



Instruction Manual

v1.1,4



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SYSTEM REQUIREMENTS

Bugdom requires that your Macintosh be configured with certain hardware and software in order to function properly. Make sure that you have the following minimum hardware requirements:

- 1 PowerPC Macintosh at least as fast as a 233mhz iMac or G3. Bugdom is not compatible with any Macintoshes with PowerPC 601 processors. The game will not perform well on anything slower than a 200mhz 604 processor.
- 2 32 Megs of memory. NOTE: If you have only 32 MB installed then you will need to turn on Virtual Memory, however, you should only allocate the minimum 1MB of Virtual Memory for best performance. Allocating more than 1MB may result in extremely choppy animation while playing the game.
- 3 Any ATI 3D accelerator card . The game will run with only 2MB of VRAM, however we strongly recommend you install 4MB since it makes the game look a lot better. All G3's and iMac's come with ATI 3D acceleration, but the original iMac and the first generation G3's only have 2MB of VRAM. **Also note that the visual quality of the game on a Rage II will be much poorer than on a Rage Pro or Rage 128.**
- 4 A monitor capable of displaying 640x480 resolution at Thousands of colors.

You will also need to have certain minimum software configurations:

- Mac OS 8.0 or newer. The game will probably run under OS 7.6, but it is not recommended for best reliability and performance.
- QuickDraw3D 1.6.
- Draw Sprocket 1.1.4 & Input Sprocket 1.4 or newer.
- ATI Drivers 3.3 or newer. If you have a version of Mac OS earlier than 8.5 then you may not have these ATI drivers. You can download the latest drivers at: <http://download.atitech.ca/drivers/apple/>

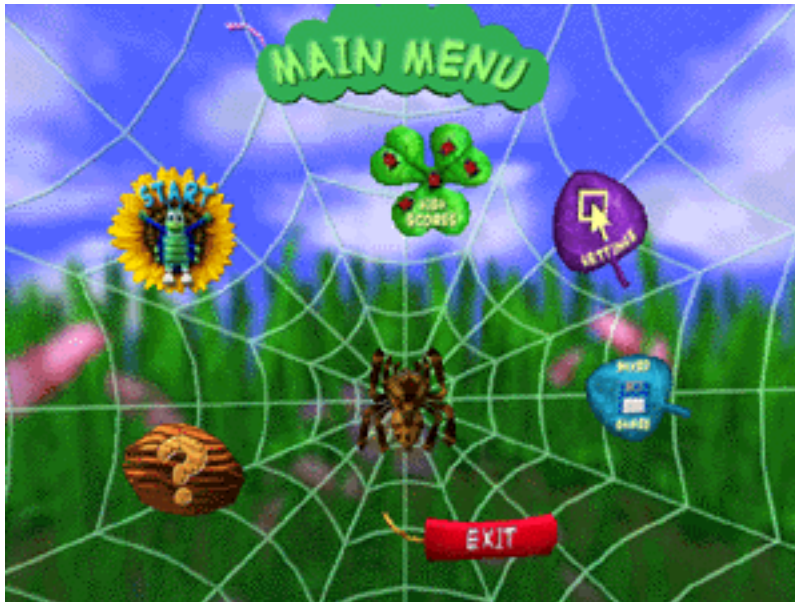
THE STORY & GOAL

The Bugdom was once a peaceful place ruled by the Rollie Pollies and the Lady Bugs, but not long ago the Bugdom was overthrown by the clan of the Fire Ants. After recruiting other bugs to help fight for them, they captured all of the the Lady Bugs and are holding them prisoner. The leader of the Fire Ants, the new king of the Bugdom, is King Thorax. Once he is defeated, the Bugdom will return to the peaceful place it used to be.

You are Rollie McFly, the only remaining bug capable of saving the Lady Bugs and restoring peace to the Bugdom. Rollie has been hiding in the Lawn area of the Bugdom and will need to travel far to get to the Ant Hill where the battle with King Thorax must take place. There will be water to cross, bugs to ride, and plenty of enemy forces to defeat, but once the Fire Ants and King Thorax have been defeated, you will become the new ruler of the Bugdom and peace will be restored.

THE MAIN MENU

Use the mouse to select options on the Main Menu.



The Main Menu



Start a New Game



See the High Scores



Game Settings and Controls.



Info



Restore Saved Game



Quit the application.

Restoring A Saved Game

When you click on the Restore Saved Game icon above, you will be asked to select a Saved Game file. When a valid file is selected, the game will resume play on the level which was saved, and all of your points, health, and inventory will be restored.

