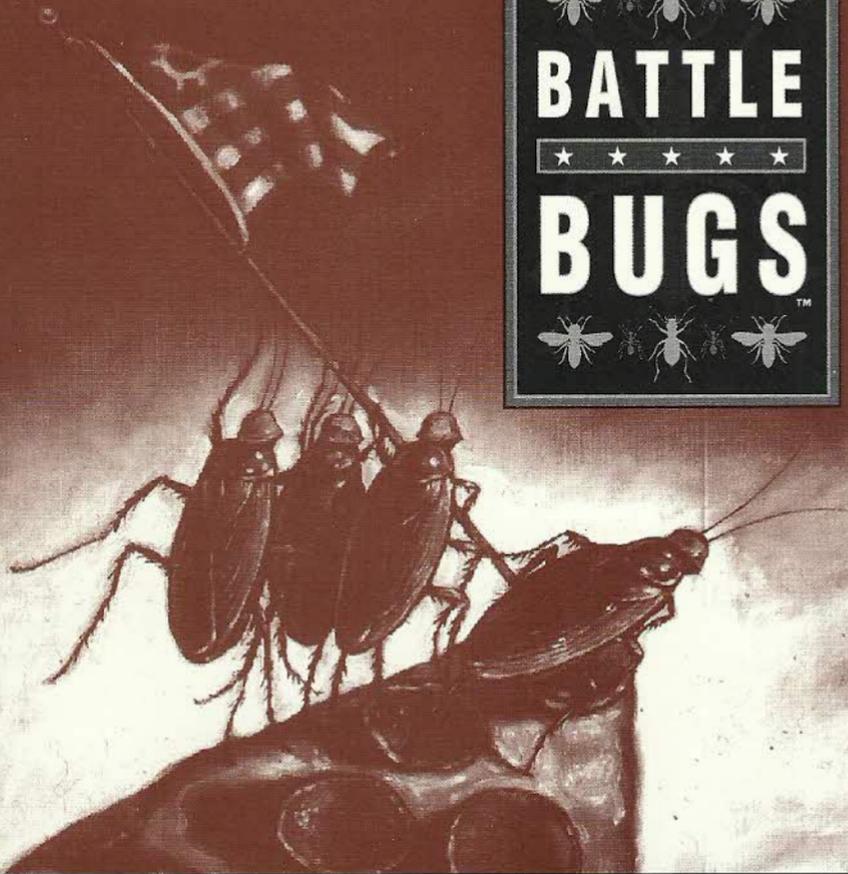
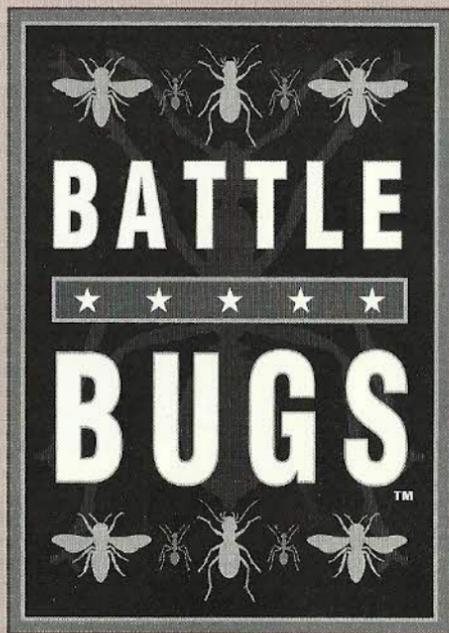




BATTLE

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BUGS™





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Welcome to *Battle Bugs*™

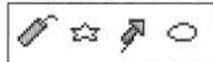
You may think they're funny, but don't you dare underestimate them. That itsy-bitsy spider bites. That geeky long-legged grasshopper will jump you and kick your guts out. That busy bee will buzz deep behind your lines—after he drops bombs on you, he will sting you until you die. It's nothing personal—it's just their nature. It's what they do.

Meet the Battle Bugs: professional insect soldiers who are tough, skilled, brave, and completely disciplined. They will follow your orders without hesitation, and fight to the death. But so will the enemy bugs—miscue an attack, and the enemy will annihilate all of you without remorse.

As a *Battle Bugs*™ general, you face a campaign of 56 battles that progress from simple Boot Camp exercises to vast, sprawling conflicts such as Desert Storm. While every battle is winnable, few are easy. There are 22 types of Battle Bug, and the number, type, and deployment of each is different for each battle. When the numbers are against you (and they usually will be), you will need to use terrain, mobility, formations, timing, and special weapons and tactics in your strategy to achieve the mission objective. Sometimes the objective is to capture food, such as Plop Tarts or Excramins. Sometimes, it's to beat the game clock. Sometimes, the only goal is to survive.

The game records your solo campaign victories automatically, and lets you save additional campaigns at any point. With continued success, you will gather a thoraxful of gleaming medals from Queen Elizabug. In GENERAL VS. GENERAL mode, you can face off with a friend on any battlefield, and set "orders time" to balance the odds.

However you choose to play *Battle Bugs*, get ready for hours of intense strategy game play. The pun-filled battlefields and cartoon characters are for fun, but the challenge is for real—don't you dare underestimate it.



GETTING STARTED

Using This Manual

This manual helps you get the most out of *Battle Bugs* quickly.

- **Getting Started** shows you how to install and start the game.
- **Game Play** provides instructions for the Enlistment and Campaign screens, tours the Battle Screen Control Panel and Command Menus, and ends with a simple Tutorial.
- **Reference** describes the array of bug, ordnance, terrain, and food types, and offers strategy hints.
- **Technical Help** offers troubleshooting, memory configuration, and customer service information.
- **On-Line Help** is available from the TV in the Battle screen. (For details, see page 13.)
- **README** Any changes made to *Battle Bugs* after the manual was printed will be outlined in the README file. To view the file, simply change to the drive and directory where the game is installed, type **README**, and press [Enter].

