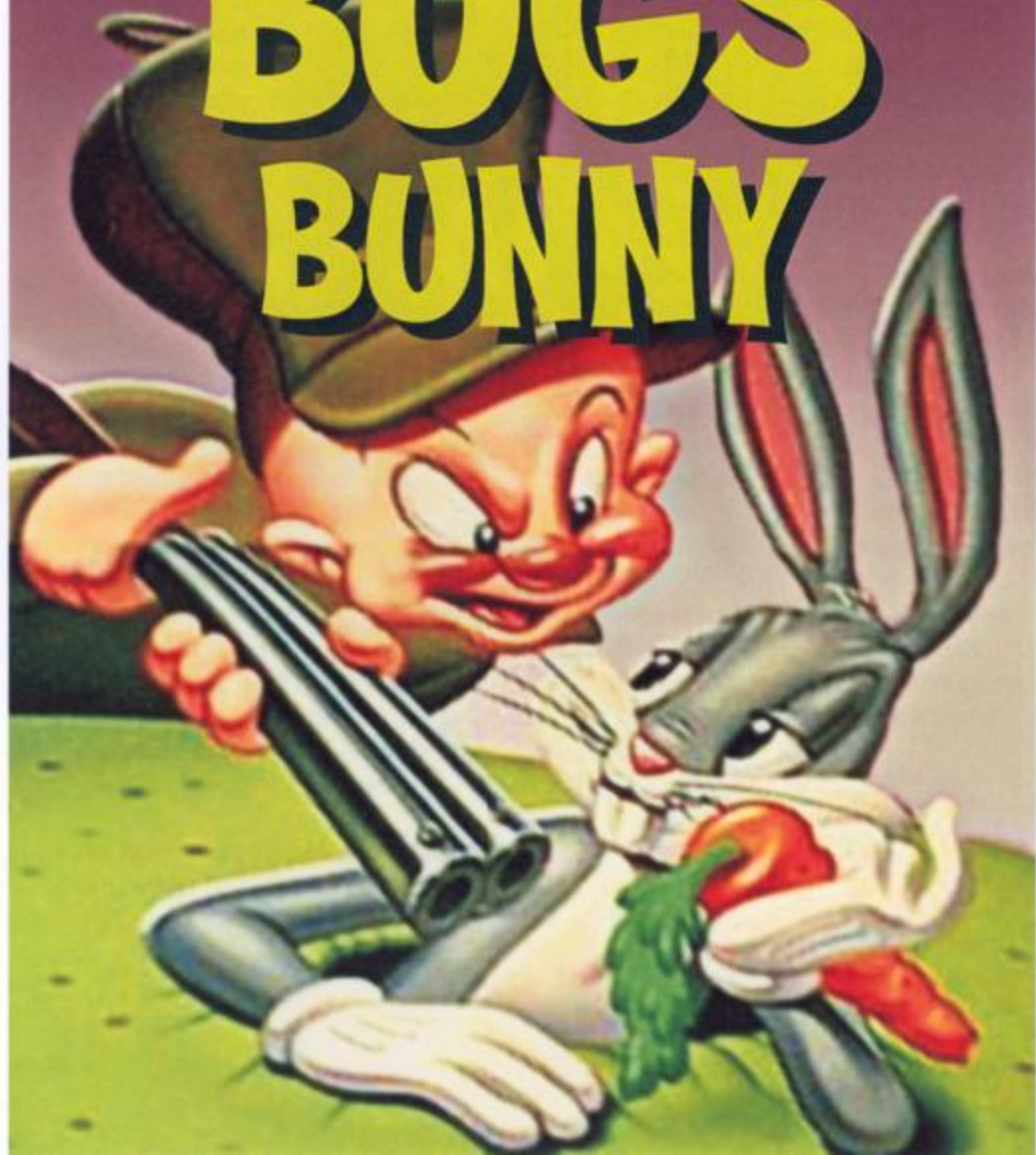# What's up, Doc?

Stop! Look Out Elmer! You're gonna hurt someone with that ol' shot gun. What's Up Doc! Bugs Bunny is only looking for some tasty carrots to eat. That wascally wabbit. Elmer Fudd would rather make Bugs Bunny stew. Be very, very quiet. Elmer is hunting wabbits!

Playing the game

The object of the game is to pick carrots while avoiding the shotgun blast from one Mr. Elmer Fudd. Elmer may not be the shrewdest hunter but he is certainly persistent. Three shots from Elmer's gun and That's All Folks. You'll score points when you successfully dive into your hole. When all three levels are complete the next round begins with Elmer, and his bullets, moving faster. There is a two player game where a second player can control Elmer!

As Bugs Bunny, select the level you wish to begin stealing carrots on by moving the controller up and down stopping when you have highlighted the level of your choice. Press the fire button. The carrot disappears from below Bugs. Elmer's dog will dig Bugs out of his burrow. Quickly dive back into the safety of your hole by pressing the fire button, timing your jump to land directly on top of the hole. A miss and you'll have to re adjust your feet and jump again. Elmer has taken notice of your carrot stealing and is after you with his shotgun. Avoid his bullets and return to the rabbit hole.

As Elmer Fudd, you've got eight bullets in that ol'shotgun. Move the controller left and right to line up a shot on Bugs Bunny. Return to your house to get eight more bullets for the gun. Stop Bugs three times to end the game.