THE CONTROLS

Bugdom is Input Sprocket compatible which allows you to reconfigure the controls to work with any Input Sprocket compatible device such as a joystick or

game pad. The following describes the default control configurations for the mouse and keyboard:

Mouse Motion

There are two ways to control the player's motion in the game: by mouse or by keyboard. Using the mouse gives you more accurate control over the player. To move the player with the mouse, push the mouse in the direction that you want the player to travel. The faster you move the mouse, the faster the player will accelerate.

To avoid getting a tired wrist while playing with the mouse, you can press the Shift key to cause the player to walk forward. This way, you only need to use the mouse for steering, and the shift key will do the motion.

RECOMMENDATION

We strongly recommend using the mouse and the shift key for motion. This combo gives you the most accurate control over the player.

The mouse button performs two functions. When you are in the form of the Bug, the mouse button causes the player to kick. If you are in the form of the Ball, then the mouse button does a Turbo Boost to accelerate you quickly.

Keyboard Motion

If you get tired of using the mouse, then you can use the keyboard to control the player. There are two ways to use the keyboard for control: camera-relative motion and player-relative motion. The game defaults to camera-relative motion, but you can change it to player-relative in the Game Settings Dialog.

Camera-relative key controls work the same way the mouse does. It's like using keys instead of mouse motion. The up arrow moves the player forward relative to the camera position, the left key moves the player left, and so on. You will want to use camera-relative controls if you are using a Gamepad or Joystick.

Player-relative controls mean that they keys work in relation to the player's orientation. The up arrow moves the player forward in whatever direction he is currently aiming. The left and right arrow turn the player, but do not move him.

Some people like camera-relative control and others like player-relative control, so choose whichever you like best, however we still highly recommend using the mouse and the shift key for the best control.

Other Key Controls

Shift	Auto-walk when using mouse.
SpaceBar	Change between the Bug and Ball.
Option	Kick when you are the Bug, or speed boost when you are the Ball.
Apple	Jump (Bug only).
Tab	Launch Buddy Bug.
+ / -	Raise/lower the volume.
Apple-Q	Quit the application at any time.
ESC	Pause game.
1 / 2	Zoom camera in/out.
< / >	Swivel Camera
M	Toggle music on/off
F12	Does a special pause for taking screen shots. Input Sprocket is disabled during this special pause and there is no “paused” icon.

Customizing Input Sprocket

The controls can be reconfigured with Input Sprocket. To get to the Input Sprocket configuration dialog, select the Settings Icon from the Main Menu and then select “Configure Input Sprocket” .

To use a joystick with Bugdom, simply reassign the direction controls to the joystick up, down, left, and right. You can reassign any control to any key or button on any supported input device.

See your device’s instruction manual for more information about using Input Sprocket with your device.

THE PLAYER

“Rollie McFly”

Using the controls described above, you control our hero, Rollie McFly. Rollie can do all sorts of things that other bugs cannot do, but most of the time he will be in either his “Bug” form or in his “Ball” form:



Rollie McFly in Bug form



Rollie McFly rolled into his Ball form.

When he is the Bug, Rollie has the ability to kick and jump. When he is the Ball, he can roll and slam into enemies and objects. As the Ball he is better protected against enemies and other harmful effects.

Rollie can only remain in Ball form for a limited amount of time. The Ball Timer Meter (see Status Bar) displays how much longer Rollie can stay in Ball form. Using the Turbo Boost to blast Rollie quickly will cause the meter to lose time faster. You can get additional Ball Time by collecting Ball Time Powerups which are described below.

Buddy Bugs



Buddy Bugs are Rollie's buddies who help him battle enemies. These small flying bugs will follow Rollie around and will attack enemies when you press the Tab key. A Buddy Bug can only be used once and there is no guarantee that he will hit his target. You can think of a Buddy Bug as a smart bomb.

These guys are found inside Powerup Nuts scattered around each level.

THE STATUS BAR

At the top of the screen is the game's Status Bar which contains everything you need to know about the condition of the player. It shows your health, Ball Timer, the number of Lady Bugs rescued, Blue and Gold Clovers recovered, lives remaining, and what items Rollie is holding on to.



This is what a fairly full Status Bar looks like

The number of lives remaining is displayed on the left. This indicator only displays up to three lives even if you have more than that. You can have any number of free lives that you earn during the game, but only three will be displayed in the Status Bar.

Each Gold or Blue Clover that you find will add one leaf to the four-leaf clover in the Status Bar.

In the middle of the Status Bar are the Inventory, Ball-Time, and Health indicators. The Ball-Time indicator is the curved green thermometer meter. As you use up Ball-Time, this meter will decrease. Similarly, the health indicator is the red thermometer underneath the Rollie icon. When Rollie picks up inventory items such as keys or money, they are shown being held in one of Rollie's hands in the Status Bar. The image above shows Rollie holding a coin and a key.

