

DOODLE BUG

AO110



DRAGON

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DOODLE BUG

AO110

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WELCOME TO DOODLE BUG

Doodle Bug is a maze game for one or two players. The object of the game is to move the Ladybug through the maze devouring Dots and various other items while avoiding deadly Enemy bugs and skulls.

LOADING DOODLE BUG

1. Switch off the computer.
2. Load the cartridge into the cartridge port on the right hand side of the computer.
3. Switch on the computer.
4. Plug in the right joystick for one player or both joysticks for two players.

N.B. Be sure to switch off the computer before inserting or removing any cartridge. Failure to do this may result in damage to the machine.

PLAYING DOODLE BUG

At the start of the game the number of Ladybugs displayed in the lower left hand corner of the screen can be varied between three and six, select the number you wish to play with. To start the game press 1 for one player or 2 for two players.

The idea is to move the Ladybug around the maze to eat all the Dots, Letters and Hearts. As you move around the maze you will encounter turnstiles, which you can turn by running into them. The Enemy bugs cannot move the turnstiles so you can use them to defend yourself against them. Whenever the Ladybug runs into a skull or is caught by an Enemy bug, the game continues using a new Ladybug until the supply is exhausted.

When the wall of bricks in the lower left hand corner of the screen has completely disappeared, an additional Enemy bug comes out of the cage in the centre of the maze and a new wall appears. A warning is sounded just before the bug emerges. When all four Enemy bugs have emerged, the Ladybug can go into the centre cage and eat the vegetable they leave behind.

When you have cleared the screen of all the Dots, Letters and Hearts you will be presented with a new screen and the next part of the game will begin. There are four repeating parts, each with a different type of Enemy bug, and a higher bonus for the vegetable. The time between the emergence of Enemy bugs decreases after part one has been completed.

The current score is at the bottom of the screen, highest score in any game is shown as "HI-SCORE".

SCORING

Dot	10 Points
Letter/Heart	100 Points 300 Points when colour of "EXTRA" arch. 800 Points when colour of "SPECIAL" arch.
Vegetable	1000+ (increases by 500 in each part)

SPECIAL FEATURES

SPECIAL	When all the letters needed to spell "SPECIAL" have been eaten while they are the colour of the arch above "SPECIAL" the player will receive a new supply of Ladybugs.
EXTRA	When all the letters needed to spell "EXTRA" have been eaten while they are the colour of the arch above "EXTRA" the player will receive one extra Ladybug.
HEART BONUS	When a heart is eaten while it is the same colour as the third arch beside EXTRA and SPECIAL, the score values will be doubled, tripled or quintupled in the remainder of that part.

ADDITIONAL FEATURES

If you press the joystick button, the Ladybug will stop moving until you release the button. To stop an incomplete game and begin a new one, press the "S" key. If you wish to freeze the game temporarily, press the "T" key and the action will stop. To restart the game, press the "U" key. To stop the game completely, you must turn the machine off.

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