Instruction Manual

PANGEA SOFTWARE

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THE STORY & GOAL

It has been three years since Rollie McFly rid the Bugdom of the evil King Thorax and his minions, but the Bugdom can still be dangerous place as our new hero Skip is about to find out. While on his way to visit his family on the far side of the Bugdom, a Bully Bee swooped down and stole Skip's knapsack.   Your job as Skip is to track down the Bully Bee and get your knapsack back. The chase takes place mostly in and around a house.

You will make new friends in the Bugdom who will help you through each area. Keep an eye out for Sam the Snail and Sally the Chipmunk. Sam will usually make you prove your worthiness before he will help you, but Sally is just interested in gathering acorns, so be sure to brings lots of those to her. Additionally, the same Buddy Bugs that helped Rollie McFly defeat King Thorax will help you defeat most mean enemy bugs that you encounter.

Use the Left-Right Arrow keys and the Spacebar to select options on the Main Menu:

Start a New Game

Game Settings.
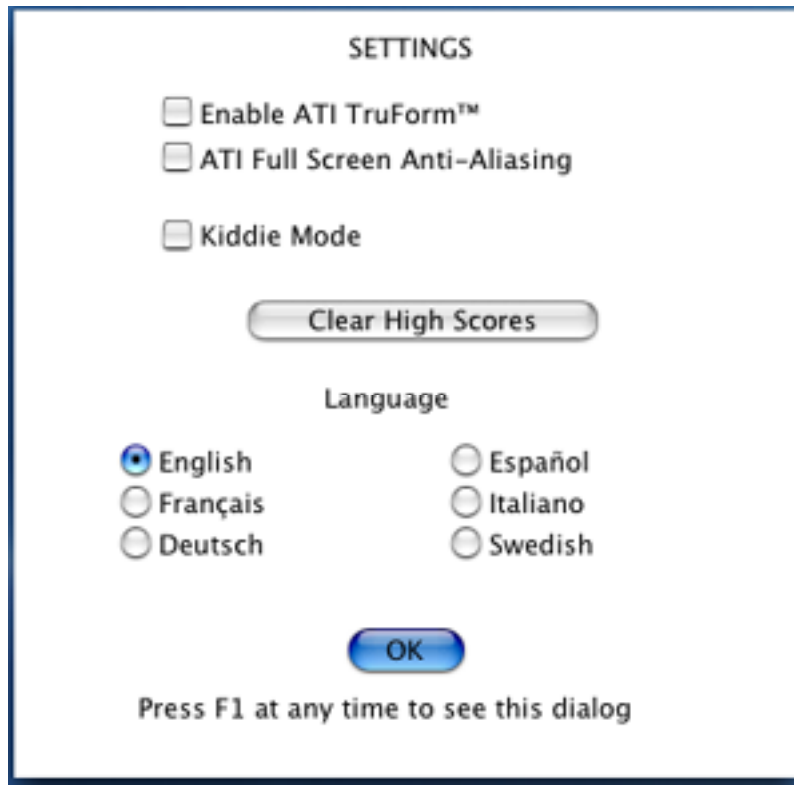
Play a Saved Game

High Scores

Info

Quit the application.

Settings

When you click on the Settings icon you will be shown the Settings Dialog:

Note: The top two check boxes may only be visible if you have certain ATI hardware installed.

Enable ATI TruForm

Turning this option on will cause 3D scenes to be rendered with ATI's TruForm technology. This technology smoothes the appearance of 3D models, but at the cost of some performance. Scenes will look better with TruForm enabled, but the game will run a little slower. You can toggle this at any time during the game simply by pressing Ctrl-F9.

ATI Full Screen Anti-Aliasing

Turning this option on will cause 3D images to be rendered with anti-aliasing turned on. This is only useful if you are playing the game as low screen resolutions (800x600 or 640x480).

Kiddie Mode

We've received many requests for this feature, so here it is! This is an easy mode for small children who may have a hard time playing with the enemies in the game. When Kiddie Mode is enabled, the enemies will still appear in the game, but they will only rarely attack the player. This makes the game easier and less "scary" for small kids.

Clear High Scores

This will wipe out all of the high scores. There is no way to undo this action, so be sure you want to erase the scores before you do it.

Language

Select which language you want text to display in. Note: some text will always be in English.

THE PLAYER

Using the controls described above, you control our hero, *Skip*. Skip has the ability to jump, swim, kick, fly, pickup and drop items, launch buddy bugs, and do several other special actions which you will discover on the various levels.

KICKING　　　Skip's basic attack is his ability to kick. Press the Kick button to hurt enemies and to kick items on the ground. Kicking an acorn will crack it open to reveal a Clover bonus.

PICKUP/DROP　　　Many items in the game can be picked up and carried by Skip. To pick up and item simply walk in front of it as close as you can and then press the Pickup button. Skip can drop the item at any time by pressing the button again.

