

BUSHBUCK

GLOBAL TREASURE HUNTER TM



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Introduction

At the beginning of the game you are given a list of five items located in various cities around the world. Your goal is to find these items and bring them back to the city where you started your search. There are a total of 15 items per game. Points are awarded for each item found, and for successfully returning these items to your starting location. As items are returned, new items are added to the list until the 15-item limit is reached. The player who has the most points at the end of the treasure hunt wins.

You travel from city to city by plane; clues are provided in some cities to help you in your search. The better your understanding of geography and world cultures, the faster you'll be able to complete your hunt. Playing Bush Buck will familiarize you with the names and locations of cities and countries around the globe, and greatly enhance your understanding of the diverse cultures that populate our world.

Bush Buck can be played by one or two players. Player number 1 will be indicated by red screens: borders on some of the symbols, the description bar at the top of the screen, and the bars that enclose the names of the items you're searching for will be in red. The corresponding screens for player 2 will be in blue. This will help you keep track of whose turn it is as the game switches from player 1 to player 2. There are also three electronic opponents: Pierre LeDroop, Natasha Derooshki, and of course Otto von Slinkenrat (a highly skilled and devious player), whom you can play against. The game can be played with or without a mouse.

Typographic Conventions

In these instructions, the Enter key on your keyboard is represented by `<enter>`. The Escape key is represented by `<esc>`. Function keys are represented by the designation of the function key in angular brackets, i.e. `<F1>`, `<F2>`, etc.

Representation of keys used in Function Selection Mode (see below) are as follows:

Num Lock	<code><num></code>	Alternate (alt)	<code><alt></code>
Control	<code><ctrl></code>	Space bar	<code><space></code>
Home	<code><home></code>	End	<code><end></code>
Page Up	<code><pgup></code>	Page Down	<code><pgdn></code>
Right arrow	<code><right></code>	Up arrow	<code><up></code>
Down arrow	<code><down></code>	Left arrow	<code><left></code>

Keys that need to be pressed in combination are written together inside angular brackets. For example, pressing Control and the right arrow simultaneously is indicated as follows: **<ctrl right>**.

Starting Bush Buck

Please note that if any last-minute changes or enhancements are added to the program after these instructions have gone to press, we will make special note of them in the HELP facility and/or in a README file. To look at the README file, insert the appropriate disk in Drive A and type A: <enter>, then README <enter>.

Bush Buck can be run directly from floppy disks, or can be installed and run on a hard disk.

Running Bush Buck from floppy disks

1. Turn on your computer.
2. After the system has booted up, make backup copy(s) of your Bush Buck disk(s). Label each disk. Keep your original disks in a safe place. You should never run or install Bush Buck from the original disks; always use the backups.

NOTE: If you are using a floppy drive with a different drive letter, substitute that letter for "A" everywhere in the following instructions.

3. Insert Bush Buck Backup Disk 1 in Drive A.
4. Type A: <enter>.
5. Type BUSHBUCK <enter>.
6. If prompted, insert Bush Buck Backup Disk 2 in Drive A, then press any key.
7. When prompted, type your name, then press <enter>. (If you would like to run a demo, press <alt A> before typing your name. The demo will also turn on automatically if you wait two minutes before typing your name. Press <esc> to exit the demo.) By simply pressing <enter>, you will automatically default to the name Bush Buck for the first player and Millie for the second player.
8. When prompted, choose the level of play (B = Beginner, I = Intermediate, A = Advanced).
9. Indicate whether or not there will be another player.
10. If there is another player, type that player's name, then press <enter>. If there is no other player, indicate whether you would like an electronic opponent (Pierre or Natasha, depending on the difficulty level) to play. (Note: Otto always plays in advanced games unless there are two human players.)

11. Refer to the map to find the city named at the top of the screen. Type the letter that is closest to that city.

Installing Bush Buck on a hard disk

1. Turn on your computer.
2. After the system has booted up, make backup copy(s) of your Bush Buck disk(s). Label each disk. Keep your original disks in a safe place.
3. Insert Bush Buck Backup Disk 1 in Drive A.
4. Type A: <enter>.
5. At the A> prompt, type HDINSTAL <enter>.

The Install program will create a subdirectory on your hard disk called C:\BUSHBUCK (unless you give it a different name/letter). It will then copy all of the files from Disk 1 to this subdirectory.

