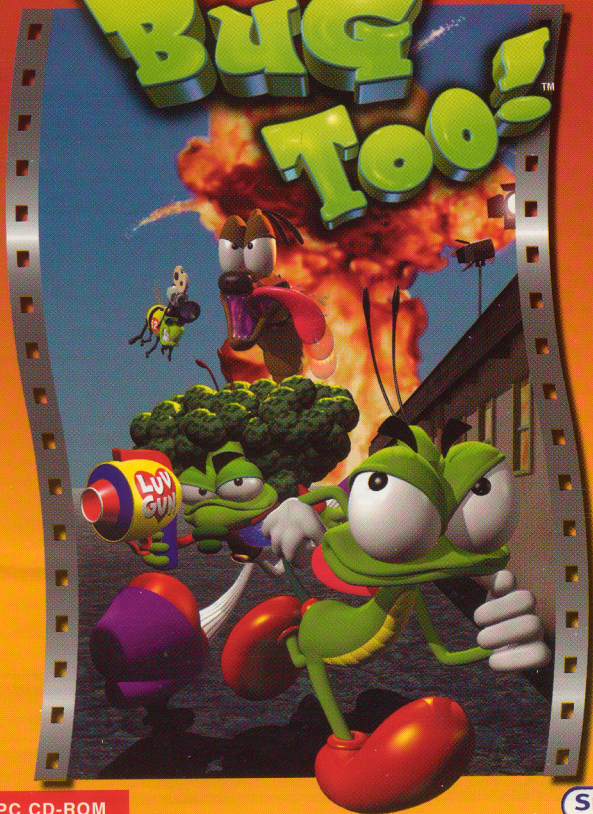


# BUG TOO!™



Designed for  
  
Microsoft  
Windows 95

WINDOWS® 95/PC CD-ROM

SEGA SOFT

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# INSTALLATION

## SYSTEM REQUIREMENTS

<u>CPU:</u>	Pentium® 90
<u>OS:</u>	Windows 95 only
<u>RAM:</u>	8 MB
<u>Min. free space:</u>	1 MB
<u>CD-ROM:</u>	2X CD-ROM drive
<u>Video:</u>	VGA adapter, 640x480, 256 colors, 1 MB RAM
<u>Audio:</u>	16 bit sound card

## INSTALLING THE SOFTWARE

### If AUTOPLAY is active:

1. Start Windows 95. Make sure your display is at least 640x480 in 256 colors.
2. Insert the *BUG TOO!* disc into the CD-ROM drive.
3. The *BUG TOO!* screen will appear.



2

### If AUTOPLAY is not active:

1. Start Windows 95. Make sure your display is at least 640x480 in 256 colors.
2. Insert the *BUG TOO!* disc into the CD-ROM drive.
3. Choose SETUP in the CD directory. In the SETUP box, browse for a directory or click NEXT to use the default settings.
4. Accept the folder name when prompted. The system will install the software files.
5. When installation is complete, use the dialog box that appears to RUN the application or EXIT to Windows 95.
6. From now on, *BUG TOO!* will autoplay whenever you insert its disc into the CD-ROM drive (as long as AUTOPLAY is active).

### Important notes:

- Keep your Windows 95 CD available in case you need to install any drivers.
- Whenever you change your system components, such as RAM, the video card or the sound card, you should re-install *BUG TOO!* from the CD.



3



## NEW GAME

1. At the *BUG TOO!* screen, START GAME will be highlighted.
2. Press **[enter]** to start a new game.

Note: During play, you can start a new game by pressing **[M]** to display the Options Menu, and then selecting the NEW GAME option.

## OPTIONS

1. At the *BUG TOO!* screen, press **[↓]** to highlight OPTIONS.
2. Press **[enter]** to display the Menu.
3. Press **[↓]** or **[↑]** to highlight your selection, and then press **[enter]**.

Note: During play, press **[M]** at any time to display the Options Menu.



## OPTIONS MENU




NEW GAME: Start a new game anytime.