Next is the All Rescued indicator. This is a large icon of a Lady Bug which has two forms:



There are still some Lady Bugs needing rescue.



All of the Lady Bugs on this level have been rescued.

Each time you rescue a Lady Bug, a small Lady Bug icon will appear on the right side of the Status Bar.

Note that one the three Boss Levels there will be a red meter at the bottom of the screen. This meter indicates the Boss' health. As you damage the Boss, the meter will decrease.

GAMEPLAY FUNDAMENTALS

The goal of the game is to rescue as many Lady Bugs as possible while getting to the end of the game and defeating the evil Ant King, Thorax. You will have to play through 10 different levels, each with its own environment, enemies, traps, and puzzles.

Rescuing Lady Bugs

Scoring is based on the number of Lady Bugs rescued and the number of bonus Clovers acquired. The lady bugs are all trapped in cages. To free a lady bug from her cage, walk over to it and give it a kick or slam into it. When freed, the Lady Bug will fly away.



A Lady Bug trapped inside a cage

Opening Nuts

The Clovers, powerups, and other essential items are located inside of Nuts which are scattered around each level. You never know what is inside a nut until you break it open. To crack open a nut, either give it a kick or roll into it.



Rollie about to kick a nut open

Collecting Clovers

There are three kinds of clovers which may be found inside of a Nut. Each kind of clover gives you a different number of points.



Green Clovers

These are plentiful and each will give you a 200 point bonus.

Blue Clovers

There are only four of these on a level. You need to collect all four of them to get the 3,000 point bonus.

Gold Clovers

There are only four of these in the entire game. If you collect all four, then you will be awarded a 10,000 point bonus.

Other Nut Goodies

Nuts contain everything from health powerups to keys to Buddy Bugs. Whenever you see a nut it is a good idea to crack it open and collect whatever is inside of it. Be careful, however, there are a few nuts which may contain something harmful. These are some of the common items you will find inside a Nut:



Ball Time Mushroom
Restores your Ball Timer to full



Health Berries
Restores your health



Buddy Bug
Helps you fight enemies



Shield
Makes you invincible for a short time

Battling Enemies

There are many different species of bugs in the Bugdom. The only friendly bugs are the Buddy Bugs, Lady Bugs, and a few others who will offer their assistance. Most of the bugs will attack you. Some enemies are easy to defeat and some are more difficult. Some enemies are simply too powerful to be defeated and should be avoided.

There are three ways to hurt an enemy: kick it, slam into it, or launch a Buddy Bug at it.. There are a few exceptions to this as you will discover, and some kinds of enemy bugs are poisonous, so touching them at all can be harmful.

Checkpoints

Checkpoints are places where you will return to if you are killed. Normally, you will start at the beginning of a level if you are killed, but if you tag a checkpoint then you will only be restarted at that checkpoint rather than all the way at the beginning of the game.



Touch the droplet to tag a checkpoint

The checkpoints are the droplets of water at the end of the red and white straws. To tag a checkpoint, jump up and touch the water droplet.

End-Level Logs

A level is completed in one of two ways: either a specific mission is completed (like defeating the Queen Bee), or by entering an Exit Log which you will find somewhere in the level. To enter an Exit Log, just walk into the hollow end:



Walk into the log to exit the level

THE BONUS TALLY SCREEN

After you complete a level you will be taken to the Bonus Tally Screen where your bonus points are added to your score.



Three Lady Bugs being tallied on the Bonus Screen

SAVING THE GAME

When all of the Lady Bugs and Clovers have been tallied you will be allowed to save the game. Click on either the Save Game Icon to save the current game, or click on the Don't Save Game Icon to continue playing.



The Save Game and Don't Save Game icons

When you select Save Game you will be asked to save the game like you would save any other file on the Macintosh. To restore a saved game, select the Saved Game Icon on the Main Menu.

THE LEVELS OF THE BUGDOM

Level 1: Training

This level is short and easy. It is designed to get you familiar with the game's controls and to learn how things work. You will be able to open Nuts, rescue Lady Bugs, battle some easy enemies, and explore the terrain.

Level 2: The Lawn

On this level you will do battle with Ants, Boxer Flies, and Slugs. You need to find keys to open gates.

Level 3: The Pond

Here you will need to ride the Water Taxi to get across the pond without being eaten by the Killer Fish who are hungry for little bugs like yourself.

