

WINDOWS® 95 CD-ROM

BANZAI BUG



SPLAT



GROLIER INTERACTIVE

BANZAI BUG

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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Table of Contents

Quick Start Instructions	3
Control Card	4
ON-SCREEN STATUS	6
PLAYING THE GAME	7
Introduction	8
Installation and Startup	9
USING AUTOPLAY	9
MANUAL INSTALLATION AND STARTUP	10
TECHNICAL SUPPORT	11
THE MENU BAR	11
How To Play	12
CONTROLS	13
FLYING	13
WEAPONS	14
DEFENCES	16
DAMAGE	16
ENEMIES	17
Save and Replay	19

QUICK START INSTRUCTIONS

INSTALLATION

1. Insert the Banzai Bug disc into your CD-ROM drive. The Banzai Bug Install screen should immediately appear. (If it doesn't, consult the manual for instructions on how to install the game manually.)
2. Click on the "Install" button.
3. Follow the on-screen instructions.

STARTUP

1. After the opening movies, click on "New" to begin a new game.
2. Enter a name. It will be used to track your score and will also be used as the filename for your game when the program automatically saves it at the end of each level.
3. Click "Play" on the next screen to start the game with the default game settings. Or, click on the options to explore them (click "Help" for guidance).

Customise Banzai Bug by selecting the following Options (See on-line 'Help' for more information):

Handicap: 3 difficulty levels: Hardest (default), Medium, Easiest.

Screen Settings: Full Screen or Windowed mode. Select Sub-options depending on your system.

Advanced Options: Optimise Banzai Bug by setting: 3D Acceleration Hardware, Force Rendering in System Memory, Shading Quality, Textures.



CONTROL CARD

Make Banzai	Joystick Controls	Keyboard Controls
Shoot	Tap Button 1	Tap Space or F
Punch	Tap Button 1 (near target)	Tap Space or F (near target)
Zap	Tap Button 1 (when have zap)	Tap Space or F (when have zap)
Other Action	Tap Button 1 (when indicated)	Tap Space or F (when indicated)
Look Around	No Buttons Pressed	
Look Up	Pull Joystick Back	Press Down Arrow Key
Look Down	Push Joystick Forward	Press Up Arrow Key
Turn Left	Push Joystick Left	Press Left Arrow Key
Turn Right	Push Joystick Right	Press Right Arrow Key
Fly Forward	Use Joystick Button #2	Use Shift or D
Straight	Hold Button 2	Hold Shift or D
Climb	Hold Button 2 + Joystick Back	Hold Shift or D + Down Arrow
Dive	Hold Button 2 + Joystick Forward	Hold Shift or D + Up Arrow
Bank Left	Hold Button 2 + Joystick Left	Hold Shift or D + Left Arrow
Bank Right	Hold Button 2 + Joystick Right	Hold Shift or D + Right Arrow

Slide	Use Joystick Button #1	Use F or Space
Forward	Hold Button 1 + Joystick Forward	Hold F or Space + Up Arrow
Back	Hold Button 1 + Joystick Back	Hold F or Space + Down Arrow
Left	Hold Button 1 + Joystick Left	Hold F or Space + Left Arrow
Right	Hold Button 1 + Joystick Right	Hold F or Space + Right Arrow
Up & Down	Use Joystick Button #3	Use S or Ctrl
Up	Hold Button 3 + Joystick Back	Hold S or Ctrl + Down Arrow
Down	Hold Button 3 + Joystick Forward	Hold S or Ctrl + Up Arrow
Level Out		
	Hold Button 1 or Button 3	Hold F, Space, S, or Ctrl
Skip Movie		Tap Space

IMPORTANT: Press Esc to Pause Game and Use Menus for other Program Controls, including Hints and Help.



ON-SCREEN STATUS

Lives



Zaps (extra
weapon)



Zings
(armour)



NOTE: You can have at most 9 of each.

**FOR MORE INFORMATION, CONSULT ON-LINE HELP.
(Press Esc to Pause Game and Use Menu Bar)**

PLAYING THE GAME

1. Each level begins with a movie. The movie gives you the story that is the setting for the game, and also contains hints about what you're to do in the level to come.
2. After the movie, a mission screen tells you the goal of the level. It is important to read this screen carefully so you know what to do once you begin play.
3. Your goal in Level 1 is to find 5 pieces of food by exploring all around the room. Once you've found them, go to the purple vent high on the wall near the plant.
4. Use the Control Card (previous pages) to find out how to steer Banzai Bug around the room in search of food.

