

# BOMB SQUAD BULLETIN

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ACTIVISION® HOME COMPUTER SERIES



The Mad Bomber is up to his old tricks. He's dropping bombs from rooftops. You are issued three water buckets to catch his bombs before they explode. The more you catch, the faster he will drop them. If you miss a bomb—**KABOOM!**®

## **BOMB SQUAD START-UP**

- 1. Insert cartridge** into your computer with the power OFF. Then, turn power ON.
- 2. To choose game variation**, press the SELECT key.
  1. One Player vs. the Mad Bomber.
  2. Two Players taking turns vs. the Mad Bomber.
  3. Pitch & Catch—two players taking turns playing the Mad Bomber (dropping the bombs), and moving the water buckets (catching the bombs).
- 3. To choose type of Controller and size of water buckets**, press the OPTION key. A picture of the Controller appears at the top of the screen. The size of the water buckets change from large to small at the bottom of the screen.

In the Two Player and Pitch & Catch game versions, player 1 must choose the type of Controller and bucket size first. Then, press the SELECT key. Next, player 2 presses the OPTION key to choose bucket size only. Then, press the START key. Player 2 must use the same type of Controller as player 1.
- 4. Plug Paddle or Joystick Controller** into controller jack 1. Solo player uses left Controller. If two players are using Joystick Controllers, plug the second Joystick into controller jack 2.
- 5. To begin or start a new game**, press the START key.
- 6. Turn power OFF** before removing KABOOM!® cartridge.

## BUCKETS AND BOMBS

**Moving your water buckets.** You begin with a column of three water buckets. To move the buckets left and right using:

- Paddles—Turn the dial counter-clockwise and clockwise.
- Joystick—Move the Joystick left and right.

**Start the bombs falling.** The Mad Bomber will start dropping his bombs in groups when you press the red action button on your Controller. When you catch all the bombs in one group, press the red action button again to start the next group.

**Catching bombs earns points.** You score points each time a bomb splashes in one of your water buckets. The faster the bomb is falling, the more points it is worth. All bombs in any group fall at the same speed, and are worth the same number of points.

**Missing a bomb.** Each time you miss a bomb, the remaining on-screen bombs explode, and you lose your bottom bucket. The Mad Bomber grins a wide smile to express his happiness.

**Replacement buckets.** For every 1000 points you score, a new bucket appears as you play. You must have already lost at least one bucket to be awarded a replacement bucket. You may never have more than three water buckets.



## **PITCH & CATCH**

Player one controls the water buckets first, while player two moves the Mad Bomber. After player one misses a bomb, player two gains control of the water buckets and player one moves the Mad Bomber. The player controlling the water buckets presses the red action button on the Controller to start the bombs falling, and is the only player to score points. Kaboom!® ends when both players lose all of their water buckets. Highest score wins!

## **REGISTERING HIGH SCORES**

When Kaboom!® ends, turn the Paddle dial or move the Joystick until your first initial appears on-screen. Then press the red button. Repeat the procedure for your second and third initials. Your score and a picture of the type of Controller you used will be displayed along side your initials. The screen will display the three highest scores. High scores continue to appear at the end of the next games, unless you turn power OFF or press the SYSTEM RESET key. High scores cannot be registered when playing Pitch & Catch.

## **JOIN THE ACTIVISION® "BUCKET BRIGADE"**

If you score 3000 or more points in game variation 1 or 2 using a Paddle, or 2400 or more points in game variation 1 or 2 using a Joystick, then send us a picture of your explosive achievement (TV screen). We'll gladly enroll you in the Bucket Brigade club and send you the official Bucket Brigade emblem shown below. Be sure to include your name and address, and write "KABOOM! HCS" on the bottom left corner of the envelope.



## **HOW TO MASTER KABOOM!®**

### **Tips from Paul Willson.**



Paul Willson has a Ph.D. in Physics from Michigan State University. He grew up on a farm in Minnesota and continues to enjoy vegetable gardening.

"I have found that the Mad Bomber is really not such a bad guy. It's just that he knows all the tricks of his trade. Here are a few tricks that I use to score well at Kaboom!®

"First and foremost, select the big water buckets. They are twice as large as the small ones, so you double your chances of catching the Mad Bomber's bombs. And practice moving the buckets back and forth.

You'll need to develop the touch to know just how far to move the Joystick or turn the Paddle dial to move the buckets from one side of the screen to the other.

"Once you reach the higher bomb levels, you'll notice that the Mad Bomber really starts dropping the bombs fast. You won't be able to aim and line-up your buckets under each bomb. If you watch closely, you'll begin to recognize patterns. Follow the bomb patterns, and move your buckets accordingly.

"If you are playing Pitch & Catch and you are controlling the buckets, position your buckets under the Mad Bomber before pressing the red button. It's the only way to ever guarantee catching any bombs.

"If you ever score 10,000 points or more, the Mad Bomber will show you how impressed he is with your ability. Watch for it!

"When your water buckets are completely filled with the Mad Bomber's bombs, and you have the time, drop me a line. It would be a blast to hear from you."

*Paul Willson*

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Activision, Inc.  
Consumer Relations  
2350 Bayshore Frontage Rd.  
Mountain View, CA 94039

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