

BUGS



64 K Color Computer
Disk Drive
Required

FOUR STAR SOFTWARE
© 1984 CANADA

ZAIKER

BUGS-II

BUGS II - USER'S MANUAL

COPYRIGHT (C) 1984 FOUR STAR SOFTWARE

P.O. BOX 730
STREETSVILLE, ONTARIO
L5M 2C2

BUGS II - USER'S MANUAL

COPYRIGHT (C) 1984 FOUR STAR SOFTWARE

PUBLISHED BY FOUR STAR SOFTWARE
P.O. BOX 730
STREETSVILLE, ONTARIO
L5M 2C2

LICENSE:

BUGS II, in all machine readable formats and the written documentation accompanying it is copyrighted. The purchase of BUGS II conveys to the purchaser a license to use BUGS II for his/her own use, and not for sale or free distribution to others. No other license, expressed or implied is granted to the purchaser.

WARRANTY:

The license to use BUGS II is sold AS IS without warranty. This warranty is in lieu of all other warranties expressed or implied. Four Star Software does not warrant the suitability of BUGS II for any particular user application and will not be liable or responsible for damages caused or alleged to be caused directly or indirectly by BUGS II, including but not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of BUGS II.

If this product should fail to load during the first 30 days of use, simply return the ORIGINAL disk along with a copy of the receipt for a FREE replacement. If this product fails to load after the 30 day warranty, return the ORIGINAL disk along with \$5.00 to Four Star Software and we will repair or replace it at our option.

It is to pass entirely out of the effects of the storm. If temperature drop continues, the ship will survive the cold. We have placed the ship on auto-light; this may be the last human log entry.

*** INTRODUCTION ***

Commander's log: - Date 2005:01:04
 Launch was one hundred percent successful. All systems are performing perfectly, and we are now into the fourth day of this 15 year deep space mission. Ship velocity is still increasing at a constant rate and should reach maximum velocity in about six days. Communication with Earth Control is still good.

Commander's log: - Date 2005:02:04
 We have reached the first data point, Mars orbit. We will perform surface scans here for 3 days before continuing on. All systems are working fine. The main computer, HAL II, is performing well. None of the crew have any worries about HAL II malfunctioning. Rumors of the HAL I incident do not seem to bother them.

Commander's log: - Date 2005:12:30
 It's Christmas and we celebrated with a turkey-substrate dinner. It tastes as good as the real thing, just the texture is wrong. Data point two is one year away. The computer has already recorded 300 gigabytes of information. Will have to replace B.D.S. unit soon, before it overflows.

Commander's log: - Date 2006:12:30
 Data point two went well. However, the long range sensors have reported an area of space ahead that is most unusual. Unkown energy reading seem to be coming from its center. Our assigned course would take us through this area, so we have re-routed around it. We should pass close enough to collect data but still remain safe.

Commander's log: - Date 2006:12:31
 The storm has begun to shift. It is slowly building up speed and will intersect our course in 43 hours, 12 minutes and 1.34 seconds. We have commenced emergency procedures and are attempting to avoid a collision.

Commander's log: - Date 2006:12:33
 All attempts have failed. We will pass through the center of the storm in 3 hours. The ship's environmental system has ceased to function and our internal temperature has begun to drop. HAL II has estimated that it will take us another three

days to pass entirely out of the effects of the storm. If temperature drop continues HAL II estimates 85% of on board equipment will survive the cold. We have placed the ship on auto-flight; this may be the last human log entry.

Commander's log: - Date UNKNOWN
 Incredible as it may sound, we have survived. The temperature drop was sudden enough to perfectly freeze and preserve our bodies. Experiments on Earth have proven this to be possible, but it has never been tested on a human. The auto-flight unit was destroyed by the storm and we have been adrift. HAL II indicates that a meteor strike reactivated him and he was able to effect repairs on the environmental system. We do not know how long we were adrift, but star coordinates place us one year from Earth. We are aborting the mission and returning home.

Commander's log: - Date UNKNOWN (believed 2541)
 Computer calculations indicate the date to be 2541, based upon changes in the orbits of the planets. Its hard to believe we were suspended for so long. HAL II will recheck calculations and the calibration of all sensors. The Earth we land on in 3 days may be very different from the one we left.

Commander's log: - Date 2541:06:24
 Surface scans show that 75% of the Earth's surface is covered in high level radiation. We can only assume a nuclear war has been fought. We will attempt to land in one of the habitable zones tomorrow. The crew is making ready a "land bug". They must stay aboard as only one "land bug" is functioning and this will only seat on person.

