

BUG-BASH / NUCLEUS

I N S T R U C T I O N S

Instructions For Bug-Bash

The time is early morning; the place a usually tidy back garden, well cared for by the humans. But to your dismay you notice that your domain has become very untidy overnight. As you look up you see swarms of insects and bugs flying about mindlessly; with no apparent intentions of helping you clear up the mess. It would appear that the 'Evil-Slug' has been up to his old tricks again, and brain-washed the insects and bugs with a wicked spell.

It soon dawns on you that it is going to take several days rather than hours to clean up and restore order in the garden. Quickly arming yourself with an insecticide spray gun you begin your quest.

Good Luck!

LOADING THE GAME:

AMIGA 500 OR 2000

- 1) Insert the disk marked BUG-BASH in drive 'A'.
- 2) Switch on the computer.
- 3) The program will then automatically load and run.

AMIGA 1000

- 1) Insert the system disk.
- 2) When the work-bench disk appears on screen, insert the disk marked BUG-BASH in drive 'A'.
- 3) The program will then automatically load and run.

CONTROLS:

(A joystick should be plugged into port 2)

UP: Take off and fly in all directions.

DOWN: Pick up an object when on the ground.

LEFT/RIGHT: Walk/fly left or right.

FIRE-BUTTON: Fire insecticide spray gun.

MOUSE-BUTTON: Press left button to pause.
Press again to resume play.

GAMEPLAY:

Your task is to clear up all the trash in the garden by placing it in the trash-can. When a piece of trash is picked up, it may be dropped by flying directly above the trash-can. You will see and hear the falling piece of trash.

You can only pick up one piece of trash at a time, and you cannot drop fruits or other pick-ups into the trash can.

Keep clear of the menacing bugs or blast them with your spray-gun. You will be awarded points for each insect destroyed. You cannot shoot the caterpillars which eat away at the magic mushroom. This is fair enough as they won't hurt you either. However, given enough time, they will eat up all your energy supply.

Various other pick-ups may appear throughout the game. These may be worth points or help you out of a tricky situation.

A full list of bonus pick-ups etc., can be viewed on the game introduction screens after loading.

After tidying up each garden, and ridding it of bugs, you will be faced by a large end-of-day guardian. It is up to you to work out the best strategy to kill it or get past it.

STATUS AND SCORING:

At the bottom of the screen is the player's status bar. This shows from left to right; The score, Time left and Energy level.

1) THE SCORE

This will increase when shooting insects, picking up fruits and dropping trash into the trash-can.

A larger score bonus may be given at the end of each day cleared.

2) THE TIME

This will decrease as the day progresses. You may be able to extend the time left if you can find a clock.

It also gets darker as the day goes on.

3) ENERGY LEVEL

This will be decreased when being hit etc.

It will increase if you shoot a magic mushroom or pick up a mini-mushroom.

GAME END:

The game ends for the following reasons:

1) You have lost all your energy.

2) Time has run out.

3) You have completed the game by killing the 'Evil-Slug'.

Instructions for Nucleus

Time is running out..... your mission, to destroy the electric power core of the synthetic planet Cetorium, which supplies all its power needs. Without their supply of energy the aliens which have been raging war over us have been defeated.

The only way to reach the NUCLEUS of the planet is to take on the entire planet's defence system, which no man has seen before or lived long enough to describe.

Get ready Star-Pilot!

LOADING THE GAME:

AMIGA 500 OR 2000

- 1) Insert the disk marked NUCLEUS in drive 'A'.
- 2) Switch on the computer.
- 3) The program will then automatically load and run.

AMIGA 1000

- 1) Insert the system disk
- 2) When the work-bench disk appears on screen, insert the disk marked NUCLEUS in drive 'A'.
- 3) The program will then automatically load and run.

CONTROLS:

(A joystick should be plugged into port 2)

UP: Fly up.

DOWN: Fly Down.

LEFT/RIGHT: Fly left or right.

FIRE BUTTON:. Fire guns and weapons.

MOUSE-BUTTON: Press left button to pause.
Press again to resume play.

GAMEPLAY

If it moves shoot it! - If it doesn't move shoot it anyway!

Shoot as many aliens as possible whilst trying to avoid hitting any aliens or their missiles with your ship.

Occasionally a bonus sphere will appear. Try to collide with it to gain a power-up.

The bonus spheres are as follows:

- | | |
|--------------------------------|-----------------------|
| (O) Electric orb weapon. | (S) Speed-up. |
| (P) Plasma cannon weapon. | ('HEART') Extra ship. |
| (E) Top or bottom electro gun. | ('Skull') Death. |
| (T) Top or bottom electro gun. | |

If you pick up a 'Death' sphere, you will lose a life and all your weapons etc.

At the end of each level there is a large guardian to destroy, before you can progress to the next level. Obviously the more weapons you have collected, the easier it will be to destroy these guardians.

STATUS AND SCORING:

At the bottom of the screen is the player's status bar. This shows from left to right; The score, Level and ships remaining.

1) THE SCORE

This will increase when shooting aliens etc.

A score bonus will be given at the end of each level when the guardian is destroyed.

2) LEVEL INDICATOR

This displays the level you are currently on.

3) SHIPS INDICATOR

This displays the number of ships that remain.

GAME END:

The game ends for the following reasons:

1) You have lost all your ships.

2) You have completed the game by destroying the 'NUCLEUS'.

Adrian Cummings

The programmer behind Bug-Bash and Nucleus.

Since purchasing his first computer, a Sinclair ZX80, Adrian has always had an interest in computer games.

As new machines were released over the years, he discovered that writing games could be just as rewarding as playing them and he began toying with their graphics and sound capabilities and eventually learned to code in assembly language.

The transition to computer graphics went quite smoothly because Adrian was a draughtsman for two years. As for music he used to play in a band.

The final piece to the jigsaw puzzle was the coding. Gaining experience through designing energy management systems, taught him to program in at least a structured manner.

Adrian now concentrates all his time on writing and producing games and has spent more than a year coding Bug-Bash and Nucleus. We think you'll agree the wait was worth it.

His message to all you budding programmers is simple: 'Never give up, keep trying and you'll get there in the end'.

Credits

Conception, Design and Coding - A. R. Cummings

Marketing - Microtec Entertainment

Box Design and Artwork - N. Meerkin , JAY

Instructions - A. R. Cummings , Dr. Alan Domas