

## **DOGSBODY ... the action begins ...**

Nasty Dr. Dogmush is conducting experiments on innocent puppies to turn them into kannine killers. He has 192 imprisoned in his castle. The Animal Liberation Front special agent Dogsbody is digging to the rescue.

Built on red sandstone the Dogmush stronghold, is protected by 50 assorted robot guards and gremlins. Dogsbody can tunnel through the soil and avoid the meanies and even dislodge rocks to crush the odd gremlin or two. Mind you the gremlins do have nasty habits. Firstly, they seek you out even if you can't see them and secondly, they will be reincarnated where they started out. Flowers will grow to block pathways when Dogsbody clears an area above a flower; a useful way to trap a meanie. Keep your wits about you, as the deeper you go, the more they will come for you. The best of luck and woof, woof, woof, woof.

You can move 10 paces after being caught and you have 3 chances in a game.

## **Game Control**

Pressing SPACE during the introduction will show you a demonstration of the first screen. Pressing SPACE again will take you into the game. You can "abort" a game using SPACE. FIRE or ENTER will restart the game.

You rescue a puppy by running over a them. The game ends when all the puppies are rescued or when Dogsboddy has no lives left.

## **Joystick Option ...**

### **Keyboard**

P = Up, L = Down,  
Z = Left, X = Right

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**Can you program your micro?** If you can write a better program, get in touch ...

**BUG CONTROLLER.** Bug-Byte, Liberty House, 222 Regent Street, LONDON. W1R 7DB



Argus Press  
Software Group

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