Telebunny

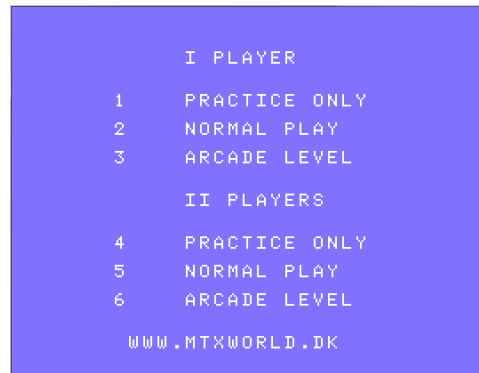**For the Memotech MTX 500/512 and RS128.**

INTRODUCTION

Tele Bunny is a game with two main characters, the swifty Bunny and the greedy Turtle. Both of them are trapped in a fruit maze, so are some wicked snakes chasing after Bunny. Life is not so easy. All the fruits are hidden under those red hearts scattered around. Turtle should be well fed with fruits before he gets out of the maze and advances to a brand new level.

GETTING STARTED

After a successful load the game will start automaically.

There are six options:

```
          I PLAYER

   1     PRACTICE ONLY
   2     NORMAL PLAY
   3     ARCADE LEVEL

         II PLAYERS

   4     PRACTICE ONLY
   5     NORMAL PLAY
   6     ARCADE LEVEL

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Simply press the number to choose your desired mode. If option 4,5 or 6 is chosen, another message will be displayed:

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   1    ONE JOYSTICK
   2    TWO JOYSTICKS
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If two joysticks are chosen, Player 1 uses "Right" Joystick and Player 2 uses "Left" Joystick.

Keys are mapped to joysticks as shown here:

Key	"Right" Joystick
HOME*	FIRE/Tele Turtle
SPACE*	Dig a Pond
Cursor Key UP	Move UP
Cursor Key DOWN	Move DOWN
Cursor Key LEFT	Move LEFT
Cursor Key RIGHT	Move RIGHT

Key	"Right" Joystick
SPACE*	FIRE/Tele Turtle
X*	Dig a Pond
B or Y	Move UP
M	Move DOWN
Z	Move LEFT
C	Move RIGHT

If one joystick is choosen, Players will share "Right" Joystick or the keys.
*=It's possible to swap firekey functions if "S" is pressed in PAUSE-mode.(F1 KEY)

Pause Feature:
The game has a pausefunction, just press the "F1" key during gameplay. During pause you can press the "S" key at the keyboard to swap firekeys for the current player. To return from pause-mode just press the "F1" key again to resume.

If during a game, you want to start over again, press the "ESC" key. The game will start from the game mode selection page.

Restart from Game Over:
If you want to play again when the game is over, just press any key, or move joystick.

Turtle and Bunny are messing about in a fruit maze. Only you can control them through joystick/keyboard. See, Bunny is busy leaping around to unveil whatever is hidden under red hearts. It might be a broken heart, stawberry, carrot or the fruit displayed at the top of the screen. Turtle is rather choosy, he doesn't like carrot or broken hearts. The latter is fatal to him while a carrot should be reserved for Bunny. Those snakes are disgusting. They hang around Bunny. She's got to run for her life, or dig holes or pass through tunnels. Here comes the chance to take revenge! Quick, go and bite the carrot. Bunny turns into an alien. Now she's able to attack those snakes. But time is short, Bunny will return to her normal self pretty soon.

As Bunny is safe for a while from the hot pursuit, why not help Turtle to enjoy some fruits?. Press the "Tele Turtle" key/trigger, the Turtle is under your control. Move him towards those juicy fruits, in particular strawberry. Watch out! Don't endanger Bunny's life as Turtle lingers on. Release the key/trigger if necessary.

There are other usefull features: a pond dug by Bunny can drown a snake as well as herself; it may quench the thirst of Turtle. A flying mosquito threatens Bunny's life.