BUDDY BUGS　　　When an enemy is too far away for Skip to kick it, he can launch a Buddy Bug (if there are any following him) by pressing the Launch Buddy Bug button. Buddy Bugs can also do other things in addition to hurting enemies, but you'll learn about that as you play.

JUMP & FLY　　　Press the Jump buttom once to make Skip jump up. Press the Jump button twice quickly to cause him to fly at the top of the jump. Pressing the Jump button again during flight will cause Skip to stop flying and fall. Note that you can only fly when your Flight Power meter isn't empty.

Meet Skip's Friends

Bugdom 2 is an Action-Adventure game in which you'll need to battle enemies and also interact with other characters to perform tasks needed to win levels. The two main characters who will help Skip get through each level are Sam the Snail and Sally the Chipmunk:

Sam the Snail

You will see Sam on almost every level, so just walk over to him and he'll tell you how he can help you and what he would like you to do for him. When you have completed a task for Sam, just to find him again and he'll either update you on your progress or give you a key if you completed the task.

Sally the Chipmunk

Sally is a little less demanding than Sam, but the help she can give you is almost as good. Most of the time Sally only wants an acorn in exchange for her help. She will often have maps and checkpoints for Skip. When Sally gives Skip a map, she will drop it on the ground in front of her. Skip then needs to touch it to get it.

The Acorn

Checkpoints

Checkpoints do not need to be touched by Skip. When Sally drops a checkpoint, the checkpoint is automatically active. If Skip runs out of health and there are additional lives remaining, then Skip will reappear a the most recently acquired checkpoint.

A Checkpoint

Attacking Skip's Enemies

The Bugdom is full of nasty critters who don't want Skip trespassing on their turf. Skip has two basic means of defending himself: he can kick and he can launch Buddy Bugs.

Kick Attack

Press the Kick button to cause Skip to kick at an enemy. Skip cannot kick if he is carrying something.

Buddy Bug Attack

Buddy Bugs are a much more effective attack than kicking since they can be launched from a far distance, and the Buddy Bugs generally do more damage to an enemy than kicking does. Simply press the Launch Buddy Bug button to launch one. Some enemies are immune to the Buddy Bug's attack, however. Buddy Bugs are also used for other purposes which you will discover in the game.

Performing Tasks

Pickup, Carry, & Drop

Many of the tasks in Bugdom 2 will involve Skip picking up objects and interacting with them. Sometimes you will need to bring an object to Sam or Sally, while other times you'll need to put an object somewhere. Keys are special case since skip doesn't actually carry the keys in his hands when he gets one. When Skip gets a key it will appear in the status bar, and to use the key all Skip has to do is touch the door and it will unlock and open automatically.

When Skip gets hurt while carrying an object he will usually drop it. Sometimes the item may get lost. Don't worry when this happens – lost items will eventually reappear in their original location where Skip first found them.

Flying

There are several places in the game where tasks can only be completed by flying. Keep this in mind, especially on the later levels. Flying is also a great way to get out of a sticky situation with lots of enemies. If you're overwhelmed with enemies attacking you, try to fly your way out.

Completing a Level

In the original Bugdom game each level was completed when Rollie walked into the Exit Log. This is not the case with Bugdom 2 as there are no Exit Logs. Each level in Bugdom 2 finishes in a different manner. Some levels, such as Level 1, will complete automatically when you enter the final area. Other levels require tasks to be performed for the level to end. Level 3 is a good example of this since on that level you have to defeat all of the Tick and Flea enemies before you can proceed. When the last tick or flea is defeated the level will automatically end.

Default Key Controls

|	
Arrow Keys	Movement (also used for menu navigation)
SpaceBar	Jump. Press twice rapidly to fly
Shift	Auto-walk
Option	Pickup / Drop item
Apple	Kick
TAB	Launch Buddy Bug
- / =	Raise/lower the sound volume.
M	Toggle music on/off
, and .	Swivel Camera
Return	Toggle Camera Modes (Close – Medium – Far - OTS)
F1	Invoke Options Dialog at any time
F2	Invoke input control configuration dialog at any time
Apple-Q	Quit the application at any time.
ESC	Pause game.
F15	Toggle screenshot-safe pause mode.

