INTRODUCTION:

Computerware is making a large investment in the software future of the Color Computer. We are working on software products at both the assembly and Basic Language level, as well as both serious and entertainment oriented. To achieve this goal, we need your support...

One of the problems that developers of software have is that it takes a lot of initial time and money to 'create' the product before any revenue from its sale is generated. All too often when it is finished, customers who are not familiar with the development cycle for software products, see a cassette or disk and a manual and perceive that that is what the product cost. NOT TRUE!

To be able to recover the development costs on inexpensive software, the manufacturer has to be able to sell a large number of copies. This is where you, the customer, can help by not giving away (or accepting from others) copyrighted software - actually any software product that is being offered for sale.

We have a lot of customers who tell us that they actively support us because they want our support in the years to come. When you think about that fact it makes sense. If we can't make enough sales because people are stealing copies of our products we will not continue to put our efforts into developing those products. So the bottom line is simply this: respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

Thank You, Computerware

LICENSE:

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

WARRANTY INFORMATION:

The license to use Computerware Doodle Bug is sold AS IS without warranty. This warranty is in lieu of all other warranties expressed or implied. Computerware does not warrant the suitability of Doodle Bug for any particular user application and will not be responsible for damages incidental to its use in a user system.

LOADING INFORMATION:

To load the program from cassette, insert the tape and press PLAY. Type 'CLOADM' and press ENTER. To load from disk, put the disk in drive 0 and type 'LOADMDOODLE' and press ENTER. After loading, the screen will display the game and you are ready to start!

NOTE: The program is recorded on both sides of the tape so if one side doesn't work, try the other before returning it.
DOODLE BUG™
(C) 1982 Computerware

(Color Computer with 16K RAM and joysticks required.)

DOODLE BUG™ is a machine language high resolution graphics game for one or two players who move their Ladybugs through an ever-changing maze gobbling Dots and other items while avoiding deadly Enemy bugs and Skulls.

Player one is the right joystick and the optional player two is the left. To start the game, move the right joystick horizontally to choose the game level which varies the Ladybug supply from three to six Ladybugs. Then press the "1" key for one player or "2" for both. Use your joystick to move the red and blue Ladybug through the maze to eat all the Dots, Letters, and Hearts. Use the Turnstiles to avoid the Enemy bugs, since they can't turn them. After your Ladybug runs into a Skull or is caught by an Enemy bug, the game continues, using a new Ladybug, until your supply is exhausted.

When the wall of bricks in the lower left corner of the screen disappears another Enemy bug comes out and a new wall appears. You hear a warning sound just before this happens. When all four Enemy bugs have come out, your Ladybug can eat the Vegetable they leave behind in the center. After you have eaten all the Dots, Letters, and Hearts, new ones appear, and the next Part of the game begins. There are four repeating Parts and each Part has a different type of Enemy bug and a higher Vegetable value. In Part One, the time is longer between when Enemy bugs come out.

The current score is at the bottom of the screen, highest score in any game is under "HI-SCORE". Here are the values:

<table>
<thead>
<tr>
<th>Item</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dot</td>
<td>10 points</td>
</tr>
<tr>
<td>Letter</td>
<td>100 points when white or 300 points when color of &quot;EXTRA&quot; arch</td>
</tr>
<tr>
<td>Heart</td>
<td>800 points when color of &quot;SPECIAL&quot; arch</td>
</tr>
<tr>
<td>Vegetable</td>
<td>1000+ points (increases 500 in each Part)</td>
</tr>
</tbody>
</table>

Extra Features

SPECIAL - When all Letters needed to spell "SPECIAL" have been eaten when they are the color of the arch above "SPECIAL", the player gets a new supply of Ladybugs.

EXTRA - When all Letters needed to spell "EXTRA" have been eaten when they are the color of the arch above "EXTRA", the player gets one extra Ladybug.

HEART BONUS - When a white heart is eaten, the values will be doubled, tripled, or quintupled in the rest of that Part.

Additional notes:

If you press your joystick button, the Ladybug will stop moving until you release the button. To stop a game in the middle in order to start a new game, press the "S" key. To stop the program completely you must turn the computer off. To have a time-out, press the "T" key and the action will freeze. To unfreeze the action and continue player, the "U" key must be pressed.