Commander's log: - Date 2541:06:25
 The following weak signal has been received over one of the Earth Control frequencies. It appears to be an automated signal and portions are very garbled.
 "EARTH INVADED BY INTELLIGENT BUGS ... (garbled)... HUMANS TREATED LIKE ANIMALS. PENNED IN CAGES. KILLED FOR SPORT. THEY MUST BE STOPPED ... (garbled)... THEY GET POWER FROM LARGE REACTOR. MUST BE DESTROY ... (garbled)... AM ATTEMPTING TO DESTROY REACTOR. IT IS SOMEWHERE IN UNDERGROUND MAZE ... (garbled)... SUPPLIES AND EQUIPMENT HAVE BE HIDDEN BY OTHERS WHO ATTEMPTED TO DESTROY REACTOR BEFORE. HELP US, HELP US.

YOU must destroy the reactor hidden deep within the maze of the bugs. If you do not succeed, it will be the end of the human race. Their fate is in your hands...

*** SYSTEM REQUIREMENTS ***

To use BUGS II the following are REQUIRED:

- 1. 64K Color Computer
(BUGS II supports all ROM versions)
- 2. A Single Disk Drive

The following is OPTIONAL:

- A Pair of Joysticks

*** DISK ORGANIZATION ***

BUGS II comes on two separate disks each a duplicate copy of the other. Two copies of this disk are supplied as BUGS II is copy protected. One of these should be stored as a backup copy, while the other is used as the Working Copy.

*** LOADING INSTRUCTIONS ***

- 1. Insert Working Copy in Drive 0,
- 2. Type in LOADM"BUGS",
- 3. Press <ENTER>.
- 4. Leave the Working Copy in the drive.

The main program will now be loaded and will auto-execute. The user will be greeted with the BUGS II title screen, which consists of the BUGS logo being pushed to the top. Press <ENTER> at any time to go to the hi-score page.

The hi-score page displays the top 20 scores. If you obtain a high score you will be able to enter your name at the end of a

game. The 20 high scores are saved on the disk. If you wish to clear the hi-scores hold down the <CLEAR> key while BUGS II is loading.

*** STARTING THE GAME ***

While the hi-score page is being displayed a message will scroll across the bottom of the screen with instructions on how to start the game.

The method used will depend upon whether you will be using the keyboard, the joysticks; as well as the number of players (1 or 2).

KEYBOARD PLAY

To select keyboard play, press either <1> or <2> depending on the number of players.

JOYSTICK PLAY

To select joystick play, press either the left joystick FIRE BUTTON for a one player game or the right joystick FIRE BUTTON for a two player game.

SKILL LEVEL SELECTION

After selecting either keyboard or joystick, the message, "ENTER SKILL LEVEL PLAYER 1 (1-4)" will appear. Player one will press the appropriate number to select a skill level. One is the easiest level while four is the hardest.

MAZE LEVEL

When the prompt for selecting a skill level appears, the player has the added option of selecting the maze level at which the game will begin. This is selected by pressing <L> at the prompt. It should be noted that a player can only select a level he/she has reached, thus until he/she has reached maze level 2, pressing <L> will have no effect.

Once the skill levels (and maze level) have been selected, the ready page will be displayed. This will show the skill level and the maze level, as well as the current player number. Press <ENTER> or the joystick FIRE BUTTON to commence play.

*** PLAYING THE GAME ***

You control the long white "land bug" that initially appears in the upper left hand corner of the screen. If you select a keyboard game the "land bug" is moved by pressing any one of the four ARROW KEYS. The "land bug" is equipped with a front mounted gun which is fired by pressing the SPACE BAR.

If you selected a joystick game, player one uses the left joystick to move the "land bug" and player two uses the right joystick. The gun is fired by pressing the FIRE BUTTON.

At any given time four bullets can be on the screen. Pressing the SPACE BAR or FIRE BUTTON repeatedly gives you rapid fire.

The world of BUGS II consists of six large mazes. Each maze level has a great many different screens. If you move off the edge of one screen, you will appear on the opposite edge of the next adjacent screen.

At the start of the game you will have 5 "land bugs". Every time you are destroyed you lose one "land bug". When you run out of "land bugs" the game is over.

*** GOAL OF THE GAME ***

The primary goal of BUGS II is to reach the sixth maze level, discover the location of the reactor and destroy it with the ATOMIC MISSILE.

