



IBM PC AND COMPATIBLES

ESC key

If you press this key during the game the program will interrupt the game and return to the Options Menu, after your score has been entered in the High Score Table if applicable.

"P"

Pauses the game for a short time. The game can be resumed by pressing "P" again.

"Q"

Used to quit the game and return to MS-DOS.

To allow you to play UGH! without a joystick and with two players, you can also steer both helicopters by using the keyboard:

Player 1

"W" or Cursor up = helicopter rises

"A" or Cursor left = helicopter flies to the left

"S" or Cursor right = helicopter flies to the right

"Y" or Cursor down = helicopter falls

"STRG" or "CTRL" = to release stone collected earlier

Player 2

Number key "8" = helicopter rises

Number key "4" = helicopter flies to the left

Number key "6" = helicopter flies to the right

Number key "2" = helicopter falls

Number key "0" = to release stone collected earlier



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SYSTEM REQUIREMENTS

AMIGA

To run the game from floppy or hard disk you will require at least 512 K of Fast-RAM in addition to the built-in Chip-RAM; if possible, 512 K of additional Chip-RAM should be available. If you have only 512 K of Chip-RAM, you should start UGH! from the Workbench, when no other programme is running. To run satisfactorily, UGH! requires a minimum of 400 K of free Chip-RAM. If there is not sufficient memory available, UGH! will not start.

UGH! has been tested on the Amiga DOS 1.2, 1.2, 2.0 and 2.1 versions and should function perfectly on these systems.

In order to avoid any problems you should follow the loading instructions carefully.

IBM PC AND COMPATIBLES

It is essential that a VGA card is installed in your computer; in order to avoid problems you should remove all resident programmes (so-called TSR's). For the music and effects you will need an AdLib or other 100% compatible sound card.

UGH! will run on MS-DOS or other compatible systems as long as you have 500 K available in the main memory before starting the program.

C64

The C64 requires no modification to your hardware or software.

LOADING INSTRUCTIONS

AMIGA 500, 500+, 600, 2000, 2500, 3000

Turn your Amiga off. Insert the UGH! Disk into the internal drive of your Amiga. Turn the Amiga on again.



AMIGA 1000

Turn your Amiga 1000 off and insert the Kickstart Disk. Turn the Amiga on again and wait until the prompt to insert the Workbench Disk appears. Now insert the UGH! Disk into the internal drive of your Amiga.

C 64 DISK

Turn off your C64 and disk drive. Next, turn on first your disk drive, then the computer. Insert the UGH! Disk into the drive. Now type the instruction LOAD"*",8,1 and press <RETURN>. UGH! will then start automatically and indicate when to turn the disk over.

C 64 CASSETTE

Turn off your C 64. Insert the disk into the drive. Now turn your computer on again and press the SHIFT and RUN-STOP keys simultaneously. As soon as the message "Press play on tape" appears, start your Datasette. UGH! will start automatically and will give you any further instructions to allow you to play without difficulty.

IBM PC AND COMPATIBLES

Activate your computer as normal. Insert the UGH! Disk into the appropriate drive and change over to this drive by entering its identification letter (A or B), followed by a colon and <RETURN>, e.g.

A:<RETURN>

Then simply enter "UGH!" and the programme will start automatically.

HARD DISK INSTALLATION

AMIGA

Step 1

Boot your Amiga from the hard disk as normal. As soon as the Workbench screen appears, you can insert the UGH! Disk into the disc drive.



Step 2

Open the disk by double clicking on its disk symbol. After a short time two file symbols (icons) will appear in the open window. One of these icons governs the main program of UGH! and is used to start it from the Workbench. The other icon is called "Install" and represents the standard installation program of Blue Byte/Play Byte Games.

Step 3

Start the installation program by double clicking on its icon.

Step 4

In the window you will see two ways of entering information. The name of the disk drive into which you have inserted the UGH! Disk must be entered in the upper box. Normally this will be the internal "DFO:" drive; thus, the text "DFO:" has already been entered in this box. If your UGH! Disk is in one of your external drives, then enter the appropriate code (DF1-DF3). Confirm the correct entry by using the "Return" key.

The lower box is intended for the destination drive. Since as a rule the hard disk has the code "DFO:", this box has already been labelled accordingly. If you wish to install UGH! in a different partition, enter the name appropriate to your configuration. As a tidy-minded person you will no doubt want to store UGH! in a drawer or sub-directory: in this case, you can enter the name of a drawer after the code name of your drive. If this drawer already exists, UGH! will be installed in it. If the index is not available, the installation program will create an index with this name and will create a suitable icon. You can also enter several nested sub-directories by naming them consecutively. To do this, simply separate the names with "/". When you are sure that your entries are correct, you can begin installation.

The program will carry out the installation automatically. The program will indicate when installation is complete, and you can leave the installation program. UGH! is now installed on your hard disk and you can start the program from the Workbench by double clicking on the program icon.



IBM PC AND COMPATIBLES

Start your computer as normal. Insert the UGH! Disk in the appropriate drive and transfer to this drive by entering the drive letter (A or B) followed by a colon and <RETURN>, e.g.

A:<RETURN>

Now enter "INSTALL" and follow the instructions on the screen.

To start UGH! after installation is complete, simply transfer to the index in which you have installed UGH! and start the program by entering "UGH!"

STEERING THE HELICOPTER

By using the joystick you can move the stone-age helicopter across the screen.

