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Introduction

Crawling stealthily through the corridors of the maze, the bugs are after you—their one mission in life is to search you out and make you their dinner, before you find your way completely through the giant maze. Their powers of detection are uncanny... the only way to outsmart them is by leaving as many conflicting clues as to your whereabouts as possible. You push on, through the twists and turns of the maze, hoping that what lies around the corner is more points, and not a Mega-Bug!

To play Mega-Bug, you will need a 16K TRS-80 Color Computer. Joysticks are optional, but you'll find that you can maneuver faster and with more accuracy if you use them.
Setting Up

To load Mega-Bug, follow these simple instructions:

1. Make sure your Color Computer is correctly connected to the television and the set is tuned to channel 3 or 4.

2. Insert the Mega-Bug Program Pak™ into the slot on the right side of the computer.

3. Turn on the computer, then the television. Adjust the television volume to a comfortable level.

4. If you want to use Joysticks, make sure that a Joystick is securely inserted into the right Joystick connection at the rear of the computer.

5. The title of the program will appear, followed by the copyright information. You’ll hear the opening song of the game, “La Cucaracha.”
Starting the Game

If you press no keys, the screen will show you a short demonstration of Mega-Bug. The maze will appear, and you will see your player (we'll call it “The Mouth”) roaming around in it. Notice that the maze is very large, but that you can see The Mouth through a “magnifying glass” effect on your screen. Wherever you go, the magnifying glass will follow. Only the area under the magnifying glass is blown up to gigantic proportion. You’ll see why the magnifying glass is so important in a few minutes!

At the top of the screen is the high score for all games of Mega-Bug you’ve played since the computer was turned on. At the bottom of the screen is the message: PLAY MEGA-BUG. If you want to use the Joysticks, press the Joystick button to start. If you are not using Joysticks, press the spacebar. You’ll hear La Cucaracha again as the maze for your game is being drawn.

At the top of the screen is a message which lets you know how much time you’ve used roaming the maze. At the bottom, your running score appears.

If you are using the keyboard to control The Mouth, the ←, →, ↑, and ↓ keys control the direction in which you will move. With Joysticks, simply move the handle in whichever direction you want to go.
Roaming the Maze

Your objective is to remove all the white dots from the maze by passing over them as quickly as possible, without hitting or being hit by one of the eight menacing bugs. For each white dot The Mouth removes, you earn 10 points. But look—wherever you go, a trail of colored dots is left behind.

The bugs usually wander aimlessly through the maze, but watch out! If a bug comes upon a colored dot, it starts picking up the trail, which could lead it straight to The Mouth! It’s a good idea to leave as many conflicting trails as you can, so the bugs will become confused and take trails leading away from you.

To stop the game (in case too many bugs are closing in), press **BREAK**. You’ll return to the title screen, and you’ll see another demonstration, from where you can start a new game. Or if you just need a rest, you can press **ENTER**. The game will stop until you press **ENTER** again.

If a bug manages to stay on the right trail and catch you, the game is over. Once this happens, all the bugs will yell, WE GOTCHA!! and dance around joyously. So, avoid those bugs!
To start a new game, press the spacebar (if you’re using the keyboard) or the Joystick button (if you’re using Joysticks). Each time a new game is started, the maze changes, so don’t count on your memory to help you race through the maze you memorized earlier.

There is another obstacle to your success: for each second that passes in which The Mouth fails to remove a white dot, you lose one point. Try not to leave patches of isolated dots—if you leave stray dots here and there, you might have to travel over long stretches of “barren” terrain to return to them. While you are crossing a barren stretch, valuable points are being lost, and the bugs are still hot on the trail.

While we’re talking about strategy, here’s a good point to keep in mind: don’t become so spellbound by the magnifying glass that you forget to watch the rest of the maze! You should probably spend up to 50% of your time scanning for “loops” in the maze unoccupied by hungry bugs. The more loops you traverse, the more confused the bugs will become when they try to follow your trail.

Each time you manage to remove all the white dots without being caught, a harder maze will appear, along with an extra bug to make things more difficult for you.
Helpful Hints

Don’t worry if you manage to eat the last dot, but the score doesn’t show it. If you don’t receive credit for finishing the maze immediately, you’ll see it added to your score when the next maze is drawn.

If you become a true expert at Mega-Bug, you can make the stakes a little higher. When you turn on your computer, hold the \texttt{ENTER} key down. Your maze will contain 16 hungry bugs! If you outsmart them and finish the first maze, the new maze will also contain 16 bugs—in other words, no matter how many mazes you finish, you will never see more than 16 bugs chasing you.

Good luck, have fun, and remember that no amount of insecticide will stop the tireless Mega-Bugs in their search to destroy you!