**FOR MORE INFORMATION, CONSULT ON-LINE HELP
(Press Esc to Pause Game and Use Menu Bar)**

Introduction

"Hey human! You know how annoying bugs are—one gets near you and you smash it. Yeah, so imagine what it's like to be that bug. Well, you're looking at him. Banzai Bug—and welcome to my world. I hope you're up for it because this can get real ugly. People trying to smash us, Robobugs swarming all over us like flies on...well, you get the picture. So, fasten your seatbelt and kiss your Ant Matilda goodbye, cause it ain't over until the fat ladybug sings."

With you riding his tail, that famously fearless smart aleck, Banzai Bug, must defeat a vicious killer—the Exterminator. Join the Bug Revolution and mastermind the terrifying flight missions to gather the weird stuff needed to build the disgusting Stinkulator, a device so foul that it will, if all goes well, drive the Exterminator out of the house forever.

Fly like you've never flown before. But watch out! The Exterminator has created deadly Robobugs—robot insects that have only one purpose, to hunt you down. As if that wasn't enough, the Exterminator and his twisted family will be coming at you with bug sprays, laser fire and—well, I don't want to scare you. The whole house is a combat zone and if you fail, you and other bugs will be history.

If you succeed, the Insect Era begins and you'll learn what Bug Rule really means.



Installation and Startup

Banzai Bug requires the Microsoft Windows® 95 operating system and uses the Windows 95 Autoplay feature. Manual installation and startup are also available as a backup. Technical support is available should you encounter problems by telephoning the Grolier Technical Help Desk: 01865 245770.

USING AUTOPLAY

Installation

The first time you place the CD in the tray and close the CD door, the installation screen should automatically appear. (See "Manual Installation and Startup" overleaf if the installation screen does not automatically appear.)

Banzai Bug has two install sizes:

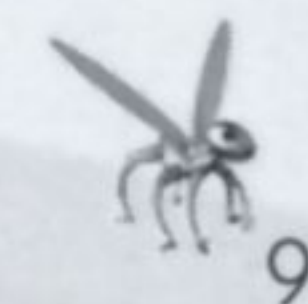
MINIMAL (Run from the CD: 7 MB)

REGULAR (Run the game from your hard drive: approximately 32 MB)

The larger the install size, the quicker the game will generally run. Choose the option that's best for you.

Startup

Once Banzai Bug is installed, it will skip past the installation routine and go straight to the game whenever you insert the CD. (If it does not, use the manual startup procedure in the next section.)



MANUAL INSTALLATION AND STARTUP

If the Autoplay function does not trigger installation or startup automatically, you can use manual procedures to get Banzai Bug up and running on your machine.

Installation

Click on the Windows® 95 Start Button

Click on "Run"

Type D:\Setup (substituting your CD-ROM drive letter if it is other than "D")

Follow the instructions in the Banzai Bug setup program.

BANZAI BUG WILL NOW BE READY TO RUN. IF NOT, PLEASE DOUBLE-CLICK THE "TROUBLESHOOT" FILE ON THE CD OR CALL TECHNICAL SUPPORT.

Startup

Click on the Windows® 95 Start Button

Go to "Programs"

Go to the Grolier Interactive Program Group

Go to the Banzai Bug Group

Select "Banzai Bug"

TECHNICAL SUPPORT

Please complete the User Registration Card to receive information on special offers, new products and more!

If you have a technical question about Banzai Bug or other Grolier Interactive products then call our

Technical Help Desk: 01865 245770

9.00am - 5.00pm, Monday to Friday

Please make sure you have the 3 filenames from the IDENT directory/folder on the CD before calling.

Check out the Grolier Interactive U.S. Web Page for the latest information on Grolier products: <http://www.grolier.com>

THE MENU BAR

Banzai Bug's menu bar is always available in Windows Mode. IF YOU ARE PLAYING IN FULL-SCREEN MODE, YOU CAN ACCESS THE MENU BY PRESSING THE ESC KEY.

The Menu Bar contains five menus, each of which contains several items.

Play

Use this to start a new game, load a saved game, see the High Scores list or exit from the game..

Options

Use this to set your keyboard and/or joystick control preferences, control music and sound, set screen size options, set handicap levels, and make changes to the way the game renders graphics (to get the best speed performance).

Jump

This enables you to quickly restart or return to a level you've played before.

Help

This takes you to the Help file, which contains extensive additional information about how to play Banzai Bug. CONSULT THIS HELP FOR DETAILED INFORMATION AS YOU PLAY THE GAME.

