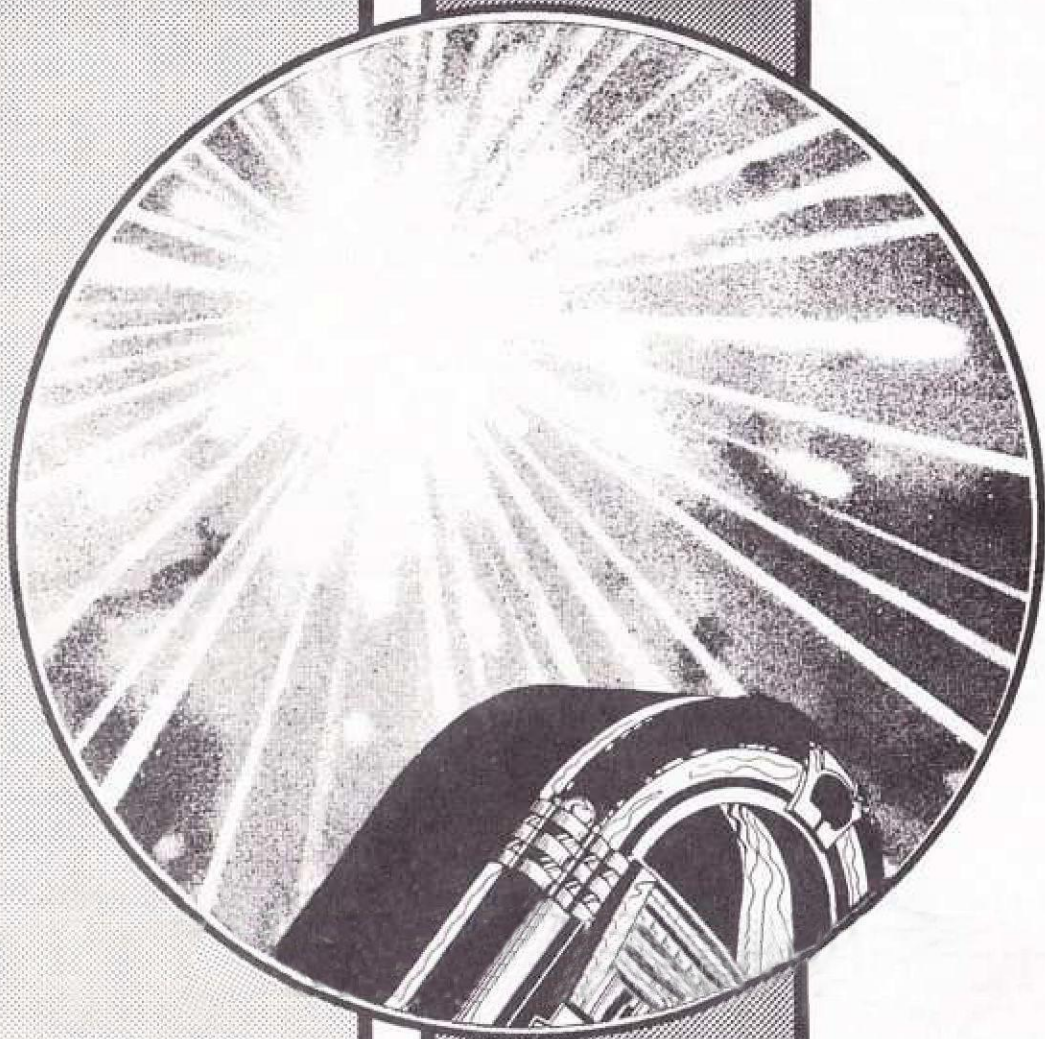


# JUG

---



---

by MicroDeal

An Arcade Game for the Atari ST and Amiga

**YOUR RIGHTS AND OURS:** This copy of *JUG* is licensed to you. You may sell your copy without notifying us. However, we retain copyright and other property rights in the program code and documentation. We ask that *JUG* be used either by a single user on one or more computers or on a single computer by one or more users. If you expect several users of *JUG* on several computers, contact us for quantity discounts and site-licensing agreements. Also if you intend to rent this program, or place this program on a BBS, contact us for the appropriate license and fee.

We think this user policy is fair to both you and us; please abide by it. We will not tolerate use or distribution of all or part of *JUG* or its documentation by any other means.

