

SEGA™

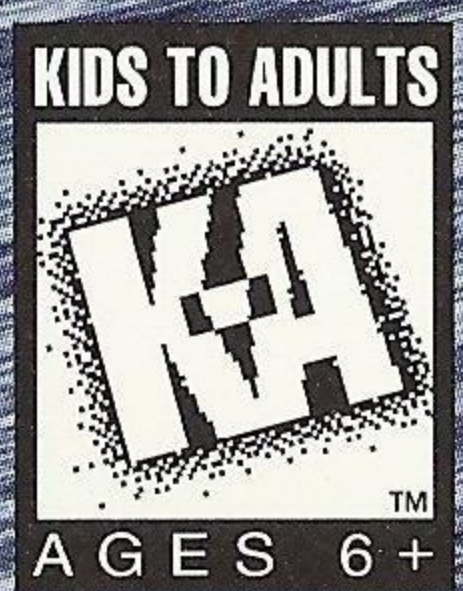
# BUGS™



SEGA SATURN™



81004





# BUG! POWER



It's Bug in his first starring role as . . . Bug.

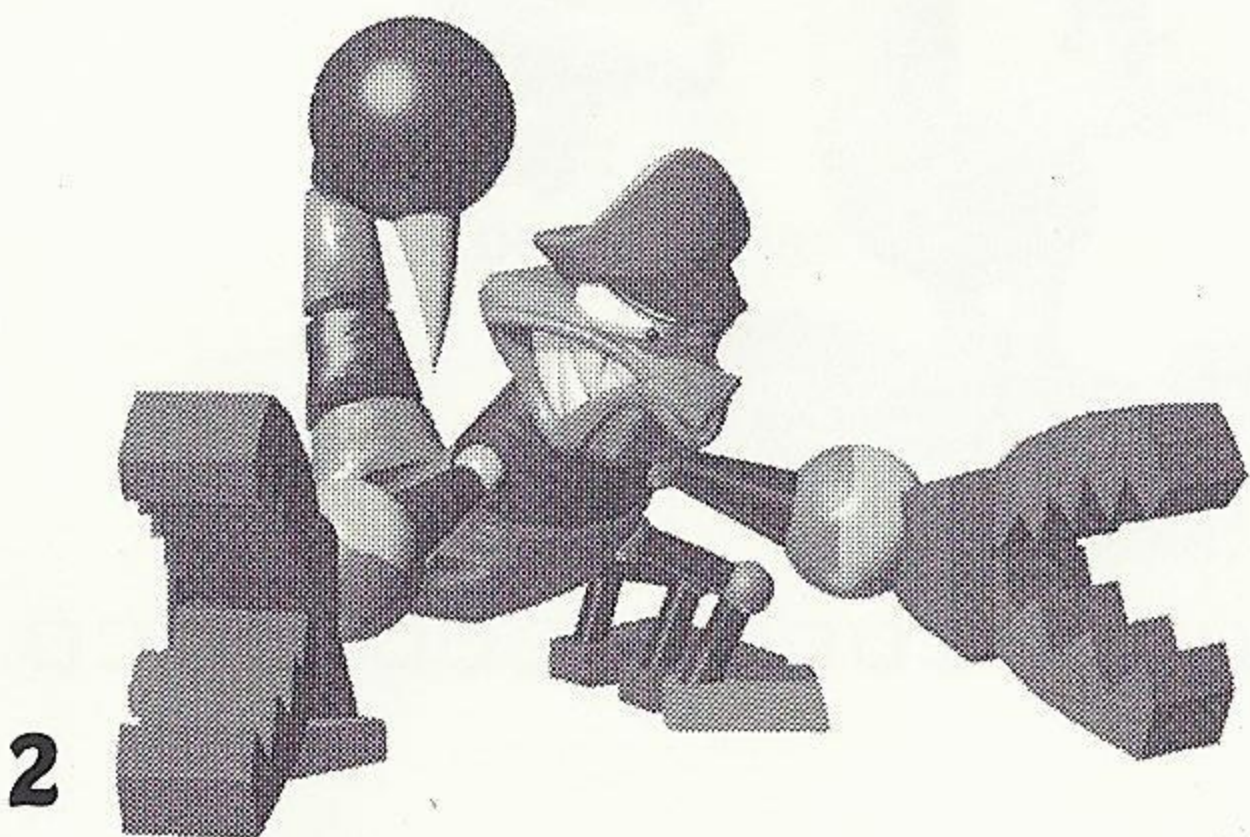
Talk about drama . . .

Talk about emotion . . .

Talk about bug juice . . . this daring-doer powers up with it!

In today's full-length feature, our hero is up to his antennae in trouble when an insect-noshing arachnid puts the sting on his pals. Queen Cadavra, the hard-hearted web widow, just adores show-biz bugs . . . as snacks. She's netted all the tastiest ones (meaning Bug's pals) as pantry fodder. Imagine munching a mouthful of weevils. Yecchh! This boll buster has NOOOO taste.

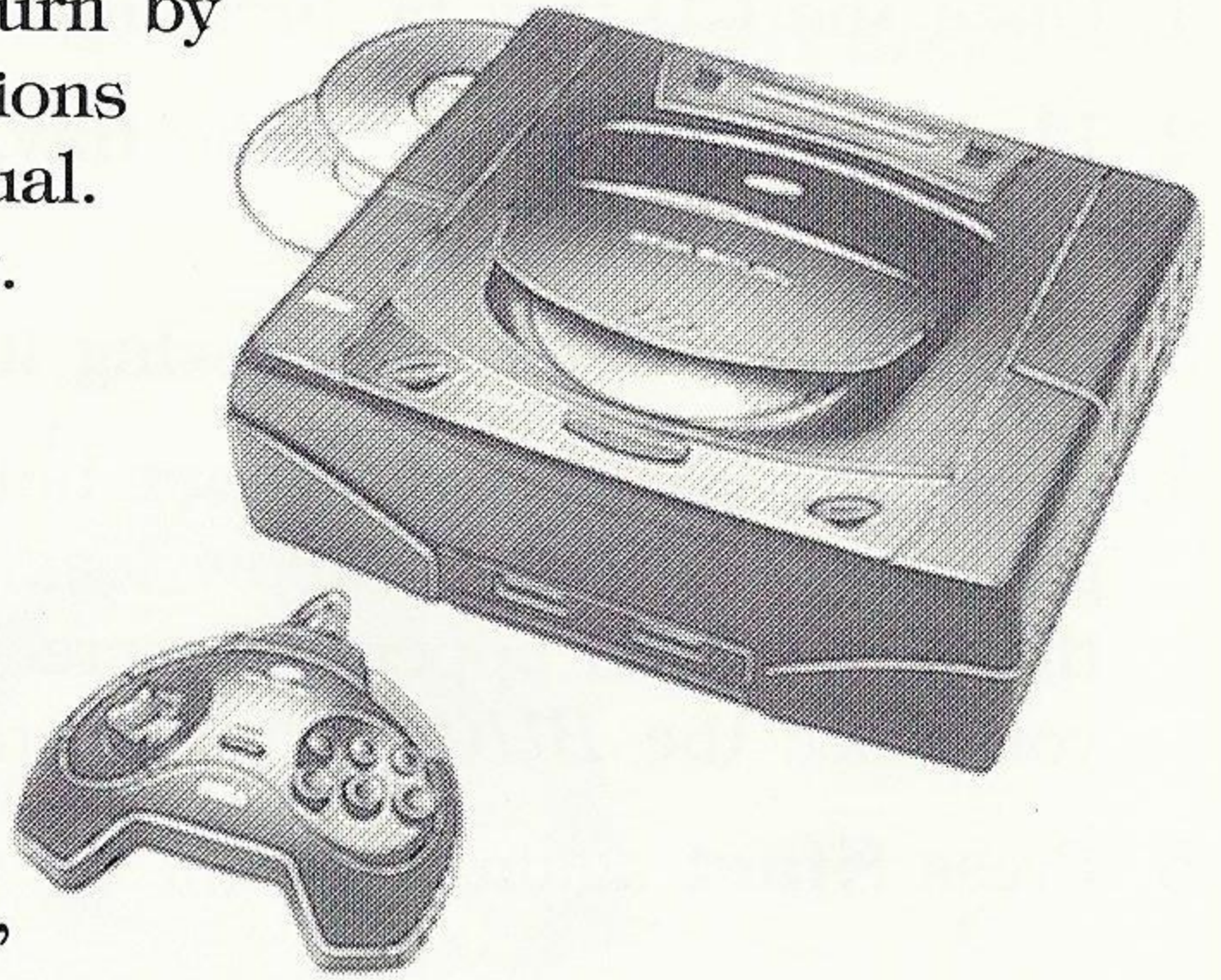
Now it's Bug to the rescue as our intrepid thespian butt-bounces his way through pest-plagued Bug Island to save his buddies . . . and achieve superstardom!





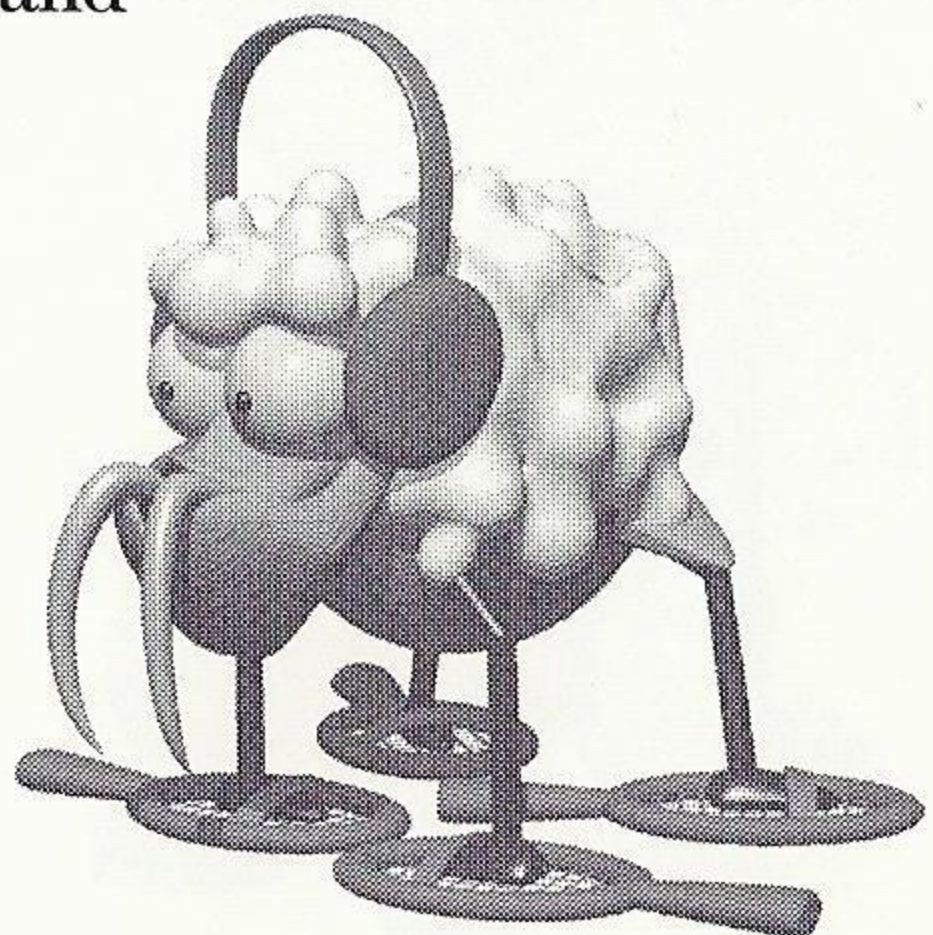
# POWERING UP THE SEGA SATURN

1. Set up your Sega Saturn by following the instructions in the hardware manual. Plug in the controller.
2. Turn on your TV or monitor, and then turn on the Sega Saturn by pressing POWER. Soon, the Sega Saturn logo will appear on screen, followed by the Sega Saturn control deck.



## NOTE —

If nothing appears onscreen, turn the Sega Saturn OFF. Check the Sega Saturn hardware manual to make sure it is set up correctly, and then turn it ON again.





# STARTING THE GAME

1. Open the CD tray by pressing the **OPEN** button.
2. Place the *BUG!* CD in the tray, label side up. Lightly press it into place.
3. Close the tray lid by pressing it down gently.
4. Press the controller's **Start** button, and wait for the game to load. You'll know loading is complete when the planet icon appears onscreen. In a few moments, you'll see the *BUG!* title screen.
5. Press **Start** again to begin the game.

