



SEGA™ PC

Bugs!

REQUIRES
PENTIUM®
PROCESSOR
75+ Mhz.
8MB MEMORY



WINDOWS 95
CD-ROM

SYSTEM REQUIREMENTS

Operating	Windows 95
CPU Type & Speed	Pentium processor, 75 Mhz and above
Memory	8 MB
Graphics	SVGA, 256 colours, 1MB Video RAM
CD-ROM Speed	2X (4X recommended)
Minimum Install	8 MB
Sound Card	Sound Blaster™ 16 or compatible
Other	Keyboard, game pad, joystick or mouse



EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or background on a television screen or while playing video games.

Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your doctor prior to playing.

If you experience any of the following symptoms while playing a CD-ROM game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your doctor before resuming play.

GETTING STARTED

Bug! must run under Windows 95.

Windows 95

To play *Bug!* under Windows 95, follow these steps:

1. Place the *Bug!* disc in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

Note: If the CD-ROM does not automatically load, go to the Task bar and press Start. Then go to the Run option and enter the appropriate initial for your CD-ROM drive followed by ":setup 95".

The first time you insert the *Bug!* disc, the dialog box will give you the option of installing the game, or installing and playing the game. Select INSTALL to begin the installation process, or INSTALL & PLAY to allow game play immediately following installation. If you do not wish to install *Bug!* at this time, select CANCEL.

Under Windows 95, the *Bug!* installation procedure analyses your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, *Bug!* will create a new program group called *Sega PC* and place the *Bug!* program icon in that group. If you have previously installed a *Sega PC* game on your system, you will already have a *Sega PC* program group. In that case, the installation procedure will simply place the *Bug!* icon in the existing *Sega PC* program group.

Once *Bug!* is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, Uninstall or Cancel. Click UNINSTALL if you wish to remove *Bug!* from your system, or CANCEL to take no action.

BUG! POWER - INTRODUCTION

What if your favourite video game character could go into the screen instead of being limited to just sideways, up and down? Cool eh? Well now he can. Meet "*Bug!*". *Bug!* is a 3D version of the classic platform game, where, for the first time the player-controlled character can turn towards and/or away from the screen and move into the distance or closer to the foreground.

The first game of its kind, *Bug!* is played on 3D walkways with the craziest bunch of characters you are likely to see. Bug himself is a lurid green mite, with a suave smile, a sophisticated pair of eyebrows and a large spike stapled on his bum. The gangs of nasties are equally strange: penguins wrapped in winter woolies, dung beetles (complete with dung!), fire ants and Daddy-O-Longlegs to name just a few. Bubbles, mushrooms, catapults and switches are all lying around the levels to help you get to some of those more awkward to reach areas. The main playing area spans six world: Insectia, Reptilia, Splot, Quaria, The Bur-r-bs and Arachnia, each divided into three levels with some astounding first-person perspective bonus stages in the Dragonfly Ring Chase thrown in for good measure.

GAME CONTROLS

The following are the control configurations for both keyboard and joystick modes.

KEYBOARD CONTROLS

MOVE BUG	Press the Direction Keys UP/DOWN/LEFT/RIGHT
SPIT	Press the S Key.
DUCK	Press the D Key.
ZAP	Press the Z Key.
JUMP	Press the Spacebar.
PAUSE GAME	Press the Pause/Break Key.

Default JOYSTICK/GAMEPAD CONTROLS

MOVE BUG	Hold joystick UP/DOWN/LEFT/RIGHT
SPIT	Button 0
JUMP	Button 1
DUCK	Button 2
ZAP	Button 3
START	Button 4

TECHNICAL SUPPORT

If you encounter any technical problems with these products, please review all the included documentation and ensure that your hardware specification is up to the standard required to operate this game. If you are still encountering difficulties, you can contact the Sega Customer Services Department for assistance in the following ways:

ON-LINE: Internet - segapc@sega.com

Compuserve - GO SEGA

Website - <http://www.sega.com>

MAIL Sega Europe, Customer Services Department,
266-270 Gunnersbury Avenue, London W4 5QB.

FAX: 0181 996 4499

PHONE: 0181 996 4620 (Mon - Fri: 10am-12pm and 2pm-5pm)

When contacting us please ensure that you have the following information ready and if possible, be near your computer:

- ① Error message displayed when the problem occurred
- ② Detailed listing of your machine type and hardware contents, including CPU, sound cards, video boards, drivers being used, other applications in use, etc.
- ③ DOS & Windows version numbers you are currently running.
- ④ Mouse/Joystick/Gamepad & ALL Driver types (See System Applet on the Control Panel).
- ⑤ Contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- ⑥ CD-ROM drive type and CD-ROM extensions versions, if fitted.
- ⑦ Contents of CHKDSK and MEM/C statement.
- ⑧ A print out of the WIN.INI and SYSTEM.INI.

As PCs run under numerous hardware and software combinations, you may also have to refer to your hardware and software manufacturer in order to properly configure their product to run with out game.



**Handling your Compact Disc
English**

Avoid bending the compact disc. Do not touch, smudge or scratch its surface.

Do not leave the compact disc in direct sunlight or near a radiator or other source of heat.

Always store the compact disc in its protective case for safekeeping.