**LIMITED WARRANTY:** In return for your understanding of our legal rights, we guarantee *JUG* will reliably perform as detailed in this documentation, subject to limitations here described, for a period of thirty days. If *JUG* fails to perform as specified, we will either correct the flaw(s) within 15 working days of notification or let you return *JUG* to the retailer for a full refund of your purchase price. If your retailer does not cooperate, return *JUG* to us. While we can't offer you more cash than we received for the program, we can give you this choice: 1) you may have a cash refund of the wholesale price, or 2) you may have a merchandise credit for the retail price, which you may apply toward buying any of our other software. Naturally, we insist that any copy returned for refund include proof of the date and price of purchase, the original program disk, all packaging and documentation, and be in salable condition.

If the disk on which *JUG* is distributed becomes defective within the warranty period, return it to us for a free replacement. After the warranty period, we will replace any defective program disk for \$5.00.

We cannot be responsible for any damage to your equipment, reputation, profit-making ability or mental or physical condition caused by the use (or misuse) of our program.

We cannot guarantee that this program will work with hardware or software not generally available when this program was released, or with special or custom modifications of hardware or software, or with versions of accompanying or required hardware or software other than those specified in the documentation.

Under no circumstances will we be liable for an amount greater than your purchase price.

Please note: Some states do not allow limitations on how long an implied or express warranty lasts, or the exclusion or limitation of incidental or consequential damages, so some of the above limitations or exclusions may not apply to you.

**UPGRADES AND REVISIONS:** If you return your information card, we will notify you if upgrades to *JUG* become available.

**FEEDBACK:** Customer comments are VERY important to us. We think that the use, warranty and upgrade policies outlined above are among the fairest around. Please let us know how you feel about them.

Many of the program and documentation modifications we make result from customer suggestions. Please tell us how you feel about *JUG* - your ideas could make the next version better for all of us.

**COPYRIGHT NOTICE:** The *JUG* program code and its documentation are Copyright © 1989 MICRODEAL.

# JUG

An Arcade Game  
*for the Amiga, and Atari ST*

Reference Manual

**Distributed by MicroDeal U.S.A.**

576 S. Telegraph  
Pontiac, Michigan 48053  
☎: (313) 334-5700  
BBS: (313) 332-5452

# JUG

## INTRODUCTION:

You are an interactive humanoid made of Titanium fleximetal and other organic materials — nicknamed 'JUG' because of your barrel chested profile which can transform into many different shapes and re-form instantaneously.

Within the living core of the planet Spiraeus is a deadly virus that is causing its' brain to malfunction, and the inner sanctums to die. You must find and destroy the deadly tumor within the deepest parts of the planet.

*WARNING!* The planet's immune system will see JUG as a hostile and alien body. You will be attacked by the defences of the very planet that you are trying to save! You must dare to enter the very heart of the planet, and destroy the invading mutants before they destroy you.

Vital equipment will be transported into the planet along your proposed trajectory to help you with your quest, and fuel pods will be available throughout the game. Take heed, the problems will really start when you reach the scene of the disaster.

## HARDWARE REQUIREMENTS:

- ATARI 520 ST
- OR -
- AMIGA 500
- COLOR MONITOR
- DISK DRIVE
- JOYSTICK

## LOADING INSTRUCTIONS:

Simply place game disk in drive A: or *df0:* and turn on the computer. The disk will then auto load. Leave the disk in the disk drive at all times while playing the game.

## GAME CONTROLS:

The game needs a joystick in port two, and, optionally, a mouse in port one.

### JOYSTICK

- |               |   |
|---------------|---|
| UP/LEFT/RIGHT | - move the JUG in the given direction.    |
| DOWN          | - collect, activate, or select an object. |
| FIRE          | - fire selected weapon.                   |

### MOUSE:

Move to select game options.

### KEYBOARD:

- |     |   |
|-----|---|
| ESC | Abort current player's game.                |
| F7  | Decrease music volume.                      |
| F8  | Increase music volume.                      |
| F9  | Sound effects on/off.                       |
| F10 | Pause game. Any other key will resume game. |

## STARTING A GAME:

To start a game, press any key to display the 'Selection Screen', then use the mouse pointer to select the level of difficulty, and to select either the one or two player game.

## GAME LEVELS:

As you progress through each zone, the level of difficulty gradually increases. This affects the number of aliens that appear on the screen, and how accurately they fire. If you are a beginner, start on level one, otherwise select a harder level, and you will be rewarded with much higher scores for every alien that is destroyed.

## SCORING:

Points are awarded for shooting aliens, and for collecting objects. As the difficulty increases so does the points for each alien killed as described above.

## COLLECTING WEAPONS:

The JUG is capable of carrying three different types of weapons. They are:

\**Plasma fire* - High energy plasma bolt.

