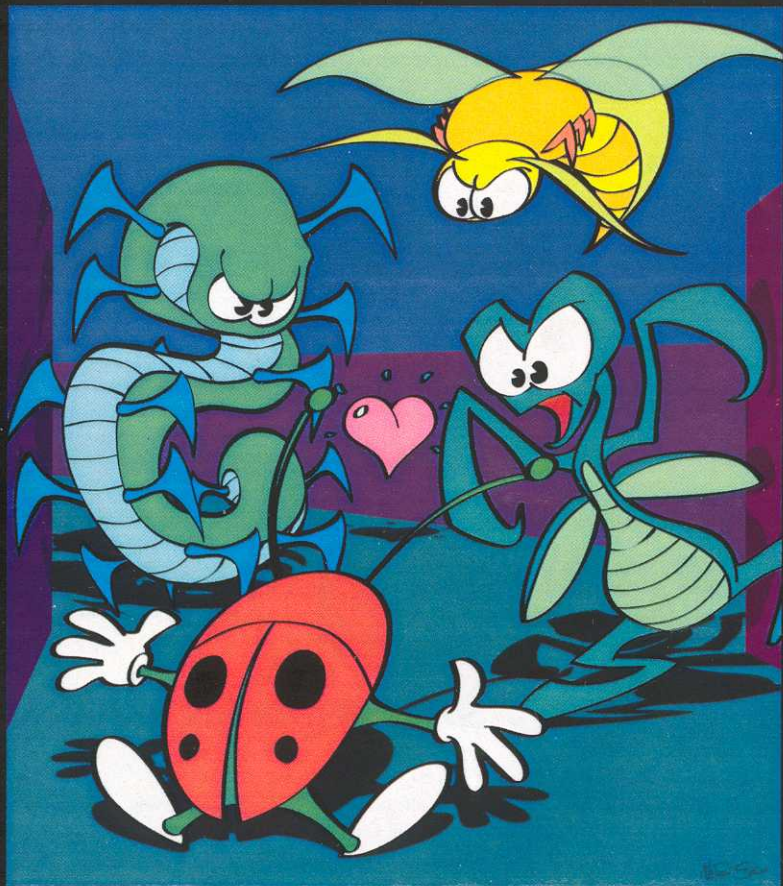


Lady Bug



CHAMP GAMES

Dedication

This game is dedicated to the memory of my mom. For one week back in 1983 she played the heck out of Lady Bug on a Colecovision that my friend let us borrow and wondered why she couldn't play it on our Atari.

Thanks to her inspiration, now we all can.

Lady Bug
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Cartridge and Manual
produced by:

CHAMP GAMES!

 **AtariAge**

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NOTE: Always turn the console power switch off when inserting or removing an ATARIAGE Game Program cartridge.

This will protect the electronic components and prolong the life of your ATARI® Video Computer System™ game.

Lady Bug

Instruction Manual

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You're Invited to A Garden Party!

It's dinnertime and Lady Bug is ready to eat! Take a stroll through the garden and nibble on the rows and rows of pretty flowers. Be careful though – there are many dangerous insects that just love to eat ladybugs – and they're fast too! Block their way

by swinging the gates closed, and stay away from the deadly poison. Oh – and don't forget to collect the bonus prizes to get the help of other ladybugs and a special invite to the Veggie Bounty Harvest!

GOOD LUCK!

Object

The object of Lady Bug is to eat the flowers and collect the bonus items in each garden while avoiding the insects and the poison. You can block the movement of the insects by bumping into the green doors to flip them either up or down. Collect the bonus items to increase the Score Multiplier, spell **EXTRA** for a reserve ladybug, or spell

SPECIAL to eat veggies in the Bounty Harvest maze. When all four insects have entered the maze, eat the veggie in the middle for big points and to stun the insects for a few seconds. When all flowers and items have been collected, advance to the next part where the insects are even faster. The game ends when the last ladybug has been eaten.

Using the Controller

Plug one joystick controller into the **LEFT CONTROLLER** jack. Hold the controller with the red fire button to your upper left, toward the television screen. Press the red fire button to start the game.



Use the joystick to guide the ladybug around the maze. Move the ladybug over a flower to eat it or over a bonus item to pick it up. Push against a green door to "flip" it around to block the movements of the insects as they try to pursue you.

The red fire button is not used during game play, although it can be used to reset a game from the Title screen or demo.

Console Controls

From the Title screen, press **GAME RESET** to start the game or press the red button on the left controller. Press **GAME SELECT** to cycle through the skill levels. You may also use the joystick by pressing left or right. The skill levels are described in the section titled "Game Variations".



Figure 1. Title Screen.

To start over the current game at any time, press **GAME RESET**. To return to the Title screen, press **GAME SELECT**. If you do not move the controller for 20 seconds on the Title screen, a demonstration of the game will begin. Press **GAME RESET** or the red fire button to start a game from the demo, or press **GAME SELECT** to return to the Title screen.

To Pause a Game

2600 users: Toggle the **TV TYPE** switch from **COLOR** to **BW** or vice-versa to pause the game.