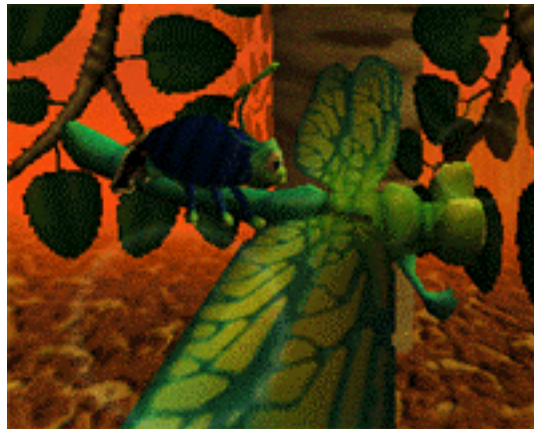


Riding the Water Taxi is the safest way to cross the pond

Once you discover how to get the Water Taxi to let your ride, you will use the left and right controls to steer. You have no control over the speed of the Water Taxi. To get off the Taxi, press the jump button or run the Taxi into land.

Level 4: The Forest

This level contains many new things: stomping feet, spiders, bees, etc. One of the really fun parts of this level is that you get to ride Dragonflies. You ride a Dragonfly much like you rode the Water Taxi in the previous level, but Dragonflies can shoot fireballs (use the mouse button or kick key). To hop off of a Dragonfly press the jump button.



Riding a Dragonfly

Level 5: The Hive Attack

This is the first “Boss” level in Bugdom. You are in a small forest area and in the middle of it is a tree stump with a Bee hive hanging off of it. The hive is swarming with angry flying Bees. Your goal here is to destroy the bee hive by blasting it with the Dragonfly’s Fire Balls.

Level 6: The Bee Hive

There are many things you must do to get through this level and several new enemies to battle. Avoid falling into the honey – it is sticky and you will sink.

Level 7: The Queen Bee

This is the second of the Boss Levels. Here the big bad thing is the Queen Bee. She is a difficult enemy to kill, but once you see her pattern of attack you can formulate a strategy.

Level 8: Night Attack

The Night Attack level is one of the most intense levels in the entire game. The main goal here is simply to survive. You will battle Fire Breathing Fire Ants, Toxic Gas Roaches, Slugs, etc.

Level 9: The Ant Hill

You have entered the Ant Hill – the castle of the Ant King, Thorax. This is a dark and deadly place with pools of toxic ooze and walls of fire. The place is infested with Ants of all kinds. To get through areas you will need to figure out how to get by the impenetrable walls of fire, but even more deadly are the Ghost Ants.

The pools of lava are deadly if you land in them, but the ceiling of the Ant Hill has plant roots hanging down which you can use to swing on to get across these areas.

Level 10: The Ant King

This is the final battle. If you can defeat Thorax then you will become the ruler of the Bugdom.

TECHNICAL SUPPORT

On-Line Help

The Pangea Software web site will be continuously updated with the latest updates to the game and answers to the most commonly asked questions. This web page also has maps of all of the levels.

www.pangeasoft.net/bug/support.html

Contacting Us

support@pangeasoft.net

Free technical support is handled via the email address above. Email us any time of day and any day of the week. We will usually get back to you in just a few hours if not sooner.

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REVISION HISTORY

1.1.4 Thanks to OS X, fixed a memory corruption leak.

1.1.3 Fixed a really bad memory corruption problem & tweaked fence collision code.. again.

1.1.2 Better volume control.

1.1.1 Nothing worth mentioning, just a recompile.

1.1 Major internal modifications to the way memory is used. This should help work around some crashing and freezing problems which were caused by problems with OS 9 on some of the new iMacs. Fixed a problem with the keyboard controls being too sensitive on really fast Macs. Keyboard sensitivity should now be constant on all machines regardless of speed. Fixed problem where FireFlies could be killed with Buddy Bug while Rollie is being carried – this would result in player being dropped off in void areas. Also fixed problem where Rollie could get stuck inside of walls while riding the DragonFly.

1.0.4 Now uses Navigation Services for Saving and Opening saved game files. This version should also fix a crashing problem on the iBook when trying to open a saved game with Virtual Memory turned on.

1.0.3 Fixed some problems with Rollie going thru solid walls. Also, decreased sensitivity of +/- keys for changing volume. Powerbooks and new AV iMacs seemed to go from audio-off to audio-loud in one step, so the volume keys should now have less effect each time they are hit for finer volume control on those Macs.

1.0.2 The game is now more tolerant of non-ATI 3D cards. Any card which supports RAVE 1.6 and can do simultaneous 2D and 3D should work without incident.

1.0.1 Fixed targeting problem with Fire Flies on level 8. Better error reporting if QD3D is not installed properly. Nuts on level 4 don't regenerate infinitely. Improved VRAM usage for Macs with only 2MB of VRAM. Fixed problem with score on Bonus screen not displaying all of the digits properly in some cases.

1.0 We shipped it