

# INSTRUCTION BOOKLET

## COWBOY BEBOP "The Game"

By Roland F.B.

### INTRODUCTION:

This game is based on the famous series of "CowBoy Bebop" all rights reserved of (C)SUNRISE, in Japan and other countries.

CowBoy Bebop "The Game" is a small video I play created in order to free entertainment for something which is developed with license type GNU, you can copy it, distribute and entertain to as many friends as consider it timely, however it can not sell it, to produce it or all trade motive since is of free distribution.

They were programmed different issues in order to that you could enjoy it without importing the system that use or but please to you, all this thanks to the portability that offers the programming language C, Fenix, Div 2 and some developed Ports additionally programmers.

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**NOVA32**  
Homemade Studies of Entertainment

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# REQUIREMENTS:



## HARDWARE:

- \* PC 1.2 Ghz.
- \* 256 MB. In RAM
- \* 32 VRAM
- \* CD-ROM 48x
- \* SoundCard Ac'97 or Compatible.

## SOFTWARE

- \* Microsoft Windows 2000, or XP.
- \* Microsoft Windows Media Player 10 for XP, or 9 for 2000.



## CAUTION:

**Not to attempt to leave of the game with [Ctrl] + [Alt] + [Sup], is blocked Windows, it must pulsates [Esc] to Leave.**

## FINAL NOTES:

in Windows 98 and 95 are required files dll additional, consult the exhaust section.

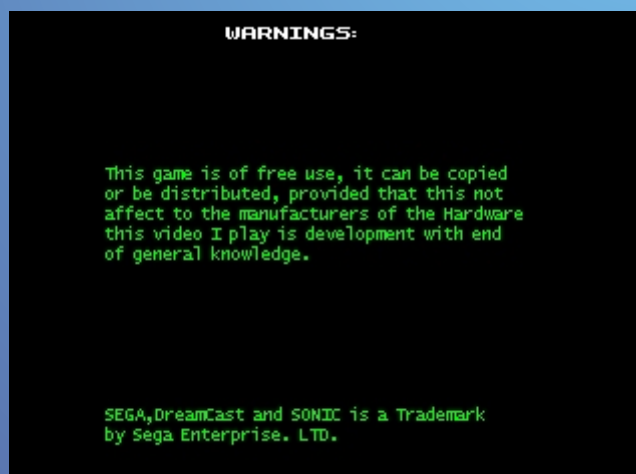
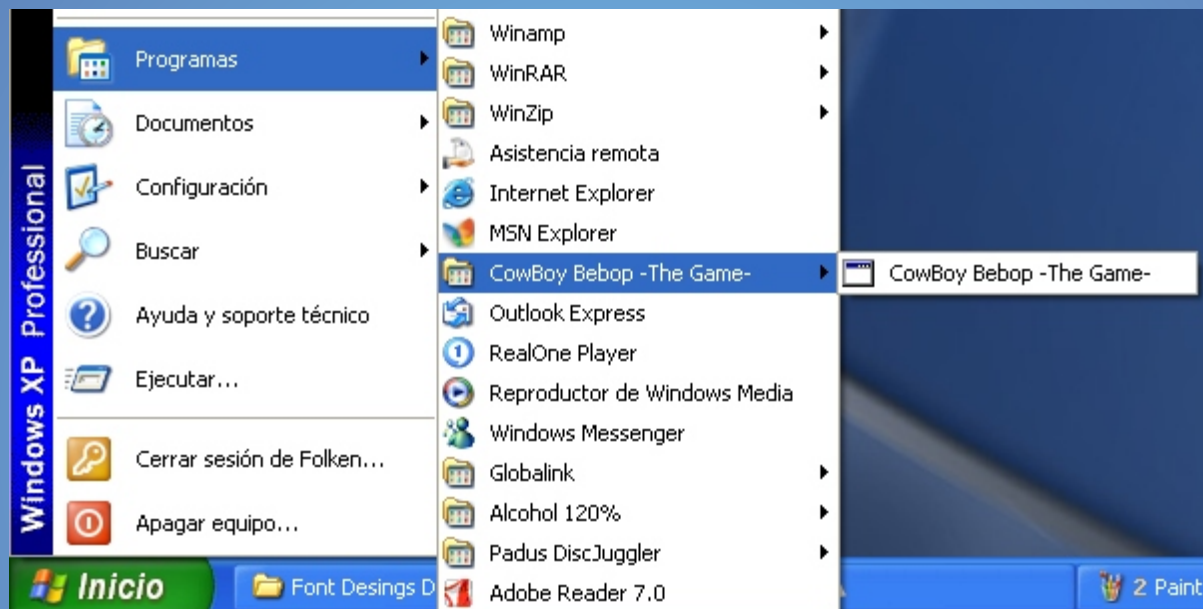
# INSTRUCTIVE OF THE GAME



## Ms Windows Edition

1.1 Seek in your menu of Windows the group CowBoy Bebop -The Game -

1.2 and selects the element with the same name



# INSTRUCTIVE OF THE GAME



## Main menu

1.3 if you want to begin a new game presses [ENTER] in "new game" or if you prefer to configure can move you with up and down of your KeyBoard.

