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Installation & Start Up

- Quit all of your currently running applications.
- Insert the Space Bunnies Must Die!™ CD into your CD-ROM drive.
- When you first insert the Space Bunnies Must Die CD into your computer's CD-ROM drive, the installer should automatically run.
- But if you have your AutoPlay feature turned off then you will have to run setup manually. In that case: Go to the start menu and choose run. Now type in CD: \setup.exe, where CD is the letter of your CD-ROM drive (usually D or E).
- This will bring you to the Space Bunnies Must Die installer. If you have already closed all other programs you can go ahead and click next.
- Remember that if you make a mistake, or want to change something anywhere during this installation, you can click on the back arrow, or the cancel button.
- The installer will ask you to confirm the directory you wish the game to be installed to. The default is c:\jinxs\bmd, but you can change this by clicking the browse button.
- The drive you install to must have at least 150 megabytes free, even for the minimum install. This is to make sure you have enough space for the Windows swap file.
- Next you need to choose your install size. The larger the install size, the faster the game's levels will load while you are playing the game.
- If you choose to install hi-res maps, the installer will ask you to confirm this. Some 3D-accelerator cards may not be able to display the game properly if you choose hi-res images. If this is the case with your 3D accelerator (check the documentation that came with



your card), you must reinstall the game choosing low-res images.

- Once the installer has finished copying the files, you will also need to install DirectX 6.0™ and Media Player™ by going to your program manager (if you don't already have them installed). To do this, go to the Start Menu and choose run. To install DirectX™, type in "CD":\Drivers\mpfull.exe, where "CD" is the letter of your CD ROM drive. To install DirectX 6.0™, type in "CD":\drivers\dxsetup.exe.
- The final step of installation is the readme.txt file. This file may contain up to the minute information that didn't make it into this manual. If you have a question about the game this file may answer it.

Once all this is finished you're ready to play Space Bunnies Must Die!

After installing, to play the game:

Go to the Start Menu

Select Programs

Highlight the Jinx program group

Click on Space Bunnies Must Die!

After the opening movie plays you must click on New Game from the main menu to start.



Story

Giant rabbits from outer space have invaded Earth, turned humans into mindless Zombies and are vivisecting our beloved animal friends. Can anybody stop the mindless slaughter? Yes, you can.

In Space Bunnies Must Die!, Allison Huxter is a truck-stop waitress who must battle an evil horde of alien Bunnies in order to rescue her kidnapped sister. Allison is a part-time rodeo star who can ride, shoot, fight and climb. Late one night, after closing the diner where she works, Allison's sister is abducted by a flying saucer and taken to a dormant volcano where she is held captive by Lotar, the hideously disfigured Bunny-king, who is keeping her as his personal song-bird.

The Bunny Complex, which you must infiltrate in the game's first level, is set up as a Slaughterhouse and Slave Labor Camp where these alien invaders murder, oppress and experiment upon human and animal captives. Bunnies use humans as we humans use animals: they exploit them and torture them for their own fun and profit. The complex is divided into areas designed to exploit and torture people. Each of the levels takes place in one of the people processing centers of the volcano.

Drive Allison through each level of the complex and try to find her sister before she's transformed into a freakish mutant slave.



Playing the Game

- You must shoot, jump and climb your way through each level of the game until you find Jocelyn.
- You start with 100 health points, but can find power-ups which can take you to as much as 300.
- You only have one set of weapons, a pair of high-tech HARE Guns which shoot special ammo found throughout the game. (The HARE guns also shoot an unlimited supply of regular bullets.)
- Find the CD in each level and use it to subdue the mutant.
- Find 10 carrots in each level and steal the scepter from the Imperial Guardsman.
- Teleport out of the levels after you get the scepters.
- Use the scepters to unlock Lotar's secret lair and search for Jocelyn.



Saving & Loading Games

Spread throughout the Bunny Complex are scores of floating green pyramids with black rabbit head symbols on them. If you stand below one, and use the Action key, you will save the game you are playing.

