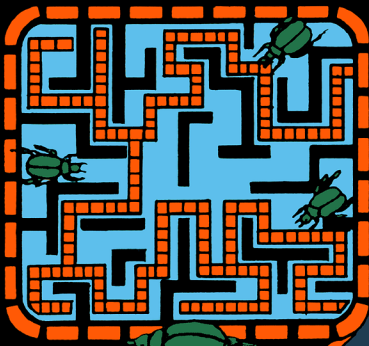




MEGA-BUG™



CAT. NO.
26-3076

Radio Shack

TRS-80

**COLOR
COMPUTER**

™

LIMITED WARRANTY

RADIO SHACK Software is licensed on an "AS IS" basis, without warranty. The original CUSTOMER'S exclusive remedy, in the event of a Software manufacturing defect, is its repair or replacement within thirty (30) calendar days of the date of the Radio Shack sales document received upon license of the Software. The defective Software shall be returned to a Radio Shack Computer Center, a Radio Shack retail store, participating Radio Shack franchisee or Radio Shack dealer along with the sales document.

Except as provided herein, RADIO SHACK MAKES NO WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

Some states do not allow limitations on how long an implied warranty lasts, so the above limitation(s) may not apply to CUSTOMER.

RADIO SHACK SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED OR ALLEGED TO BE CAUSED DIRECTLY OR INDIRECTLY BY "SOFTWARE" LICENSED OR FURNISHED BY RADIO SHACK, INCLUDING, BUT NOT LIMITED TO, ANY INTERRUPTION OF SERVICE, LOSS OF BUSINESS OR ANTICIPATORY PROFITS OR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES.

Some states do not allow the limitation or exclusion of incidental or consequential damages, so the above limitation(s) or exclusion(s) may not apply to CUSTOMER.

RADIO SHACK SOFTWARE LICENSE

RADIO SHACK grants to CUSTOMER a non-exclusive, paid-up license to use the RADIO SHACK Software on **one** computer, subject to the following provisions:

- A. Except as otherwise provided in this Software License, applicable copyright laws shall apply to the Software.
- B. Title to the medium on which the Software is recorded (cassette and/or diskette) or stored (ROM) is transferred to CUSTOMER, but not title to the Software.
- C. CUSTOMER shall not use, make, manufacture, or reproduce copies of Software except for use on **one** computer and as is specifically provided in this Software License. Customer is expressly prohibited from disassembling the Software.
- D. CUSTOMER is permitted to make additional copies of the Software **only** for backup or archival purposes or if additional copies are required in the operation of **one** computer with the Software, but only to the extent the Software allows a backup copy to be made.
- E. All copyright notices shall be retained on all copies of the Software.

The warranties granted herein give the **original** CUSTOMER specific legal rights, and the **original** CUSTOMER may have other rights which vary from state to state.

Mega-Bug™



**Mega-Bug Program:
©1982 Datasoft Inc.
Licensed to Tandy Corporation
All Rights Reserved.**

This applications software for the TRS-80 Color microcomputer is retained in a read-only memory (ROM) format. All portions of this software, whether in the ROM format or other source code form format, and the ROM circuitry, are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited. The license for using this software is printed on the front cover of this manual.

**Mega-Bug Program Manual:
©1982 Tandy Corporation
All Rights Reserved.**

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information contained herein.

10 9 8 7 6 5 4 3 2 1

Introduction

Crawling stealthily through the corridors of the maze, the bugs are after you—their one mission in life is to search you out and make you their dinner, before you find your way completely through the giant maze. Their powers of detection are uncanny . . . the only way to outsmart them is by leaving as many conflicting clues as to your whereabouts as possible. You push on, through the twists and turns of the maze, hoping that what lies around the corner is more points, and not a Mega-Bug!

To play Mega-Bug, you will need a 16K TRS-80 Color Computer. Joysticks are optional, but you'll find that you can maneuver faster and with more accuracy if you use them.