## SETTING GAME OPTIONS

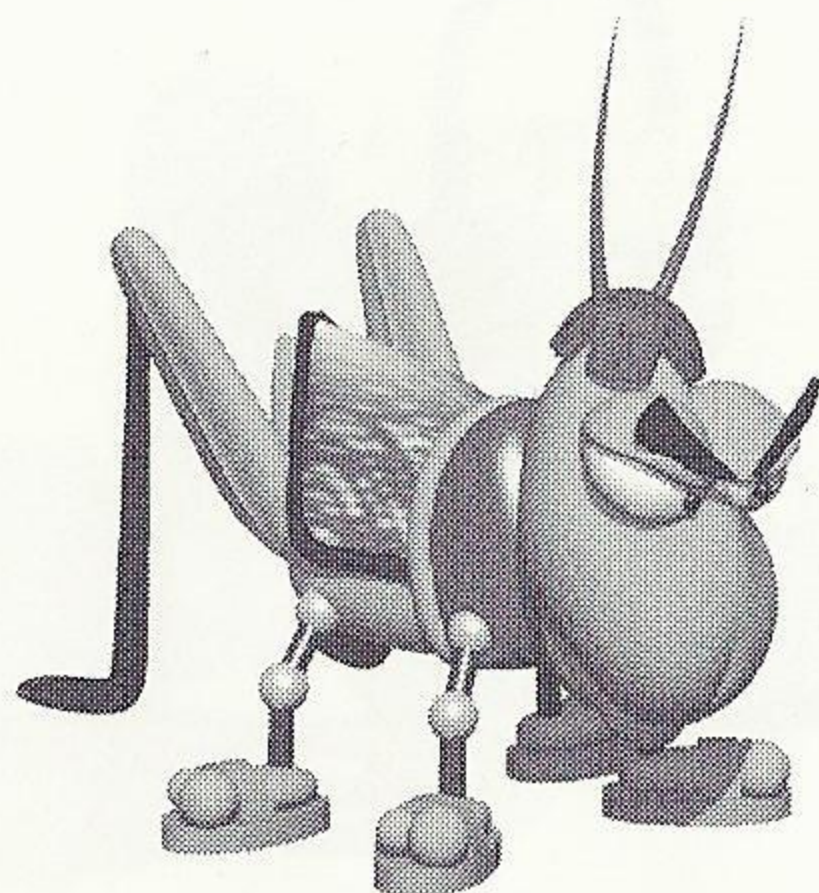
1. To see the *BUG!* options menu, select **OPTIONS** on the title screen by pressing the **D-Pad down**, and then press **Start**.
2. Select an option by pressing the **D-Pad up/down**.
3. Change the setting by pressing any action button or by pressing the **D-Pad left/right**.
4. Press **Start** to exit back to the title screen.

### Music/Sound FX

You can turn these **ON** or **OFF**.

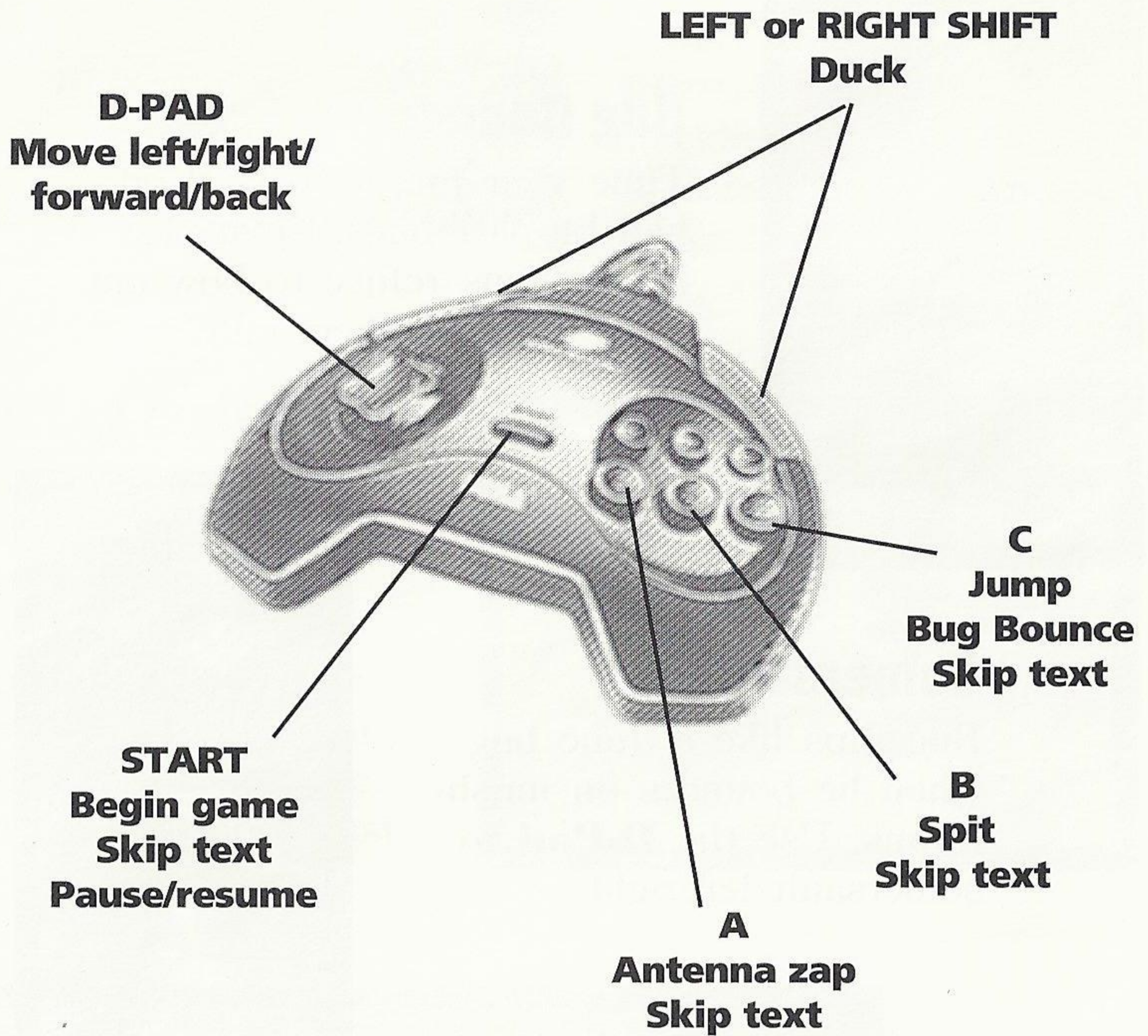
### Controls

Rearrange the controller button functions.



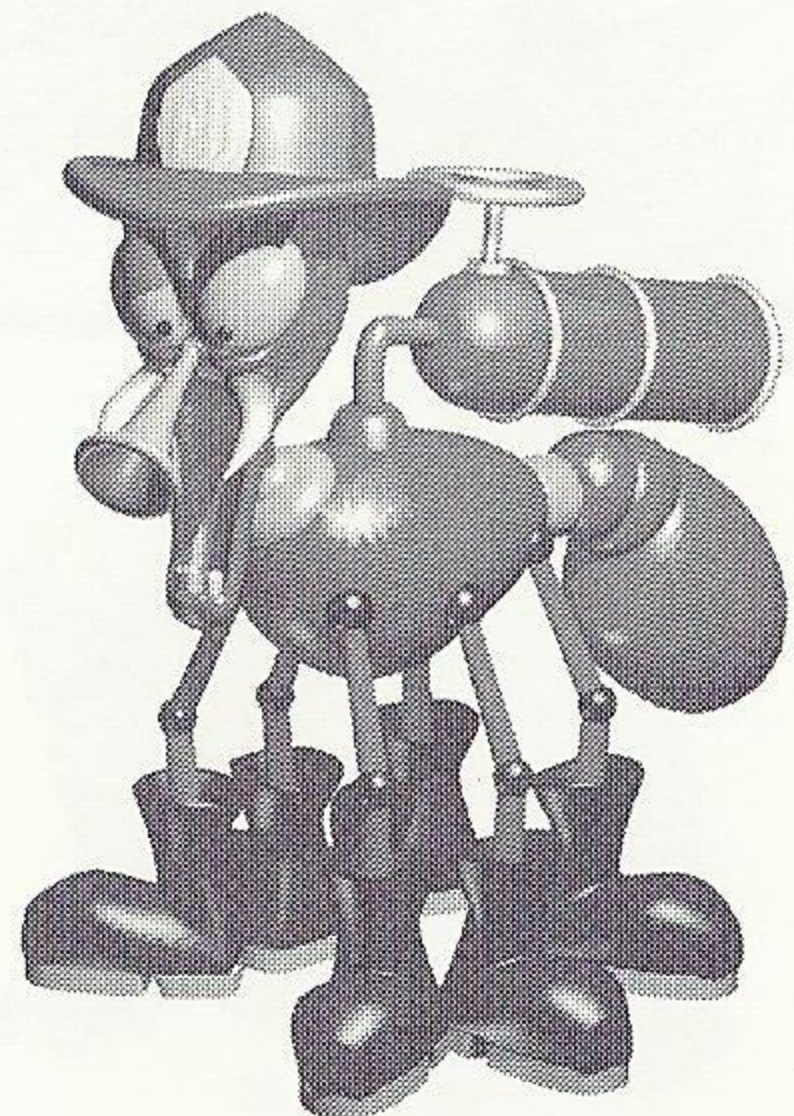


# PLAY CONTROLS



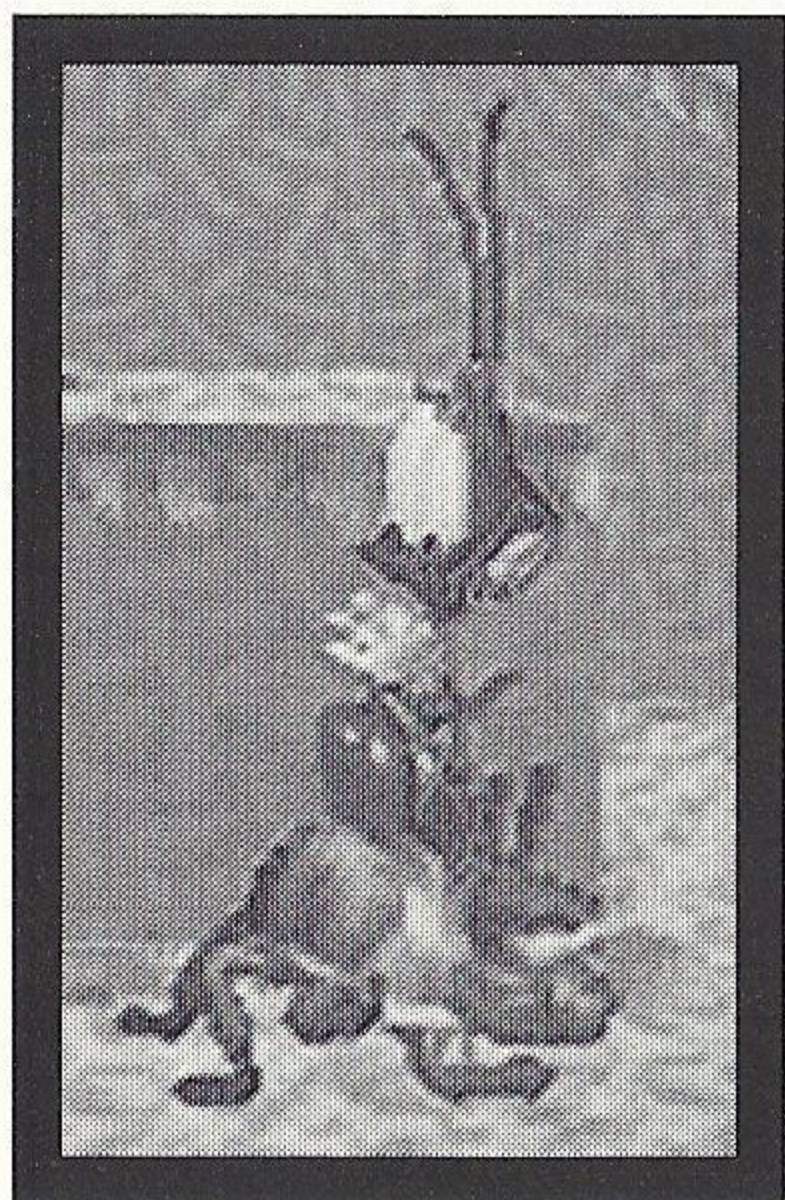
## NOTES —

- Before you can zap or spit, you have to get a power-up. See page 11.
- You can reconfigure the button controls on the options menu. See page 4.





