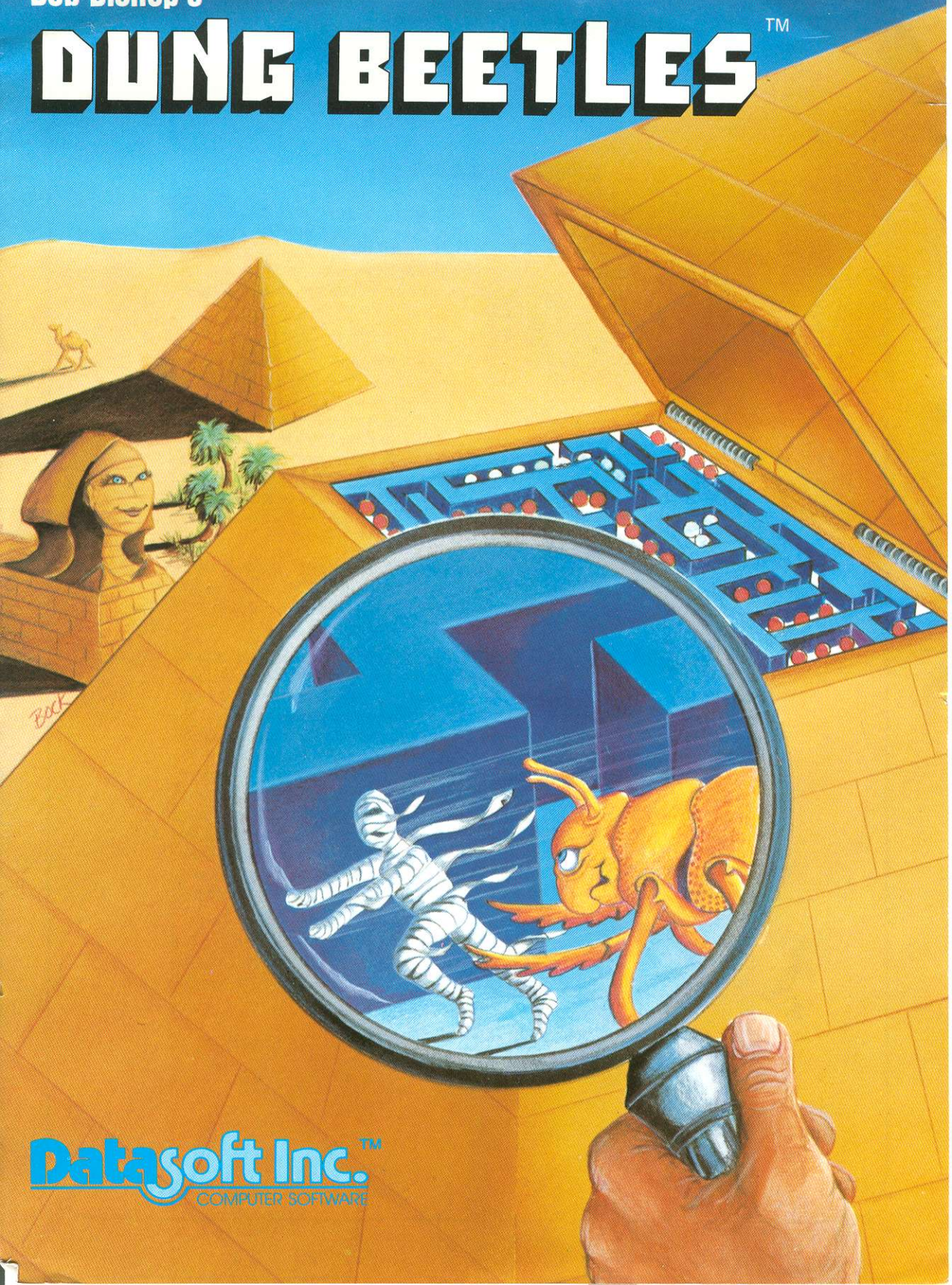Bob Bishop's

DUNG BEETLES ™

Datasoft Inc. ™
COMPUTER SOFTWARE

DUNG BEETLES

Object:

The object of the game is to move your Player (the little white critter in the center of the Magic Magnifier Box) around a maze and clear away all the white dots. As you move around the screen you leave a trail of red dots behind you. Eight voracious Dung Beetles wander the maze randomly until they cross your trail. Dung Beetles will follow these trails eating the red dots as they move. If you can avoid them and clear the maze you are rewarded with a harder maze, more white dots and eight new Dung Beetles!

Scoring:

Each white dot in the maze is worth 10 points. One point is subtracted from your score for every second you are unable to eat a dot so speed is important.

Game Control:

Dung Beetles is played using your keyboard or joystick. The I, J, K and M keys are used to move your Player around the maze. The I key moves your Player up and the M key moves him down. The J key causes him to move left and the K key right.

To use a joystick, make sure it is properly connected prior to starting a game. Push the stick forward to move your Player up. Pull the stick towards you (back) to move the Player down. Move the stick left or right to move the Player left or right.

You may enter a command to turn the Player before he reaches an intersection. If you push the joystick handle at an angle, the Player will move in a diagonal direction if the maze permits.

To start a game, press any key on the keyboard or the button on your joystick.

Special Features:

To pause during a game, press the ESC key. Press any other key to continue.

Game sounds may be turned OFF by pressing the CTRL key and the S key at the same time. Press these keys again to turn the sound back ON.

If your joystick does not function as described above, press the CTRL key and the R key at the same time. This should "reflect" the difference in some joysticks.

Strategy:

Dung Beetles are not very smart creatures (you are what you eat). Once they start eating they can not tell the difference between an old trail and a new trail. This gives you a chance to avoid them by maneuvering around islands and leave forked trails of red dots to lead them off in other directions. There are no islands in the second maze, if you get that far.

Dung Beetles are slow but persistant. They move half as fast as the Player so you can easily outrun them. It is recommended that portions of the maze be cleared at a time rather than wandering the whole maze risking capture.

DUNG BEETLES

The hot sands of the Egyptian desert are spotted with great stone pyramids. These monuments pay homage to great Kings like Tut, Ramsses and Amenhotep. Their rich treasures and mumified remains are guarded by unsolveable mazes, secret passages and mysterious curses.

One lesser known pyramid stands apart from the rest. It is the tomb of King Tutanskoop. Tutanskoop had been King for three weeks when he was caught erasing 18 minutes of hieroglyphics from the court records. As punishment he was cursed to spend eternity wandering his tomb, picking up Tanna leaves while being chased by vicious Dung Beetles. His only reward for his labor is another maze, more leaves and more Dung Beetles!

Dung Beetles is a fast, Hi-Resolution arcade game. It is challenging, addicting and fun!