

Code Masters

It's slime time with Steg the slug! T'yungunz need some nosh and Steg needs to feed 'em. So strap on the bionic legs, engage that rocket pack. Steg's slug family need raisin'!

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STEG THE SLUG

COMMODORE 64/128

NEW RELEASE

Code Masters

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GORGEOUS GRAPHICS.

Steg's a slug. A 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....

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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.

Controls

All times
 Blow bubble about Press Space and release Fire
 Create Bubble Press and Hold Space
 Press and hold

Press F1 to kill any tyungunz that are not asleep
 Run/stop to pause, press Q to quit while paused
 Return to lose add-on

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

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.



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!

SPECTRUM, AMSTRAD, C64

DIZZY	0891 555 093
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SPIKE IN TRANSYLVANIA	0891 555 051
STEG	0891 555 012

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



CODEMASTERS

This great game was brought to you by...

Design	Big Red Software
Programming	Nick Taylor
Graphics	Micheal Sanderson
Project Director	Paul Ranson
Production	Stew Regan & Pat Stanley
ArtDirector	Shân Savage

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