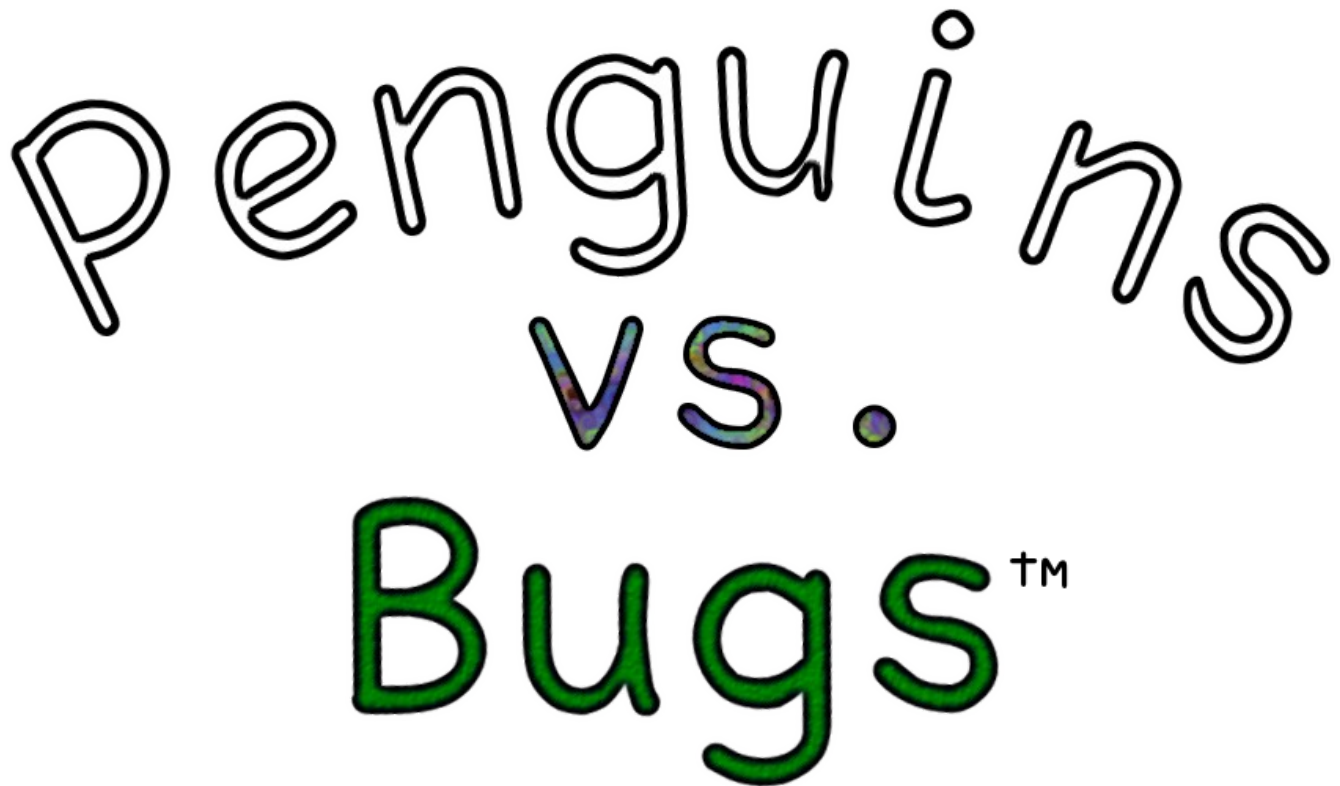


Penguins vs. Bugs



Version 1.2.0 (w)
In-Game Instruction Manual

Introduction

In this game, you are part of a team tasked with re-capturing all of the Professor's escaped bugs. To do this, you will fly around each area with your jetpack and use your bubble blower to trap each bug in a bubble. Once all the bugs are immobilized this way, they can all be re-collected and the area will be cleared.