Hints

Hints for the level you're currently playing are available from this menu.

How to Play

A movie will play before and after each level. The movies contain information about the bugs' story, and important clues and instructions on the next level.

If you've already seen a movie and would like to skip it, simply press the Space Bar on the keyboard.

If you would like to review your mission, check the Hints Menu.

CONTROLS

Banzai Bug has two interfaces: keyboard and joystick. Consult the enclosed Control Card to see the locations of the action buttons and directional controls.

You can use the keyboard, the joystick or a combination of the two. Experiment to develop a control technique that's best for you.

For sole Joystick control, you need at least a 2-axis, 3-button joystick. If you have only a two-button joystick, you will need to use one key on the keyboard.

Please consult the Control Card for specifics on both joystick and keyboard controls. You can also check the Help menu for tips on the flight controls and how to configure Banzai Bug to work best on your computer.

FLYING

The first step in playing Banzai Bug is learning to fly. The first level of the game will give you ample room both to test your wings and to attack a few enemies.

Banzai Bug has four flying modes:

Look Around allows Banzai to stay in place and look around.

Fly Forward enables Banzai to zoom like a plane from place to place at top speed and to strafe enemies with rapid fire.

Slide enables Banzai to slide forward, backward, left, and right — all while staying horizontal.

Up & Down allows Banzai to climb straight up and fall straight down.

Changing Modes: Look Around is the mode Banzai is in when no buttons are pressed. Press the joystick buttons or their keyboard equivalents to put him in the other modes. Consult the Control Card for details.

WEAPONS

Banzai has a variety of different weapons he can use to defeat the Robobugs and complete his missions. Consult the Control Card for the specific button or key to use.

Spitballs

Ordinarily, Banzai shoots spitballs. He has an inexhaustible supply. When you fire, he'll shoot one of these in the direction he's facing.

Inspiration Indicators

When Banzai's "inspiration indicators" appear, it means that he's ready to Zap, Punch, or do some other action to an object. The type of object determines what Banzai will do.



Zap

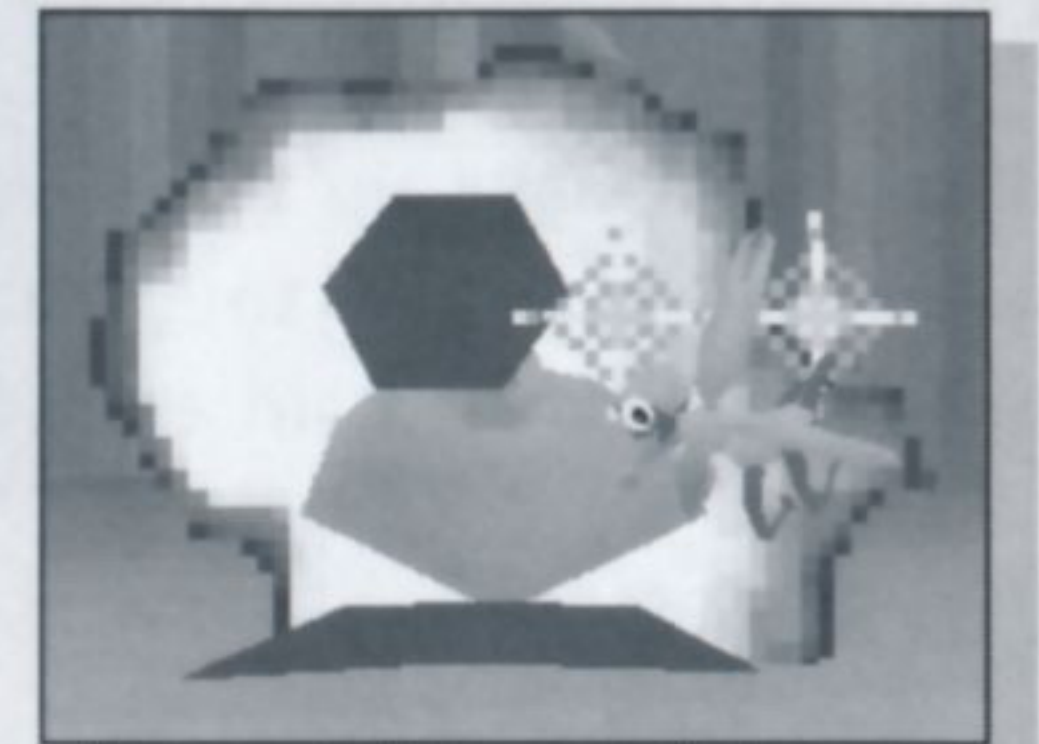
Within a certain range, if Banzai has any Zaps he will Zap an enemy instead of shooting it. Zaps do more damage than spitballs, but Banzai can only carry up to 9 at a time. Banzai gets Zaps by eating (flying through) a powerup that is left when he destroys an intermediate level (yellow) Robobug.



