Instruction Manual

For iPhone & iPod Touch

THE STORY & GOAL

While on his way to visit his family on the far side of the Bugdom, a Bully Bee swooped down and stole Skip McFly'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, from the front yard to the closet and playroom.

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. You'll also gather Buddy Bugs which follow Skip around and can be used as heat seeking missiles to destroy enemies and even to perform other tasks.

CONTROLLING THE PLAYER

The iPhone presents new challenges when playing an adventure game like Bugdom 2. The lack of any physical buttons or joysticks means that the game must use a whole new method of user input. The controls in Bugdom 2 do take some getting used to, but once you master them you'll realize how natural it is, and you'll be a pro!

	This is the **NEUTRAL BUTTON**. This is a very important button, and you will be pressing it a lot. You hold this button down to set the "neutral" tilt of your iPhone. In other words, it lets you calibrate the tilt.

When you press the Neutral Button, the player will stop moving. So, whenever you need to stop Skip in a hurry just hold down this button.

Also, when you hold this button down you can rotate the iPhone to cause Skip to turn while standing still. This is very helpful for aiming him for certain tasks. |
| | This is the **BUDDY BUG BUTTON**, and it will appear above the Neutral Button whenever you have Buddy Bugs to shoot. The Buddy Bugs are basically smart bombs that follow you around. When you need to shoot at an enemy or anything else that might need to be blown up, you tap this Buddy Bug Button to fire one of your Buddy Bugs at it. You have to collect Buddy Bugs, and they are found by touching the Powerup Butterflies. |

KICKING   Skip's basic attack is his ability to kick. To kick you simply **Swipe Up** on the iPhone's touch screen. You use the kick action 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 **Swipe Down** on the iPhone's touch screen. Skip can drop the item at any time by doing the same Swipe Down.

JUMP & FLY   Tap the screen to make Skip jump up. **Double-Tap** the screen to cause him to fly at the apex of the jump. Tapping the screen 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

Swipe Up 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 that 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 at the top of the screen, and to use the key all Skip has to do is walk into the door and it will 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

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.

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 5 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   This shows you how much health Skip has remaining.

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

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.

H: PAUSE   The game's Pause button.

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.

THE BONUS TALLY SCREEN

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. To restore a saved game, select the **Saved Game Icon** on the **Main Menu**. There is no way to save in the middle of a level.

TECHNICAL SUPPORT

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

www.pangeasoft.net/iphone/bug2/support.html

The most common issue is that the game crashes. This is not the fault of the game, but is caused by issues with the iPhone OS, and luckily there is a simple solution: reboot your iPhone. Hold down the Power and Home buttons for 10 seconds to reboot your iPhone, and this will resolve most crashing and performance issues for a few days. It is a good idea to reboot your iPhone every 3-4 days to keep apps running nicely. If the reboot does not fix the problem then you probably need to redownload and reinstall the app, as they often get corrupted by iTunes.

CREDITS

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