

CRAZYBUGS



TIMEX **sinclair**

PERSONAL COLOR SOFTWARE

CRAZYBUGS

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Loading time: 1 minute, 10 seconds

Load name must be typed in lower case letters.

Bugs, bugs and super-bugs are out to get you as you race through their subterranean maze, trying to steal beetle eggs and stash them under lock and key.

The object of the game is to steal as many beetle eggs as you can and place them under locks, without getting caught by the bugs and super bugs.

TIMEX COMMAND CARTRIDGE™ INSTRUCTIONS

If you have the cartridge version of this software program, please follow the steps listed below:

1. Turn off your TS2000.
2. Lift cartridge door open.
3. Insert command cartridge with label side up.
4. Close cartridge door.
5. Turn on your TS2000.
6. Program will now begin execution.

If Step 6 does not occur, start over with Step 1 . . . and reseal cartridge once again.

ALWAYS TURN OFF YOUR TS2000 BEFORE INSERTING OR REMOVING CARTRIDGE.

You may bypass tape load instructions below.

TO LOAD: Press LOAD "bugs", start the cassette player and press enter. The program loads in 1 minute 10 seconds. Stop the tape when the CRAZYBUGS title screen appears, asking you to select a level of difficulty.

TO PLAY: Select a level of difficulty (1 being the least difficult and 3 being the most difficult), or wait to be shown a short demonstration of the game.

After selecting the difficulty level, you are in the lower left-hand corner of the bugs' subterranean maze. To move your man, use either the joystick feature or the following keys:

- Q = move up
- Z = move down
- I = move left
- P = move right

JOYSTICK FEATURE — 1 PLAYER

This program optionally allows the use of a joystick to control its actions. With the joystick in slot 1 the following actions replace their keyboard counterparts:

- Stick up = move man up
- Stick down = move man down
- Stick left = move man left
- Stick right = move man right

THIS PROGRAM REQUIRES THE JOYSTICK TO BE IN THE PLAYER 1 SLOT.

Move your man through the maze, stealing the beetle eggs that appear randomly throughout the maze. Once you have a beetle egg, a lock appears (a flashing red and white box). Place the beetle egg in the box and head off in search of the next beetle egg.

Once you've collected four beetle eggs an exit from the maze appears (flashing white door), take it and go into the next subterranean passage. As you advance through the different stages of CRAZYBUG, watch out for the Super Bugs! At first there's only one, but they team up on you later.

SCORING

Score 50 points for every beetle egg you steal, and 50 points for every egg you secure under lock and key. For every subterranean passage you exit, you are awarded 100 points.

BONUS

You will receive your first extra man at 1,100 points, after that you will receive an extra man for every 2,200 points you score.

Good luck, and don't get bugged!

LOADING INSTRUCTIONS:

(See Chapter 4 of your instruction manual for detailed instructions.)

1. First listen to the tape so you will be familiar with its distinct sections. The tape has a period of silence at the beginning, followed by a high-pitched, screechy noise. This is the computer program. The program is recorded twice on the cassette in case one does not load.

2. Set the volume control on the cassette deck to about 3/4 of the maximum. If you have tone controls, set the bass to minimum and treble to maximum. If you have just one tone control, set it to HIGH or MAXIMUM.

3. Rewind the tape to the beginning. Connect the EAR jack on the computer to the EAR jack on the cassette deck recorder. Make sure the plugs are clean and securely in place.

4. To instruct the computer to accept the program you must press the LOAD command and type the name of the program in quotation marks. See the instructions or cassette for the correct loading name.

5. Start the cassette deck, allow a few seconds for it to get up to speed, then press ENTER during the silence before the program begins.

6. The border of the TV screen will alternate between pale blue (cyan) and red, during the time the computer is searching for the program on the tape.

7. When the program has been found, the screen border will show a pattern of lines in the same shades of blue and red, and shortly the name of the program will appear on the screen.

8. Next, as the program itself is being loaded into the computer, the border pattern will become thinner, faster moving yellow and dark blue lines.

9. When the computer has finished loading the program, one of two things will happen:

1. Most commercial programs will begin running automatically, usually with a "title screen" or instructions to the user. (A title screen may tell you that the tape is still loading, if not, you should stop the tape immediately at this point so as to be in the proper position to load the next program if you wish.) or

2. The screen will be blank, except for a Ø OK, Ø:1 in the lower left hand corner. This is a *report code* and means that the computer has successfully loaded the program.

Stop the tape immediately. To execute the program, you press RUN and ENTER. This will start the program.

SOME SUGGESTIONS

1. The volume at which the program is loaded is very important. Usually 3/4 maximum volume works best, but recorders vary and may require experimentation with the volume setting. If you have a technical background you can check the output level of your recorder's EAR/SPKR jack. It must be at least 4-volts peak-to-peak, although 5 to 6-volts peak-to-peak is best.

2. Clean and demagnetize the heads of the tape recorder. Your ears may not pick up the signal fluctuations due to magnetic flux on the tape heads, but the computer has a much more sensitive "ear."

3. The computer is very susceptible to outside interference. Working on a metal table or near electrical appliances should be avoided.

4. Occasionally, once a program has loaded, the video display will show instability. This can be corrected by adjusting the vertical hold on the television.

WARRANTY

There are no warranties which extend beyond the description on the face hereof. No other warranty, whether express or implied, including the warranty of merchantability, shall exist in connection with the sale of this product. In no event shall Timex be liable for any consequential, incidental or special damages.

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