



# THE SLUG

## LOADING on COMMODORE AMIGA -

For A500 + A500 plus users switch ON computer and insert disk immediately.

For A1000 users LOAD kikstart 1.2/1.3 as normal then insert disk on workbench prompt.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

## LOADING on ATARI ST -

Switch on machine and insert disc immediately.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

**IMPORTANT** - Look after your discs carefully

KEEP it in your original box and in a cool dry place (not in direct sunlight or rain).

NEVER switch the computer ON or OFF with the disc in the drive.

KEEP your disc write-protected and SWITCH OFF your computer for 30 seconds before loading a new game. (To avoid a Virus from other discs)

DON'T put the disc near any magnetic field (eg. on top of TV, near Stereo speakers.)

**STEG**

## CONTROLS

All times

Blow bubble about  
Create Bubble

Press Space and release  
Press and Hold Space

Fire  
Press and hold

M to toggle between music and effects

H to pause

Return to lose addon

F10 Toggles between 50 and 60 Hertz

Escape quits to title page

Little Enter to kill any T'yungunz that are not asleep

## Drop Bionic Bitz Press Return

## Slither Mode (with No Bionic Bitz)

Slither Up	Q	Up
Slither Down	A	Down
Slither Left	O	Left
Slither Right	P	Right

## Flying Mode (With Genie Rocket Pack)

Fly Up	Q	Up
Fly Down	A	Down
Fly Left	O	Left
Fly Right	P	Right

## Steg Leg Mode (with Bionic Legs)

Walk Left	O	Left
Walk Right	P	right
Jump	Q	Up
Duck	A	Down



Steg's a slug. A slippery slimy sloppy slug and a one parent family to boot. The boring fact of life is that the nippers always need feeding. Nosh Nosh Nosh!

Grubs are the main food stuff of Steg's t'yungunz. They snack on them by the tonne. Poor ole Steg, without arms and legs he's just a bit hopeless at catching the darn things.

But this is where his Acme Bionic Bitz 'n' Pieces Catalogue came in....

Acme Bionic Steg Legs, Nitrous Oxide Speed Up Pills, the Super Genie Rocket Pack (patent pending) and a rather nifty scuba diving set. Just the sort of kit your average slug needs to keep the family going!

Now Steg can blast up shafts with his Rocket Pack, Tip Toe across glass with his Acme Steg Legs, take a dip with his Scuba Diving kit and whiz around the level with his Nitrous Oxide Speed Up Pills.

All this from one catalogue - I never knew there was so much in them!

Steg has to look after his family of T'yungunz. To do this he must feed them.

You control Steg by making him slither around the walls. He can go up down and around. He can even stick upside down to a wall.

Steg can also blow bubbles. It is by doing this that he captures the grubs which he needs to feed his family. To catch a grub, Steg must blow a bubble such that it envelopes a grub. The bubble then drifts up and this is when the problems occur.

The bubbles are very fragile and must be guided by nudging slightly or giving them a quick blow. Be careful as the bubbles will burst on contact with any sharp object. Avoid spikes, glass and fire.

Littered around the caves are bellows and blowing devices. When activated these will push the bubbles away from them. Work out the activation and deactivation switches and use them to help you.

Steg will find parts from the Acme Bionic Bitz Catalogue knocking around the level. Pick these up to use their super abilities.

## HINTS AND TIPS

- \* Keep an eye on the status of T'yungunz.
- \* Be careful not to incinerate the grubs with rocket pack.
- \* Remember you can slither up and down walls.
- \* Slither around pipes.

**This rather excellent game was brought to you by ...**

Game Design  
Program  
Graphics  
Design Manager  
Program Director  
Production

The Big Red Software Company.  
Terry Mancey  
Brian Hartley  
Shân Savage  
Paul Ranson  
Stewart Regan and Pat Stanley



# CODEMASTERS

## HELP LINES

NEW RELEASE INFO LINE 0891 555 000

(Tells you what is being released this month) If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

### ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0891 555 092
LITTLE PUFF	0891 555 095
ROCKSTAR	0891 555 090
FANTASY WORLD DIZZY	0891 555 078
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 105
SLIGHTLY MAGIC	0891 555 050
STEG	0891 555 012

### SPECTRUM, AMSTRAD, C64

DIZZY	0891 555 093
TREASURE ISLAND DIZZY	0891 555 091
FANTASY WORLD DIZZY	0891 555 078
LITTLE PUFF	0891 555 094
ROCKSTAR	0891 555 090
MAGICLAND DIZZY	0891 555 096
SLIGHTLY MAGIC	0891 555 050
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 105
STEG	0891 555 013

Call costs 36p per minute during off-peak time and 48p per minute at all other times.  
(GREAT BRITAIN ONLY)

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Made In England  
Published by CodeMasters Ltd.  
PO Box 6, Leamington Spa, England. CV33 0SH