Note on Gamepad Support

Penguins vs. Bugs supports XInput gamepads for both gameplay and

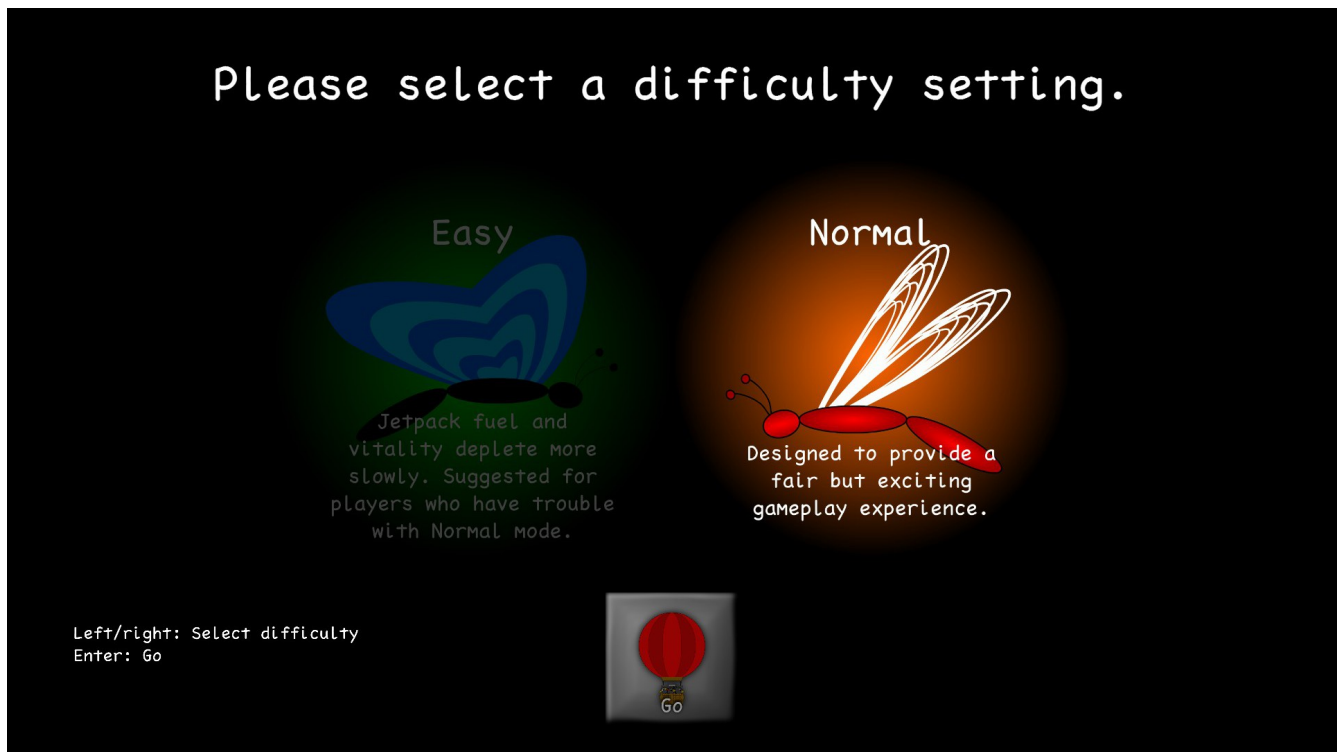
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menu navigation. If you would like to play using a gamepad, please connect it before you launch the game. The game will display contextual control tips for either the keyboard or the gamepad (depending on whether it detects the latter).

File Select Screen

When you launch the game, you should see a title screen which allows you to select from eight game files. Use the Previous and Next buttons, the Up and Down arrow keys, or the left analog stick to select a file to play, then press the Go button, the **A** button (on a gamepad) or the Enter key to begin or resume your game. To delete a game file, navigate to it using one of the aforementioned methods, then press and hold the Delete button, the **X** button (on a gamepad) or the Del key for a couple of seconds (until you see "Start file" instead of "Continue file" or "Hold to delete"). To exit the game, press the Exit button on this screen.

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Difficulty Setting

When you begin a new game, you will be asked to select a difficulty setting (Easy or Normal). On the Easy setting, jetpack fuel and vitality deplete at a significantly lower rate than on the Normal setting, which is the default. Make your selection using the mouse, the Left and Right arrow keys or the left analog stick, then begin the game using the Go button, the **A** button (on a gamepad), or the Enter key.

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Story Scenes

At the beginning of a new game, and after certain areas are completed, parts of the story will unfold via sequences of pictures and dialogue between the characters. You can read through these, using the Previous and Next buttons, the left analog stick or the **A** and **B** buttons (on a gamepad) or the Up and Down arrow keys to navigate, and return to the game using the Go button, the Start button (on a gamepad), or the Enter key.