Setting Up

To load Mega-Bug, follow these simple instructions:





- 1 . Make sure your Color Computer is correctly connected to the television and the set is tuned to channel 3 or 4.
- 2 . Insert the Mega-Bug Program Pak™ into the slot on the right side of the computer.
- 3 . Turn on the computer, then the television. Adjust the television volume to a comfortable level.
- 4 . If you want to use Joysticks, make sure that a Joystick is securely inserted into the right Joystick connection at the rear of the computer.
- 5 . The title of the program will appear, followed by the copyright information. You'll hear the opening song of the game, "La Cucaracha."

Starting the Game

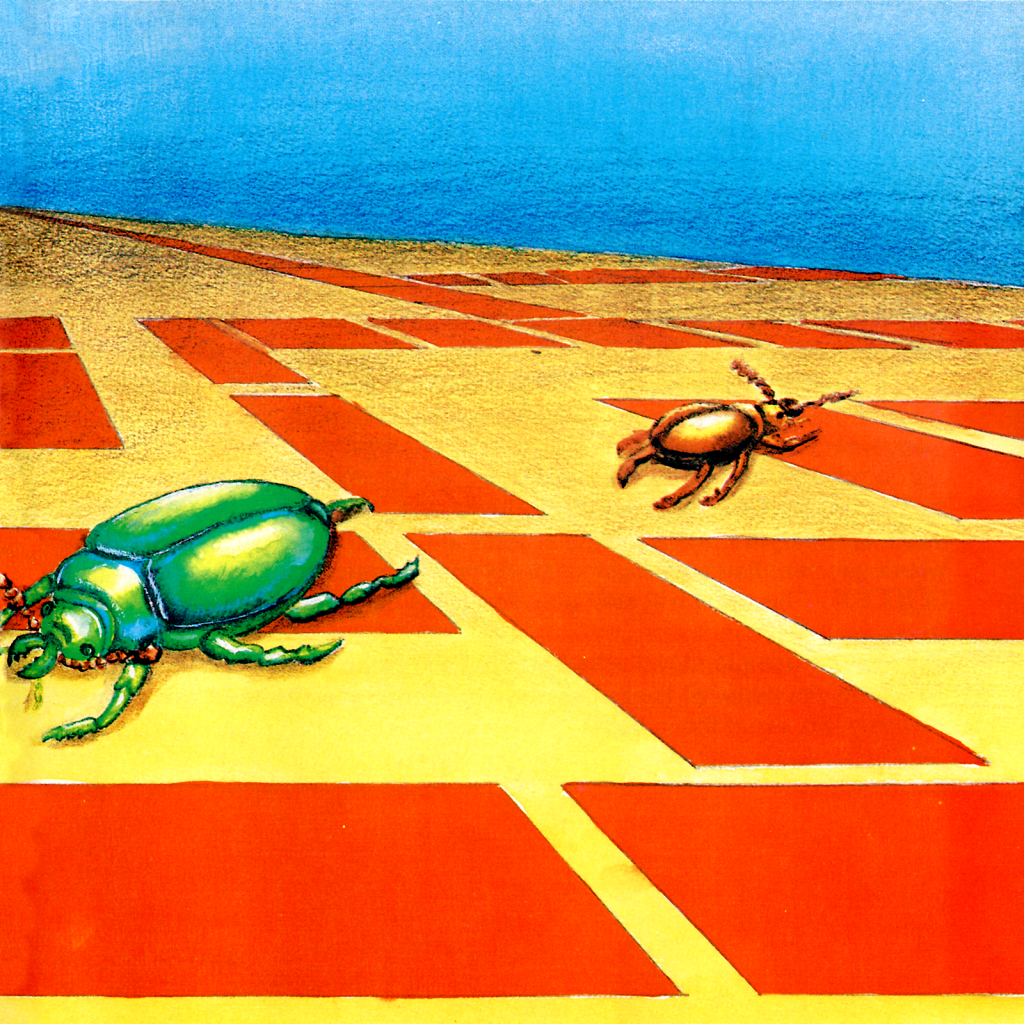
If you press no keys, the screen will show you a short demonstration of Mega-Bug. The maze will appear, and you will see your player (we'll call it "The Mouth") roaming around in it. Notice that the maze is very large, but that you can see The Mouth through a "magnifying glass" effect on your screen. Wherever you go, the magnifying glass will follow. Only the area under the magnifying glass is blown up to gigantic proportion. You'll see why the magnifying glass is so important in a few minutes!

