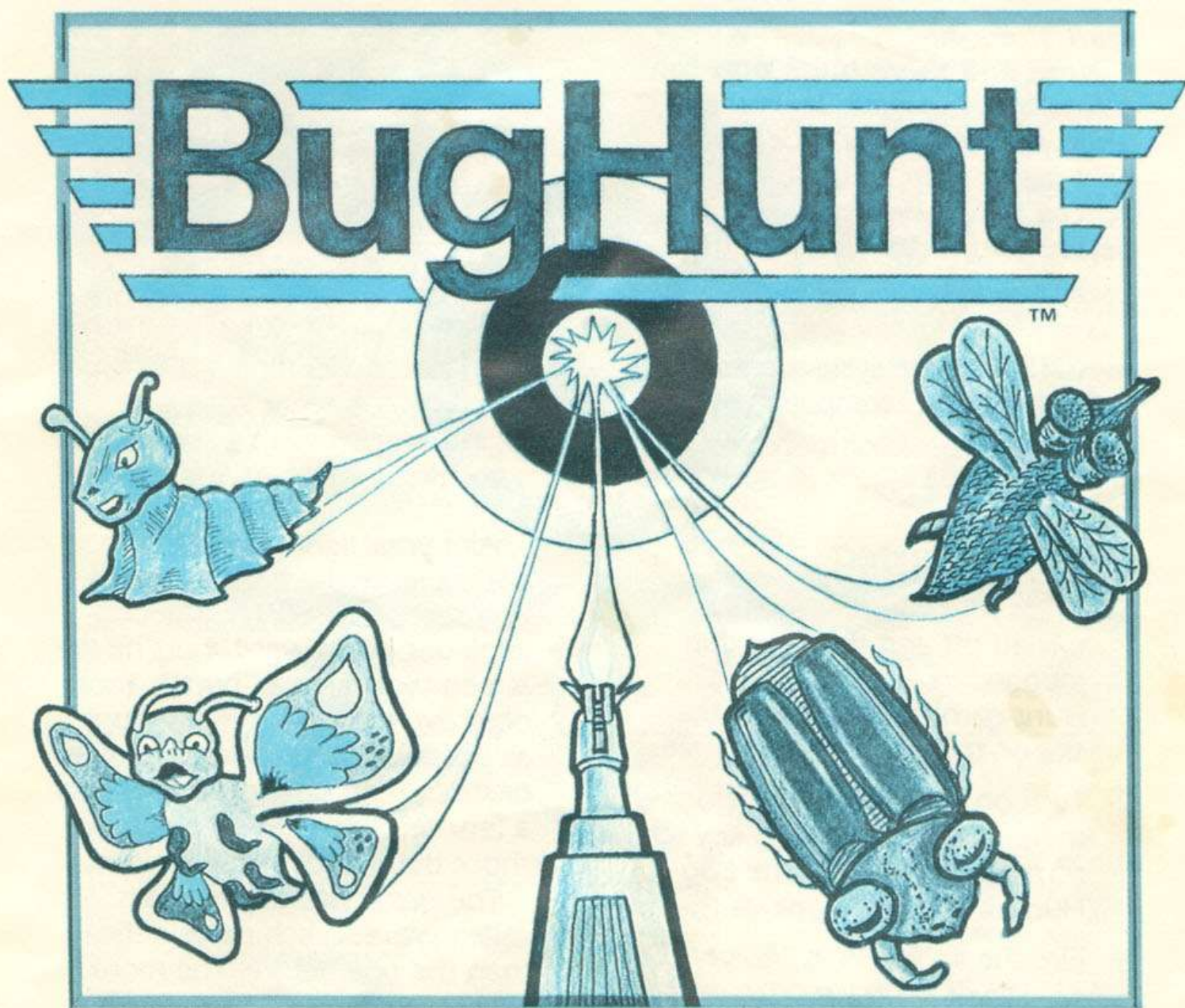


ATARI<sup>®</sup> XE VIDEO  
GAME  
CARTRIDGE<sup>™</sup>

## Game Manual





It's late at night and you're still in the lab, working out the bugs in your newest computer board. If you can just clean up the last noisy circuit, you'll finally be recognized as a true Atari Game Designer.