LOAD GAME: Select and load a previously saved game from the filename list that appears. Play will resume at the scene where the game was saved. Press **[ESC]** to exit the dialog box.





SAVE GAME: Save the current game by entering a filename in the list that appears. You can save up to 5 different game files. When you overwrite a filename, your current save will replace the previous save. Press **[ESC]** to exit the dialog box.



**GAME CONTROLS:** Make your own key assignments by pressing the key of your choice after highlighting each action. Use 3 special-function keys on the menu:

-  Switch to Player 2 controls.
-  Set key assignments back to their defaults.
-  Use the default key assignments.

**MUSIC/SFX:** Adjust the music or sound effects volume by pressing a number key (the lower the number, the quieter the volume). Use the following special-function keys on the menu:

-  Toggle volume control between music and sound effects.
-  Disable sound effects.
-  /  Increase/decrease volume.

**QUIT:** Terminate play and exit back to Windows 95.

## NUMBER OF PLAYERS

Choose a 1 Player or 2 Player game before starting play. In 2 Player games, you and your rival take turns playing each scene to see who beats who.



## HEROES

Your choice:

- BUG – the “bug next door.”
- MAGGOT DOG – that wacky canine comic.
- SUPERFLY – ham on wry.



In 2 Player games, you can also set:

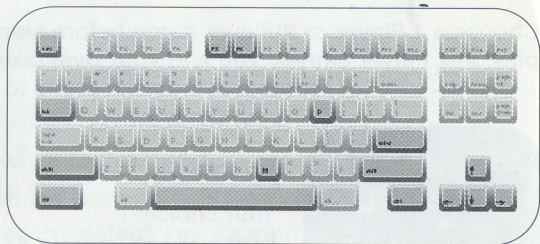
**DURATION** – The length of each player’s turn, up to 5 minutes.

**MODE** – Scene status after each turn:

**FRESH:** Players don’t affect each other’s gameplay, and all enemies and pick-ups taken by one player are restored when the scene restarts for the next player’s turn.

**STALE:** Players can help (or ruin) each other’s chances by destroying enemies and collecting prizes, since the scene does not restore items when it restarts for the next turn.



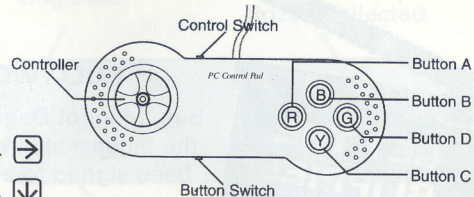


## KEYBOARD

Move left or right	or
Move in or out	or
Run	<b>Spacebar</b>
Jump	
Float	, then  again at the top of the jump
Crouch	
Spit	(after collecting a Spitt Glob)
Display Menu	
Pause	

## CONTROL PAD

Move left or right	or
Move in or out	or
Run	Button B
Jump	Button D
Float	Button D to jump, then press again at the top of the jump
Crouch	Button A
Spit	Button C after collecting a Spitt Glob
Display Menu	
Pause	



Note: Use Direct X compatible control pad. You can remap the default controls for either the keyboard or the Control Pad from the Options Menu.



**GET THE  
BLIPP!**

## HOLLYWOOD'S AGOG!

Bug, Maggot Dog and SuperFly – three of the biggest specks in flickdom – have just been signed to a six-reel deal!

Action! Adventure! Stunts! Fights! Drama! Eating scenes! One-liners! Macho hero stuff! Skin – er, scales!

Each actor has a crack at earning big, reeeeealy big bucks and snapping up filmdom's highest award, the Blippie, by turning in a riveting performance.

What's the rub? We-e-e-ll . . . all the scenes have to be shot in one day. The obstacles are monumental: a cast of thousands of hammy, two-bit scene-stealers, plus obstinate obstacles, out-of-control machinery, and just impossible makeup.

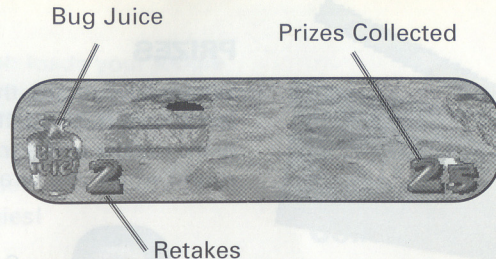
Only a few retakes are allowed in order to come in on schedule and under budget.