Turtle has to finish enough fruits in each maze before its name is spelled out. Once this happens, a gate will be opened. Move Turtle towards it and he can march to the next maze. Another splendid feast and crazy chase are waiting for him and his partner.
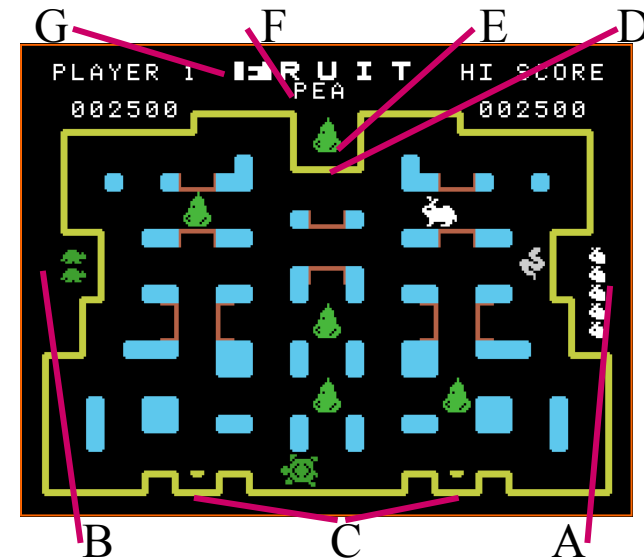
A: Number of Bunnies still surviving.
B: Number of Turtles still surviving.
C: Outlet of snakes.
D: The only exit. A gate will be opened after a certain number of fruits have been eaten.
E: As this fruit is eaten, a highter level is accessed.
F: Name of the fruit. The exit gate is opened when the whole word appears
G: Show the number of strawberries being eaten. A bonus page will be given when the color of the word FRUIT has been changed. It serves as a counter in the bonus page.
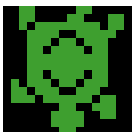
OBJECTS IN THE MAZE

Bunnie

Good friend of Turtle. There are six of them in each game. Control your joystick or keys to move Bunny around. Tread on red hearts and whatever is hidden underneath will be revealed. Beware: Snakes are her deadly enemies. She may dig holes or change a broken heart or fruit into something else by using the "Dig a pond" key/trigger.

Turtle

He needs to get out of the maze by consuming a certain amount of the fruits. There are 3 of them in each game. By then a gate will be opened at the top of the maze. Broken heart is fatal to Turtle. He loves strawberry and empties a pond whenever he meets it. He feels thirsty in "Arcade Levels" control him using joystick/keyboard and the "Tele Turtle" key/trigger.
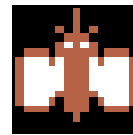
Snake
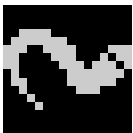
It always runs after Bunny and has no interest in turtle or fruits at all. As a bunny turns to alien, she will kill it, yet more will stream out from the bottom outlets.
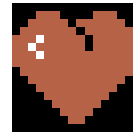
Alien

As Bunny eats a carrot, she will turn into an alien. Take full revenge on snakes by eating them, but this change is only transient.

Mosquito

A terrible enemy for Bunny, it will not appear in "Practice Level". It hatches from an egg. Mosquito dashes to kill a Bunny. Bunny can't kill the Mosquito, but if Turtle eats the egg the Mosquito will not hatch.
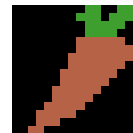
Red heart

When a Bunny goes across it, this will either be changed to a broken heart or a fruit. Also it may automatically change to an egg or strawberry.

Broken heart
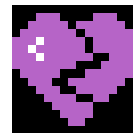
It costs a Turtle's life if he eats this. It might change to an egg or strawberry automatically. A snake may change a broken heart to a carrot or a red heart by crawling across it.

Carrot

It might change to an egg or strawberry automatically. A Bunny will become an alien after eating a carrot.
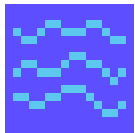
Strawberry

It appears only for a short period of time. If Turtle eats it, you will be one step closer to the bonus page. Concurrently, double score is awarded if the turtle has eaten any fruit other than strawberry.
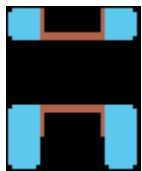
Egg

A turtle should eat it before it hatches to a mosquito. When it appears, the motion of the Turtle speeds up.

Pond

A pond is formed as Bunny digs a hole and water fills it up. Both Snake and Bunny will get drowned. In "Arcade Level" the Turtle needs water to quench his thirst.

Tunnel