Suddenly, real bugs start popping up everywhere, crawling all over your motherboard. How can you finish your work? You grab your light gun and start shooting!

More and more bugs pop out—flies, roaches, termites, ants, spiders. They race faster and faster over your board. You've got to destroy them before they drive you crazy!

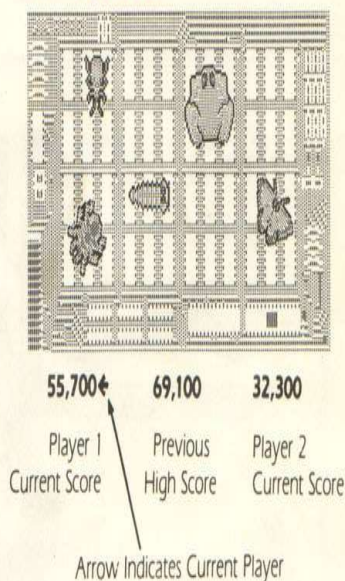
## System Requirements

- Atari XE game system console, or XL™ or XE computer
- Color TV or color monitor
- XG-1™ light gun

## Getting Started

1. With your XE game console turned off and the light gun plugged in, insert the Bug Hunt game cartridge into the slot on the top of your console.
2. Turn on your TV or monitor, then press the **[Power]** key to turn on the system. The Bug Hunt title screen appears.
3. Fire the light gun at "Player 1" or "Player 2" on screen to select either a one- or two-player game and start the game action.
4. Press **[Select]** to pause a game; press it again to resume play.

## Game Screen



## Playing the Game

Aim your light gun at a bug and squeeze the trigger. When you score a direct hit, the bug explodes. (Wayward shots hit the screen with a small burst). Your objective is to hit as many bugs as possible with the least number of shots. Bugs disappear after only a few seconds, so you need to shoot them right away.

The game has seven levels, called waves, each more difficult than the one before. The more difficult waves have more kinds of bugs and more of them. (The maximum number of bugs to appear during a wave is 31.) A wave ends when you hit all the bugs or the last one disappears.

# I.C. Bugs!

## Accuracy Needed to Progress

Wave	Percentage
1	25%
2	33%
3	50%
4	66%
5	75%
6	80%

During a wave, the XE notes the number of times you pull the trigger and the number of bugs you hit. When a wave ends, a status screen appears showing your current scores and an accuracy percentage based on successful hits per total shots fired. If your accuracy percentage is high enough (see the chart on this page), you can progress to the next wave. Squeeze the trigger of the light gun to continue.

Your total score accumulates from wave to wave and bonus points are awarded based on

your accuracy percentage. If your accuracy percentage is too low for the wave you just played, the game ends. A final status screen appears listing your scores and giving your final rating based on your total score.

When a game ends, pull the trigger to redisplay the Bug Hunt title screen. To end a game during play, press the **[Reset]** key.

## Performance Ratings

Rank	Points Required
Trouble Shooter	100,000 and over
Technician	90,000 to 99,999
Engineer	80,000 to 89,999
Programmer	70,000 to 79,999
Hobbyist	60,000 to 69,999
Hacker	50,000 to 59,999
Manager	40,000 to 49,999
Director	30,000 to 39,999
Vice President	20,000 to 29,999
President	10,000 to 19,999
C.E.O.	0 to 9,999



# Scoring



**Big Bug**  
300 points



**Ant**  
3000 points



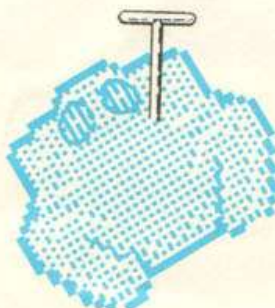
**Butterfly**  
300 points



**Weevil**  
1000 points



**Roach**  
2000 points (fast bug)  
500 points (slow bug)



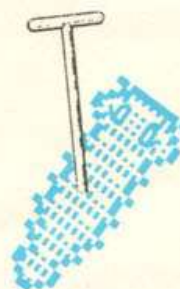
**Frog**  
100 points



**Fly**  
300 points



**G-Bug**  
2000 points



**Caterpillar**  
2000 points (fast bug)  
500 points (slow bug)



**Termite**  
1000 points



**Spider**  
2000 points



**Tick**  
1000 points

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