It's a fantastic challenge. A once-in-a-career role! A real boll-buster!

What! Make my day. The cameras are rolling! your bug-butt on the set. Now! If you want to live!



**THE BIG  
SCREEN!**



## SCREEN INDICATORS

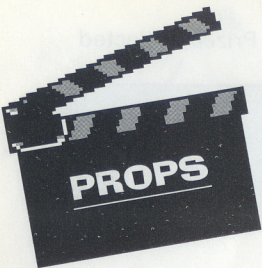
- BUG JUICE:** Empties as you take hits. Replenish with Heart and Juice Can props.
- RETAKES:** The number of times you can redo the scene before Mr. Roach slices a feeler across his throat and snarls "Cut!" Collect Prizes and Coins to increase the number, up to 99 Retakes max.
- PRIZES:** Collect 100 Prizes to gain an extra Retake, plus a free ride to the bonus round in your VW Bug when you finish the scene.

BUG collects SUGAR CUBES.  
MAGGOT DOG collects BONES.  
SUPERFLY collects CRYSTAL DISCO BALLS.



## PRIZES

Wherever you are, that's where you can collect these. Rack up 100 for an extra Retake and a trip to bonus round when you wrap the scene.



Maggot Dog's Bone



Bug's Sugar Cube



SuperFly's Crystal Disco Ball



### JUICE CAN

Fills up the Bug Juice bottle.

### TUP

Gain an extra Retake.



### HEART

Adds some Bug Juice to the bottle.



## SPIT WAD

Spit happens. This glob loads your loogie power. Collect one, then press the Spit button. Patoosie! Spit lasts 'til the end of the scene.

GREEN – Single loogie!

RED – Double loogie!

BLUE – Triple loogies!

## COIN

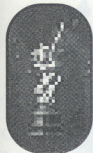
Cut to a bonus round and collect tons of props while the clock ticks down. Each scene has its own special Coin bonus round.

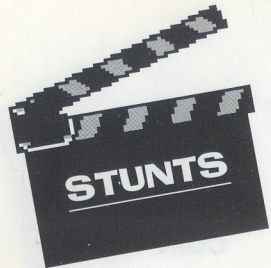
## BLIPPIE

Collect 8 of these golden guys ("You like me! You like me!") and you get an additional Retake. Some bonus rounds are stacked with Blippies!

## CHECKPOINT

Not a pick-up, but once you pass the flag-waver, any scene retakes will start at that point.





### **RUNNING -**

Press the Run button on straightaways or you know the path ahead is safe. Try a running jump to skim over enemies.

SuperFly is the fastest runner, hands-down.

### **BUTT-BOUNCING**

Time your jumps to butt-bounce corny bit-part thugs. Many hams will refuse to bow out until you brain them repeatedly.



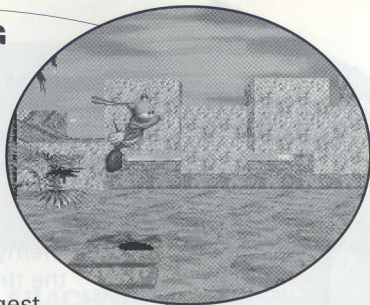
### **LOOGIE LAUNCHING**

Collect a Spit Wad to gain a spittle missile. Press the Spit button to launch. You keep the power until you lose a Retake. Upgrade your spit power with different colored Spit Wads (pg. 13).



### **FLOATING**

Press the Jump button to jump, then press again at the top of the jump. Do a double-float by pressing the button a third time at the top of the first float. Maggot Dog floats farthest, while "Air" SuperFly hangs in mid-flight



the longest.

### **TRANSPORTING**

Enter teleporters to transport to different areas of the same scene. There's a trick to transporting: try re-entering the teleporter you just left and see what happens.

