

BUGSY

Hi kid. I hear ya got a computer at home. Real nice computer. Shame if anything should happen to it. Stop staring, kid, I don't like bein' stared at. Aintcha never talked to a three-foot-high blue rabbit before? Anyway, like I wuz sayin' - ain't nuthin' gonna happen ta dat nice computer of yours. Not if ya take advantage of my offer. First of all I wantcha ta buy dis game. Den I wantcha ta load it up. Den I wantcha ta help me ta take over all da mobs in Chicago. Don't worry, it don't involve nuthin' illegal. Not unless ya count the odd bit of theft, extortion, murder, robbery, bribery an' corruption an' that sorta thing. Right now I got nuthin'. No cash. Not even a gun. I wanna run da biggest gang in town. I wanna drive fancy cars an' live in plush hotels. I wanna be Public Enemy No. 1 in place of dat fat wimp Capone. It ain't much to ask. Not if ya wanna keep dat computer healthy.

YA WANNA STAY HEALTHY -
YA BUY IT.

STEREOPHONIC SCHOOL

FULL INSTRUCTIONS ON DA REVERSE OF DIS INLAY!

CRL Group PLC,
CRL House, 9 Kings Yard,
Carpenters Road,
London E15 2HD.

©CRL Group 1986



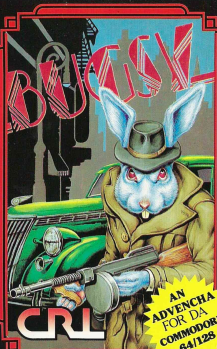
If dis software is defective in any way please
return to da guys at CRL for a nudder copy!

This software is sold subject to the following conditions: Unauthorised copying, hiring, lending, exchanging, public performance and broadcasting of the software is strictly prohibited. Made in U.K.

BUGSY

COMMODORE 64/128

CRL



**AN
ADVENCHA
FOR DA
COMMODORE
64/128**

BUGSY INTRODUCES DA GAME

(The girls wanted to do this hit, but how can you refuse a cute little blue rabbit with a machine gun?)

Okay youse jolks! Lissen up an' lissen good.
My name's Buggy, Buggy Maroon. I'm a pale blue rabbit
some three feet in height wit' a cute little powder-puff tail.
But that don't mean I ain't as tough as pickled walnuts 'cuz I am.

I live in Chicago in 1922 and my aim in life is to take over
the mobs an' become Public Enemy No. 1 in place of that
fat wimp Capone.

I ain't averse ta takin' some advice from keyboard-bashin'
computer buffs providin' they watch their lip wit' me. But
I'm gonna warn ya right off - it ain't gonna be easy.
Ya gotta help me work my way up from a penniless street
bunny ta the dizzy heights of a crimelord. Startin' wit' petty
theft an' small-time protection rackets I gotta make the
money ta buy guns, hire boys an' build up a serious mob.
An' if ya t'ink the other mobs is just gonna sit around an' let
me do it you're a sucker. The cops might be a minor
problem too.
Dere's also da problem of - uh - gettin' anyone ta take me
seriously.

Da game feechers a great new menu-driven conversation
system which means ya can get me into smart-mouth con-
versations wit' any of the various characters in da game.
You'll believe a rabbit can shoot his mouth off.
In order ta succeed in da game I gotta not only build da gang,
pull off da jobs an' get my paws on da big money - I also
gotta acquire da status symbols of da successful crimeboss.
Big cars, a swell place ta live, ya know da sorta thing.
Da racket business is just like da software business. If ya
wanna be successful, ya gotta get in da charts. It's gonna be a
big day when I foist make it ta Public Enemy No. 10, but I
ain't gonna be happy 'till I'm right up dere at No. 1, knockin'
fasso off his perch.

Okay, I guess I flapped my mouth long enough. Now let's get
in dere an' start doin' business.



INSTRUCTIONS

To load Buggy:

CBM 64/128 Press SHIFT and RUN/STOP.

SPECTRUM LOAD""(ENTER).

AMSTRAD Press CONTROL and small ENTER key.

In this game the computer accepts simple English sentences
such as "ATTACK THE HOODS", "ROB THE BANK", etc.
CHARACTER INTERACTION: To talk to a character type
TALK TO (name of character). You will then be presented
with a menu of options which will allow you to guide Buggy
through conversations with the other characters in the
game. This is important as progress in the game depends on
successful interaction with the other characters.

Other special commands include:

INVENTORY (or I) which will list the things you have with
you.

LOOK (or L) redescribes your current location.

CASH tells you how much money you have made.

TIME tells how many game minutes you have taken.

SCORE gives your score. In the early part of the game this is
measured simply by the money you have made, but as the
game progresses it will show your position on the list of
Public Enemies.

QUIT (or Q) ends the game.

SAVE and LOAD allow you to save and restore your position
on tape or disc. There is also a special facility which allows
you to save your position instantaneously in to the com-
puter's memory. To do this just type SAVE or LOAD as
normal and answer RAM to the prompt "Tape/Disc or
RAM?".

TEXT and GRAPHICS: Every location in this game is
illustrated. If you prefer a text-only adventure just type
"TEXT". Type "GRAPHICS" to turn the graphics back on.

BUGSY was written with The Quill (although you wouldn't
know it!) and no N'sc*fe at all!