Advanced players may not wish to use save beacons all the time, but novice players will probably want to use them every time they see one.

To load a saved game, hit the ESC key in order to get to the main screen. Then click on the "Load Game" button, this will take you to the Load/Save screen. Scroll through the list of your saved games, then load any one you want.



Game Controls

Default Keys and Controls:

FWD ARROW
BKWD ARROW
RIGHT ARROW
LEFT ARROW
CTRL

ACTION
ENTER
SPACE BAR

A
A + FWD ARROW
A + Space Bar
A + BKWD ARROW
A + RGT ARROW
A + LEFT ARROW
FWD Arrow + SHFT
BKWD Arrow + SHFT
SPACE BAR + RGT/LEFT ARROW
ALT [on Mutant]
ALT + RT/LFT ARROWS
AL+SHFT+LEFT/RGT
ALT + FWD ARROW
ALT + BKWD ARROW
Z
1-8 Keys

TAB & Q
D + ARROWS

Run forward
Run Backwards
Turn Right
Turn Left
Draw/Holster weapons (also switches inventory to ammo selections)
Shoot/Grab/Mount ladders and Walls/Use mutants
Use item from inventory
Action: Shoot/Grab//Mount Ladders and Walls/Use Mutants

Jump straight up
Jump Forward
Jump and grab a ledge or bar
Back Flip
Dive Roll Right
Dive Roll Left
Walk forward/ Edge Protection
Walk Backward
Shimmy (while hanging)
Dismount
Strafe
Side-step with edge protection
Front walk-over
Spin 180 degrees
Crouch
HARE Ammo Selection/Cycle through inventory items
Browse inventory
Dance



Movement and Interaction Explained: (using default key settings)

- Running:** To run, simply hold down the UP arrow key.
- Walking:** Hold down the SHFT key and the UP arrow key (you will not fall off edges).
- Shooting:** Draw your guns with the CTRL key. Fire them with the Space Bar.
- Jumping:** Use the A-key to jump up. Use the A-key and UP arrow key to jump forward.
- Grabbing:** Hold the Space Bar to grab a ledge or mount a ladder.
- Pick ups:** Walk up to an object you want and hit the Space Bar (floating objects only require you to run over them).
- Camera:** Use the NUM PAD 0 key on your number pad with the ARROW keys to move the camera, hit the END key to reset it.
- Crouching:** Hold down the Z key.
- Strafing:** ALT key + RGHT or LFT ARROWS
- Mounting:** The Space Bar uses Mutants and allows you to mount ladders and walls. Use the ALT key to dismount Mutants. Also use the Action key to mount ladders from the top.
- Special:** While on a ladder or a rock face, press the Jump key and then the up arrow key in order to jump off and spin in the air. Hit the Space Bar while in the air to grab a ledge or ladder behind you.



Dancing

Allison loves to dance and Space Bunnies do too. For some unknown reason, Space Bunnies lose all their inhibitions when Allison shakes her booty. After a certain amount of time, they'll dance with her. Apart from being kind of funny, a dancing bunny is also an easy target. Lower caste Bunnies begin dancing sooner then upper caste ones and dance longer after she stops.

In some cases dancing can help you, and in others it could hurt you, but you'll have to figure that out for yourself. Use the D key anytime, anywhere to dance. Use the Arrow keys with the D key to vary her moves. There's a different song and different dance steps in each level, shake a leg and have fun.

NOTE: Bunnies won't dance if Allison has her guns drawn, and will stop dancing soon after she pulls them out.



Goals & Objectives

There are several things you must do in order to rescue your sister and get through the game's levels.

The Saucer Landing Zone:

In order to infiltrate Space Bunny Mountain, you need to power-up the transporter at the Saucer Landing Zone. There are ten Carrots scattered around this area as well as a series of Talking-Triangles which explain how to do certain moves and use devices. If you walk onto a triangle and face the top, Allison will make a brief comment about whatever it's pointing at. The Saucer Landing Zone contains many of the objects and gadgets you'll encounter in the game. After you finish, you'll know almost everything you need to know about playing the game.