This is what the Zap powerup looks like.

Punch

At very close range, Banzai will Punch instead of spitting if he has no Zap.



Other Actions

In certain circumstances, at very close range, Banzai can do something special when you tap the SHOOT button. Watch for these situations!

DEFENCES

In addition to his extra weapons, Banzai can also gain additional protection during the game. Icons showing his additional protection are displayed on the screen (see the Control Card for details).



Zing

Zing allows Banzai to survive more shots from enemies. He can only carry up to 9 Zings at one time. He gets them by eating (flying through) a powerup that is left when he destroys a hard (red) Robobug. Look for this powerup after Banzai destroys a hard Robobug.

Lives

Banzai can have up to 9 lives in reserve during the game. Eat (fly through) food to gain extra lives.



Food

Here are some of the food particles that appear in different places in the game.



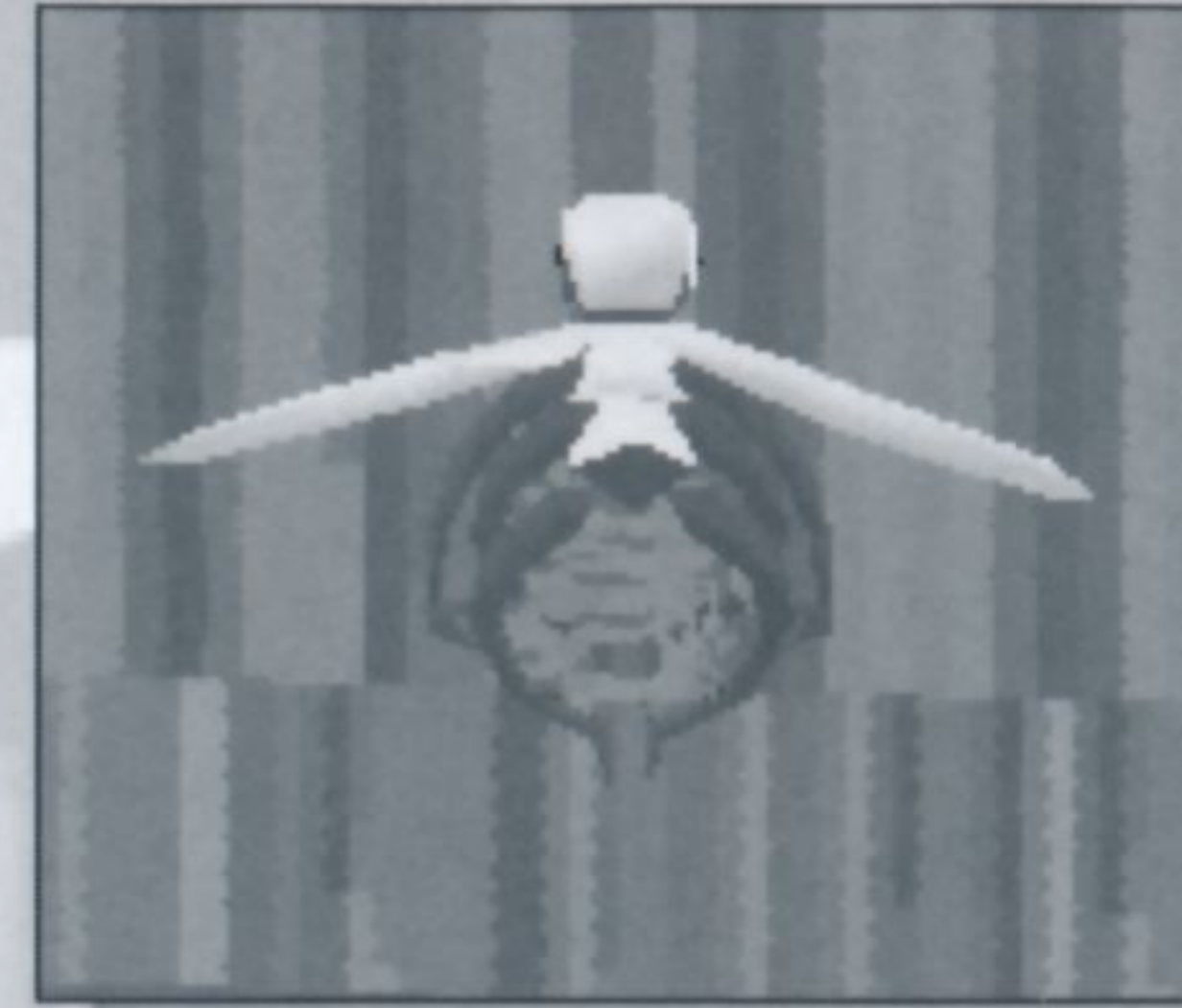
DAMAGE

Banzai has four states: Zing, Normal, Goobered and Dead.

If Banzai has Zing, he's shielded. He can take a certain number of shots from any of the regular enemies before he returns to normal.

If Banzai is Normal, a regular shot from a regular enemy will put him in a Goobered state.

In a Goobered state, Banzai moves more slowly, and is more easily damaged and likely to die.



This is what Banzai looks like when he's Goobered.

When Banzai is Dead he loses a life. When he has lost all his lives, you have to restart the level.

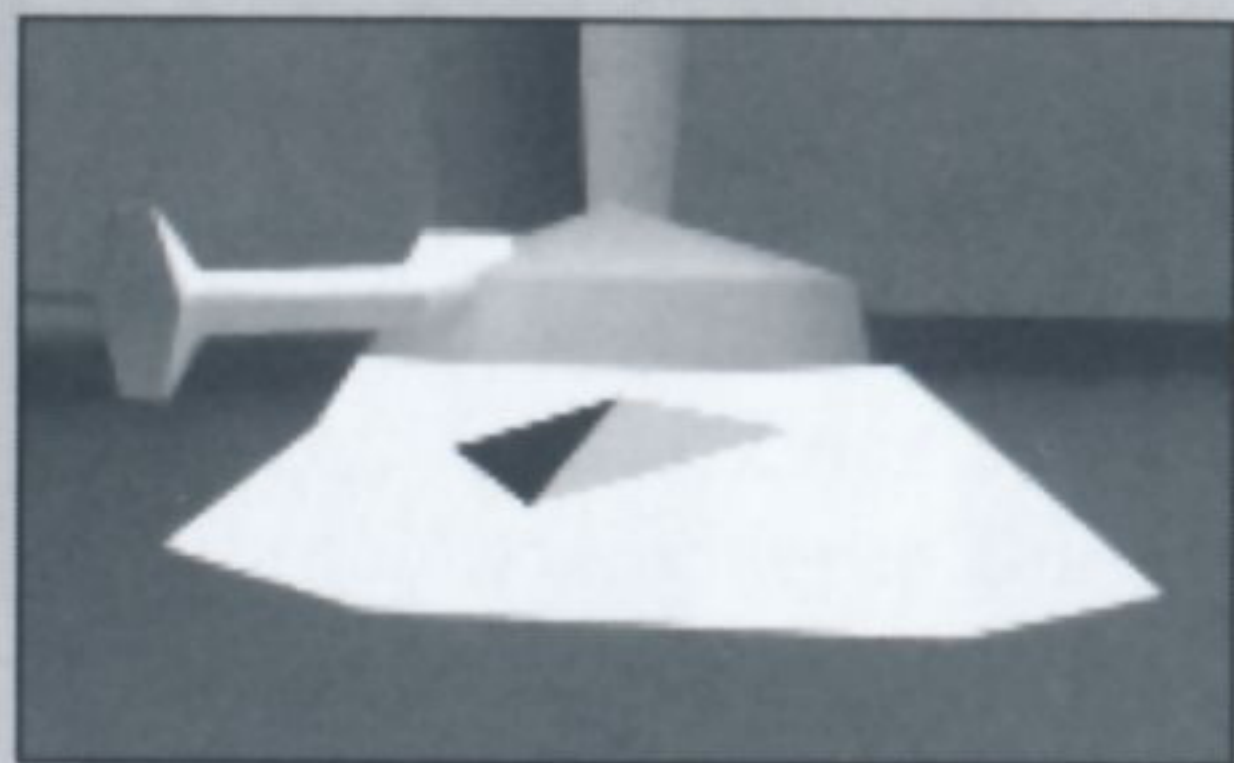
ENEMIES

You and Banzai will run into all kinds of enemies. Here are just a few of the exciting adversaries you will encounter. We'll let you discover the other ones. Good luck, Ace.