Using the Controllers

Use your Joystick Controllers with the Atari Game Program cartridge. Be sure the Joystick Controller cable is firmly plugged into the controller port. Plug the Joystick Controller into the left port for one player. Plug another controller into the right port for two players. Hold the fire button to your upper left, toward the television screen. The fire button may be used to start the game or reset and the completion of a game.

As Bugs Bunny, move the joystick up and down to select the level on which you will start the game. Move the joystick left and right to control Bugs movements on the level. The fire button causes Bugs to jump and to steal bullets.

As Elmer Fudd, move the joystick left and right to move Elmer left and right. Elmer's shotgun is pointed directly below Elmer. Align your shot by placing Elmer over your target and pushing the red fire button.

Console Controls

To Start Game-
With your television turned on, insert the Bugs Bunny cartridge into your Atari 2600 (or (7800)) as explained in your Owner's Manual. Push the console's switch to the ON position. The Bugs Bunny title screen appears.

Game Select-
Press the GAME SELECT switch to choose the game you wish to play. The number of each game appears in the box at the bottom of the screen.

Game Reset-
Press the GAME RESET or the joystick controller fire button to begin play.

Difficulty Switches-
The left DIFFICULTY switch controls the size of the rabbit hole.
A position= small rabbit hole. B position= large rabbit hole.

The right DIFFICULTY switch controls the speed of Elmer and his bullets. A position= slow Elmer. B position= fast Elmer. For the beginning player, it is easier to obtain high scores when the left DIFFICULTY

2

switch is in position B, right DIFFICULTY switch in position A Advanced play is achieved when the left DIFFICULTY switch is in position A, right DIFFICULTY switch in position B

TV Type Switch-
The TV switch has no function in Bugs Bunny.

Game Variations

Games 1 and 3 are one-player games. Games 2 and 4 are two-player games.

Scoring

You have the possibility of scoring from 10 to 70 points on each level. Maximum points are achieved by quickly returning to the rabbit hole. 100 points are awarded when Bugs steals Elmer's bullets (See Helpful Hints). An additional life is awarded at 1000 points. Score big and relax with an entertaining intermission featuring Bugs, Elmer and some special friends.

Helpful Hints

Bugs can move from one side of the screen to the other by jumping off of the screen. Bugs must be in the air to perform this wrap-around move. Use this move as a tactic to fool Elmer or avoid his shots.

You can earn extra points by stealing Elmer's bullets when you are on the top level. Press the fire button when Bugs is directly below Elmer's cache of bullets. Go for the bullets in every round.

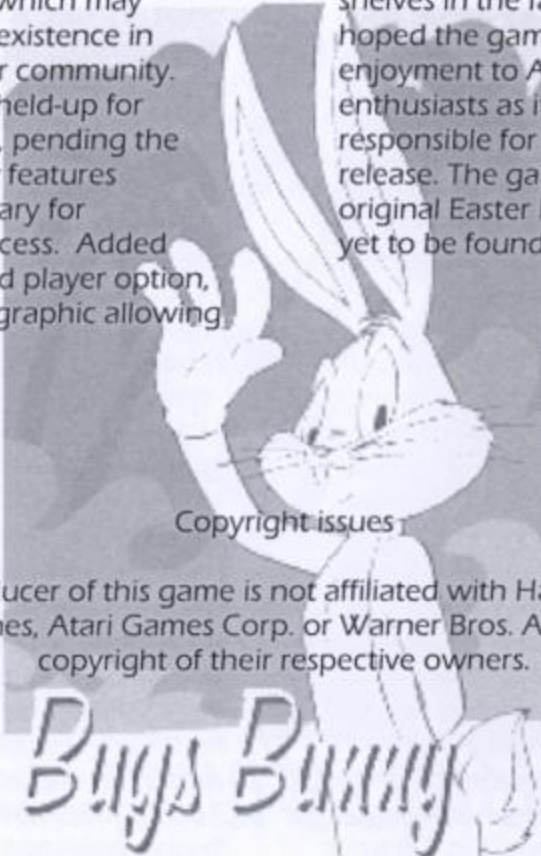Get back into the rabbit hole fast for maximum points.

Designer Profile

Bugs Bunny is the creative product of former Atari game designer and programmer Mr. Bob Polaro. Bob was employed by Atari from 1978 through 1984. His efforts on Bugs Bunny followed his other highly respected and admired Atari 2600 games Defender, Real Sports Volleyball, Desert Falcon, SprintMaster, Road Runner and Rampage as well as familiar prototype titles such as Dukes of Hazard, Stunt Cycle, and Holey

Moley. Bob continues his career from his home base in Santa Cruz, California.

The Atari 2600 Bugs Bunny game has been known in it's incomplete prototype form for many years. This preliminary development copy was play tested by Atari which may account for it's existence in today's collector community. The game was held-up for release by Atari, pending the addition of play features deemed necessary for commercial success. Added were the second player option, and the house graphic allowing for Bugs to steal Bullets from Elmer. Only one original example of the complete code of this game is known. Coded in 1983, the Bugs Bunny game you own is a completely authentic reproduction of the finished Bugs Bunny game as it would have appeared on store shelves in the fall of 1984. It is hoped the game brings as much enjoyment to Atari 2600 enthusiasts as it does to those responsible for it's creation and release. The game does have an original Easter Egg which has yet to be found.

Copyright issues

Bugs Bunny

4

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