

Bob Bishop's

TUMBLE BUGS

For Atari®400/800 (24K)
with Disk Drive



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COMPUTER SOFTWARE

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IMPORTANT: Remove any cartridges (BASIC, game, etc.) from your computer before play.

TUMBLE BUGS

FOR THE ATARI 400/800 (24K)

by Mark Riley

Object:

The object of the game is to move your Player (the little white critter in the center of the Magic Magnifier Box) around a maze and clear away all the white dots. As you move around the screen you leave a trail of red dots behind you. Eight voracious Tumble Bugs wander the maze randomly until they cross your trail. Tumble Bugs will follow these trails eating the red dots as they move. If you can avoid them and clear the maze you are rewarded with a harder maze, more white dots and eight new Tumble Bugs.

SCORING:

Each white dot in the maze is worth 10 points. One point is subtracted from your score for every second you are unable to eat a dot so speed is important.

Game Control:

Tumble Bugs is played using your keyboard, joystick or Datasoft's Le Stick. The **U**, **J**, **K** and **M** keys are used to move your Player around the maze. The **U** key moves your Player up and the **M** key moves him down. the **J** key causes him to move left and the **K** key right. Or you may use the Atari cursor control keys (the white keys with small arrows printed on them) to move your Player up, down, left or right.

To use a joystick, first make sure it is properly connected to controller jack number 1. Push the stick forward to move your Player up. Pull the stick towards you (back) to move your Player down. Move the stick left or right to move the Player left or right.

You may enter a command to turn your Player before it reaches an intersection. If you push the joystick handle at an angle, the Player will move in a generally diagonal direction, if the maze permits.

To start a game, press the SPACE BAR on the keyboard, the START key or the button on your joystick.

Special Features:

To pause during a game, press the **ESC** key. Press any other key to continue.

If you press the **SYSTEM RESET** key you will return to the title page.

Strategy:

Tumble Bugs are not very smart creatures (you are what you eat). Once they start eating they can not tell the difference between an old trail and a new trail. This gives you a chance to avoid them by maneuvering around islands and leave forked trails of red dots to lead them off in other directions. There are not islands in the second maze, if you get that far.

Tumble Bugs are slow but persistent. They move half as fast as the Player so you can easily outrun them. It is recommended that portions of the maze be cleared at a time rather than wandering the whole maze rising capture.

TUMBLE BUGS

By Mark Riley

The hot sands of the Egyptian desert are spotted with great stone pyramids. These monuments pay homage to great Kings like Tut, Ramsses and Amenhotep. Their rich treasures and mummified remains are guarded by unsolveable mazes, secret passages and mysterious curses.

One lesser known pyramid stands apart from the rest. It is the tomb of King Tutanskoop. Tutanskoop had been King for three weeks when he was caught erasing 18 minutes of hieroglyphics from the court records. As punishment he was cursed to spend eternity wandering his tomb, picking up Tanna leaves while being chased by vicious Tumble Bugs. His only reward for his labor is another maze, more leaves and more Tumble Bugs!

Tumble Bugs is a fast, Hi-Resolution arcade game. It is challenging, addicting and fun!

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Northridge, California
Cat. No. 1126

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SER. # A-20127

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"Software for people who aren't easy to please."

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