6. When prompted, insert Bush Buck Backup Disk 2 in Drive A, then press any key.

Running Bush Buck from the hard drive

1. Type CD\BUSHBUCK <enter> at the C> prompt (or drive letter Bush Buck is on).
2. Type BUSHBUCK <enter>.
3. When prompted, type your name, then press <enter>. (If you would like to run a demo, press <alt A> before typing your name. The demo will also turn on automatically if you wait two minutes before typing your name. Press <esc> to exit the demo.) By simply pressing <enter>, you will automatically default to the name Bush Buck for the first player and Millie for the second player.
4. When prompted, choose the level of play (B = Beginner, I = Intermediate, A = Advanced).
5. Indicate whether or not there will be another player.
6. If there is another player, type that player's name, then press <enter>. If there is no other player, indicate whether you would like an electronic opponent (Pierre or Natasha, depending on the difficulty level) to play. (Note: Otto always plays in advanced games unless there are two human players.)
7. Refer to the map to find the city named at the top of the screen. Type the letter that is closest to that city.

Playing A Game

Beginner Level Play

At this level you can choose to play alone, against another player, or against Pierre, one of Otto von Slinkenrat's henchmen. He's trying to help von Slinkenrat get his hands on the goodies, but he isn't nearly as fiendishly clever or cunning as Otto. In fact, he's a bit of a clown.

When you start a game, a list of five items is displayed, along with the name of the city to which you are to return the items. You compete against the other player to find the objects on the list. Once the other player acquires an object, it cannot be acquired by you.

After you have read through the list of objects, press any key. A map of a particular region of the world is displayed. The flashing square indicates your current location. Cities where clues are located are indicated by squares (these cities will only be displayed at your request; see below); all other cities are indicated by diamonds. The lower left-hand corner of the screen indicates your score (initially zero). The lower right-hand corner of the screen indicates the number of plane tickets you have. At the beginner's level, you start with 60 plane tickets; each flight costs you one ticket. Bonus tickets are occasionally awarded.

To travel to another city, use the arrow keys or mouse to highlight the "plane" icon, then press the left mouse button or **<enter>**. Lines (called "travel vectors") will extend from your current location to several other nearby cities, indicating the routes along which you can travel. All possible routes are shown on the route map. The map will serve as a useful guide during your travels.

To choose a route, either use the mouse or press an arrow key until the route you want is highlighted, then press the left mouse button or **<enter>**. A graphic will display at the bottom of the screen showing your plane taking off, flying to the destination city, and landing (this animation sequence can be halted by pressing **<enter>** or the left mouse button or turned off completely - see **Function Selection Mode** on page 10). Sometimes the route takes the plane through a storm (lightning, rain, snow, etc., depending on the region). You'll be warned of the storm by a message at the bottom of the screen. If the storm is severe, your plane may turn back. Traveling through a storm with items on board your plane can cause damage to those items, which will cost you points when you return them. If your plane is damaged by the storms, you will have to pay by cashing in some tickets.

As in any treasure hunt, searching for clues will be your key to finding items. If you land in a clue city, a clue to the location of one of the items on the list will be displayed and

you will be awarded five points. To review the clues you have found for a given item, select the "list" icon. Items for which you have found clues will be highlighted; items for which you have not found any clues will not be highlighted. The number of clues found for an item is also displayed. To see clues for an item, move to that item on the list and press the left mouse button or <enter>. The clues you've found for that item will be displayed.

General information on the current city is displayed every time you land. Although this general information might not be relevant to finding the items being hunted in the current game, gaining information about each city will help you in future games.

The greatest number of points are awarded when you return items to your starting city. You will receive up to 500 points per item. The number of points awarded for an item decreases as it sits on the plane, so it is to your advantage to return each item as quickly as possible. New items will be added to the list as items from the original list are returned. You search for a total of 15 items per game. Also, ten bonus tickets are awarded per item when you return items.