# SPECIAL MOVES

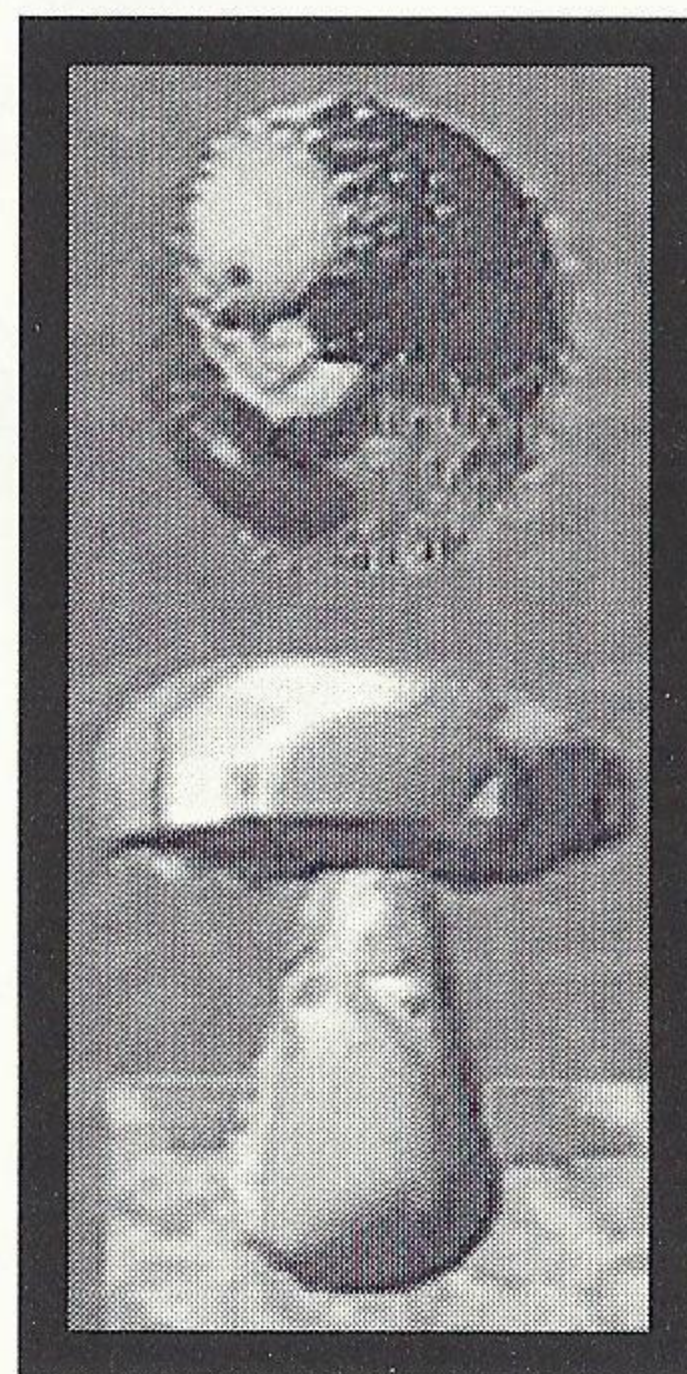


## Bug Bounce

Time your jumps to land on bad bit-part bugs. Splat city! Many hams refuse to bow out until you slap them silly.

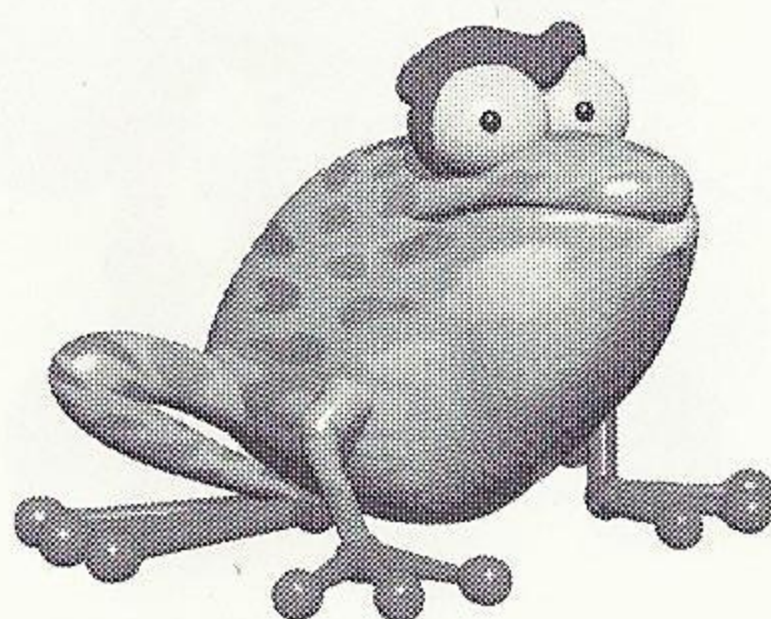
## Somersault

Bug flips like a June bug when he bounces on mushrooms. Use the **D-Pad** to somersault left/right.

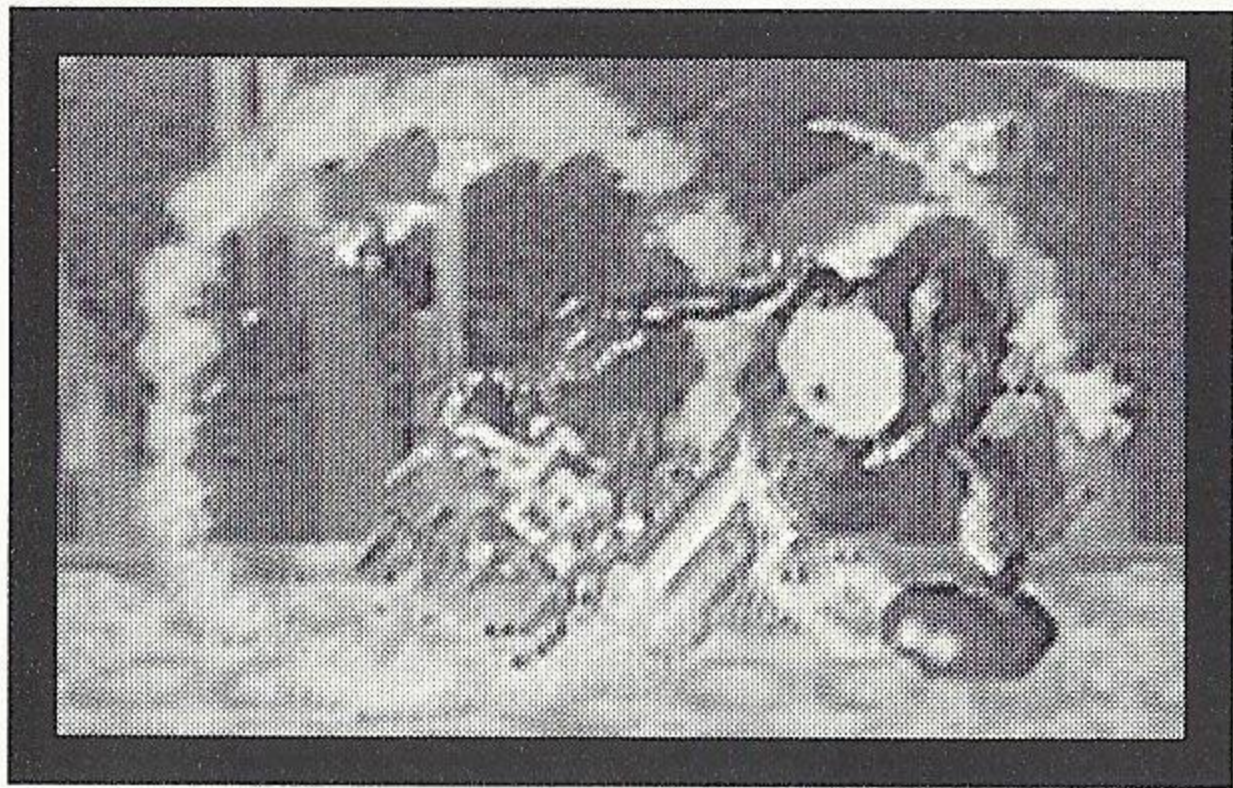


## Spit Attack

Swallow a Spit Wad power-up to gain this spittle missile. Press **Button B** to spit. You'll keep the power until Bug loses a life. Upgrade your spit power with different colored Spit Wads (see page 11).





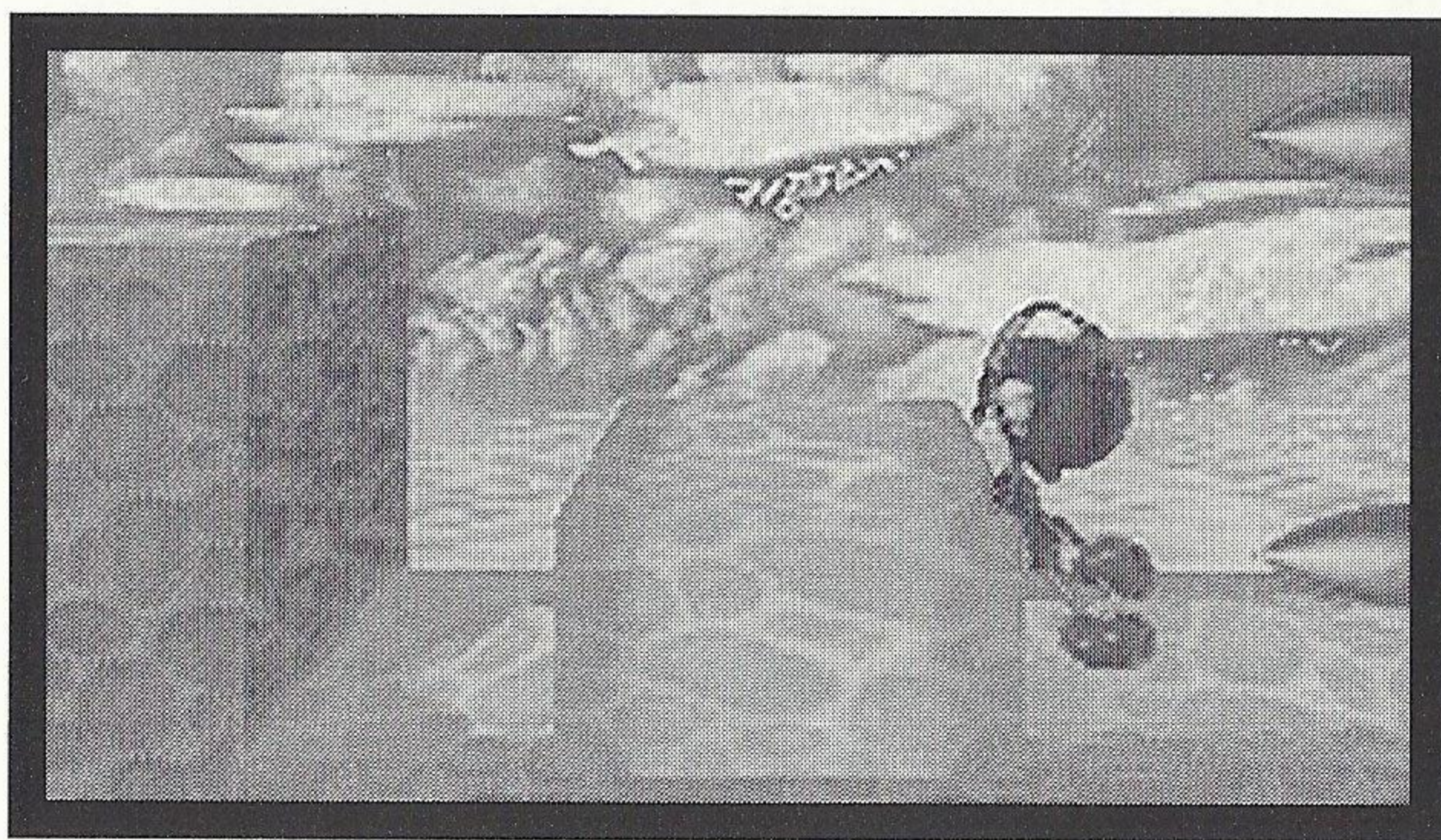


## Zap Attack

Find a Zap Cap (see page 11) and you gain a powerful weapon. Press **Button A** to unleash a crackling energy field that lasts as long as the zap meter is charged. Fried flies, anyone?

## Pulling Switches

Bamboo gates holding you back? Having trouble reaching power-ups? There's probably a switch or lever somewhere that operates the obstacle. Find it and move past it. Problem solved.



