DOODLE BUG™   (C) 1982 Computerware

INTRODUCTION:

Computerware® is making a large investment in the software future of
the Color Computer. We are working on software products at both the
assembly and Basic Language level, as well as both serious and
entertainment oriented. To achieve this goal, we need your support...
One of the problems that developers of software have is that it takes
a lot of initial time and money to 'create' the product before any
revenue from its sale is generated. All too often when it is
finished, customers who are not familiar with the evelopment cycle for
software products, see a cassette or disk and a manual and perceive
that that is what the product cost. NOT TRUE!!

To be able to recover the development costs on inexpensive software,
the manufacturer has to be able to sell a large number of copies.
This is where you, the customer, can help by not giving away (or
accepting from others) copyrighted software - actually any software
product that is being offered for sale.

We hae a lot of customers who tell us that they actively support us
because they want our support in the years to come. When you think
about that fact it makes sense. If we can't make enough sales because
people are stealing copies of our products we will not continue to put
our efforts into developing those products. So the bottom line is
simply this: respect the copyright of software and do your part by
not giving away or accepting copies of software that is offered for
sale.

                    Thank You, Computerware®

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is granted.

WARRANTY INFORMATION:

The license to use Computerware® Doodle Bug™ is sold AS IS without
warranty. This warranty is in lieu of all other warranties expressed
or implied. Computerware® does not warrant the suitability of Doodle
Bug™ for any particular user application and will not be responsible
for damages incidental to its use in a user system.

LOADING INFORMATION:

To load the program from cassette, insert the tape and press PLAY.
Type 'CLOADM' and press ENTER. To load from disk, put the disk in
drive 0 and type 'LOADM"DOODLE' and press ENTER. After loading, the
screen will display the game and you are ready to start!!

NOTE: The program is recorded on both sides of the tape so if one side
      doesn't work, try the other before returning it.

(Color Computer with 16K RAM and joysticks required.)

DOODLE BUG™ is a machine language high resolution graphics
game for one or two players who move their Ladybugs through an
ever-changing maze gobbling Dots and other items while avoiding
deadly Enemy bugs and Skulls.

Player one is the right joystick and the optional player
two is the left. To start the game, move the right joystick
horizontally to choose the game level which varies the Ladybug
supply from three to six Ladybugs. Then press the "1" key for
one player or "2" for both. Use your joystick to move the red
and blue Ladybug through the maze to eat all the Dots, Letters,
and Hearts. Use the Turnstiles to avoid the Enemy bugs, since
they can't turn them. After your Ladybug runs into a Skull or
is caught by an Enemy bug, the game continues, using a new
Ladybug, until your supply is exhausted.

When the wall of bricks in the lower left corner of the
screen disappears another Enemy bug comes out and a new wall
appears. You hear a warning sound just before this happens.
When all four Enemy bugs have come out, your Ladybug can eat the
Vegetable they leave behind in the center. After you have eaten
all the Dots, Letters, and Hearts, new ones appear, and the next
Part of the game begins. There are four repeating Parts and
each Part has a different type of Enemy bug and a higher
Vegetable value. In Part One, the time is longer between when
Enemy bugs come out.

The current score is at the bottom of the screen, highest
score in any game is under "HI-SCORE". Here are the values:

Dot	10	points
Letter	100	points when white
or	300	points when color of "EXTRA" arch
Heart	800	points when color of "SPECIAL" arch
Vegetable	1000+	points (increases 500 in each Part)

Extra Features

SPECIAL   -   When all Letters needed to spell "SPECIAL" have been
              eaten when they are the color of the arch above
              "SPECIAL", the player gets a new supply of Ladybugs.

EXTRA   -   When all Letters needed to spell "EXTRA" have been eaten
              when they are the color of the arch above "EXTRA", the
              player gets one extra Ladybug.

HEART BONUS - When a white heart is eaten, the values will be doubled,
              tripled, or quintupled in the rest of that Part.

Additional notes:

If you press your joystick button, the Ladybug will stop moving
until you release the button. To stop a game in the middle in order
to start a new game, press the "S" key. To stop the program
completely you must turn the computer off. To have a time-out, press
the "T" key and the action will freeze. To unfreeze the action and
continue player, the "U" key must be pressed.