Input on Mac OS 9

On Mac OS 9 the first time you run Bugdom 2 you will be presented with the Input Sprocket Configuration dialog where you will need to configure your keyboard and/or gamepad controls. You can always get this dialog by pressing the F2 key.
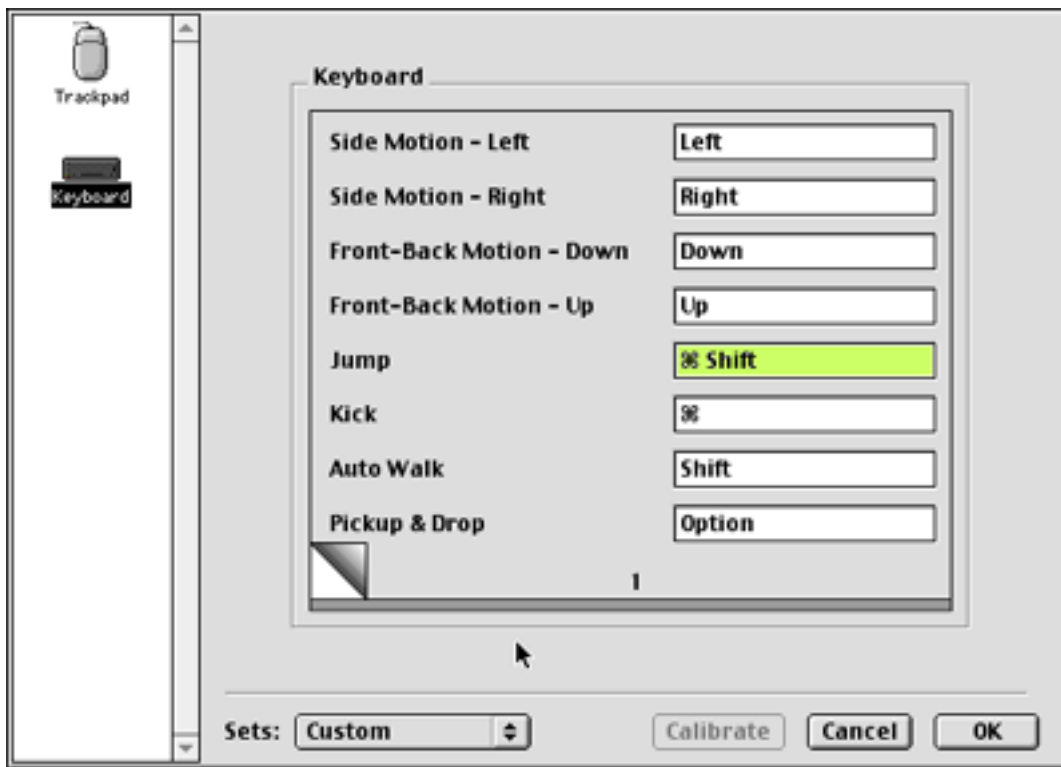
Input Sprocket should allow you to use almost any USB input device with the game, including gamepads, joysticks, mice, trackballs, etc., and it should remember your settings for each device once you've set them.

Input on Mac OS X
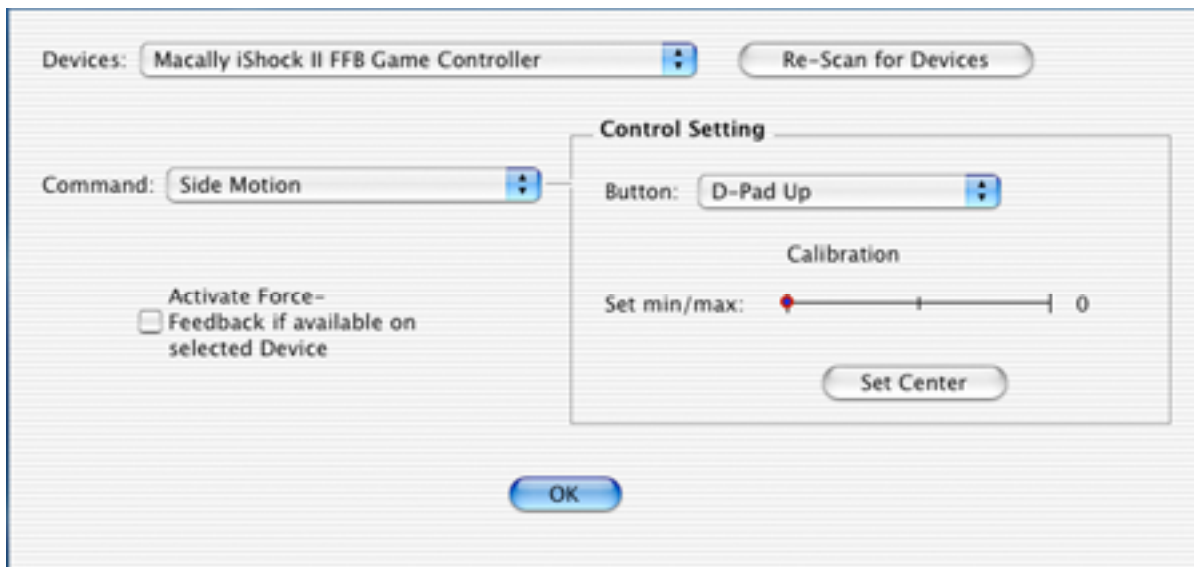
On Mac OS X Bugdom 2 uses a new technology called the HID Manager for input. Unfortunately, it is not as user friendly as Input Sprocket is on Mac OS 9, so you will have fewer options. The only input devices that you can configure on OS X are gamepads. The keyboard settings cannot be changed, so you will have to use the default key controls as listed above. The good news, however, is that Bugdom 2 does support force feedback with the MacAlly gamepads on OS X.

