



DATA AGE

# BUGS™

## *Extermination Instructions*



You have been sent to investigate a life form that has been detected on a long-dead planet. Passing through the deadly Cosmic Tunnel, you land on the barren planet's surface to find an underground world ruled by a race of intelligent Super-Bugs! Countless numbers of these space age creepy-crawlies begin to emerge from massive subterranean colonies—along with the Phylax, genetically engineered Super-Drones that can penetrate any surface. . . .

***A Data Age™ Video Game***



# ***How To Combat Infestation***

1. Hook up your video game system according to the manufacturer's instructions.
2. With game console power OFF, firmly plug in your BUGS™ game cartridge.
3. Turn the game console power ON. If no picture appears, check to make sure your game unit is hooked up correctly to your TV, then try steps 1-3 again.
4. For the best contrast, turn the "Brightness" control switch on your TV to a low setting.
5. Plug your paddle controllers into the left receptacle of your game console. For two players, use both paddle controllers. Player 1 uses the left controller and Player 2 uses the right controller. Hold the paddle controller with the red Fire Button to your upper left.
6. Select the game variation you wish to play—one or two players. For one player, the number three will appear in the upper left hand corner of your screen. For two players, the number three will also appear as the first digit in the upper right hand score block (this number tells you the number of "hits" your weapon or ship can take before the game is over).
7. Select your level of difficulty by positioning the "Difficulty" switch at either Level A (for beginners) or Level B (for more advanced players). You can match the skill levels of two players by having one play at Level A and the other play at Level B.
8. To start the game, press the red Fire Button on your paddle controller. (For two players, Player 2 must press his Fire Button to start his turn.)
9. Using your controller, move your weapon directly underneath the Super-Bugs as they emerge from their nests.
10. If your weapon is destroyed by a Phylax, or if the Bugs leave their nests and damage your ship, press your Fire Button to initiate repairs and

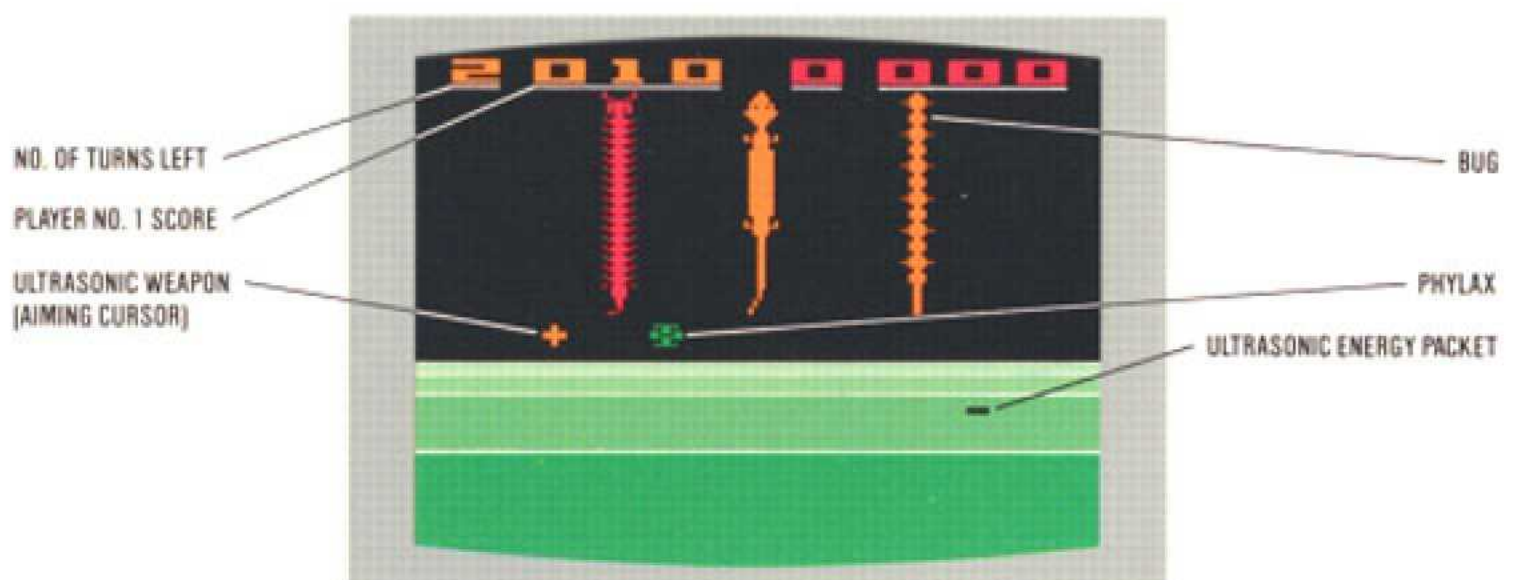


continue the game. When a player's weapon or ship has been damaged three times, the game is over.

11. To start a new game, press the "Game Reset" switch on your game unit console, then press your red Fire Button.

## Scoring

Using your paddle controller, position your Ultrasonic Weapon (the "aiming cursor" seen on your screen) directly below the emerging Bugs. You will see Ultrasonic Energy Packets leaving your ship's firing bays and moving toward the aiming cursor to destroy the Bug above. You must destroy the Bugs **before** they completely leave their nests or they will damage your ship.





While you are destroying Bugs, you must also watch for the Phylax—sent by the Super-Bugs to penetrate your ship's hull and destroy your weapon. As long as a Phylax is green he is outside your ship and harmless. Your weapon is also harmless to him. But when a Phylax changes color to yellow (a warning) and then red, he has entered your ship. You must try to destroy him, by luring him into your weapon's line of fire, **before** he makes contact with your weapon.

Here's how you rack up points:

- Each bug destroyed scores one point.
- Destroying a Phylax scores five points.
- After you score thirty points you advance automatically to a new skill level (indicated by a new Cosmic Barrier), scoring a bonus of eight additional points.

## **ADDITIONAL EXTERMINATION STRATEGIES**

1. Your Ultrasonic Energy Packets will move towards your aiming cursor. Once you have fired, the Packets will continue in the same direction even if you **move** your aiming cursor. To destroy a Phylax, position your aiming cursor so that your Energy Packet will pass through the Phylax's path, then quickly move your weapon out of the line of fire.
2. After you have advanced to a new skill level, you may find more than one Phylax has oozed through your craft's hull. This means double trouble—but double challenge, too. Use the tricky move described above on both of them.
3. If you succeed in destroying all of the bugs leaving their nests, others will emerge to take their place—but they'll be moving faster. By keeping your Fire Button depressed as you move your weapon back and forth, you have a better chance of putting these Super-Bugs back in their place.

## ***Mission Basics***

**You must destroy the swarms of invading bugs, out to immobilize your space craft, before they completely leave their nests. At the same time, you must be on constant guard against the Phylax oozing through the hull of your craft and bent on destroying your only weapon.**



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## BUGS™

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