INSTRUCTIONS

TELE-GAMES

Presents

AMAZING BUMPMAN

Object of Game:
You help the Amazing Bumpman travel around the grid attempting to move the white numbers onto their proper places in the center of the grid.

The Grid:
The grid is made up of walls in an octagonal pattern. A/B runs over a wall to knock it down. Knocking down all the walls along an edge of the grid will cause the grid to shift in that direction. Shifting the grid will cause the numbers to appear. Also, filled in blocks will appear that A/B cannot move through. A diagonal scroll can be caused by knocking out the walls of a corner as shown by the drawing.

The Eraser:
A/B has a limited supply of erasers that he can throw. An eraser will travel to the edge or until it hits a block or a number. It will knock down all walls that it hits, but will not knock down a filled block. Finishing a problem or dying will give you a new supply of 25 erasers.

Numbers:
White numbers will appear when the grid is shifted. They must be pushed onto the matching green numbers in the center of the grid. A/B can push the numbers by walking into or shooting an eraser at the number.

Pinchers:
The pinchers will appear and move around the grid. They will kill A/B if they grab him. A/B can kill a pincher by shifting it off the grid, or by hitting the pincher with a number.

Whirly:
The whirly will occasionally appear and move across the grid. It will knock down walls and blocks. It will also kill any pinchers it hits, and make numbers disappear.

Numbers will appear again when the grid is shifted. A/B must avoid the whirly as it will kill him, too.

When A/B pushes all the digits into their correct places, the full number is moved to the equation on the right of the grid. Completing 3 problems will give A/B an extra life.

Scoring:

Completing a digit ..... 50 points
Completing a number ..... 100 points
Completing a problem ..... 1,000 points
Knocking down a wall ..... 10 points
Killing a pincher ..... 20 points

Game Controls:

Left joystick ..... A/B runs left
Right joystick ..... A/B runs right
Up joystick ..... A/B runs up
Down joystick ..... A/B runs down

A/B can move or shoot diagonally.

Fire Button — A/B throws an eraser in the direction that the joystick is pushed.

* Key — Pauses game until fire button is pressed.
# Key — Returns you to the menu screen.

When a game is completed, the * key will restart the same game and the # key will return you to the menu screen.

Game Options:

Addition/subtraction — chooses which type of problem will be shown to the right of the grid.
Show solution — shows the digits of the answer on the grid.
Hide solution — puts question marks on the grid in place of the answer.

LEVEL OF PLAY

LEVEL	# OF DIGITS	# OF PINCHERS	WHIRLY
easy	1	0	no
medium	2	1	no
hard	3	2	yes
expert	4	3	yes

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