**The Story**
The story starts in 17 million BC (on a Tuesday) with our hero making a visit to his bank savings and bones to deposit a big bag of bones. No sooner had Bignose approached the stoney lobby of the bank when he was jumped on by Leroy the Lizardman, knocked out and had all his bones stolen. When Bignose woke up and realised his bones had been stolen he really did freak out! After about a half hour of jumping up and down and causing mini-earthquakes he was hit by a bright idea and ran off to get busy in his garage. Two hours later, out he whizzes on his newly invented wheel and begins the quest to recover his bone savings...Your task is to help Bignose retrieve his bones and teach Leroy a lesson he won't forget.

There are five sections of play with four levels in each section. At the end of each section Bignose will meet Leroy - he'll usually have a trusty monster ready and will attempt to snuff out Bignose. Bignose starts the game with three lives and his prehistoric club. Most of the creatures will kill Bignose on contact - so don't try to make friends with them, kill them with the club! Bignose also starts the game with one continue.

**Bignose's Club**

Whilst tearing along the landscape, don't miss the 'three rock' icon. When Bignose picks up this he can use his club to launch rocks at his enemies. Each rock Bignose picks up adds to the number of rocks he can launch per hit (maximum 3). Each rock Bignose picks up when he's already firing three stones will make his stones fly faster - after that he'll get power stones which travel straight through the enemy and kill anything in their path if Bignose is hit whilst carrying rocks, he loses the rocks. If Bignose isn't carrying rocks when he's hit, he's history.

**Control**

Use the arrows to move Bignose. Press down to jump or go through doors. When Bignose has three stones, press A button to shoot. When Bignose is not carrying rocks press A button to shoot.

**The Game Screen**

In the top left corner is the number of bones Bignose has collected so far. Below this Bignose's lives are shown. At the bottom of the screen is the score. Don't forget to look at the rest of the screen because this is where all the action happens!

**Time Limit**

There is a time limit of approximately 4 to 7 minutes to do each level. The timer is not actually shown until you have only 30 seconds left (when it replaces the score at the bottom of the screen). When the timer runs out Bignose loses a life.

**Bonus Stages**

In the bonus stages Bignose has to jump from mushroom to mushroom across the screen to the end. If he succeeds you win a continue. Each continue allows you to restart Bignose at the level he reached when he was killed. Bignose won't lose a life if he doesn't complete the bonus game.

**Hidden Levels**

Throughout Bignose Freaks Out there are a number of hidden levels. Some are found by bouncing on mushrooms, others just by falling in the right place. When you find a hidden level or secret memory use the controls!

**The Big Boss Monsters**

After you have completed an area of Bignose Freaks Out (that's four levels), you move on to fight the big boss monsters. These guys are mad maniacs and having Leroy around doesn't help. Each time Bignose confronts a boss, an energy bar will appear above the score at the bottom of the screen. Some of the bad baddies include: Spike, Sidney, Ripper and several of Leroy's stylish inventions which include:

**Hints & Tips**

Look out for hidden doors. There are 40 hidden levels. Pick up as many stones as you can to increase your firepower. Try jumping everywhere, there are dozens of mushrooms to find - and hidden levels. Look out for level warps too!