

# ROBANK



CREATED BY ACCURSED TOYS AND PUBLISHED BY  
APOGEE SOFTWARE, LTD.

CHUCK

# B O P P I N '

Yeet and Boik are popular arcade characters that live in a product universe of their own creation, "Arcapaedia." Here they are often visited by other creatures from other alien games. One day Yeet noticed that all monsters from the games were gone. "What, no monsters? That's crazy!"

All the monsters and villains from all the games have been stolen!

S w e e t y Hunnybunz, the singing treacle bear, has imprisoned them.



That nauseatingly self-righteous little priest has decided to 'clean up' the multiverse of games. He's too pure and sweet even for our local heroes. This is terrible; with no evil monsters to fight, there's no one to save.

It's up to Yeet and Boik to free the imprisoned



monsters. Boppin' a trail through the Hunnybunz realm and defeating the Hunnybunz clan is the only way to free the monsters and restore the balance between good and evil.

## A NOTE FROM APOGEE

This game is an intellectual product of Accursed Toys, and the developers who work for that company. There are images within this game that do not reflect the judgement and game design philosophy of Apogee, namely the Accursed Toys bloody teddy bear logo, and the suicide animations of the two main characters. We apologize if you find these images offensive and out of place for a puzzle game.

## THE ACCURSED TOYS MANIFESTO:

We recognize that over 60% of all computer and cartridge game players are well over the age of 25. It is to this large, and more sophisticated audience that we dedicated our art.

'Adult games for adult minds' is our second motto, after 'Determined to disturb.' We know that art is powerless unless it both thrills and upsets. And we do see our work as art. We will ever endure to do both in an intellectually exciting and unsettling manner.

We shall make it our duty to create complete and powerful works, that have both playability and artistic integrity, we hope to please and shock, pleasure and surprise you.

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Apogee's Technical Support Staff.

## SYSTEM REQUIREMENTS

*Boppin'* requires an IBM™ or 100% compatible 386 (or better) with 2 Mb of RAM and 3.5 Mb of free hard disk space. *Boppin'* supports any of the following sound cards (or a 100% compatible): Sound Blaster™, Sound Blaster Pro/16™, AdLib™, Roland Sound Canvas™, Pro-Audio Spectrum™, Gravis UltraSound™, AWE32™, or any General MIDI™ device. The use of a sound card is recommended.

## INSTALLATION

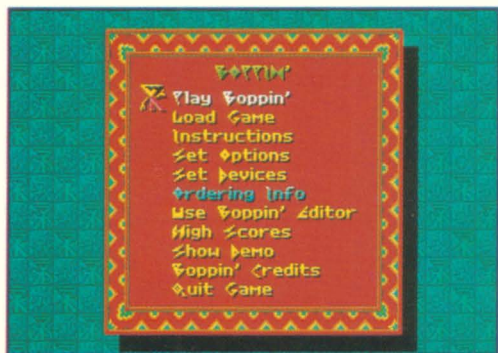
To play *Boppin'*, you must first install the game. The program's installation utility will place all of the necessary files on your hard disk drive. To install the game, follow these simple instructions:

1. Place Disk 1 into the appropriate disk drive. Type "A:" or "B:" depending on the drive selected, and press the ENTER key.
2. Type INSTALL and press the ENTER key.
3. Follow the instructions in the installation program.
4. After installation is complete, type SETUP and press the ENTER key to configure *Boppin'*.
5. Once the setup is complete, type BOPPIN and press the ENTER key to play the game.

## DO YOU REQUIRE FURTHER TECHNICAL ASSISTANCE?

As a registered user of *Boppin'* you are welcome to contact Manacomm's Technical Support department for assistance in Australia/New Zealand. Technical support may be received by calling **(07) 368 2366**, Monday through Friday, between 8.30 a.m. and 5.00 p.m., Australian Eastern Standard Time, or fax us at **(07) 369 7589**, 24 hours a day.

