Bouncer is trapped in a maze of floors and ladders and is pursued by monsters intent on his destruction.   Bouncer's only chance of escape is to dig holes in the floors to capture the monsters and then bounce on their heads to kill them.   Watch out, though, for the monsters can escape from the holes and may need to be bounced on more than once before they will die.

Bouncer will explode and die if he is touched by a monster.

If Bouncer survives the monsters he must then do battle with the spirads lurking in the corridors.   To destroy this enemy Bouncer must eat a flashing power pill which energises him to kill a spirad. As this energy only lasts a few seconds Bouncer must move quickly to annihilate these beasts.

Every 2500 points scored Bouncer gets a bonus life.

Happy bouncing!

HOW TO LOAD BOUNCE PANIC.

1. Connect the EAR plug on the computer to the EAR plug on the cassette player. Disconnect the MIC lead.

2. Place the cassette in the player and rewind.

3. Type in LOAD "" then press ENTER.

4. Press PLAY on the cassette player.

5. Bounce Panic will now automatically load. SEVERAL seconds later the message BOUNCE PANIC NOW LOADING will appear. If it does not load successfully, adjust the volume control on your cassette player and repeat the instructions. For complete loading instructions consult your Spectrum manual.

USING THE MENU.

At the start of the program a menu will appear.

Key'1' starts the game.

Key'2' selects the difficulty level from 0 (easy) to 4 (hard).

Key'3' selects the speed from 0 (slow for beginners) to 9 (fast for experts)

Key'4' selects one of the fifty set ladder layouts. If it is set to 0 then a completely random ladder layout will be produced.

Key'5' resets the high score table.

Key'6' will select either keyboard or Joystick operation.

CONTROLLING BOUNCER.

BOUNCER is fully controlled by either the keyboard or a joystick.

Keyboard Controls

LEFT - Key'5' will move Bouncer left.

DOWN - Key'6' will move Bouncer down.

UP   - Key'7' will move Bouncer up.

RIGHT- Key'8' will move Bouncer right.

BOUNCE- Key'0' will make Bouncer jump up and down to dig holes.

PAUSE - Key'P' will pause the game during play. Hit any key to restart.

JOYSTICK CONTROLS.

BOUNCER can be controlled by a Kempston Competition-Pro Joystick.

POPPY SOFT.

<p style="text-align:center">HANGMAN</p>

This is a version of the traditional word game and can be played by
one or more players on your ZX SPECTRUM.   Your aim is to prevent the
man from being hung by guessing the correct letters so that he remains
on the block.   If you choose a correct letter it forms the word at the
top of the screen.   If a wrong letter is chosen the Letter Monster will
come and knock the block from under the man and you will lose a guess.
Letters in the alphabet that have not been chosen are displayed at the
bottom of the screen.

HOW TO LOAD HANGMAN
1. Connect the EAR plug on the computer to the EAR plug on the
cassette player. Disconnect the MIC lead.
2. Place the cassette in the player and rewind.
3. Type in LOAD "" then press ENTER.
4. Press PLAY on the cassette player.
5. HANGMAN will now automatically load. SEVERAL seconds later the
message HANGMAN NOW LOADING will appear. if it does not load successfully
adjust the volume control on your cassette player and repeat the
instructions. For complete loading instructions consult your Spectrum
manual.

USING THE MENU
At the start of the program a menu will appear.
Key'1' starts the game and selects a word from the computer's
vocabulary which you must guess.
Key'2' selects either Hard or Easy words.
Key'3' selects the number of attempts you have to guess the word from
3-15 guesses.
Press Key'4' and enter your own word for someone else to guess. The
word must not be more than 14 letters long. If you need to delete the
word and start again press Key'0'. Then press ENTER and let the other
person start guessing.
Press Key'5' and the computer will help you guess the word by giving
you either a random letter or the first letter of the word.
Key '6' operates the timer on the game.This sets a time limit on the
game from 10-60 seconds.

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