At the top of the screen is the high score for all games of Mega-Bug you've played since the computer was turned on. At the bottom of the screen is the message: PLAY MEGA-BUG. If you want to use the Joysticks, press the Joystick button to start. If you are not using Joysticks, press the spacebar. You'll hear La Cucaracha again as the maze for your game is being drawn.

At the top of the screen is a message which lets you know how much time you've used roaming the maze. At the bottom, your running score appears.

If you are using the keyboard to control The Mouth, the , , , and  keys control the direction in which you will move. With Joysticks, simply move the handle in whichever direction you want to go.





Roaming the Maze

Your objective is to remove all the white dots from the maze by passing over them as quickly as possible, without hitting or being hit by one of the eight menacing bugs. For each white dot The Mouth removes, you earn 10 points. But look—wherever you go, a trail of colored dots is left behind.

The bugs usually wander aimlessly through the maze, but watch out! If a bug comes upon a colored dot, it starts picking up the trail, which could lead it straight to The Mouth! It's a good idea to leave as many conflicting trails as you can, so the bugs will become confused and take trails leading away from you.

To stop the game (in case too many bugs are closing in), press **BREAK**. You'll return to the title screen, and you'll see another demonstration, from where you can start a new game. Or if you just need a rest, you can press **ENTER**. The game will stop until you press **ENTER** again.

If a bug manages to stay on the right trail and catch you, the game is over. Once this happens, all the bugs will yell, WE GOTCHA!! and dance around joyously. So, avoid those bugs!

To start a new game, press the spacebar (if you're using the keyboard) or the Joystick button (if you're using Joysticks). Each time a new game is started, the maze changes, so don't count on your memory to help you race through the maze you memorized earlier.

There is another obstacle to your success: for each second that passes in which The Mouth fails to remove a white dot, you lose one point. Try not to leave patches of isolated dots—if you leave stray dots here and there, you might have to travel over long stretches of “barren” terrain to return to them. While you are crossing a barren stretch, valuable points are being lost, and the bugs are still hot on the trail.

While we're talking about strategy, here's a good point to keep in mind: don't become so spellbound by the magnifying glass that you forget to watch the rest of the maze! You should probably spend up to 50% of your time scanning for “loops” in the maze unoccupied by hungry bugs. The more loops you traverse, the more confused the bugs will become when they try to follow your trail.

Each time you manage to remove all the white dots without being caught, a harder maze will appear, along with an extra bug to make things more difficult for you.

Helpful Hints

Don't worry if you manage to eat the last dot, but the score doesn't show it. If you don't receive credit for finishing the maze immediately, you'll see it added to your score when the next maze is drawn.

If you become a true expert at Mega-Bug, you can make the stakes a little higher. When you turn on your computer, hold the **ENTER** key down. Your maze will contain 16 hungry bugs! If you outsmart them and finish the first maze, the new maze will also contain 16 bugs—in other words, no matter how many mazes you finish, you will never see more than 16 bugs chasing you.

Good luck, have fun, and remember that **no** amount of insecticide will stop the tireless Mega-Bugs in their search to destroy you!

RADIO SHACK, A DIVISION OF TANDY CORPORATION

**U.S.A.: FORT WORTH, TEXAS 76102
CANADA: BARRIE, ONTARIO L4M 4W5**

TANDY CORPORATION

AUSTRALIA

**280-316 VICTORIA ROAD
RYDALMERE, N.S.W. 2116**

BELGIUM

**PARC INDUSTRIEL DE NANINNE
5140 NANINNE**

U. K.

**BILSTON ROAD WEDNESBURY
WEST MIDLANDS WS10 7JN**

PRINTED IN U.S.A.