However, before you can reach the reactor you must travel through the other 5 levels of the maze. All the way you will be attacked by the bugs. In order to move from level to level, you must first locate the transport square that will take you to that level's central transport room. This room is marked by four arrows that point towards this room.

*** THE ADVENTURE ***

In total there are 6 levels in BUGS II, each a subterranean maze, which is inhabited by deadly bugs. Others have gone before you, and you must find the objects and weapons that are hidden throughout the various levels. But, as in any other adventure you must discover which object will assist you in each of the various circumstances.

Further as you travel through the different levels beware of hidden dangers and search for hidden passages when nothing else seems to work. Chart your course while you search for the central transport rooms and the reactor, for this will assist you in remembering the twists and turns of the maze.

*** THE MAZE ***

As you travel through the maze you will find a variety of rooms and barriers. The following is a list of these items and their purposes. Although they are detailed, it is left to you to discover which is which, while in the maze. They are fairly obvious, and only trial and error will be your guide.

1. BUG CREATOR ROOMS

These rooms are open on one end and are the source of the enemy bugs. The bugs materialize in the rooms and then move out in pursuit of your "land bug". There are four types of enemy bugs which may materialize, and coming into contact with any of them or their bullets will result in the loss of a "land bug".

2. OBJECT ROOMS

Littered throughout the playing area are object rooms. These contain objects that may be of assistance in your search. While playing, the bottom line of the screen displays the name of the object you are carrying. To get an object while in any one of these rooms press <ENTER>. The object that you are carrying will be switched for what is in the room. Each time you press <ENTER> the two objects will be switched.

3. TRANSPORT ROOMS

Once in these rooms pressing <ENTER> will transport you to another area in the maze. The display will switch to the area that you have arrived in.

4. WALL BARRIERS

These barriers block your passage. To open these you must first be carrying some form of a missile. Next, face the wall barrier and press <F>. Then the missile that you are carrying will be fired and destroy the wall barrier.

5. KEY BARRIERS

These are similar to the wall barriers, however they are not affected by missiles. In order to get through you must be carrying the correct object (usually have the word 'key' in their name). If you have the correct object, press <ENTER> and the barrier will open, if nothing happens you are not carrying the correct object.

6. ADDITIONAL ROOMS

In addition to the above rooms there are several other types. However, since BUGS II is part adventure you must figure out what these squares do and how to use them properly.

*** ADDITIONAL FEATURES ***

PRACTICE FEATURE

Prior to selecting 'keyboard' or 'joystick' control, pressing <CLEAR> will give the player a total of 10 "land bugs" to use in the game.

PAUSE FEATURE

Pressing <P> will stop the action of the game. The game can be restarted by pressing <P> again. This gives the player a perfect chance to make his/her charts of the maze.

RESTART GAME

If you become trapped and there is absolutely no means of escape, pressing <R> will cause the game to restart. You will lose one "land bug" by doing this.

BONUS "LAND BUGS"

For every 10,000 points that a player accumulates, one additional "land bug" will be awarded.

Finally, if you have ANY problems in the use of BUGS II, or ANY suggestions on how the program can be improved or made easier to use, do not hesitate to contact us. We are proud of this program, but are still quite aware of the fact that a program of this size can still be improved or that hidden problems may be discovered. Accordingly, anything that we at FOUR STAR SOFTWARE can do to assist our customers is of great importance to us.

5. KEY BARRIERS

These are similar to the wall barriers, however they are not affected by missiles. In order to get through you must be carrying the correct object (usually have the word 'key' in their name). If you have the correct object, press <ENTER> and the barrier will open. If nothing happens you are not carrying the correct object.

6. ADDITIONAL ROOMS

In addition to the above rooms there are several other types. However, since BUGS II is part adventure you must figure out what these squares do and how to use them properly.

*** ADDITIONAL FEATURES ***

7. PRACTICE FEATURE

Prior to selecting 'keyboard' or 'joystick' control, pressing <CLEAR> will give the player a total of 10 "land bugs" to use in the game.

8. PAUSE FEATURE

Pressing <P> will stop the action of the game. The game can be restarted by pressing <R> again. This gives the player a perfect chance to take further checks of the maze.

9. RESTART GAME

If you become trapped and there is absolutely no means of escape, pressing <R> will cause the game to restart. You will receive one "land bug" by doing this.

10. BONUS "LAND BUGS"

For every 10,000 points that a player accumulates, one additional "land bug" will be awarded.