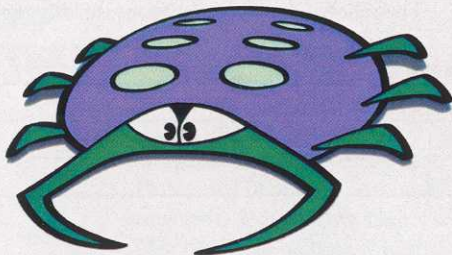
7800 users: Press the **PAUSE** button to pause the game. Press **PAUSE** again to return to the game.

NOTE: If the game is paused for more than 8 minutes, a blank screen is displayed to protect your television. Move the joystick in any direction to return to the game.

Difficulty Switches

Use the **LEFT DIFFICULTY** switch to control the speed of the ladybug. In the **A** position, your ladybug will move slower, making it more difficult to avoid the insects.

Use the **RIGHT DIFFICULTY** switch to adjust the brightness of the maze during game play. In the **A** position, the maze color is brighter; in the **B** position the color is darker. Experiment with this setting to determine which looks the best on your television.



Game Variations

There are three skill levels in Lady Bug: **NOVICE**, **STANDARD** and **ADVANCED**. Each skill level can be played with either a fast ladybug or a slow ladybug, adding even more variety. Please see the “Difficulty Switches” section for a description of how to select the ladybug speed.

Novice

The Novice setting is recommended for beginners. The player starts with 5 ladybugs. The insect timer and insects move slower, giving the player a better chance at clearing the first few mazes. Also, the color timer moves slower to make it easier to collect the bonus items when they are the correct color.

Standard

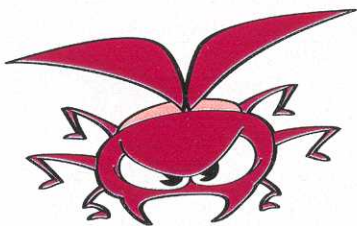
On the Standard setting, the player starts with 4 ladybugs. The insect timer and insects all start at a normal speed. Also, the color timer stays **RED** and **YELLOW** for a much shorter time,

making it more challenging to collect the bonus items when they are the correct color.

Advanced

The Advanced setting is recommended for expert players. The player starts with only 3 ladybugs. The insect timer and insects start out moving very fast. The color timer moves at the same speed as on the Standard skill level.

The skill levels are displayed on the Title screen in a certain color. This color will match the color of the score during play to identify the current skill level. Also, if the **LEFT DIFFICULTY** is in the **A** position, the ladybug spinner will move slower on the Title screen, indicating that the slow ladybug will be used during the game.



The following table summarizes the differences in the 3 skill levels:

Level	Lady Bugs	Score color	Insect timer speed	Insect speed	Color timer speed
Novice	5	Green	Slow	Slow	Slow
Standard	4	Pink	Medium	Medium	Fast
Advanced	3	Orange	Fast	Fast	Fast

Figure 2: Skill levels

Game Play

Once the game has been reset, the Start screen is displayed. The current **PART** (level) and the veggie information is shown.



Figure 3: Start screen

For each part, 3 random letters are chosen. These letters need to be collected when they are either **RED** or **YELLOW** to spell out **SPECIAL** or **EXTRA**. The Start screen also shows the number of hearts to collect (3) and the number of poison skulls to avoid (2). After a few seconds, the game will proceed to the Maze screen. You may also press the red fire button to skip ahead to the Maze screen more quickly.

On the top of the screen, the letters collected for **SPECIAL** are highlighted in **RED** and the letters collected for **EXTRA** are highlighted in **YELLOW**.

On the bottom of the screen, the number of reserve ladybugs are displayed along with the veggie that will appear in the middle of the maze. Also, as **BLUE** hearts are collected, the value of the Score Multiplier is shown. Lastly,

the player's score is displayed in the color matching the current skill level.

Once your ladybug has entered the maze, use the joystick to maneuver it around to eat the flowers and collect the items. Push against the green doors to flip them up or down to block the movement of the insects. Note that the insects cannot flip the doors.



Figure 4: The maze

Collecting items

Scattered throughout the maze are the hearts and letters. The colors of these items change as the game is played. They must be collected when they are a certain color to either spell words or increase the Score Multiplier.

Hearts

Collecting a heart when it is **BLUE** will increase the Score Multiplier. The Score Multiplier is used to increase the number of points the ladybug earns for eating flowers or collecting other items. Eating one blue heart will increase the multiplier to two times (**2x**), a second blue heart will increase it to three

Game Play

times (3x) and the third blue heart will increase the multiplier to five times (5x)! The Score Multiplier is reset at the start of each new part.

Letters

Collecting a letter that is in the word **EXTRA** when it is **YELLOW** will highlight that letter in the **EXTRA** display on the top of the screen. If you are able to collect all 5 letters in **EXTRA**, you will earn a reserve ladybug. A maximum of seven ladybugs can be earned.



Figure 5: Extra ladybug!

Earning an extra ladybug will also advance the game to the next part and reset the **EXTRA** display.