Beginner Level Help

- The "cities" icon turns the city symbols on and off, allowing you to view all the cities you can visit within the current region. Turn on the "cities" icon to show all of the cities on the map. Cities can be identified by moving the cursor to the "arrow" icon and pressing the left mouse button or <enter>. (Note that the icon screen locations are not always in the same place.) The arrow can then be moved around on the screen using the mouse or the cursor movement keys. When the arrow is pointing to a city, the name of that city is displayed at the top of the screen. Pressing the left mouse button or <enter> will give you information about that city.
- To change from a view of a region to a view of the entire world, or vice versa, simply click the left mouse button or press <enter> while highlighting the "magnifying glass" icon.
- The "musical note" icon turns music on and off. Music will be on unless you turn it off.
- The "list" icon shows you the list of items that have been found and those remaining to be found. It also shows you the name of the city where you need to return these items. Refer to this list if you can't remember all of the items you're looking for, where you're supposed to return them, or the clues you've uncovered that will help you find them.
- The "key" icon displays a legend that indicates the meanings of the different city symbols and the meanings of the five different climate/geographic features. Refer to this if you can't remember how to distinguish clue cities from other cities.

- The “question mark” icon displays text that gives a brief description of the meaning and function of each icon. Also, when this icon is lit, brief comments are added to most information boxes.
- A “thermometer” indicator on the lower-left side of the screen tells you whether you are getting hotter (white) or colder (blue) in your search. Based on city information, clues, and the reading on the thermometer, you choose the next city that you think will bring you closer to an item from the list. When you land in a city that contains one of the items from the list, you automatically acquire that item and it is loaded onto your plane.
- The “plane” icon allows you to travel from city to city.
- The “arrow” icon allows you to point and identify a city. When the arrow is pointing to a city, the name of that city is displayed at the top of the screen. Pressing the left mouse button or <enter> will give you information about that city.

Intermediate Level Play

At the intermediate level, you can choose to play alone, against another player, or against Natasha Derooshki - another cohort of Otto von Slinkenrat. Natasha is more clever than the bumbling Pierre, and she'll prove to be a very challenging Bush Buck opponent. Still, she isn't nearly as brilliant at stealing world treasures as her mentor, von Slinkenrat.

In an intermediate game, the thermometer that indicates whether you're hot or cold is replaced by an “eye” icon. Landing in a city that contains an item from your list does not automatically give you that item. If you land in a city where an item is located, the eye will light up. To search for the item, select the “eye” icon. This will cost you one plane ticket, and the item will be loaded onto your plane.

If you don't notice the eye lighting up and therefore fail to pick up the item, the eye will remain lighted even when you travel to other cities. You must then try to retrace your steps to find the city where the item is really located. The only way to “turn off” the eye is to select it, which will search the current city for an item.

Returned items are worth up to 1000 points, but the actual value you will be awarded can be less, depending on the condition of the item and on how long it has taken you to return it. Players at the intermediate level start with 50 tickets.

Advanced Level Play

As in intermediate play, landing in a city that contains an item from the list does not automatically give you that item. Also, in advanced play, the “eye” icon does not light up when you land in a city that has an item. If you believe that an item is located in a given city, select the “eye” icon to search for it. This will cost you one ticket. Clues cannot be

reviewed in advanced play; you'll need to pay close attention when they are displayed, as you will see them only once. Otto always plays in advanced games unless there are two human players.

Items are worth up to 1500 points (again, the actual value you receive will generally be somewhat less). Players at the advanced level start with 40 tickets.

Point values

Point values for clues, items, returning items, and unused tickets vary with the level of play. The following table shows the maximum point values for all levels of play.

	Beginning	Intermediate	Advanced
Clue	5 points	10 points	15 points
Item	50 points	100 points	150 points
Returned Item	500 points	1000 points	1500 points
Unused ticket	10 points	20 points	30 points

Remember, the longer an item stays on the plane, the fewer points it will be worth when you return it. Also, items are damaged during storms, which reduces their value. Your plane may also be damaged by a storm. Repair to the plane will cost you tickets. Unused tickets can only be cashed in for points after all 15 items in the game have been found.

Function Selection Mode

When you're in a map screen with a flashing red or blue box around one of the icons, you are in the Function Selection Mode. In most instances, you can get to the mode by pressing <esc>. The number of times you need to press <esc> depends on what point you're at in the game. The following key definitions are active when you are in Function Selection Mode:

<F1>	Help
<F2>	Display scores of both players
<F3>	Plane animation on/off
<F4>	Set mouse sensitivity (slow to fast)
<F5>	Turns music effects on/off
<F6>	Toggles 16/256-color mode (VGA/MCGA only)
<F7>	Selects the "eye" icon in Intermediate or Advanced mode.
<enter> or	Select option
<space>	

<esc>	Exit program
<H>	Help
<C>	Show "cites" key
<M>	Mouse Pointer
<K>	Key (map legend)
<F>	Find (search for item)
<Z>	Zoom In/Out
<S>	Music On/Off
<L>	List of items
<J>, <A>, <P>, <T> and <G>	These keys allow for travel; they stand for Jet, Airplane, Plane, Travel, and Go, respectively.
	Boss Key: if you're playing this game at work and your boss walks by, press this key. The screen will look like a typical MS-DOS* screen. Press <esc> to get back to the game.