You can invoke this configuration dialog at any time by pressing the F2 key.

Our Gamepad Recommendation

The best way to play Bugdom 2 is with a gamepad that has analog "thumbsticks". We highly recommend the MacAlly iShock II since it has force-feedback which is supported by the game on OS X. You can generally find the iShock II for around $29.

The MacAlly iShock II gamepad

Using the Mouse for Control

You can also use the mouse to control the player just as you could in the original Bugdom game. If you decide to use the mouse, it is best to use it in conjunction with the Auto-Walk key – that way you can steer with the mouse and use the shift key to walk forward. The mouse works on both Mac OS 9 and X.

Camera Controls

In addition to being able to swing the camera around by pressing the swivel camera keys, there are also four camera modes which you can cycle through by pressing the Camera Mode key during gameplay on most levels:

CLOSE MODE:
This is the default camera mode where the camera follows close behind Skip.

MEDIUM MODE:
The camera follows a little farther behind Skip.

FAR MODE:
The camera follow far away from Skip. This gives a better aerial view of what is around Skip.

OVER THE SHOULDER MODE:

In this mode, the camera is locked to a point behind Skip's head. The camera does not float like it does in the other modes, and the controls are more player-relative as a result.

THE POWERUPS

Throughout the Bugdom are Butterflies which will pop open to reveal a powerup when Skip touches them. The easiest way to tag a butterfly is to stand underneath it where its shadow is seen on the ground and then jump up.

There are several types of powerups that can come out of a butterfly:

FLIGHT BERRY   Each one of these berries will give Skip a little more Flight Power which he needs to fly.

HEALTH BERRY   Each one of these berries will give Skip a little more health.

SHIELD SEED   Getting this dandelion seed will give you 15 seconds of shield power. During this time, no enemy can hurt you.

BUDDY BUG   Skip can have up to 10 of these any any time. The Buddy Bugs act like heat seeking missiles against the enemy bugs. They will follow Skip around until you launch them one at a time with the Buddy Bug Launch button.

FREE LIFE   This gives Skip an extra life.

THE STATUS BAR

Along the edge of the screen is the game's Status Bar which contains everything you need to know about the condition of the player. It shows your health, flight power, lives, etc.

A: *HEALTH METER*   This shows you how much health Skip has remaining.

B: *FLIGHT POWER METER*   This shows you how much flight power Skip has remaining.

C: *KEY INDICATOR*   This is where any keys that Skip collects are displayed

D: *LIVES INDICATOR*   This indicates the number of lives Skip has remaining.

E: *MAP*   On some levels you can trade an acorn with Sally the Chipmunk and she'll give you a map. The white arrow on the map indicates your position and orientation within the level.

F: *BLUE & GOLD CLOVERS*   This will display how many blue and gold bonus clovers you have collected.

G: *MICE*   This shows you how many mice there are to rescue on the current level, and also indicates how many you have successfully rescued.

Many levels have specific items you need to locate, so often those will also be displayed in the status bar, usually on the right and left sides.

<h1 style="background-color:black;color:white;text-align:center">THE BONUS TALLY SCREEN</h1>

After you complete a level you will be taken to the Bonus Tally Screen where your bonus points are added to your score. You will receive points for each green clover you collected, each mouse you freed, and if you completed the Blue or Gold clover, then you get a big bonus for that too.

Scoring

You are given 15,000 points for completing each level in addition to the bonus scoring below:

GREEN CLOVER   These are worth 175 points each and are in most of the acorns.

BLUE CLOVER   There are only 4 of these on most levels. You must collect all four to get the 20,000 point bonus.

GOLD CLOVER   There are only 4 of these in the entire game. If you can find all four of them then you will receive a 250,000 point bonus when you win the game.

MOUSE   There are mice on most of the levels, and you will get a 425 point bonus for each mouse that you rescue.

Saving the Game

When the bonus tally is complete you will be prompted to save the game or just continue. When you select Save Game you will be asked to save the game like you would save any other file on the Macintosh. To restore a saved game, select the Saved Game Icon on the Main Menu.

TECHNICAL SUPPORT

Most basic problems can be resolved by visiting our Bugdom 2 support page at:

www.pangeasoft.net/bug2/support.html

However, if you cannot find the solution to your problem there, then please send email to:

support@pangeasoft.net

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