Static Spitters

A lot like ground-based cannons, these little guys are accurate and can be difficult to kill.

STATIC SPITTER



Easy Static Spitters are blue, Intermediate Static Spitters are yellow and Hard Static Spitters are red.

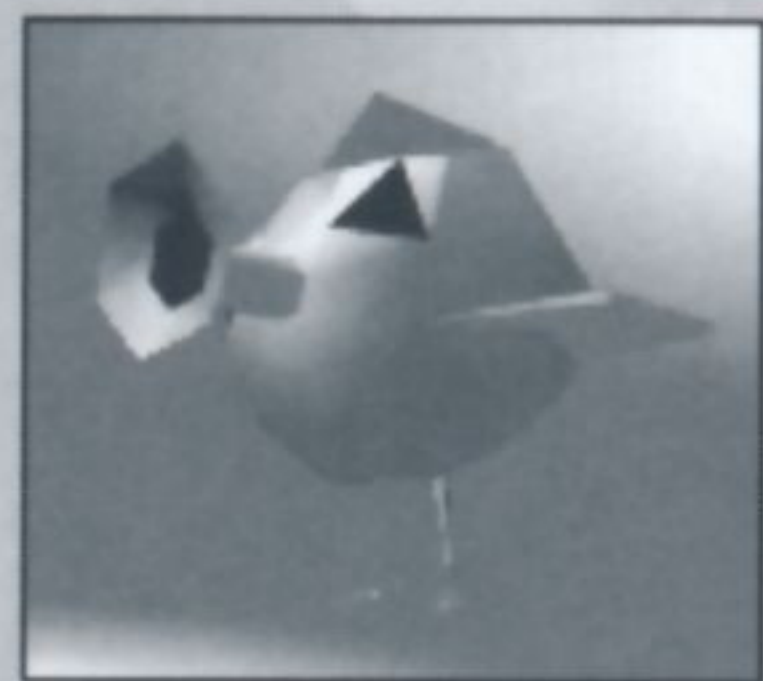
Attack Spitters

The Attack Spitters are your rival robot flying aces.

Easy Attack Spitters are blue, Intermediate Attack Spitters are yellow and Hard Attack Spitters are red.

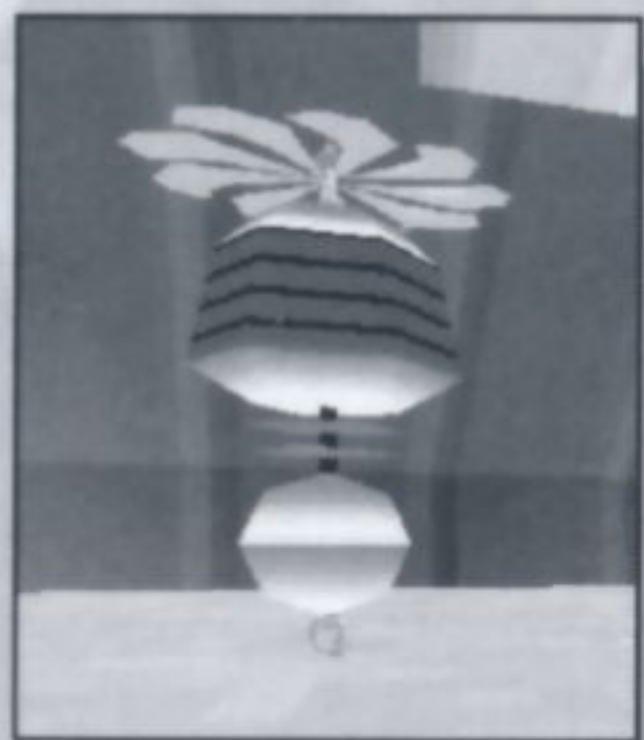
Some enemies are bosses. Bosses have even stronger shots than the regular enemies. Plus, they can absorb much more damage. Overall, they are extremely hard to beat.

ATTACK SPITTER



Zapper

Zappers are an example of bosses. They are slow, but strike unexpectedly when you're in their range.



Biggies

Biggies (or Humans) are also bosses. You can't kill them, but you can drive them away.



Save and Replay

Whenever you quit, the game will automatically be saved at the end of the last level you have completed. When you start a new game session, you will be given the option of resuming a saved game as well as starting over. You can also resume a saved game via the Menu Bar's Play menu.

As you complete each level in the game, the program will activate the replay feature for that level. As you progress through the game, you will be able to return to any already completed level by using the Menu Bar's Jump menu.

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