With the arrow icon selected, the following keys will move the arrow as indicated:

<up>	Up
<down>	Down
<left>	Left
<right>	Right
<Shift up> or <pgup>	Slow up
<Shift down> or <pgdn>	Slow down
<Shift left> or <home>	Slow left
<Shift right> or <end>	Slow right
<ctrl pgup>	Fast up
<ctrl pgdn>	Fast down
<ctrl home>	Fast left
<ctrl end>	Fast right

Bush Buck and Microsoft Windows™ 3.0

Bush Buck is not a Windows program but will function properly in the Windows graphic environment as an MS-DOS application. Install Bush Buck according to the instructions at the beginning of this instruction sheet; it will then operate under MS-DOS or as an MS-DOS application under the Windows Program Manager. See your Windows 3.0 manual for Windows installation instructions. All PC Globe, Inc. programs will run correctly using the standard MS-DOS PIF file which is included in Windows 3.0.

A customized "Bush Buck" icon for use with the Windows graphic environment is included in the Bush Buck directory as the file BUSHBUCK.ICON. Assuming that Bush Buck is already installed to operate under the Program Manager, the standard DOS icon may be replaced with the customized icon.

Copy the BUSHBUCK.ICON file to your Windows directory, start Windows and select "Bush Buck" in the Program Manager. Then select "File" from the Program Manager Menu Bar. On the dropdown File menu, select "Properties." In the Properties Dialog Box, select "Change Icon." An edit box will appear containing PROGRAM.EXE as the "File Name." Change this file name to BUSHBUCK.ICON and select "View Next." The "Bush Buck" icon should appear. Click on the OK button and the customized icon will be installed in the Program Manager.

If you have more than one PC Globe, Inc. program, you might want to create a PC Globe program group in which to install all of your PC Globe programs with their customized icons. See your Windows manual for instructions on how to create a customized group.

Problems Running Bush Buck

If you try to start the Bush Buck program and the screen goes blank, but pressing the `<esc>` key returns you to MS-DOS, you probably need to specify a graphics card option when you execute the program. If you don't know what kind of graphics card your computer has, check the documentation that came with the computer, or call the store where you purchased it. If you have a computer with a CGA card, for example, you would start the program by typing `BUSHBUCK/CGA <enter>`.

If your computer "locks up" when you run Bush Buck, it may be that your computer isn't compatible with the graphics card. Try using `BUSHBUCK/NOSYNCH <enter>`. If that doesn't work, try another video mode and/or the `/NS` command line option. Finally, if all else fails, try the `/LOWMEM` command line option.

If starting the program results in the message "Insufficient memory...", run the program in memory conservation mode by typing `BUSHBUCK/LOWMEM <enter>`.

If you still experience problems when you run Bush Buck, make sure there are no other programs (such as memory resident utilities) currently in memory.

Bush Buck Command Line Options

Note: Normal usage does not require using these commands. You should only need to type **BUSHBUCK <enter>** at the system prompt to run the program. Only use the following options if they are necessary for running Bush Buck on your particular computer system.

When you run Bush Buck, the following parameters can be added to the game's program command.

/PS1	uses IBM PS1 sound card
/HERC	Hercules graphics mode
/VGA	sets 320x200, 256-color display mode
/MCGA	sets 320x200, 256-color display mode
/EGA	sets 320x200, 16-color display mode
/CGA	sets 320x200, 4-color display mode
/TANDY	sets Tandy graphics display mode
/NS	turns off music but leaves in sound prompts
/NM	turns off music
/NOSYNCH	turns off SYNCH with graphic cards
/LOWMEM	turns off sound and animation to conserve memory
/ES	when not in Windows use this for enhanced sound

Example: To run Bush Buck in EGA graphics mode with no sound, you would type (at the system prompt):

BUSHBUCK/EGA/NS <enter>.

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