## Brawny Bug

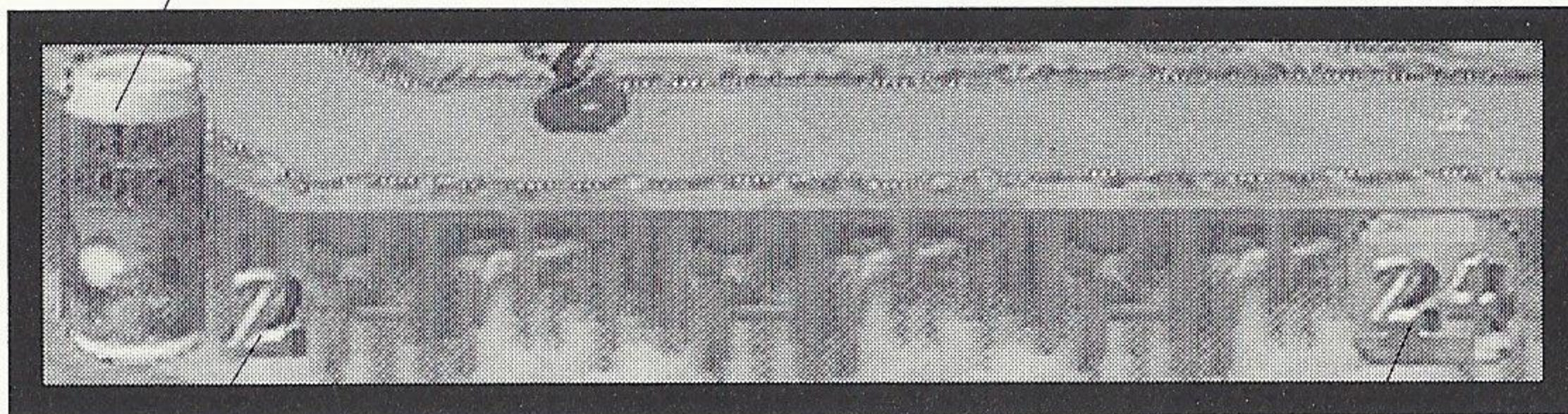
Many insects can lift over 7 times their own body weight. Use that muscle! Push blocks to build gangways to out-of-reach areas.





# SCREEN COUNTERS

## Hit Points



## Lives

## Blue Crystals

## Hit Points

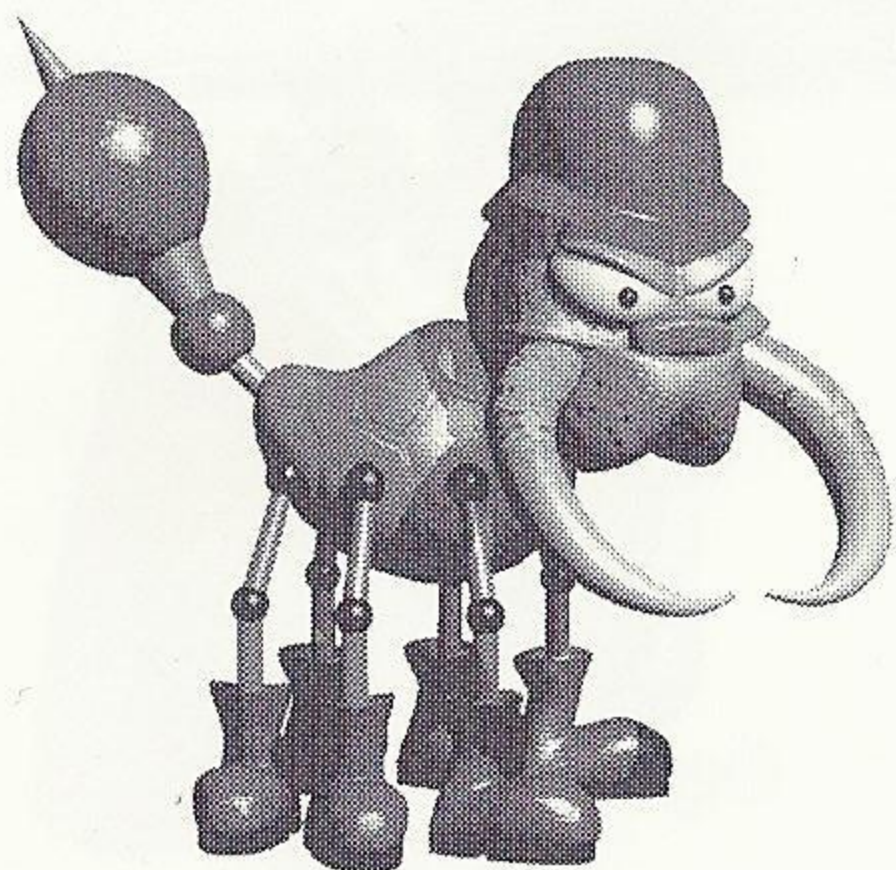
The can loses juice as Bug takes damage. Fill it back up with Bug Juice and Heart power-ups (see page 10). Lose all the juice and you lose one life.

## Lives

Bug loses a life when he runs out of juice or falls off the terrain. Collect 1-UPs (see page 10) so you don't run out of lives. If you do, you're windshield goo.

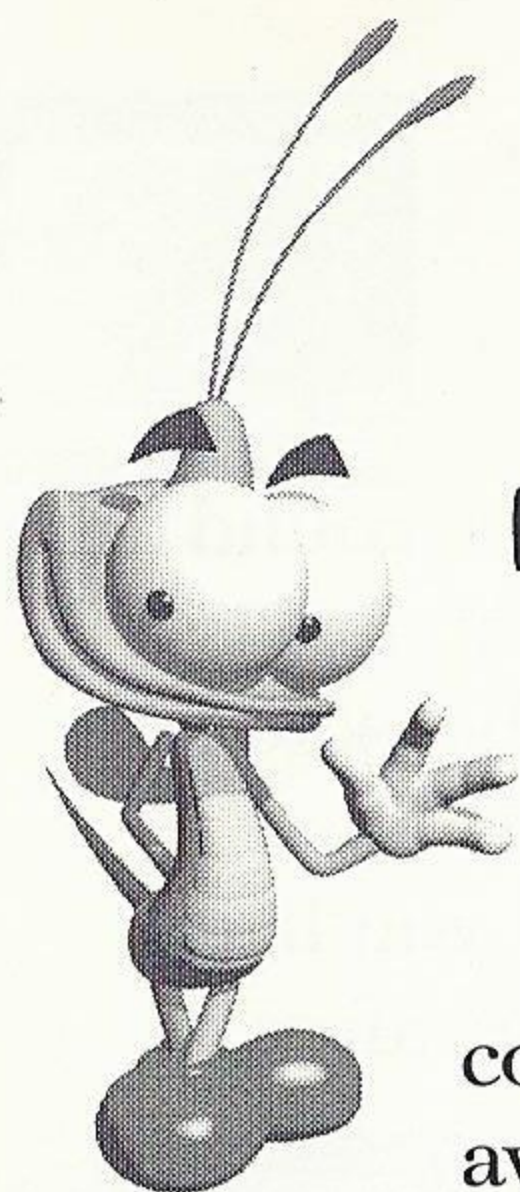
## Blue Crystals

These airy gems are easy to pick up. Collect 100 Blue Crystals during a round to get a Dragonfly icon. Gain an icon in all 3 rounds of a level, and you'll be admitted to the Dragonfly Ring Chase when you finish the level. (If you don't collect 100 Crystals in every round, you'll skip the Dragonfly bonus round).





# THE GOOD, THE BAD & THE UGLY

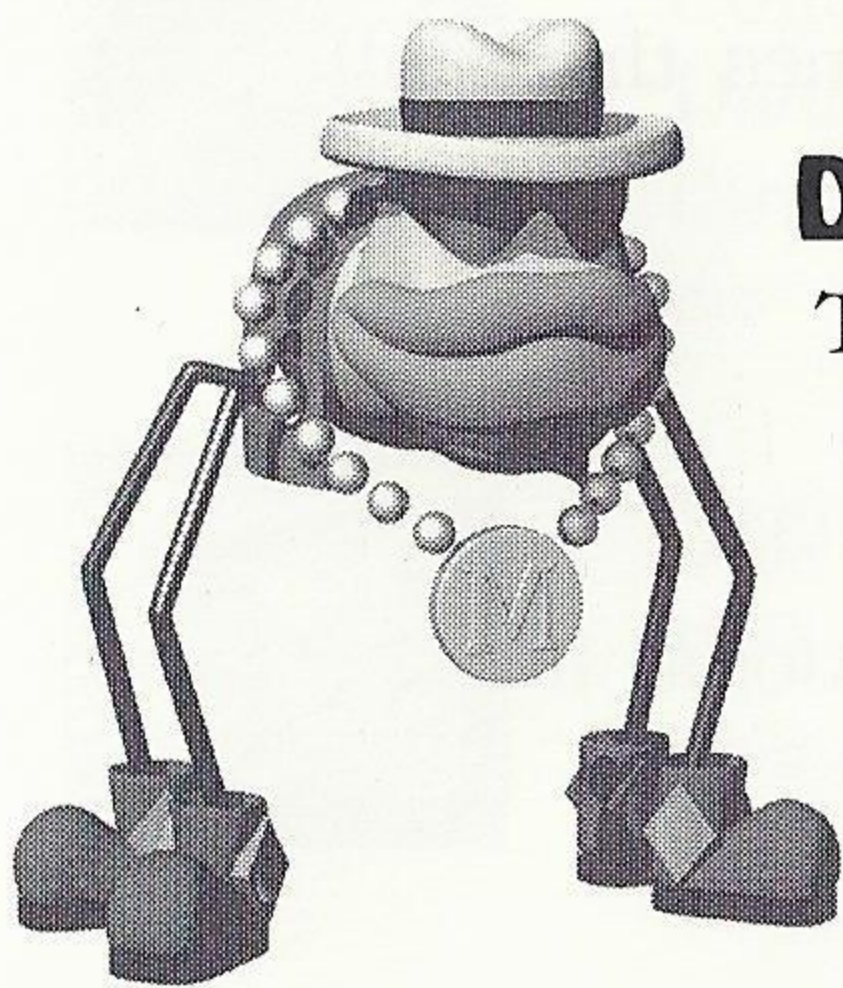
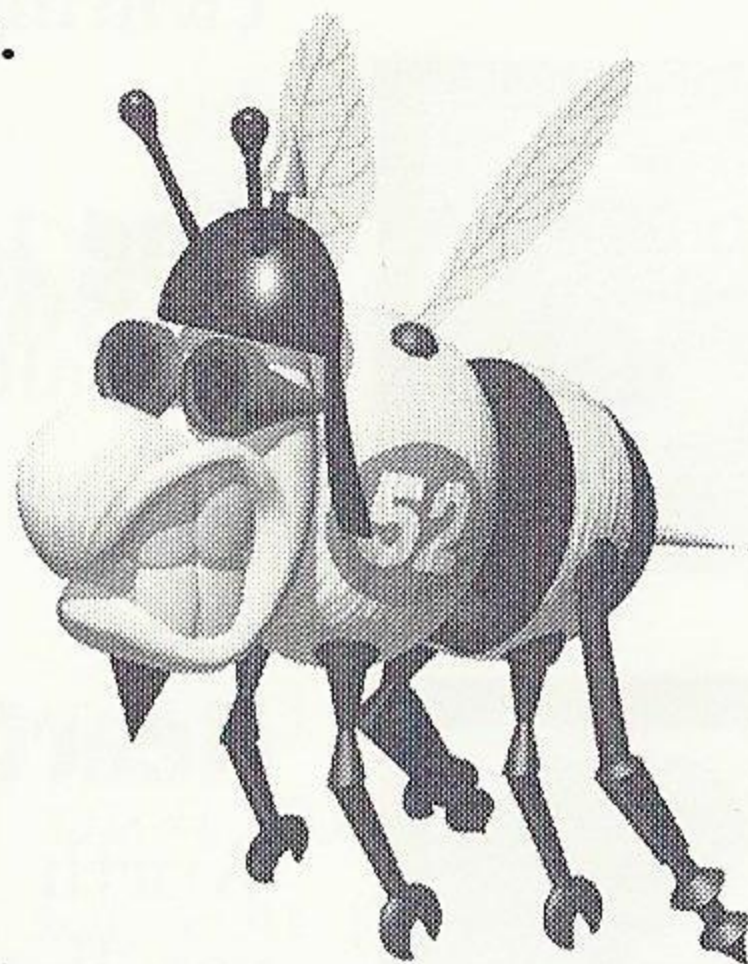


## Bug

Our hero is a razor-witted, irreverent mighty mite with feelers, who uses his derrière and deadly aim to trounce villains. Despite his lack of manners, Bug is convinced he can turn this role into an award-winning performance.

## Bee-52

Battle-scarred but still able, Bee-52 is on the prowl for action. This busy foe often buzzes around power-ups.