### **SWINGING ON PLATFORMS**

Swinging platforms can really test your stunt skills. Try a float or double-float to conquer these tricky trapezes.

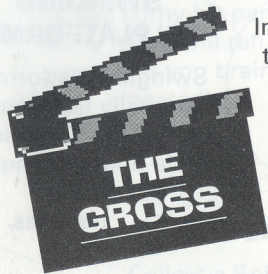
### **FLIPPING SWITCHES**

Iron gates holding you back? Having trouble reaching a needed prop? There's probably a switch or lever somewhere that operates the obstacle. Find it and move past it. Problem solved.





Every movie has a Coin bonus round, which you warp to immediately when you collect a Coin. Collecting 100 Prizes (Sugar Cubes, Crystal Disco Balls or Bones) earns you a free trip to the end-of-movie bonus round. Spend your bonus round time collecting props without the annoyance of enemy extras. Bonus rounds end when the timer runs out or you fall off the stage.

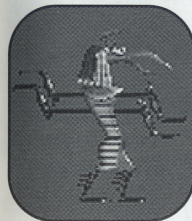


In tinsel town, money talks! You get bonus cash whenever you destroy a bogus bit-actor (the amount flashes on screen). When you wrap a movie, you'll see the total amount of money your flick grossed. You'll receive an extra Retake for every \$100,000.



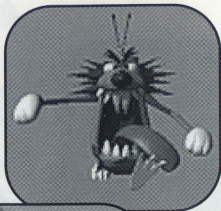
### LAWRENCE OF ARACHNIA

OK, Larry, we're talking desert epic here, sweeping vistas, palm trees, shifting sands, grit in your grundies, that kinda thing. In this scene we zoom in as you dash through shadowy tombs, so show some face. Then you slug it out with an insectivoracious Venus flytrap – try not to end up as



bass bait, baby. Finally you get ugly with a tough guy dressed like Tut, and Larry, remember, you're doing your own stunts. Get squashed and the shooting schedule is hosed. Work with me on this. Be a star for me and we'll see about you getting a piece of the gross.

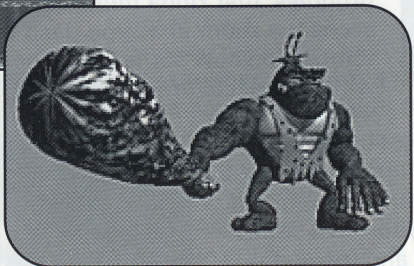




## FLEEWEE'S BIG ADVENTURE

We're gonna make one of those good clean family flicks with clean-cut larvae having a great time and nobody getting hurt. Sound like a blockbuster? No? Well, hey, we can have our own circus with pies in the face, giant apes, carnival rides, a di-

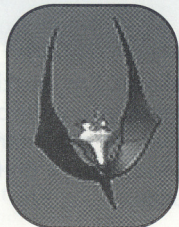
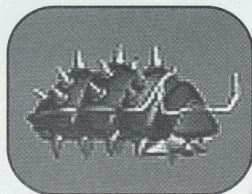
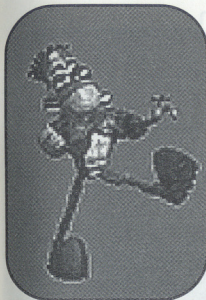
abolical mid-way, tricky puzzles and carnage-hungry clowns. I think it's gonna hurt. And Baby, it's you.



## WEEVIL DEAD 2

OK, sure, it's a B-movie but that doesn't stand for boring. This has everything! Haunted castles, flaming lava, interactive hunchbacks and lead-footed, chain-clanking zombies that always catch you, even if you scream and run back up the ramp. And terror! Do we have terror! Trust

me on this. The audience will be molting in its seats!

