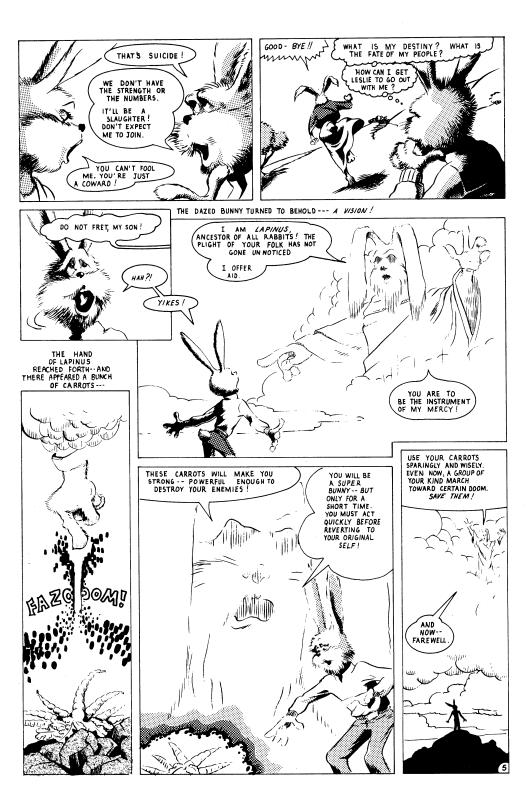
HARD AS THEIR EXISTENCE WAS, IN MANY WAYS THE PROCESSES OF LIFE CONTINUED MUCH AS BEFORE --



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



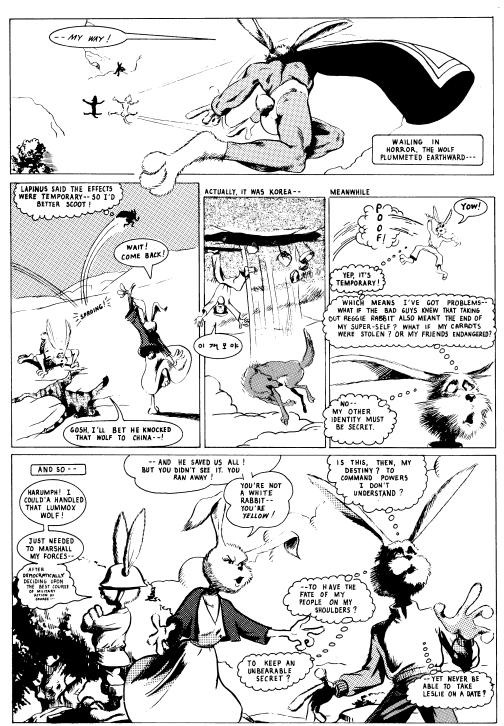




IN THE SECRET HEADQUARTERS OF R.E.A.L. (THE RABBITVILLE RATION), GENERAL HARE BRANE GATHERED HIS FORCES FOR ATTACK---AT THAT MOMENT, IN THE EXILES' ARMY OF LIBERATION), WE'VE EVEN PUT ASIDE GREAT IDEOLOGICAL DIFFERENCES TO FORM A COALITION WITH E.L.A.R. OH, THE NERVE OF THAT REGINALD! WHY COULDN'T HE -- THE EXILED LIBERATION ARMY
OF RABBITVILLE! WHO'RE THEY ? ERNIE AND FRED, OVER THERE FORGET HIM ! WE 'RE POWERFUL ENOUGH! SUDDENLY, REGGIE RUSHED OUT INTO THE CLEARING--I -- ER -- WAS MOVE YOUR TAILS! AND LET'S HEAR OUR GREAT R.E.A.L. CHEER ---WARNED IN A LISTEN TO ME! YOU MUST DISBAND! VISION - -A- Ĥoo-ha-Yey RIIIIIGHT. YOU'RE MARCHING TO CERTAIN DOOM! REGGIE, YOU'RE A A-HOO-HA-HEY! PACIFIST. TROOPS! WE'RE A-H00-XA---REGGIE FOLLOWED, HOPING IN VAIN HIS WARNING AND HOW WOULD BE HEARD. DO YOU KNOW ? नामा गाम प्रमान -- HEY THEN --- HE POUNCED!







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
2nd level	
3rd level	
4th level	
5th level	
6th level	

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)
$S\ \dots$	View 10 highest scores
→ · · · ·	Move right
_	Move left



Cover Art and Illustrations Super Bunny Story	
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Super Bunny Concept	Gary Koffler
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Produced and Distributed by	DATAMOST
Executive Producer	\dots Dave Gordon

ISBN 0-88190-094-X

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