## Daddy-O Longlegs

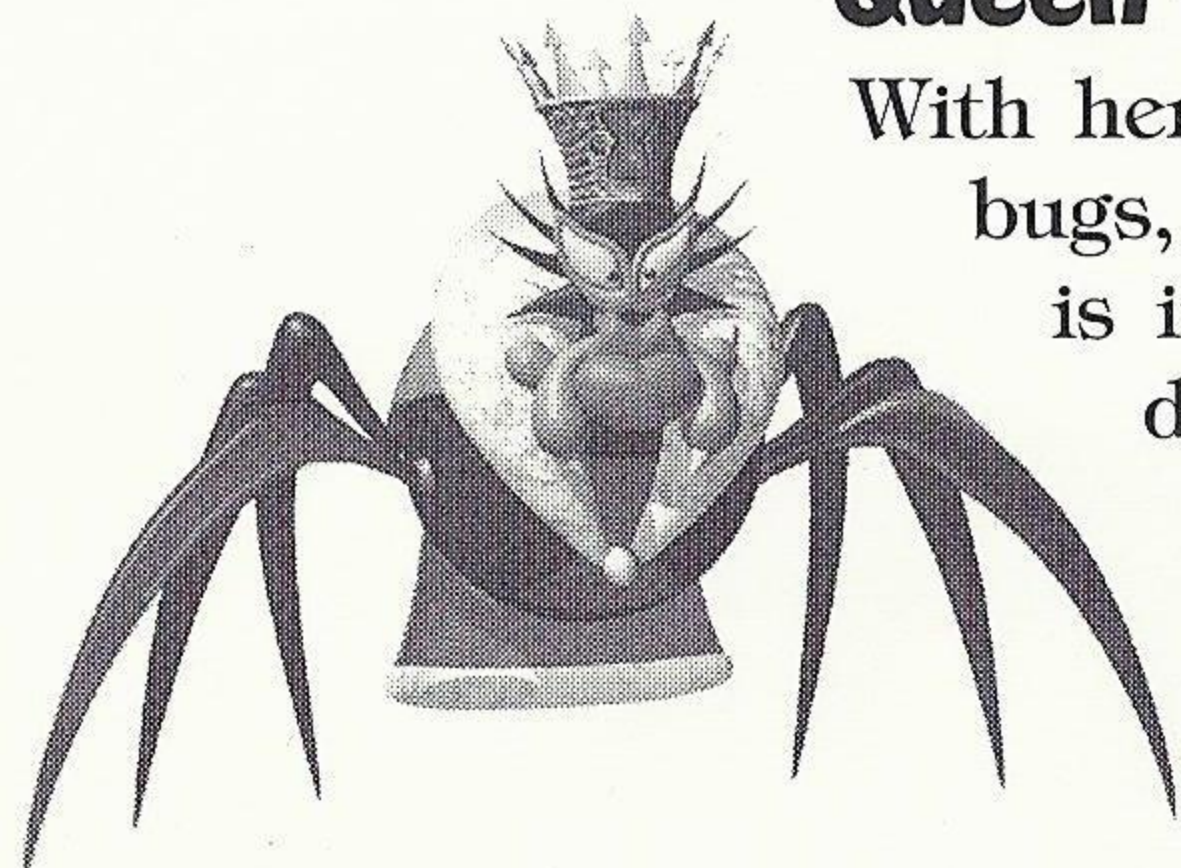
Too cool, this dude is Queen Cadavra's only surviving ex. He's a jive-talking hipster whose main occupation is hanging out — and avoiding his poisonous former spouse. Collect a Coin power-up and then find Daddy-O. He'll take you to a mini bonus round.

## Queen Cadavra

With her insatiable appetite for bugs, this porky prima donna is intent on devouring all the denizens of Bug Island.

She's brassy, loud, egotistical and obnoxious.

When she's not eating her minions, she's chewing them out!





# POWER-UPS



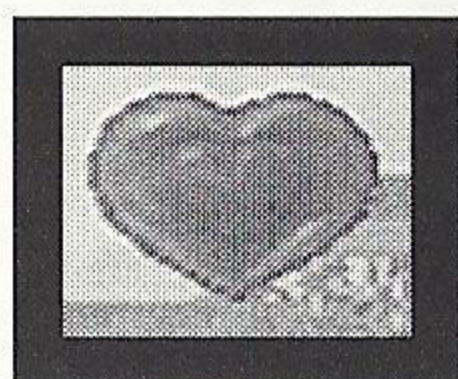
## Blue Crystals

These gems get you to the bonus round at the end of each world. Pick up at least 100 Blue Crystals in a round (the screen counter keeps a running total) to earn a Dragonfly icon. Get 3 icons and you'll get to play the Dragonfly Ring Chase after clearing the level.



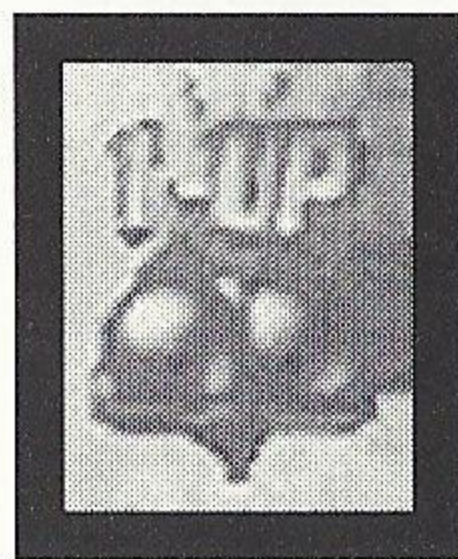
## Bug Juice

A healthy habit that restores all hit points.



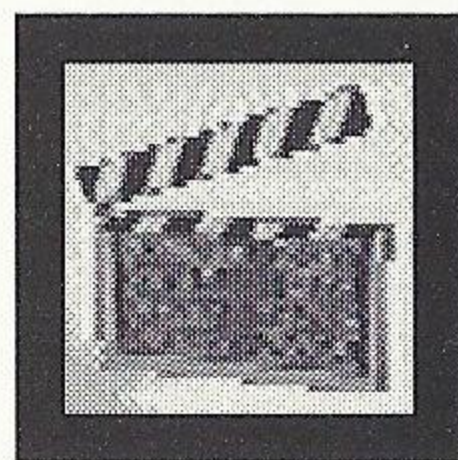
## Heart

Worth 1 hit point. Sometimes that's all you'll need.



## 1-UP

Supplies Bug with an additional life.



## Clapper Board

A valuable collectible, worth 1 additional continue.







## Spit Wad

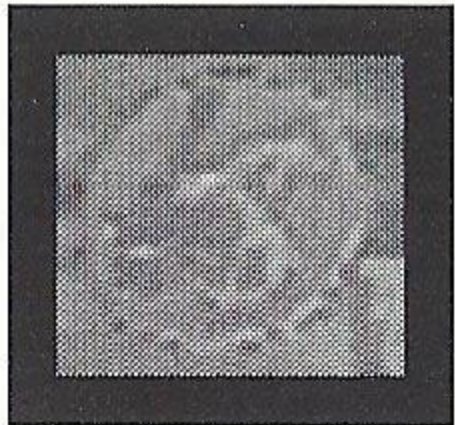
Energizes your Spit Attack. Pick up one of these, then press **Button B** to get 'em with a gob. You'll find Spit Wads in 4 delicious flavors:

- Green — Single-glob fire.
- Red — Double-glob fire.
- Blue — Rapid fire.
- Purple — Bouncing ricochet fire.



## Zap Cap

Energizes your Zap Attack. After collecting this power-up, press **Button A** for an electrifying energy blast.



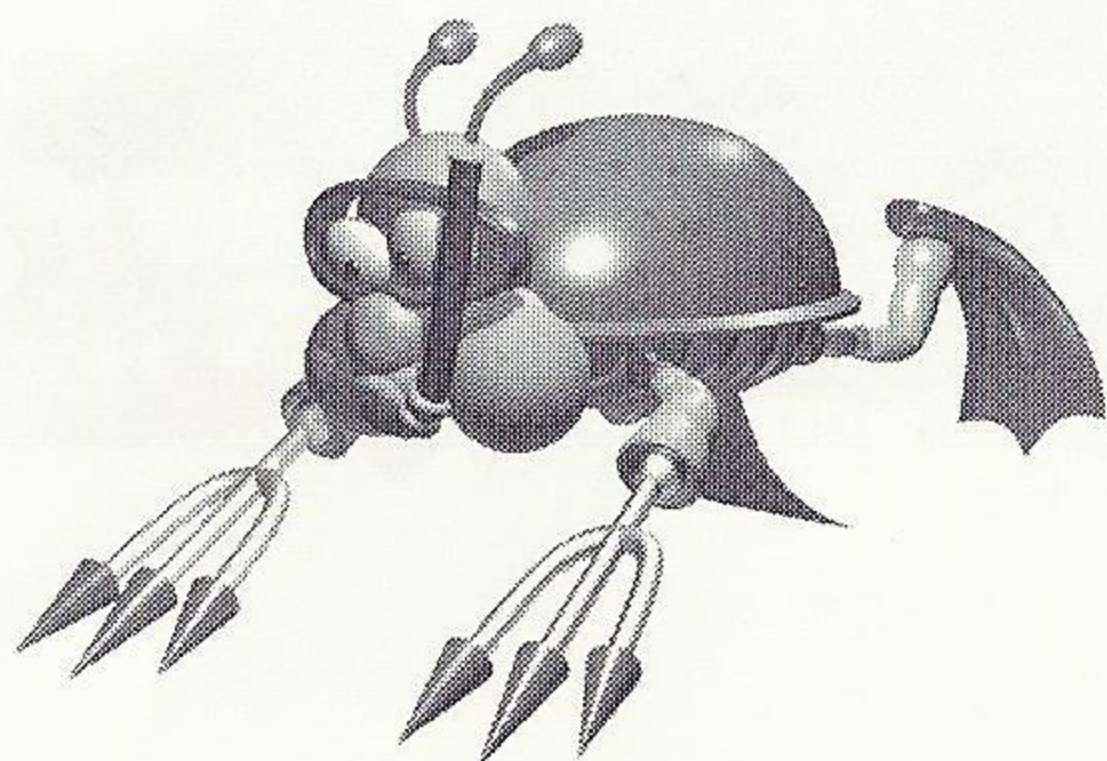
## Coin

Collect one of these and then go find Daddy-O Longlegs. He'll let you pass through to a mini-bonus round, where you can win a wealth of power-ups.



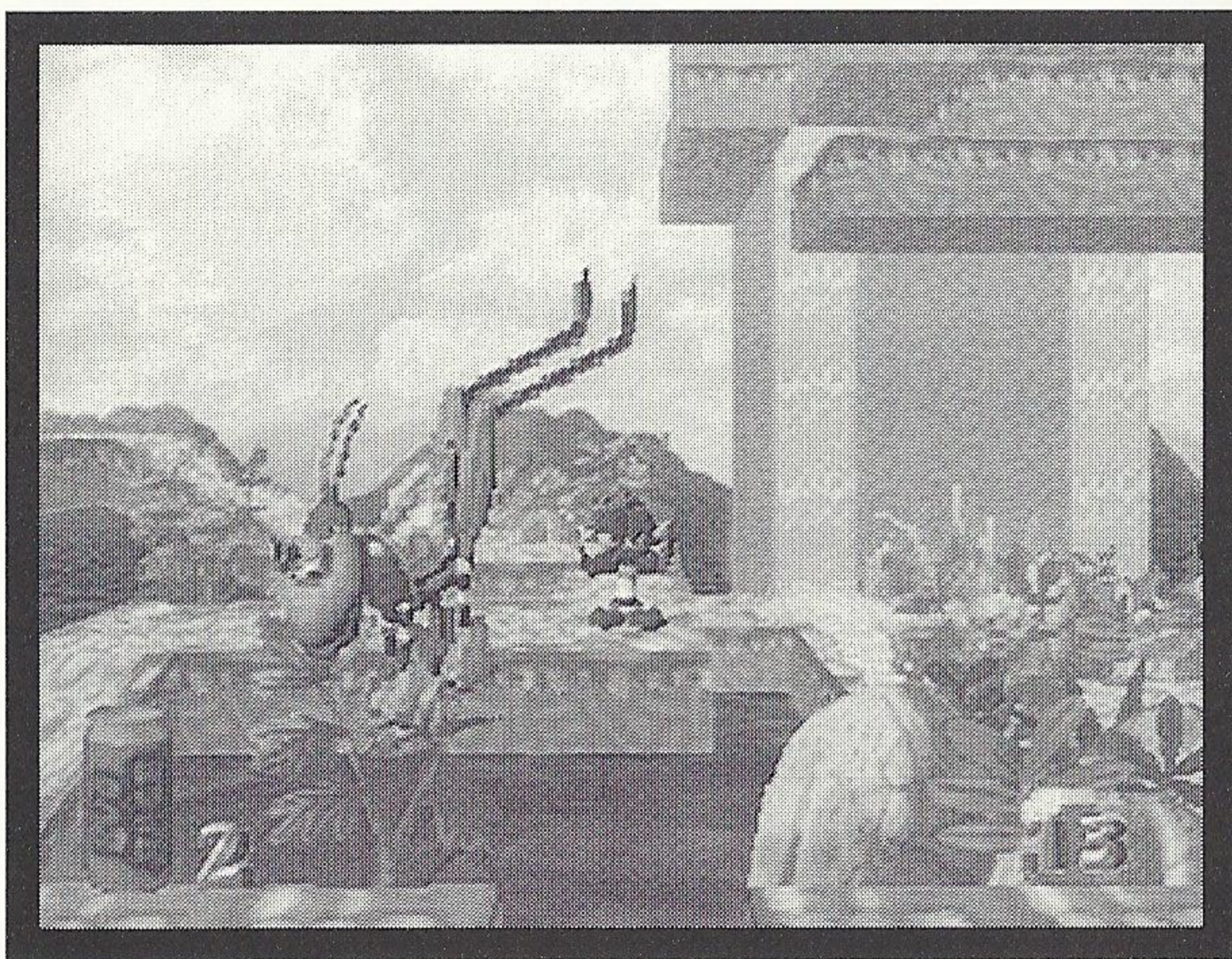
## Surprise

Pick this up to get whatever's inside. Sometimes a treat, sometimes a trick.