# BOPPIN'



## MAIN MENU

After the title sequence, the Main Menu screen will be displayed. Use the up and down arrow keys to move Yeet beside your choice, then press ENTER to activate your selection.

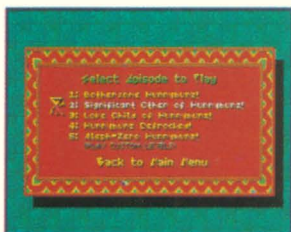
## PLAY BOPPIN'

Selecting this option will start you off on a new boppin' good game.

## EPISODE SELECTION

There are five different episodes to play in *Boppin'*, each with unique and challenging puzzles to complete.

1. **Bothersome Hunnybunz!** (Puzzles 1-40)
2. **Significant other of Hunnybunz!** (Puzzles 41-80)
3. **Love child of Hunnybunz!** (Puzzles 81-120)
4. **Hunnybunz Defrocked!** (Puzzles 121-160)
5. **Aleph-zero Hunnybunz!** (Custom editor puzzles)

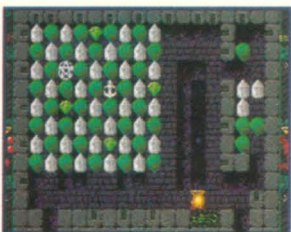


## SET OPTIONS

Selecting this option will allow you to choose many different custom features like setting up two player, story on/off, music & sound adjustment, or censorship on/off.

## USE BOPPIN' EDITOR

*Tired of our puzzles or maybe you're just bored? Why don't you try and make your own?* The *Boppin'* Editor puts the power of puzzle creation in the palm of the game players' hands. It's so easy to use, and the built in instructions and help will guide you through the exciting world of *Boppin'* puzzle design.



## THE OBJECTIVE

Arcade monsters have been imprisoned in simple patterns throughout the worlds within the Hunnybunz realm. Use the physics of *Boppin'* to free monsters and beat the Hunnybunz clan. Restore the balance of good and evil in the

# BOPPIN'

## INSTRUCTIONS

Yeet's and Boik's task is simple, but ask yourself—*do I have the hand-eye skill to master Boppin'*? It's easy—*Boppin'* only involves a few basic moves:



- Walk over sources to pick up boppin' blocks.



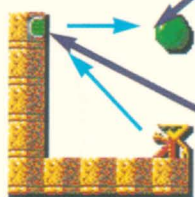
- Elevators are called by holding down the spacebar or the joystick button, and pressing the arrow keys or moving the joystick left or right in the direction of the shaft. To ride the elevators, press the arrow keys or move the joystick up or down.



- To push moveable boppin' blocks, hold down the spacebar or the joystick button and use either the arrow keys or the joystick to move the block in a direction. Try pushing blocks into strategic places in order to create bop patterns.



- Push blocks to "catch" fallen blocks.



- To aim the boppin' blocks, hold down the spacebar or the joystick button and use the arrow keys or joystick to choose the direction. Fire by releasing the spacebar or the button, while keeping the direction. When thrown, blocks will fly diagonally.

- Refractors alter a boppin' block's flight pattern. While blocks normally fly diagonally, the refractor causes them to fly horizontally or vertically. This can be very helpful in solving many puzzles.



- Press or pull down on the "source" to exchange boppin' blocks. Also, if a block gets trapped between two refractors, pressing or pulling down on the source will cause the block to explode. Doing this will cost you points.