Finding the Scepters

Each of the levels (except the first and last) contains an emerald encrusted scepter which is guarded by the level boss. The level bosses are Lotar's imperial Guardsmen, called Imps, who lord over the level and who each guard these strange keys to Lotar's hideout. You need all of the scepters in order to unlock Lotar's Level and rescue Jocelyn.

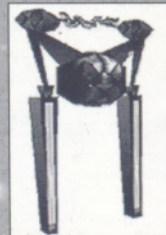


Pick the Carrots

Once inside a level, you are trapped there until you can power up the Transporter which will beam you back out. Transporters can be found in Transporter Rooms and run on special radioactive Carrot juice. Special Carrots grow only in this volcano. Each Transporter requires ten Carrots to operate. Find all ten Carrots and you can leave the level.

Transporters

After you find the Carrots, stand beneath the Transporter and use the ACTION key to feed them into its grinder. You'll see the juice chambers fill, and when all ten are inside, you will be transported out of the level and back out onto the Saucer Landing Pad at the bottom of the volcano. If you return to the level, the Transporter will be ready to use again.



Emitters

When a Bunny is killed, his body is beamed away. After a short amount of time (depending upon the type of Bunny) another is beamed in to replace him. This will continue until you find the Emitter Room and destroy the Emitter device. The Emitter is surrounded by a force field which is controlled by a switch. Once the shield is down, you have a limited amount of time to blow up the Emitter. Once the Emitter is destroyed, Bunnies will no longer return after you kill them inside that level.

Compact Disks

Every level (except the first and last) has its own unique Mutant creature which you need in order to find all the Carrots and the Scepters. But these Mutants have been brainwashed by the Bunnies, and will attack all intruders. That is, unless you make them understand that you're here to help.



Jocelyn has left a compact disk in each level which contains a song containing subliminal signals that will pacify the Mutants and allow you to use them. Once you find the CD, insert it into the jukebox near the animal. After the song plays, you can safely approach the beast and use the Space Bar to take advantage of his special abilities.



The inventory & interface

The numeric display at the lower left represents your health level. You start at 100 and can add to that by finding power-ups. When that number reaches zero, you'll die and you'll have to either load a saved game or start a new one.



The object above the health display is the utility belt you found at the start of the game (as seen in the opening movie). The TAB key and the Q key toggle through the categories of objects you carry. The categories are: Ammo, Outfits, Power-ups, Nav Balls, Carrots, CDs.

As you toggle, a small display grid will appear at the right of the belt showing you what you're currently carrying for that particular category. The number pad on your keyboard corresponds to the inventory grid. The number 1 will always select the first item in inventory, 2 the second and so on (like the keys on a push-button phone, but upside-down).



The number to the right of the health display, will tell you how many of each item you currently have (23 Fire Ball cartridges, 12 Power-ups, 8 Carrots etc.).



Pick-ups & Devices

Always be on the look out for useful items and objects. Some add to your health, others control machines and portals. With guns put away, use the Space Bar when standing over an object and it will automatically be added to inventory. You can also hold down the Space Bar while walking or running and you will automatically stop and pick up objects in your path. Note that floating objects will automatically be added to inventory by just walking over them.

Power-ups



Bottles containing the juice of emulsified Zombies (ZombAde) are scattered all over the place. The small green ones give you 25 health points and the red ones give you a whopping 100. The health benefit gained from ZombAde only extends to Bunny ammunition, it does not protect you from anything else such as steep falls, lava, acid pools and various other traps. Use your power-ups wisely, a high health point total will probably ensure that

you survive almost any battle with a Bunny but it won't save you from a pool of molten lava, mutating slime, perilous cliffs or corrosive acid.