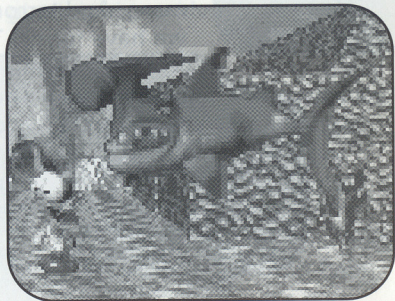


## SWATTERWORLD



We're way over budget with special effects here, so if we have to do a lot of retakes, it's really gonna kill us. We got aqua-apes, hammerhead sharks, chainsaw fish . . . all this stuff costs money, so try not to get splattered

by a giant ice block . . . it's just so bad for the makeup. I'm working on getting you your own trailer. Ya got heart. I luv ya, kid. You're goin' places.



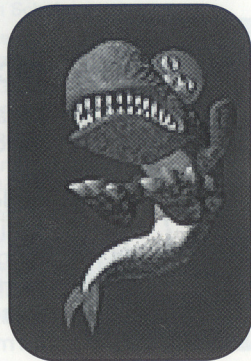
## REALTIME ASSOCIATES TEAM

Lead Programmer  
Programmer

## ANTENNAE DAY 4

We're talking about one small bug saving the planet from intergalactic terror here! This is box office heaven – alien abductions, ray guns, time travel, the works.

They'll be swarming up around the block for this one. The video royalties alone will keep you in rotting vegetables for the rest of your life-cycle. Kid, you're gonna be BIG!



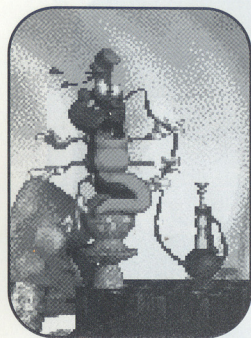
Tony Bertling, Shop Music Studio

Eric Caulein

Gordon Lyon

Don Carmichael

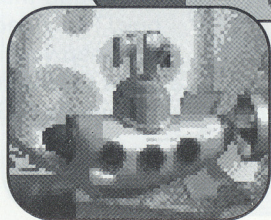
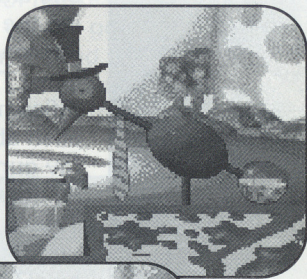




## CICADA NIGHT FEVER

It's a period piece, baby. A tribute to psychedelama-  
nia. Far-out  
dudes, fake  
British accents,  
tangerine flake  
shirts, lime bell-  
bottoms, plat-  
form shoes, rock  
'n' roll, disco,

groovy sayings like "Oh,  
wow" and "Gear." It's  
copacedic . . . we've even  
got mushrooms as the  
main mode of transporta-  
tion! I want you to feel it,  
kid. I need mellow here, I  
need funk, I need guts . . .



## REALTIME ASSOCIATES TEAM

- Lead Programmer: Jim Schuler
- Programmers: Kyle Riccio, Mona Elzankaly, Martin Jajam
- Additional Programmers: Gil Vilarreal, Tim Winnegar, Simon Clarke, Joe Minowitz
- Artists: Shelley Futch, Tim Jones
- Additional Artists: Martine Gaudissart, Connie Goldman, Ann Petersen
- Map Designer: Scott Stoabs
- Production Designer: Jeff Cook
- SGL Artists: Tom Grevera, Dan Goldman, Kevin Tudish, Blair Wolf, Will Faust

- Paper Animators: Jeff Cook, Joe Hawkins, Jerry Brice
- Music Composer and Arranger: Greg Turner
- Sound Designer: Wendy Kurko
- Producers: Heather Thompson, Ann Lediaev
- Production Assistants: Jake Watt, Kirk Lambert, Chris Rodrick
- Special Thanks: The Bug One Team, John Grusd, Shippy Ohka, Kudo Tsunoda, Dave Warhol

## SEGASOFT TEAM

- Producer: Marianne Arotzarena
- Executive Producer: Steve Apour
- Director of Marketing: Mark Brutton
- Marketing Manager: France Tantiado
- Video Sound Effects,
- Mixing & Bonus Cinema Music and Sounds: Tony Berkeley, Sega Music Studio
- Video Compression: Eric Caplain
- Video Direction: Gordon Lyon
- Lead Tester: Don Carmichael