To raise the helicopter, push the joystick upwards - the longer the stick is pushed upwards, the faster the helicopter will rise.

When you release the stick, the helicopter will automatically begin to fall, and will pick up speed as it falls. To increase the speed at which the helicopter falls, move the stick downwards. You can move the helicopter to the left or right by moving the stick in the appropriate direction. It is also possible to make the helicopter dive - the faster the speed of descent, the deeper into the water the helicopter will dive.

THE GAME

The aim of the game is to use the helicopter to pick up the figures which appear at the entrances to the caves and to take them to the cave indicated. You land next to the cave dweller; the figure will then tell you in a speech bubble where it wants to go and climb into the helicopter. You now fly to that destination, where the figure will get out of the helicopter automatically. If you fly the cave dweller to his destination particularly quickly, he will reward you with a bonus symbol (Score). If you collide with one of the cave dwellers while landing, he will fall from his platform into the water. You can rescue figures who have fallen into the water by landing on the water, when the figure will swim towards the helicopter. The only exception to this

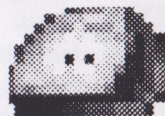


is the old man, who cannot be rescued as, owing to his poor physical condition, he sinks after a short time.

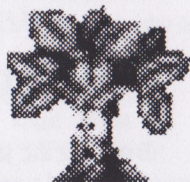
Only one figure or object can be loaded onto the helicopter at any one time.

The destination of each cave dweller who is "loaded" onto the helicopter will be shown in the status bar.

THE TREE AND THE STONE



To carry out this task successfully you have to collect energy. Throw the stone which you have previously collected into the tree and pick up the fruit symbol which will appear. (The



stone is collected when you land on it). You can throw the stone out of the helicopter by using the Fire button.



Hostile animals should be avoided or stunned with the stone.

THE STATUS LINE

During the game the so-called Status Line will appear at the lower edge of the screen. This tells you the information you need to play the game, such as available energy, score, transportation orders etc.



Reading from left to right the following information is displayed:

Number of Lives

This shows the number of lives (helicopters) which the player(s) have (the players start with 3 lives).



Energy Bar

At the start of every level the energy bar fills the whole of the energy bar.

Don't forget - the longer the helicopter stays in the air, the faster the energy store is depleted. (The energy bar grows smaller).

Moneybag

The points you have scored are indicated to the right of the moneybag.

Missions List

This shows the number of missions to be flown.

Speech Bubble / Figure Indicator

The figure inside the helicopter, or the stone, is shown next to the speech bubble(s). The speech bubble itself shows the destination which you are to fly to.

Bonus Counter

As soon as a figure gets into the helicopter, the Bonus Counter shows the score. The faster the figure is flown to his destination, the higher the number of points credited to the player(s).

Bonus Multiplier

This shows the factor by which the Bonus Counter is multiplied, depending on the size of the flight mission.

2 PLAYER OPTION

If you choose the 2-Player option from the Options Menu (F4), you can play simultaneously with a second player in the TEAM-MODE. This means that both players, equipped with a helicopter each, have to carry out the tasks together (transporting figures, collecting energy, fighting the enemy etc.) The players can share the "work" - thus one player can collect energy while the other carries out the transportation work. If a helicopter is destroyed or the energy runs out, the level comes to an end and starts again from the beginning. If a level is interrupted three times the game is lost. (This also applies to the 1-Player mode).

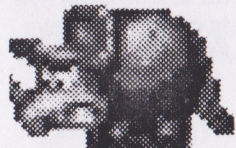




THE OPPONENTS

A game whose only aim was to transport people from one platform to another would soon become boring; thus the game has a number of opponents who try to make life difficult for you:

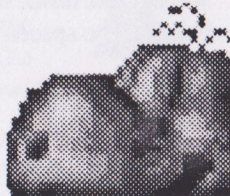
Tryopterus



As long as you don't disturb him on his platform he is a harmless fellow; but if you land on his platform he will think you are an intruder and will attack you with his horn. If there is no other way out you can put him out of action for a few seconds with the stone.

Dinosaur

He sleeps peacefully on his platform, and you might think that he can't do you any harm. However, his heavy snoring constantly threatens to throw your helicopter off course.



Pterodactyl



He is the most dangerous of all the opponents. If you touch him your helicopter will crash at once. Just before the Pterodactyl appears you will hear a cry: as soon as you hear this unusual noise, get ready to take evasive action.

THE OPTIONS MENU

When you press the Fire button after the game has loaded, the Options Menu will appear on the screen. If you are happy with the default settings, press the "F1" key to start the game.

F2 ENTER PASSWORD

By pressing this key you can access a password for the level you wish to play. You then enter the password by pressing the RETURN key.



F3 MEDIUM

With this key you can set the degree of difficulty for the game. At first it is advisable to choose "EASY".

F4 ONE PLAYER

By pressing this key you can change the player mode. (1-player mode/ 2-player mode).

HIGH SCORE TABLE

If you have collected enough points by the end of the game a box will appear in which you can enter your name in the High Score Table.

USING THE KEYBOARD

AMIGA

ESC key

If you press this key during the game, the program will interrupt the game and return to the Options Menu, after your score has been entered in the High Score Table if applicable.

"P"

Pauses the game for a short time. The game can be resumed by pressing "P" again.

"Q"

Used to quit the game and return to the Workbench.

C 64

RUN STOP

Pauses the game for a short time. The game can be continued by pressing "RUN STOP" again.