Power-ups are stored in inventory until you select them and then use the ENTER Key to use them. The maximum amount of health you can have at any one time is 300. At that level, power-ups will not have any more effect on health, but will remain in inventory until needed later.



Pylons

These strange objects control navigational devices such as ladders, doors and monkey bars. Stand in front of one, and use the Space Bar. If you have the correct Nav Ball for that Pylon, the device will activate.

Nav Balls

These are glowing, throbbing spheres color-coated to signify which pylons they work with. Nav Balls are like keys which unlock doors, trigger monkey bars and extend ladders. They are added to your inventory and cannot be taken out of the level they are found in. When you approach a Nav Pylon the Space Bar will automatically insert the correct Nav Ball into it (providing you have found the correct one).

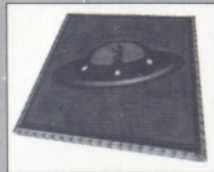


Levers

They look like little barbecues, but when you pull the lever a telescoping, parabolic transmitter will unfold and cause devices to start up, doors to open and other surprising results.

Elevators

You will encounter many Bunny Elevators, some small and square some large and irregularly shaped. But all Elevators are marked with a flying saucer symbol. These will convey you upwards or downwards if you jump on them. Note: Some elevators will return to their start positions automatically, so use caution.





Pressure Switches

Pressure switches work the same way that Elevators do, except they turn on devices and machinery. These are marked with silhouettes of Space Bunnies and you must jump on them to turn them on.

Gift Boxes

Each level (except the first and last) contains a blue, gift wrapped box tied with a red bow. Find one of these and you can change into a new outfit. Each costume will cut the amount of damage you take from one of the HARE ammos in half (the symbol on the back of each will tell you which one). When you find an outfit, you must use the Space Bar to pick it up and add it to your inventory where it can be used anytime by selecting it and using the ENTER key to change into it.



Compact Disks

There's one in each level and they contain the songs needed to subdue the local beast. You need this to get out of the level so run it over when you see it. Compact disks can be played at any jukebox. Although Allison will pull out a CD and insert it into the jukebox, you don't have to take the CD back out, it will always stay in inventory.



Jukeboxes

As the name implies, this is a large machine which accepts CDs and which will allow you to hear the music on them. There are a few jukeboxes in each level but the Mutants need to be near them in order to be subdued by the songs. If you're standing in front of a Jukebox and you hit the Space Bar, the song will play (only if you have the correct CD for the level).



Copters

You can jump up and grab these strange contraptions and they'll convey you to different parts of the level. The Bunny Interact symbol (red circles with black bunny silhouettes) indicates jump zones. Levers or pressure plates are sometimes used to activate them.

Environmental Hazards

The Space Bunnies don't take too kindly to strangers poking their noses into their business. As a precautionary measure they've placed hundreds of dangerous traps throughout the complex. Here are some of the things you need to watch out for while exploring the volcano:



Lava Pits and other Dangerous Liquids

Throughout the game you will encounter hot lava streams, pools of toxic waste and other deadly substances. Avoid falling into them.



Pikes Traps

When you step on one of these, a sharp metal spike springs upwards through your entrails and kills you painfully.



Smashers

Motorized, hovering anti-personnel devices. Get caught between two of these and you're dead.



Mines

An enclosed explosive device used to destroy enemy personnel. Mines do not kill you instantly, but deplete 10 points of health every time you step on or near one.



Tesla Traps & Laser Fields

Sort of like an electric fence. Raw plasma travels between two resistors. The effects of getting caught in its path are not good. Tesla Traps also do not kill instantly and deplete 10 points of damage each time you're zapped.



HARE Droids

Floating cannons which shoot HARE ammo. They're hard to destroy with standard ammo.



Gun Turrets

You'll find these mounted on walls and in hallways. They shoot standard ammo and are relatively easy to destroy.



Terminators

Squat robots on wheels which are impossible to destroy. They shoot plasma from their hands and cause about the same amount of damage as a Tesla Trap.