Advantages - Enough power to destroy most aliens with a single shot.

Disadvantages - Low fire rate and speed, plasma bolt destroyed on collision with an alien.  
Awkward fire mounting.

\**Laser cannon* - Low energy laser beam.

Advantages - High speed, single beam can hit more than one alien at a time.

Disadvantages - Low power.

\**Smart bomb* - Zeo-quark particle emitter

Advantages - Will destroy every alien on the screen with no need to aim.

Disadvantages - Constant replenishment needed as they are FOO (Fire Once Only) weapons.

Collect weapons by moving onto the weapon, and then pulling down on the joystick. If the weapon is successfully retrieved the weapon status LED's will show the extra weapon. As you pick up more weapons of the same type, they become more powerful. NOTE: it is not possible to pick up a weapon if you are already carrying the maximum load for that weapon.

## SELECTING WEAPONS:

To select a weapon you have picked up, simply pull down on the joystick.

## COLLECTING FUEL:

In order for JUG to fly, it needs fuel. This is slowly absorbed from the surrounding air, but should also be collected from the FUEL PODS as this will also reduce any damage to your ship. Collect fuel in the same way that you collect weapons.

## TELEPORTS:

These can be used to get out of danger and to beam to a new section of the planet. All teleports are two way, and can be used as many times as you want. Teleports are indicated by blue spinning energy fields. To use a teleport, enter it then pull down on the joystick.

## **SECTOR KEYS:**

The world is split up into zones. Each zone is split up into sectors. To get from one sector to another you must first find the keys used to dissolve the solid walls which prevent you from finishing the section. Collect keys the same way you collect weapons.

## **DAMAGE:**

The JUG is capable of sustaining multiple hits without being destroyed. Damage can be reduced by collecting fuel. When the damage becomes critical, the damage lamp indicator starts to light. This means you can be hit 16 times, at most, before being destroyed.

## **RADIATION:**

Certain areas within the planet are heavily contaminated with radiation. This radiation will not harm you directly, but it will slowly neutralize any fuel that you have. If all your fuel is neutralized your shields will slowly be damaged until the JUG is finally destroyed. Radiation zones are indicated by a flashing red background. These areas should only be entered if you have plenty of fuel.

## STATUS PANEL:

During the game play the lower third of the display shows your status panel. These panels are slightly different for player one or player two, but basically follow these rules:

### Numeric line:

First digit	→	Game level
Second digit	→	Zone number
Third digit	→	Sector number
Next six digits	→	Score
Last digit	→	Number of lives

Damage indicator	▣▣▣	A vertical line of four red lamps.
Key indicator	▣▣▣	A pear shaped hole to the left .
Weapon LED's	▣▣▣	Three sets of three LED's.
Fuel bar	▣▣▣	Large horizontal broken bar.

## **Come and join us at the Roundtable™ Where the GENie™ and the Griffin meet!**

When General Electric's high-tech communications network meets MichTron's programmers and support crew, ST users around the country will hear more, know more, and save more.

We know that our low prices and superior quality wouldn't mean as much to you without the proper support and service to back them up. So we are now available on GENie, the General Electric Network for Information Exchange. GENie is a computer communications system which lets you use your personal computer, modem, and communication software to gain access to the latest news, product information, electronic mail, games, and MichTron's own Roundtable!

The Roundtable Special Interest Groups (SIG) gives you a means of conveniently obtaining news about our current products, new releases, and future plans. Messages directly from the authors give you valuable technical support of our products, and the chance to ask questions (usually answered within a single business day).

GENie differs from other computer communication networks in its incredibly low fees. With GENie, you don't pay any hidden charges or minimum fees. You pay only for the time you're actually on-line with the MichTron product support Roundtable, and the low first-time registration fee.

For more information on GENie, follow this simple procedure for a free trial run. Then if you like, have ready your VISA, Mastercard or checking account number and you can set up your personal account immediately -- right on-line!

1. Set your modem for half duplex (local echo)--300 or 1200 baud.
2. Dial 1-800-638-8369. When connected, type HHH and press Return.
3. At the U#= prompt, type XJM11957,GENIE and press Return.

And don't forget, MichTron's Bulletin Board System, The Griffin BBS, is still going strong (the griffin is the half-lion/half-eagle creature on our logo). Our system is located at MichTron headquarters in Pontiac, Michigan. For a trial run, call (313) 332-5452.

GENie and Roundtable are Trademarks of General Electric Information Services.

# MicroDeal

---



MicroDeal U.S.A.

---

576 S. Telegraph  
Pontiac, Michigan 48053  
Phone (313) 334-8729