

BUGSY INTRODUCES DA GAME

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

Okay youse joiks! Lissen up an' lissen good. My name's Bugsy. Bussy 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 frum 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 woik 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 inta smart-mouth conversations 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' fatso 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 **Bugsy**:

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 Bugsy 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 computer'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!