Collecting a letter that is in the word **SPECIAL** when it is **RED** will highlight that letter in the **SPECIAL** display on the top of the screen. If you can collect all 7 letters in **SPECIAL**, the current part will end and your ladybug will enter the **VEGGIE BOUNTY HARVEST!!!** Eat as many veggies as you can before the timer runs out!



Figure 6: Veggie Bounty Harvest!!!

Collecting an item when it is a certain color earns points depending on the color of the item and the value of the Score Multiplier. See the “Scoring” section for a description of the values of each color.

The Insect Timer

Along the edge of the maze is the Insect Timer. This starts off growing from the top of the maze, turning the outside walls green, and then shrinking back to the top. When the timer has done a complete cycle, you will hear a sound that indicates an insect is about to enter the maze. The timer will continue to go around throughout the game, letting up to 4 insects enter the maze at once.

The Bonus Veggie

Once all 4 insects have entered the maze, the bonus veggie that was displayed on the Start screen will appear in the insect's home base located in the middle. Try to eat the veggie while avoiding the insects for big

Game Play

points! Be careful though, as the insects tend to guard their home base. If you do manage to eat the veggie, the insects will be stunned for a few seconds, giving you a chance to escape from the middle and eat some more!

Poison (skulls)

Located in the maze are two poison skulls. If the ladybug runs into a skull, a life is lost. If an insect runs into a skull, it is sent back to the base in the middle of the maze. If the veggie is in the base



when an insect hits a skull, the veggie will disappear. However, if all 4 insects are in the maze and you have already eaten the veggie and then an insect hits a skull, a new veggie will appear once that insect has left the base!

When all of the flowers have been eaten and all of the items have been collected, the current level ends. The next level starts with a faster timer and different, more dangerous insects. Also, the new level will feature a different veggie that's worth 500 points more than the previous level (up to a maximum of 9500 points).

Game Over

The game ends when your last ladybug has been eaten and there are no more in reserve.



Figure 7: Game Over!

After the Game Over screen has been displayed, you will be returned to the Title screen. You can also press the red fire button or **GAME RESET** to start a new game from the Game Over screen.



Scoring

Scoring in Lady Bug depends on the value of the Score Multiplier. To increase the Score Multiplier, collect the hearts when they are **BLUE**. The Score Multiplier either is off (no multiplier), **2x**, **3x** or **5x**. The following table shows the values for collecting items in the maze, depending on the value of the multiplier:



Figure 8: Score Multiplier

Action	No multiplier	2x	3x	5x
Eat flower	10 pts.	20 pts.	30 pts.	50 pts.
Collect blue item	100 pts.	200 pts.	300 pts.	500 pts.
Collect yellow item	300 pts.	600 pts.	900 pts.	1500 pts.
Collect red item	800 pts.	1600 pts.	2400 pts.	4000 pts.

*Note that the Score Multiplier does not increase point values for the veggies that appear in the middle or in the Veggie Harvest Bonus. Veggie point values are between 1000 and 9500 points. This is displayed on the Start screen and in the score area for a few seconds on the maze screen when the veggie is eaten.

Tips and Strategies

- At the beginning of a level, eat the flowers around the insects' base since these will be difficult to get once all the insects have entered the maze.
- Wait around for the veggies to appear since eating them gains the most points.
- Try to collect the hearts when they are blue as early as possible to maximize your score.
- Don't try to outrun the insects, especially on the later levels. Instead, close the door behind you to block their path and to keep your ladybug safe.
- Lure the insects into the poison. The insects will try to follow your ladybug; trick them into running into the poison to send them back to the base. Be careful not to trap yourself though!
- The insects tend to move towards the ladybug; when the veggie is in the middle move away from the base to lure them away, and then make your move!

Tips and Strategies

- If there is a letter that you have already collected and you don't need it to spell **SPECIAL** or **EXTRA**, collect the item when it's **RED** to maximize your score.
- Know your veggies!!! During the bounty harvest, don't waste time with the small stuff! Concentrate on the veggies with the higher point values.

Credits

Production:

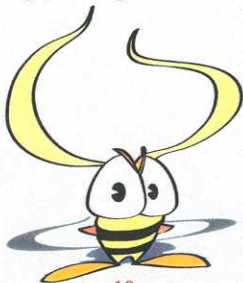
- Code and design: John W. Champeau
- Graphics: Nathan Strum
- Music and sound effects: Bob DeCrescenzo
- Manual text: John W. Champeau
- Manual layout: Nathan Strum
- Cartridge label design and illustrations: Nathan Strum
- Cartridge production and manual printing: AtariAge

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- All the AtariAge members who posted on the website with their helpful suggestions and words of encouragement. In particular: Manuel (Cybergoth), TJ (Thomas Jentzsch) and Eric (r_type2600).

Special thanks to:

- Nathan Strum, for the unbelievable graphics that inspired me to push forward and start this game, and to Bob DeCrescenzo, for the superb sounds that inspired me to continue the fight and finish this game. Without the contributions from these guys this game would have never been done. Thanks to both of you!!!





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