Tunnels A and D are in pair. So are tunnels B and C. Very useful feature to get away from chasing snakes and mosquitoes. When Bunny is under bridge A, give a leftward push to joystick/ keyboard and she will appear right under bridge D. Bunny will reappear at tunnel E after digging hole.
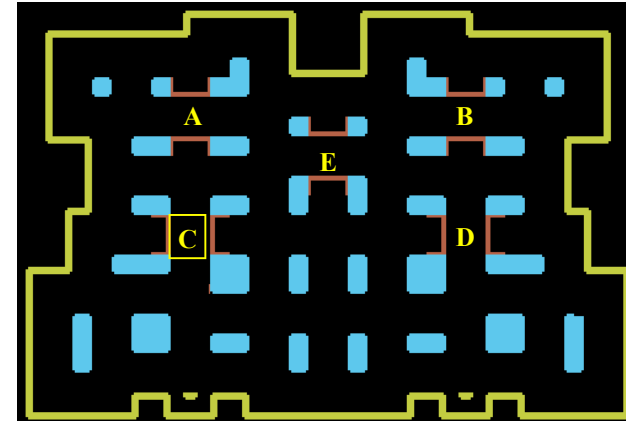
Joystick/Keyboard:

For more information about joystick/keys are mapped look at the "Getting started" session.

"Tele Turtle" key/trigger:

Signal Turtle to change his direction, unless his way is blocked. Also the trigger is stored and the appropriate movement will be executed later if this can not be taken immediately.

For example, as Turtle is going upward, he recieves a downward signal. He will reverse his direction immediately if possible. Say another signal to turn left is on, and Turtle can not change his direction at that moment. He will keep going until he can turn left. When the signal is on, an arrow will be displayed outside the left margin of the maze, also Bunny is turned green.

"Dig a pond" key/trigger:

For Digging Hole:

Bunny can dig a hole in the maze simply with a press of the "Dig a pond" key/trigger. After digging a hole, she will disappear from the hole and reappear under bridge E. She should not stand on bridges or run through tunnels as she digs holes. Neither should she stand on fruits.

For Destroying:

Bunny should tread on a broken heat or fruit as the "Dig a pond" key/trigger is pressed. A red heart will be generated. However, mosquito eggs cannot be destroyed in this way.

Level	Practice Only	Normal Play	Arcade Level
Egg/Mosquito	NO	YES	YES
Snake(s)	1	2	2
Turtle thirsty	NO	NO	YES

The twelve pages are distinguished by the following sequence of fruits: Lime, Pear, Apple, Lemon, Peach, Mango, Grape, Banana, Papaya, Tomato, Cherry and Orange.

The Dark Page:
When you reach the highest page, it turns into a black maze. Everything will be same except that only the frame and the brigdes are visible.

The Bonus Page:
There are five fruits and eight carrots in the maze for Bunny and Turtle to enjoy. They should finish these fruits within a fixed period of time. If Turtle eats the fruit outside the maze, a bonus 2000 points will be added to your score. An extra Bunny will be awarded to you. No bonus Bunny if you've got six already. On the other hand, mosquitoes will be more severe after each bonus page.

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SCORING

	Normal Page	Bonus Page
Turn Red Heart	50	-
Turn Broken Heart	80	-
Turtle recovered from thirst	200	-
Snake fallen into pond	200	-
Eat Fruit in maze	200	200
Eat Fruit outside maze	400	2000
Eat an Egg	300	-
Eat strawberry	400	-
Snake eaten by an alien	300	-
Eat a Carrot	150	200

SPECIAL TIPS

When mosquitoes are flying, don't stay at the bottom of the maze. They will catch you. In order to get away from their attacks, Bunny should keep on moving left or right, or make use of the pairing tunnels.

If you want to a get higher score, trap the snakes by making more water ponds or eat them by changing into an alien. Remember you cannot control Turtle once Bunny has been changed into an alien.

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And Microsoft QBasic

And ofcause Spectravideo, Mass Tael Ltd, and the original programmer of Telebunny…

Memotech Links:

http://www.nyangau.org/memotech/memotech.htm

http://www.primrosebank.net/computers/mtx/mtx512.htm

http://www.anvil-ict.co.uk/memotech/index.htm

http://www.mtxinfo.de

http://www.mtxworld.dk

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