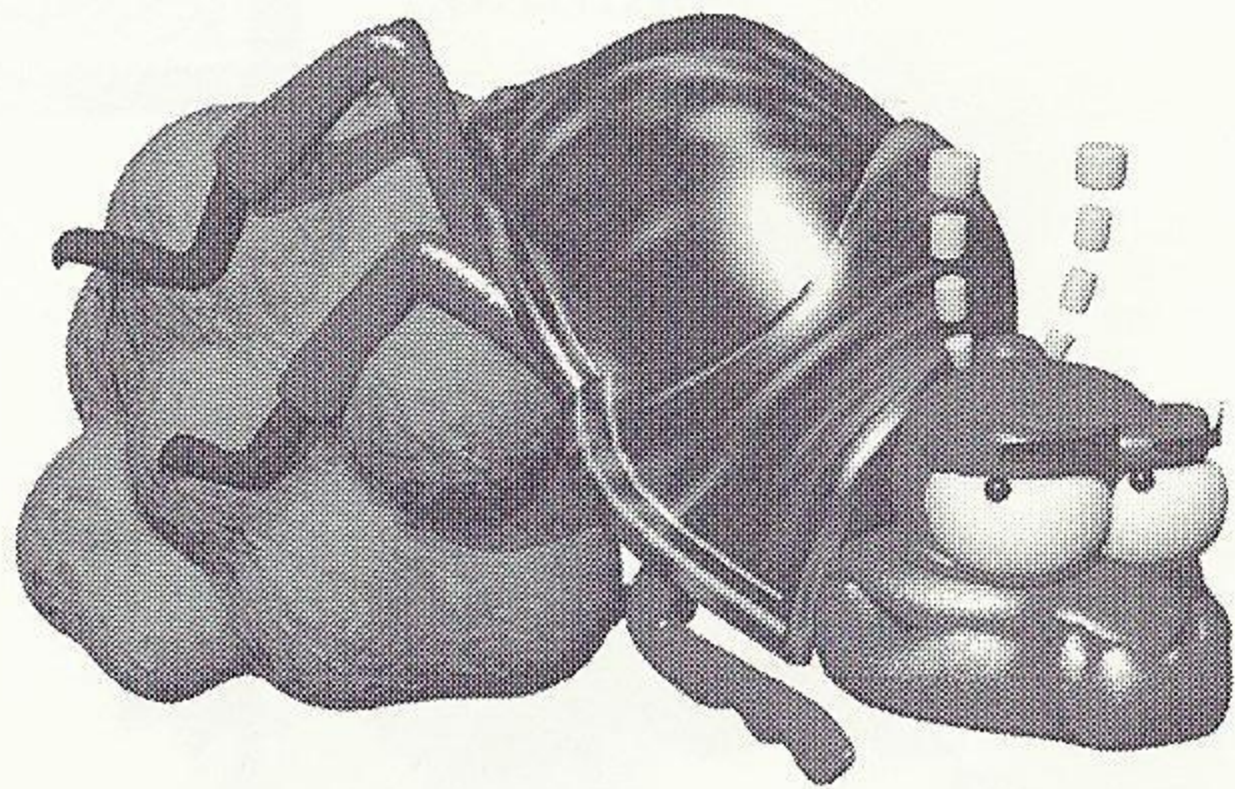


# BUG ISLAND

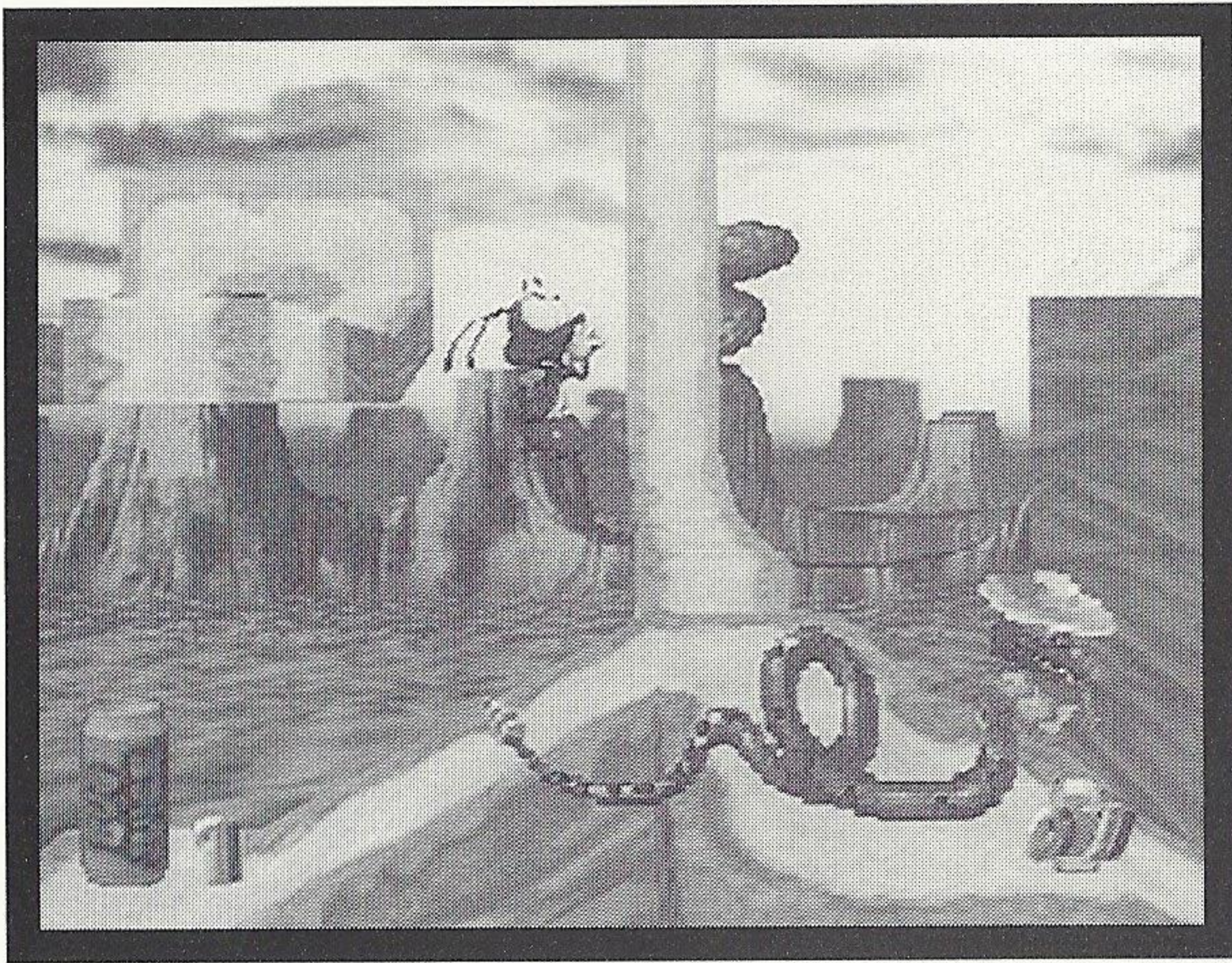


## Insectia

It's down and dirty turf warfare . . . and the grass is crawling with creeps. Definitely gnat a picnic. Look out, or you'll be dung in!