Robbets

These are small, flying rabbit-robots that are as tenacious as hungry mosquitoes. They do not re-emit like other bunnies.

Mutants

Any earth animal you encounter is a potential ally, but unfortunately they've forgotten who their true friends are. The Bunnies have mutated their bodies and brainwashed their minds. You have to jar their memories.

Each level has a CD with a song. Playing the appropriate song on a Jukebox near a mutant will stop him in his tracks and allow you to ride him (or use him in some other way).

Use the Space Bar to get on his back (or grab his feet, or leash) and then navigate him using the same keys you use for yourself/Allison. While on his back, the Space Bar will cause him to perform special functions. You cannot use your guns while on a Mutant, but you can run over certain objects in order to add them to inventory.

Mutant Controls:

Run and turn using the Arrow keys

Jump using the A and the Up or Down Arrow keys

Dismount using the ALT key, Mount using the Space Bar, (while on him the Space Bar will cause the mutant to do his special attack or move).

When using a Mutant, your health display will change. It will show you the Mutant's health number.

When hit with ammo while using a Mutant, the Mutant will take damage first. If it is killed, you will lose control of the Mutant and he will die for about 5 seconds.

When he wakes up, you'll have to use the Space Bar again in order to take control.

Note: Mutants are susceptible to the same perils that you are. So keep them away from Lava and Traps.

Controlling the Mutant Vulture is a lot like controlling a plane in a flight SIM. The UP Arrow key will cause the Vulture to dive, and the DOWN Arrow key will cause him to climb in elevation.

Navigation Aides

The Interact Symbol



You can interact with objects that have this symbol on it. (Crates for example can be pushed by Mutants) Also, these symbols mark the spots where you can do certain things such as jump up to grab Copters. Some objects bearing this symbol can only be activated while using a Mutant.



Climbing Walls

Allison can climb certain rock walls as long as they have suitable grooves and holds. If you see a wall composed of large rocks, you can use the ACTION key and the ARROW keys to climb it. (Note: You must hold down the ACTION Key in order to stay on walls, ledges and ladders).



Ladders

Some ladders are controlled by Nav Pylons, others are already in place. For those which are not, place the appropriate Nav Ball inside and it will expand, allowing you to climb things. You must hold down the ACTION key in order to stay on ladders.

Note: You can do special moves on Ladders (and Rock Walls) that will allow you to jump while turning so that you can access ladders and other ledges directly behind you. Press the Jump key and the Up Arrow key while on a wall or ladder, then while still holding the ACTION key, let go of the Jump Key while in the

air. (This move can be practiced in the Saucer Landing Zone at the start of the game). You can also jump to adjacent ladders by holding the A key.

Monkey Bars

These horizontal, overhead bars are emitted via a Nav Ball and a Nav Pylon. While holding the ACTION key, use the arrows to move forward, shimmy and even turn around on bars. Note: Not all Monkey Bars require Nav Balls.

Talking Triangles

Bright green triangles on the ground point to objects which Allison has an opinion on. There are a few per level and although they're not required listening, they sometimes add a little insight to what's going on. You must be standing still and facing the direction of the triangle's top in order to hear the comment. Triangles will trigger comments each time you step on them.



Credits & Special Thanks

Jinx Credits

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Motion Capture Model:
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Sung by:
Character Design & Animation:
Conceptual Design:

Additional Modeling:
Testers:

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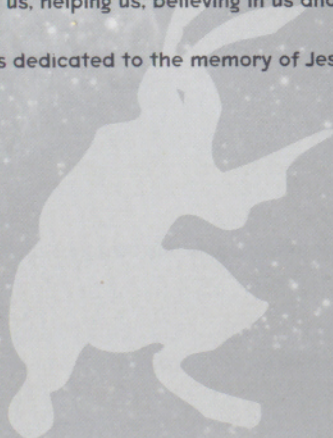
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Space Bunnies is dedicated to the memory of Jesse Nelson



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Song Credits

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