## HINTS

Besides the basic knowledge of how to play the game, there are a few hints that will make your boppin' experience a more enjoyable one:

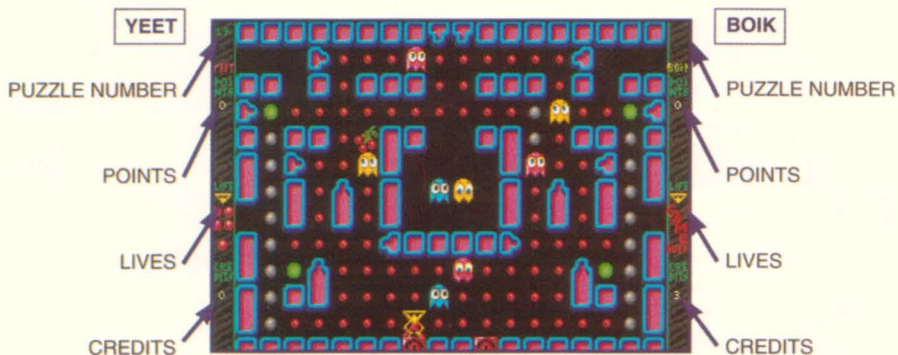


Boppin' Patterns

- When two similar blocks strike, blocks are cleared.
- When two different blocks strike, you lose!!
- Refractors are tiles that change the direction of a thrown block from a diagonal movement to a straight line.
- Pushing blocks is often the key to completing a puzzle.
- When a thrown block completes a boppin' pattern, a monster is freed.
- The more points you have, the easier the final battles with bosses are.

# BOPPIN'

## STATUS DISPLAY



Yeet's status is displayed on the left, and Boik's status is displayed on the right.

**Puzzle Number** - displays your current puzzle number.

**Points** - displays how many points you have.

**Lives** - displays how many lives Yeet and Boik have left.

**Credits** - displays the number of credits left.

# BOPPIN'

## CONTROLLING YEET AND BOIK

*Boppin'* is compatible with a keyboard or a joystick. The following outlines the player input actions and the functions they control:



KEYBOARD

### CONTROL KEYS

<b>Left or Right Arrow Keys</b>	Move left or right
<b>Up or Down Arrow Keys</b>	Ride the elevators up or down
<b>Down Arrow Key</b>	Explodes the boppin' block at the source
<b>Spacebar and arrow keys</b>	Push or aim the blocks; call the elevators
<b>Spacebar</b>	Release to fire block (in direction selected)

### QUICK KEYS

<b>Esc</b>	Displays the Options menu
<b>F1</b>	Help
<b>F2</b>	Saves the game in progress
<b>F3</b>	Restores a previously saved game
<b>F5</b>	Kills Boik
<b>F8</b>	Kills Yeet
<b>R</b>	Restarts the level
<b>J</b>	Centers joystick
<b>S</b>	Toggles sound on/off
<b>M</b>	Toggles music on/off



JOYSTICK

<b>Left or Right</b>	Move left or right
<b>Up or Down</b>	Ride the elevators up or down
<b>Pull back</b>	Explodes the boppin' block at the source
<b>Movement &amp; hold Button 1</b>	Push or aim the blocks; call the elevators
<b>Button 1</b>	Release to fire block (in direction selected)
<b>Button 2</b>	Restarts the level

## CHEAT CODES

If you find yourself wanting to put your fist through the monitor, here's a sedative in the form of the cheat codes:

From the Main Menu:

- Pressing the CTRL and the V keys: Starts a slideshow of all puzzles in each episode in the game, starting with the last played episode.
- Pressing the CTRL and the T keys: Displays sound test dialog. You can listen to all sound effects from here. The controls are self-explanatory.

During the game:

- Pressing the CTRL and the L keys: Warps you to the next level. You lose a life.
- Pressing the CTRL and the B keys: Displays the Mystery spot.
- Pressing the CTRL, SHIFT, and the L keys: Warps you to the previous puzzle.

During the game, type "TOYS" to activate the cheat mode:

- Pressing the CTRL and the F keys: Jump immediately to the final battle.
- Pressing the CTRL and the F5 keys: Adds one credit to player One.
- Pressing the CTRL and the F8 keys: Adds one credit to player Two.

# CREDITS

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*Special Thanks to*  
*"The Apogee Beta Testers"*



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