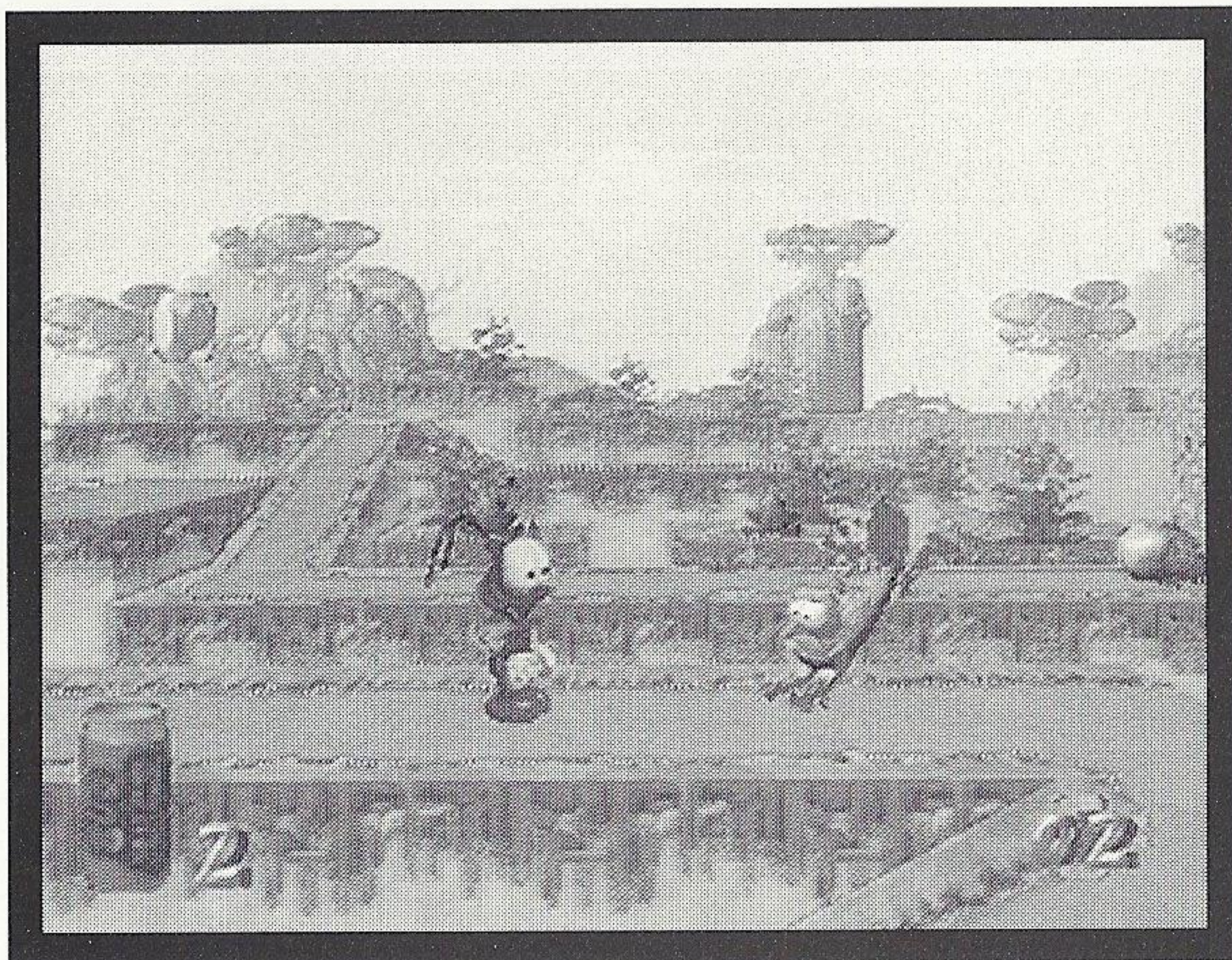






## Reptilia

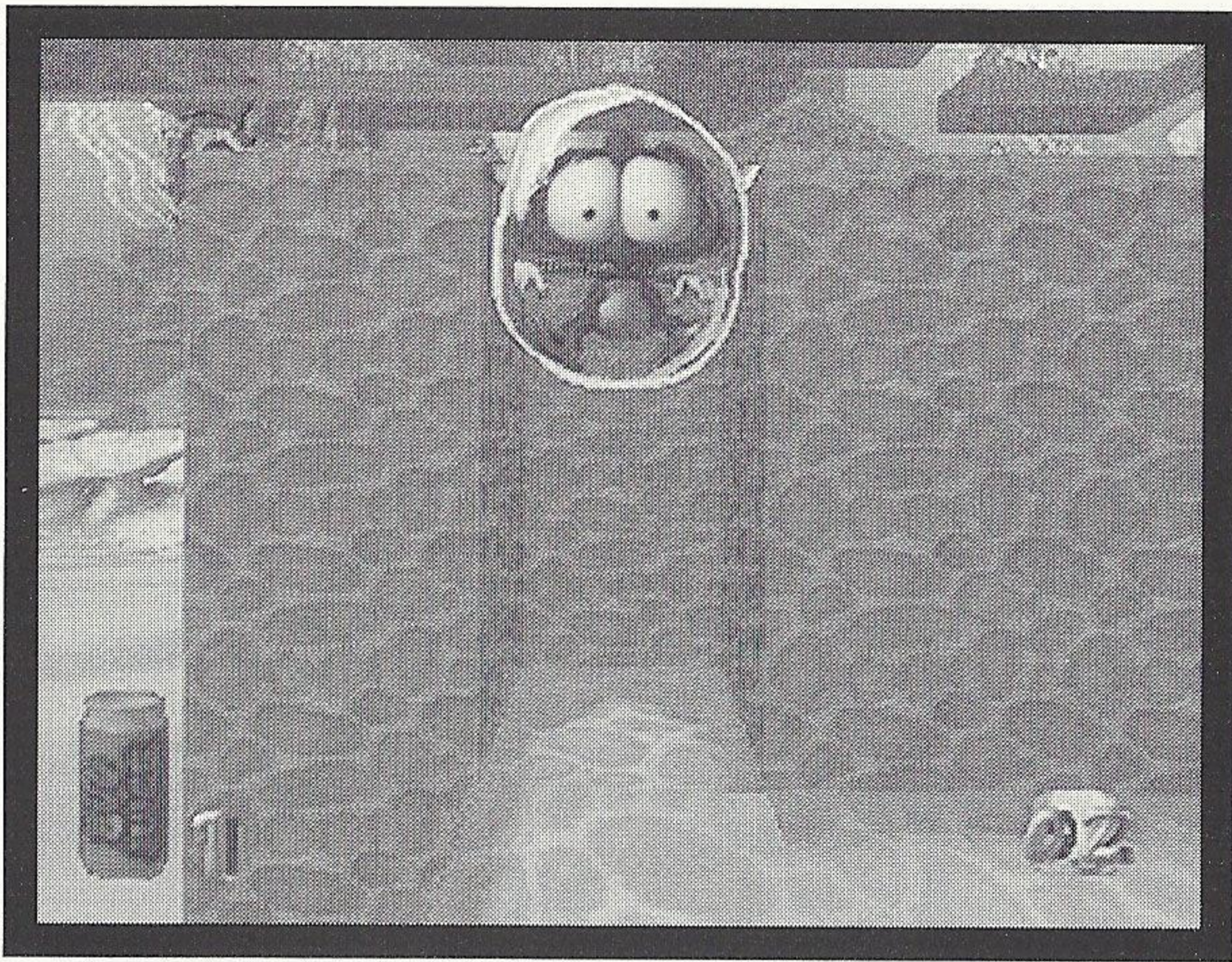
You're tossed into the desert, not knowing where your next slug of bug juice is coming from. Watch your step, or you're gonna' take the fall, sweetheart.



## Splot

You'll need every drop of spit on Splot. Charge into full-length swamp duels with hot, stinking primordial oozers and machine-gunning snails. Don't get stuck on a frog tongue.





## Quaria

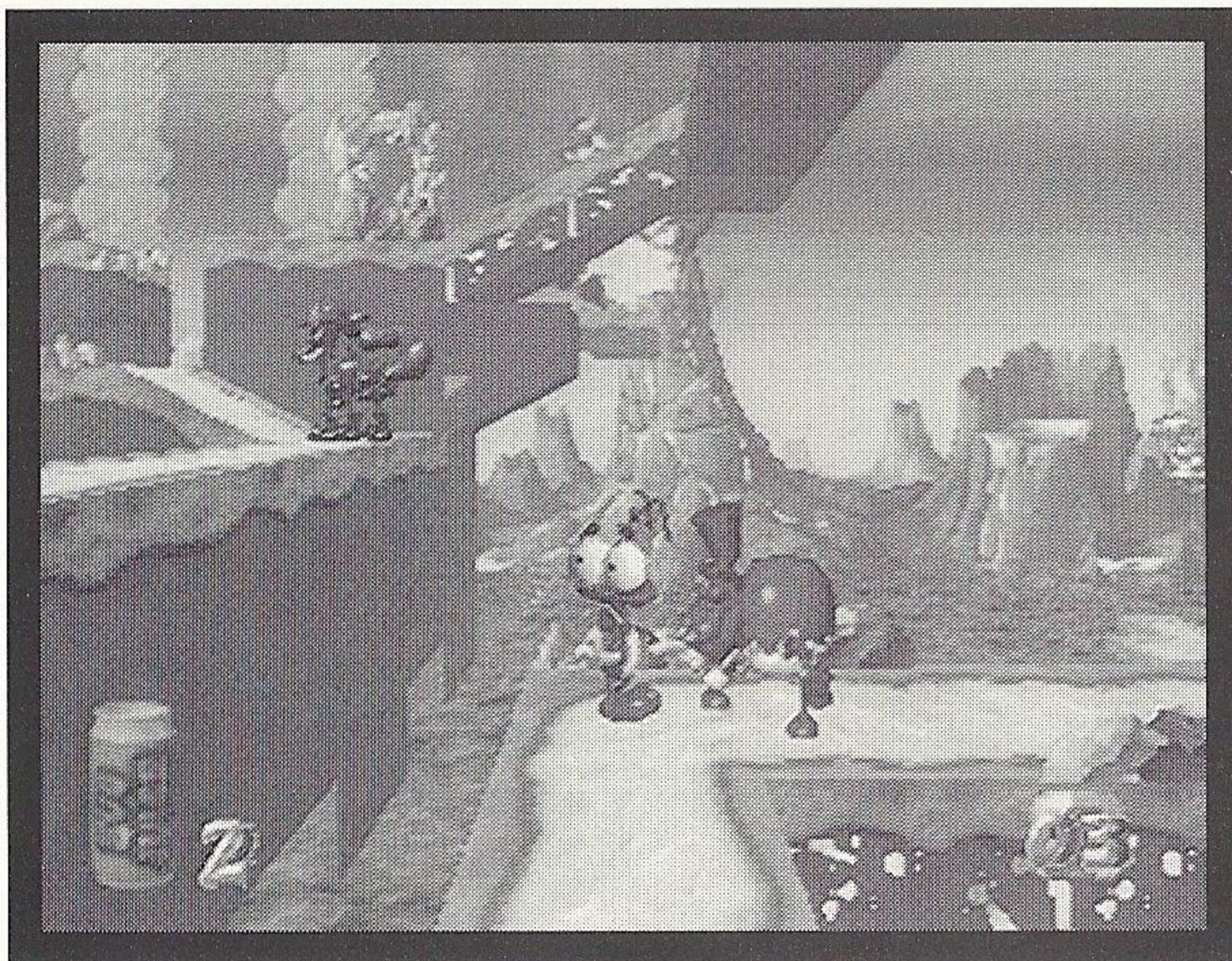
Welcome to the sea where the moray eels, the merrier. Quaria is puzzling and full of killer scallops, but Bug can jump, spit and zap under water as well as above.



## The Bur-r-bs

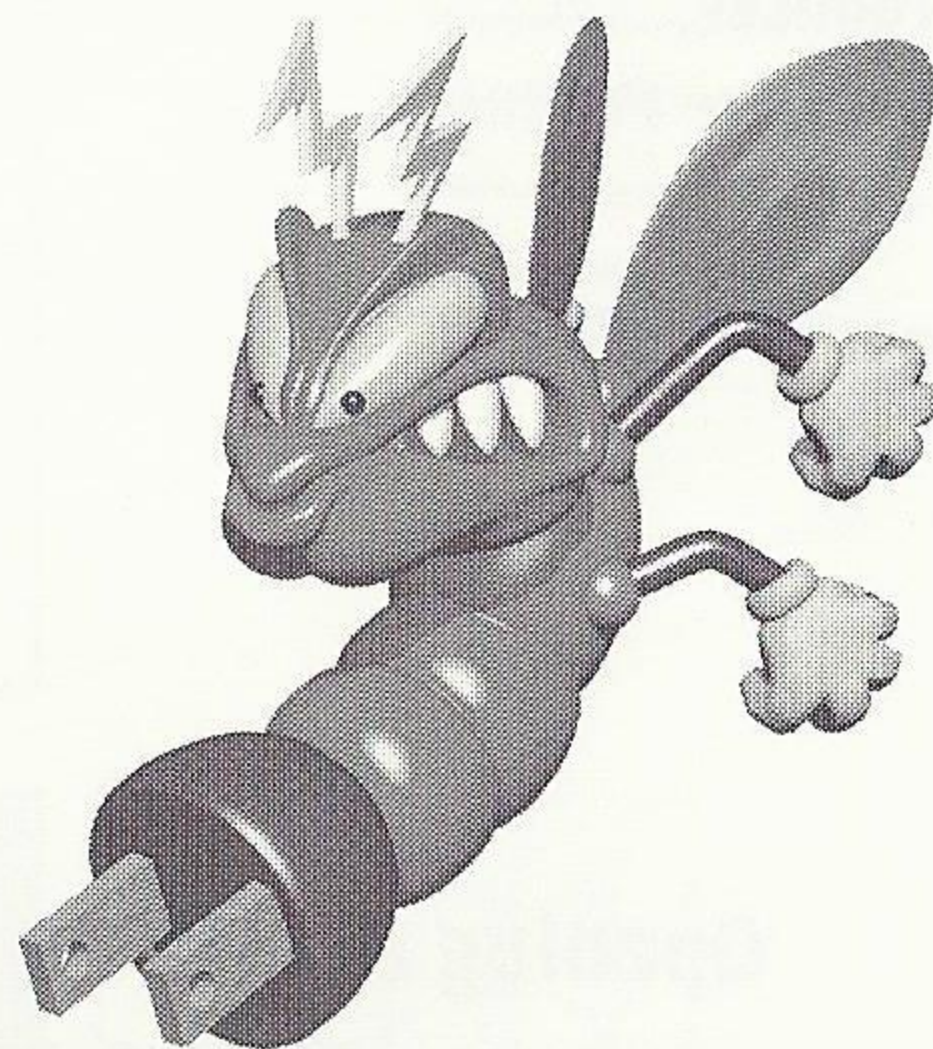
Check out the sub-zero scenery packed with hordes of silly-hatted snow beetles, earmuffed tundra fleas, and even worse hazards. Escape this ice-bound freezer fast, before you catch something . . . or something catches you!





## Arachnia

Even fire ants think it's hot here. Lava and flames spew merrily, ready to blister your little bug buns. Sidestep these hazards and decimate your foes. Now you're ready for the final torrid scene with Cadavra. Break a leg!