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Enter an Area

To start chasing bugs, first select an area from the area menu using the Previous and Next buttons, the Up and Down arrow keys, or the left analog stick, then press the Enter Area button, the **A** button (on a gamepad) or the Enter key. If you have already cleared the area, you will also have the option to replay it in Memory Mode using the Memory Play button, the **X** button (on a gamepad) or the Backspace key. Playing in Memory Mode switches your bug tracker off, but each bug will be worth a greater number of coins. You can replay areas as many times as you like.

The area menu also features options for accessing the in-game manual, exiting to the main menu, and toggling music and vertical

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sync. (Note: The vertical sync option is intended for use with 60Hz monitors; turning it on while using a monitor with a different refresh rate may affect game speed.)



Control

When in an area, use the arrow keys or the left analog stick to move around. Press the Z and X or [and] keys (or the **X** and **B** or LB and RB buttons on a gamepad) to fire your bubble blower left or right. Use the Pause button (near the upper left corner of the screen), the Start button (on a gamepad) or the Esc key to pause the game; press it again to resume.

Jetpack Fuel and Vitality

The meters at the top of the game screen show how much fuel you have in your jetpack and how much vitality you currently have. Jetpack fuel depletes over time, and vitality is lost in run-ins with aggressive bugs such as mosquitoes. If either of these runs out, you'll need to return to the balloon and try the area again later. Both meters can be elongated via upgrades that the Merchant sells.

Success

Your goal in each area is to immobilize each of the escaped bugs in a bubble. The total number of bugs in the area and the number you have immobilized are shown in the upper right of the game screen, near your bug tracker display. Once you have cleared an area, you can move on to the next.

Bug Tracker

In the upper right of the game screen is the display for your high-tech portable bug tracker. It indicates where you are in the area (the green blip) and where any loose bugs are (the red blips). If you're replaying an area in Memory Mode, the bug tracker will be switched off.

Coins

As you capture bugs and clear areas, you'll be paid. The number of

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coins you have accrued is shown right below your jetpack fuel and vitality meters.



The Merchant

Somewhere in each area, hanging from a bunch of bright pink balloons, is a friendly merchant who will help you out - for a price. If you find her, fly close to her and press the Enter or C key (or the **A** or **Y** button on a gamepad) to see her wares. The Merchant sells items that will replenish your jetpack fuel and vitality. Beyond that,

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she also sells useful upgrades that will make your job easier. These upgrades can extend your jetpack fuel and vitality meters to twice their original length, triple the firing rate of your bubble blower, and increase the range of your bubble blower. Use the left analog stick, the Left and Right arrow keys or the mouse to make a selection from her merchandise (that you can afford), then press the Buy button, the A button (on a gamepad) or the Enter key to spend your coins on it. When you're done, press the Exit button, the Back button (on a gamepad) or the Esc key to finish shopping.



Medallions

Hidden in each area are three medallions. To collect one, simply find it and fly into it. Doing so will net you a few coins. In addition to

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these three hidden medallions, you can earn a special rainbow medallion in each area by clearing it in Memory Mode. Try to collect as many medallions as you can.

Tips

- If you're having trouble with an area, consider buying an upgrade from the Merchant. Remember that you can replay previously cleared areas to earn extra coins, and you earn even more coins for each bug you catch in Memory Mode.
- Don't forget about your bug tracker. It can be very handy for keeping tabs on where bugs are, and it can help you plan an efficient route through the area.
- Bubbles tend to linger in the air once blown, and if a bug flies into a lingering bubble, it will become trapped. You can use this to your advantage.
- Many of the bugs that you're after move in predictable patterns that can be learned.
- You can use the mosquitoes' hunger and aggression against them by luring one close to the business end of your bubble blower, then trapping it just as it thinks it's about to get a free meal.
- The final area is playable in Memory Mode whether you've cleared it or not, as your reward for getting that far.
- At night, you might see something that looks like a star, but shows up on your bug tracker....

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Credits

Game Design, Artwork, Sound and Music:
Spencer Overton

Development Environment:
AppGameKit
The Game Creators

Special thanks to all my supporters, advisors and testers.

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Developed in Canada.

Thanks for playing!

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