Controls

Note: On a three-button mouse, clicking the middle button is the same as pressing [Space].

All you need to get around in *Battle Bugs* is a mouse and the know-how to use it. Use the mouse to control the pointer, or "cursor," on the screen, and click on buttons, signs, arrows, switches, and bugs to select them or perform an action. For most commands, just point to the item and click the left mouse button once, or "click." A few actions require you to "drag" the mouse (hold the left button down while moving the mouse) or use the right mouse button "right-click." Many commands also have keyboard shortcuts. Keys are shown in brackets: [Enter], [F1], [Ctrl]+[X] are examples.



System Requirements

To run *Battle Bugs*, you will need the following minimum software and hardware:

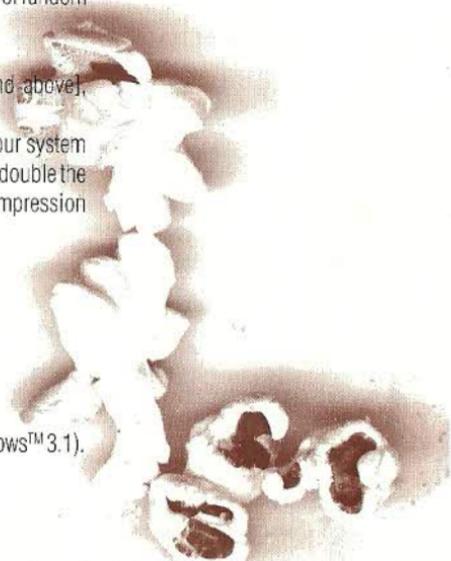
- An IBM® PC® compatible computer with an 80386 or better processor, and at least 2 MB of random access memory (RAM).
- Microsoft® MS-DOS® version 5.0 or above.
- Expanded memory manager (EMM386 [included with Microsoft® MS-DOS® 5.0 and above], QEMM-386™, or equivalent).
- A hard disk. *Battle Bugs* takes about 8 megabytes (MB) of space on your hard drive. If your system uses some type of disk compression utility, such as Stacker®, you will need approximately double the indicated hard drive space (since the game files will not compress as much as your compression software will estimate).
- A VGA graphics card and VGA color monitor.
- A Microsoft compatible mouse.
- A 1.44 Mb, 3.5" floppy drive.

Recommended

- Sound Blaster® or 100% compatible sound card.
- SmartDrive disk caching software (included with Microsoft MS-DOS 5.0 and above and Windows™ 3.1).
- An SVGA graphics card and SVGA color monitor with VESA driver.

Memory Requirements

Even if you have the minimum 2 MB of RAM, *Battle Bugs* may not run correctly unless the RAM is configured (set up) correctly for the game. You will need at least 587 kilobytes (KB) free conventional memory for 800x600 graphics (577k for 640x480), and 256 KB free *expanded* memory (EMS) for the digitized sound effects. To configure expanded memory, you will need a memory manager such as EMM386 or QEMM386 by Quarterdeck.



If *Battle Bugs* **DOES NOT** start correctly, use the MS-DOS **MEM** command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type **MEM** and press [Enter]. "Largest executable program size" is your free conventional memory; "bytes free EMS" is your expanded memory. If you do not have enough memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs.

The simplest way to set up your system's memory correctly is to use the **INSTALL** program to create a "boot disk." For more information, please see "Configuring Memory" in the Technical Support section.

Note: If your system opens Windows on start-up, exit to MS-DOS before installing or running *Battle Bugs*.

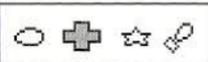
Important Note: Do not try to install *Battle Bugs* to your hard drive with "copy" commands. The game files are compressed to save disk space, and will not run unless decompressed by the **INSTALL** program. If you have trouble running the installation program itself, see the **README** file on Disk 1 for directions on manual installation.

Installing *Battle Bugs*

The *Battle Bugs* **INSTALL** software automatically optimizes the game settings according to your computer's speed, graphics, sound board, and input devices. You can use **INSTALL** to specify the game's default location on the hard drive, change preferences, and make a boot disk.

These instructions assume that you are using floppy drive **A:** and hard drive **C:**. If not, please substitute as appropriate.

1. After booting your machine, insert the *Battle Bugs* Disk #1 into drive **A:**.
2. Type the appropriate drive letter and press [Enter].
3. Type **INSTALL** [Enter].
4. Follow the on-screen instructions.



Changing System Preferences

After installation, you can change the sound device or display mode the game will use. Follow these steps:

1. Change to the directory where you installed *Battle Bugs*.
2. In the BUGS directory, type **BBCONFIG** [Enter].
3. From the *Battle Bugs* Configuration Selector menu, select the appropriate "Change..." option, and select the new device or mode.
4. When ready, select "Save Current Configuration and Quit" and follow the on-screen instructions.

Running *Battle Bugs*

1. Change to the directory where you installed *Battle Bugs*.
2. To run the game, type **BUGS** and press [Enter]. To move past the title screen, click the mouse or press [Enter] or [Space].

Copy Protection

When you start *Battle Bugs*, you come face to face with two surly rhino beetle sentries. You will be asked to enter the symbols on a given page number in this manual. Turn to that page, click on the correct symbols in sequence, and then click DONE. If you click the wrong symbol, use BACK UP to remove it, and then re-enter the correct symbol. You want very much to be correct—once annoyed, rhino beetles stay annoyed.