[ENTER] = to accept option

NEW GAME

up and down to select



to enter to the SETUP.

key to begin other level of the game



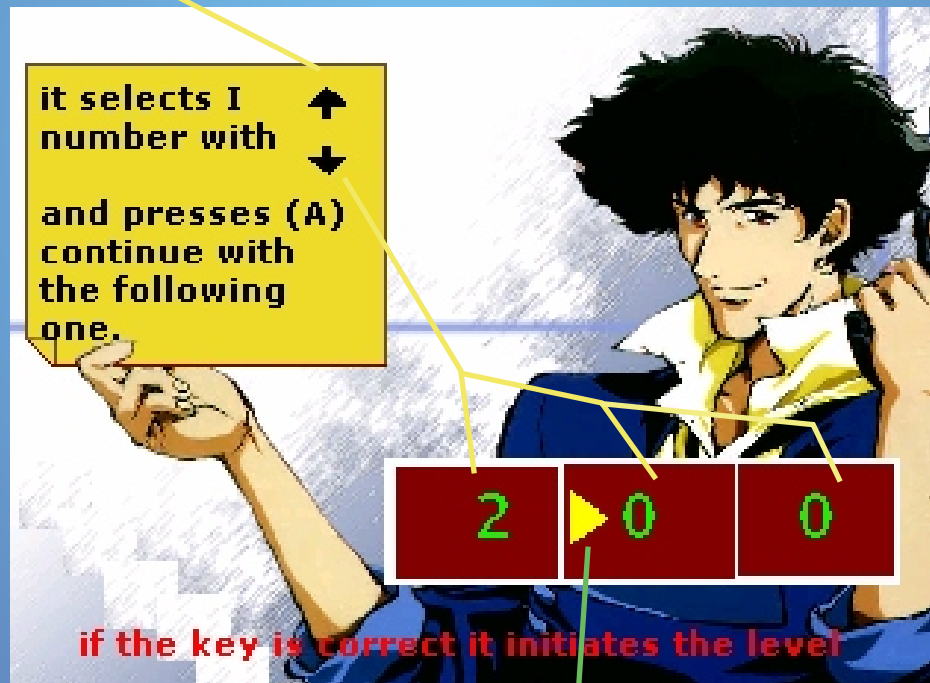
# INSTRUCTIVE OF THE GAME



## Password loader



14. To advance at a level that already you play you alone introduces the correct key in tables and advances with the KEY (A).



advance in the boxes presses KEY (A)

# INSTRUCTIVE OF THE GAME



## Password loader -continuation-

1.5 The key you see it when in a level you press pause with button [ENTER].



KEY [A], [B] = Disabled Pause

Password code level 1 (1 8 6)



if the key is wrong



if the key is correct

# INSTRUCTIVE OF THE GAME



## SETUP -screen system ver. 1.0-

1.6 To modify the shot button, language, to activate or to deactivate the system of keys can enter to the setup.

Icon Active Pointer

Window action Active (WAA)

Icon to options setup.

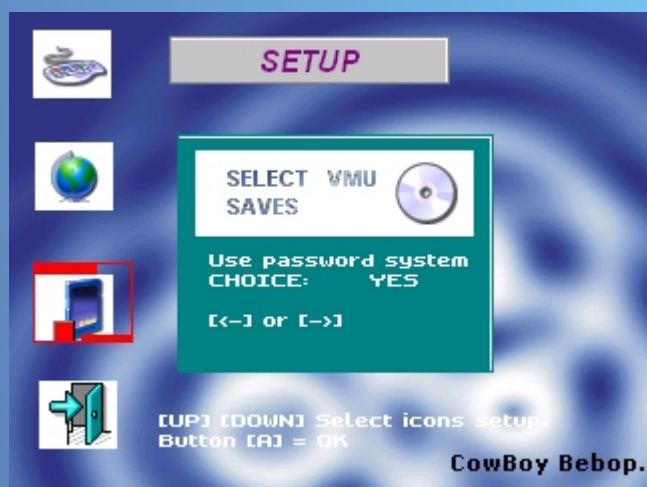


Message system.

# INSTRUCTIVE OF THE GAME



SETUP -screen system ver. 1.0-





# INSTRUCTIVE OF THE GAME



## TO PLAY AND BE AMUSED

1.7 Now to play, it be amused and all that you want,

Disparate with KEY (A) or (B) in base to the setup of the game, to pause always uses (ENTER) and to move your ship, up, down, left, straight or combined.

The first level is of training have to destroy all the meteors that you could.



Reload Power Fires

The following levels consist of destroying to the enemies and to face you to the chiefs of area.



# DETAILS:



This game is a little simple in how much system of graphics but many user consider that it is quite fun since has 10 Episodes, but of 25 training levels, 3 very bad chiefs of defeating and a great final with but of 20 frames animate.

# CAUTION:



Important: we are not responsible, of the present game, neither of the defects that they could occur in your system upon installing or playing said software.

If you consider that software component violates some patent or please license of sending it with the respective legal basis, and said component withdrawn permanently of the WEB.

# THANKS:



Thanks by unloading their your Issue of "CowBoy Bebop", that the enjoyment, any commentary or sugerenci please of sending it.

By  
Roland F.B. :)

"Alone I am a beginner, as says Dilandau..."

**" I GAVE NOT TO THE PIRACY "**