## **AT SEGA**

**Producer**

**Assistant Producer**

**Test Lead**

**Assistant Leads**

**Testers**

**Product Manager**

**Product Specialist**

**Manual**

**Steve Apour**

**Eric Rawlins**

**Atom Ellis**

**Mark Subotnik, Peter Clark,  
Dan Carmichael**

**Roger Somerville, Mike Borg, Christine  
Watson, Darin Johnston, David Wood,  
Eric Larsen, Kerry Kirkham, Chris  
Sinclair, Jason Vogel, Jeff Jones**

**Sarah Mason Richmond**

**Nemer Velasquez**

**Carol Ann & Neil Hanshaw**

## **AT REALTIME**

**Lead Programmer**

**Assistant Programming & Gameplay Design**

**Additional Programming**

**Tools & Support**

**Map Layout Design**

**Character Design & Animation**

**Lead Animation**

**Animation**

**Background Graphics**

**Additional Animation**

**Animation Cleanup**

**Original Score and Sound FX**

**Voice Actors**

**Producer**

**Executive Producer**

**Michael Dimambro**

**Cheryl Harada, Steve Shimizu**

**Chris MacDonald**

**Eric Pugh, Glen Volk**

**Scott Stoabs, Dwight Velarde**

**Jeff Cook**

**Tom Grevera**

**Paul Drzewiecki, Doran Fish,  
Dan Goldman, Darin Hilton**

**Phil Knowles**

**Martin Foster, Mike Norville**

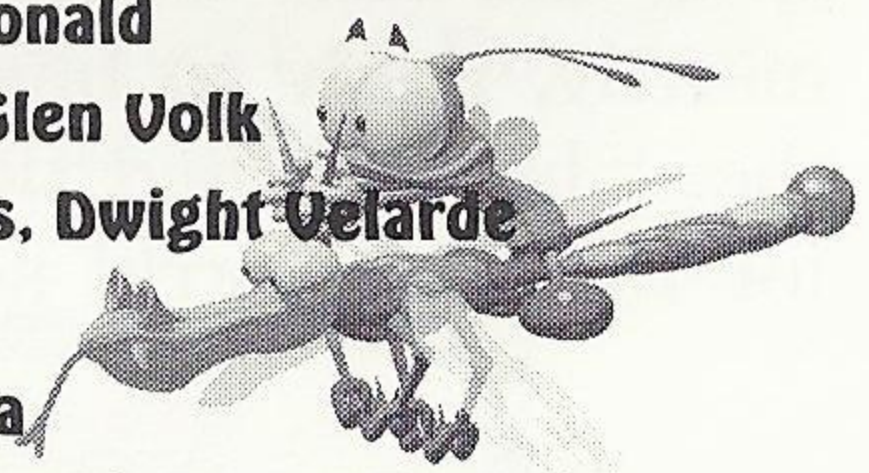
**Ann Petersen, Virginia Smith**

**Greg Turner**

**John Frost (as Bug), Perry Keifer,  
Tim W. Jones**

**David Bean**

**Dave Warhol**



**Special Thanks**

**Doria Sanchez, Bob Schonfisch,  
Lorene Goble, Tim Dunley, Mike Mito,  
Bob Hardy, JoAnn Eastman, Larry Loth,  
Jef Feltman, Renee Greenwood, Noel  
Pulido, Marty Franz, Gail Tsujita, Blair  
Bullock**

## **Opening & Win Movies by Asbury Entertainment**

**Filmed Entirely on Location in Sweden**

**None of the insects were harmed in the making of this game, except for  
the flaming bugs at the end of Arachnia which were burned beyond recognition.**





## LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

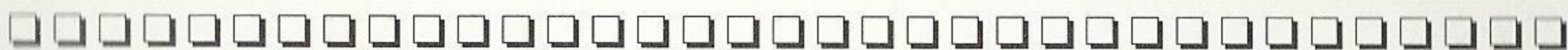
## REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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SEGA™



SEGA SATURN™

# CLOCKWORK KNIGHT™

YOU WON'T BELIEVE THESE ARE JUST TOYS!  
...ESPECIALLY WHEN THEY KICK YOUR BUTT!



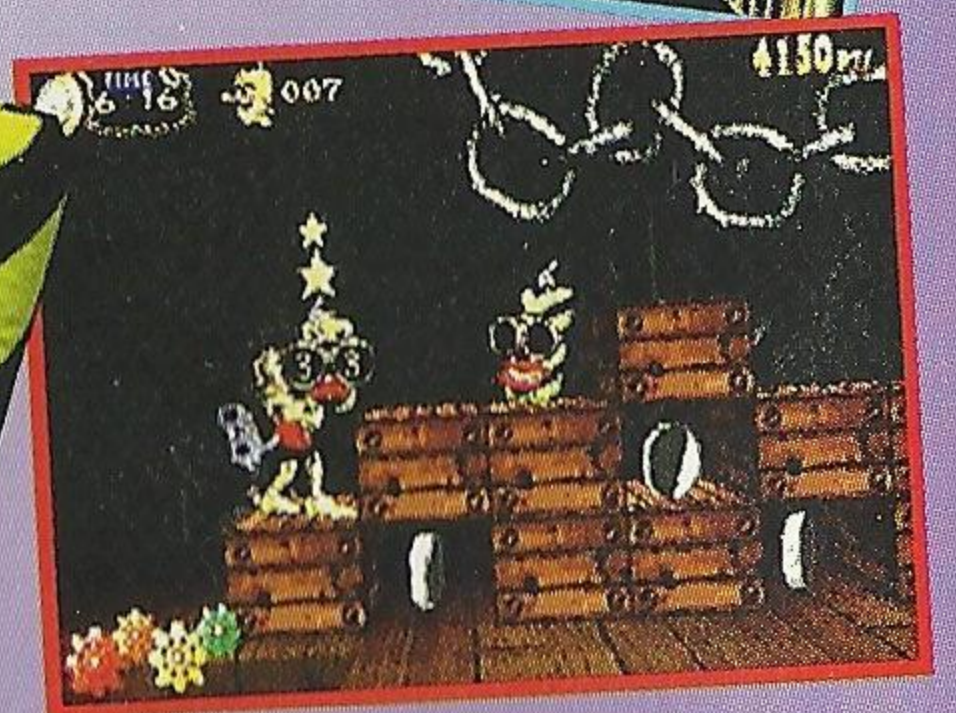
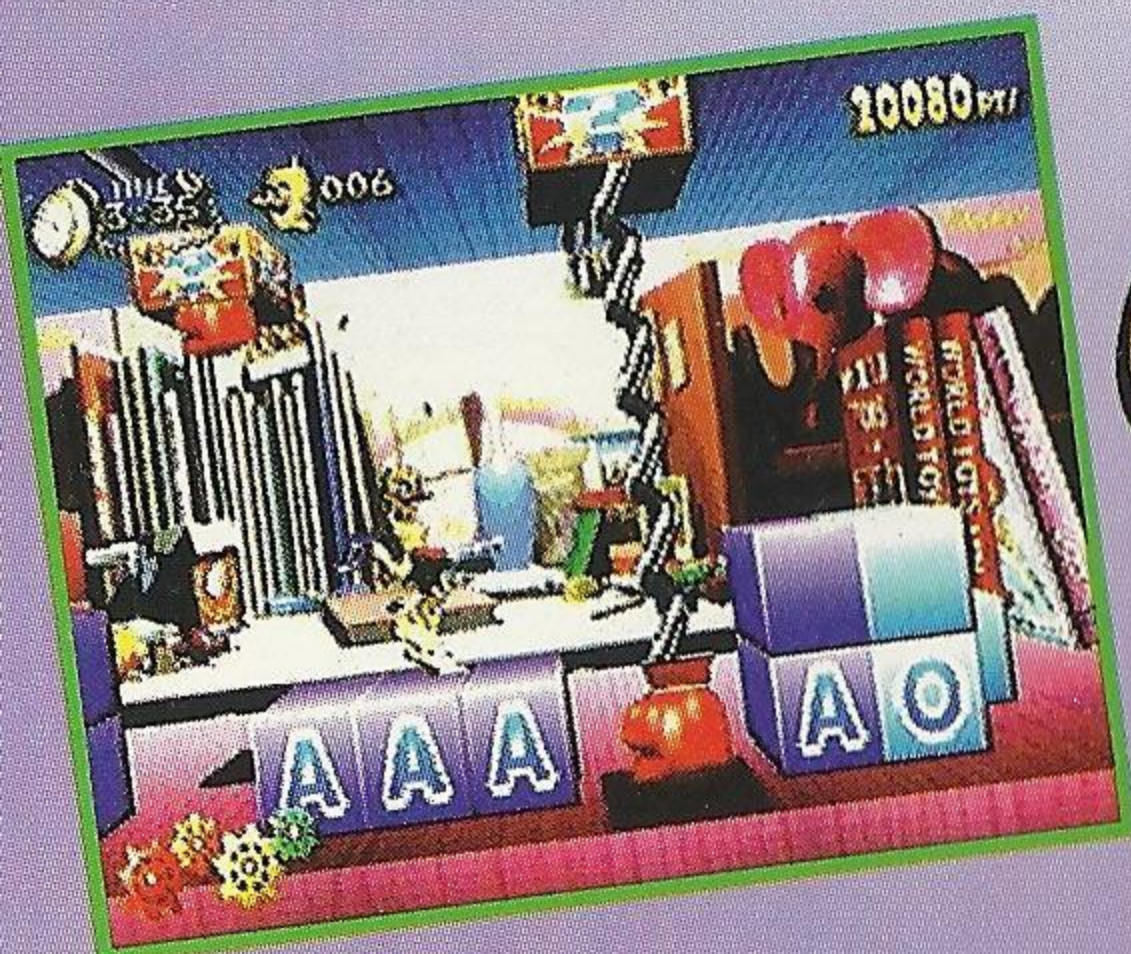
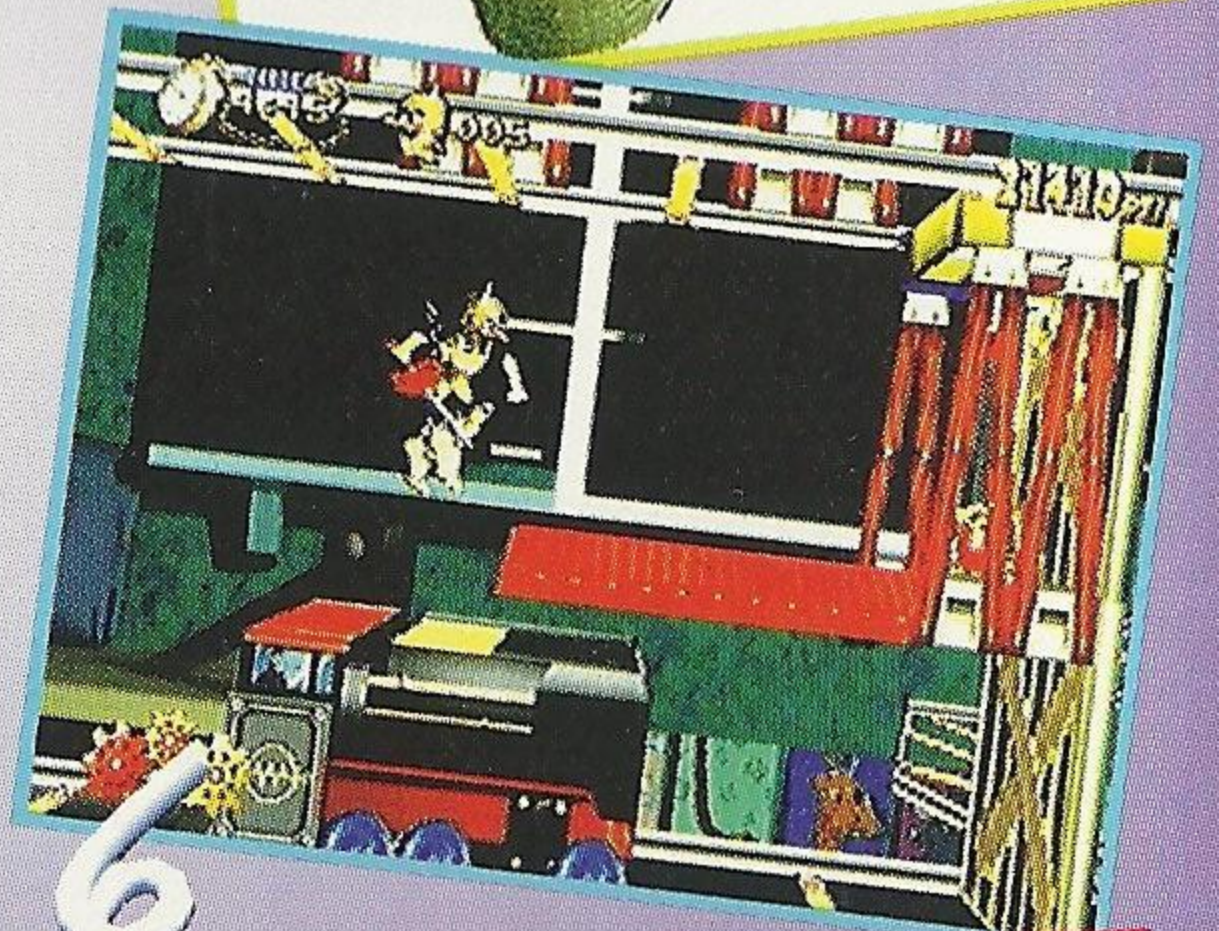
Armed with a tiny knight's sword and a critical mission, it is up to you to rescue the Princess before daylight...or there will be no tomorrow in this magical world of toys.



It's anything but child's play! Maneuvering through huge household items, enemies and treacherous furniture demands strategy and split-second timing!

Stunning cinema-quality SGI rendered characters and graphics create an amazing 3D world!

Tons of well hidden rooms are stuffed with strategic power-ups and new challenges!



KIDS TO ADULTS

For information on this product's rating, please call 1-800-771-3772

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