



VERSION 1.0 (September 19, 1997)

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1. DESCRIPTION

There exists a nether region, between the matter and anti-matter universes, known as the Void. This Void protects both universes from colliding together and wiping everything out of existence. The constant shifting of the Void produces balls of energy called Boogas. If too many Boogas collect in a sector, they can create a rift in the Void and collapse it. The Council has selected you as the special agent to clean up the Boogas in the Void, you are to become the "boogalooper".

2. HOW TO PLAY

boogaloopers is an arcade game that requires quick thinking and a steady hand. Using the mouse, you loop Boogas to clear each sector. You need to react quickly but not out of control...your tail breaks when the mouse is moved too fast. To be a good boogalooper, you need to strike a balance between speed and finesse.

Since you cannot touch anything in the Void without being damaged, your ship is equipped with an energy tail that trails behind your ship. By circling around things, you create a spatial well that destroys anything in the encircled area. You use this looping technique to get rid of the Boogas. You can also use this looping to destroy anything else in the sector. Which brings us to another point...you are not alone.

If looping Boogas was all that it took to do the job, a person of your incredible talent would not be wasted on such mundane work. Unfortunately, the Void houses many strange things that can and will try to stop you from looping the Boogas.

If you collide with any enemies or floating debris, your ship's armor will be damaged. Once all of your armor is gone, your ship will be destroyed and the game is over.

Your ship is capable of launching Smart Bombs. When detonated, they will create a spatial well surrounding your ship and will destroy everything in its radius. Unfortunately, each use of a Smart Bomb will damage your ship and decrease your armor by 3. You cannot launch a Smart Bomb if your ship has 3 or less armor remaining.

Every 10 sectors, you will encounter a Booga Vortex, a nefarious 3-armed creation made by the Spaztix. Boogas in this sector are protected within a web of Arcs. The Arcs shoot semi-phasic energy between themselves that will cut your tail if you pass through them making the Arcs and Boogas indestructible. Fortunately for you, the Vortex has a flaw, its containment of the Boogas is unstable. To keep the Boogas in the center of the Vortex, the Spaztix put a control key in a robot Zigger Rat ship. If the control key is destroyed, the Boogas will be thrown out of the Vortex temporarily, and you will be able to get rid of them. The Vortex will create a new key automatically when one is destroyed. Due to the nature of the Vortex, your smart bombs will not work.

For additional info on playing boogaloopers, click the info button on the title screen of the game.

3. CONTROLS

Your ship is controlled by moving the **mouse**. No mouse clicks are used. Smart bombs are triggered by pressing the **Space Bar**. You can pause the game by hitting the **Caps Lock** key. Hitting **Esc** will terminate the current game in progress. The sound can be toggled on/off by pressing the **S** key.

4. REQUIREMENTS

CPU: Pentium 90 or better

RAM: 8MB

Hard Disk: 3MB

Video: 640x480 @ 256 Color

System: Windows95

Other: DirectX 3.0 or later

5. PAYMENT INSTRUCTIONS

boogaloopers costs US\$10. There are two ways to register:

If you have access to the **World Wide Web** and a credit card, you can register via our web site at <http://www.smgames.com/>. The online ordering server is **secure**. We will e-mail you an unlock code within 48 hours of payment.

We also accept **cash**, **check** and **money order** payments via US mail. Just print the included "Order Form" and mail it to the address on the form. Please see the instructions on the order form for more detailed ordering information.

When you receive the unlock code, enter it and your name into the registration screen **EXACTLY** as given. The unlock code will remove the registration screen and eliminate the 10 minute play limit.

Do not throw away your registration code! You will need it in case you reinstall the game or delete the preferences file.

6. HIGH SCORE CONTEST

If you are a registered user, send in your high scores for a chance at winning free games! You can enter as many times as you like, but only the highest score for each registered copy of the game will be entered. The contest ends at midnight December 15, 1997. Check out our web site for more details.

How To Enter

1. When you beat the highest score on your copy of boogaloopers, a file will be created called "High Score Contest.txt".
2. Open this file by double-clicking on it and copy the contents.
3. Go to the High Score Contest page on our web site.
4. Fill out the contest entry form, pasting the contents of the "High Score Contest.txt" file into the "High Score Code" section.
5. Hit the Submit button.

7. HINTS AND TIPS

The number one most important tip is to **CLEAN YOUR MOUSE!** boogaloopers requires precise mouse control. A dirty mouse will wreck havoc with your movement.

Try changing your mouse speed (Start>>Settings>>Control Panel>>Mouse>>Motion>>Pointer Speed). If it is set to a slower speed, you can get more control at the expense of possibly larger loops.

Moving the mouse too quickly will break your tail. Between sectors, practice making loops to get used to the speed you can use and the size of loops you can make. Practice.

Try to loop 4 or more things as much as possible. You will gain more bonuses that way. Just be careful not to include the last Booga or the sector will clear without giving you a bonus.

Leaving one Booga in a sector and waiting for bonuses is a gambling situation as half of the bonuses will be useless at this point. Sometimes it is better to clear out the sector quickly and get the points for the time bonus.

Use your smart bombs wisely. Indiscriminate usage will quickly deplete your armor. Plan your smart bomb attacks to loop high numbers of things at once. A well timed smart bomb can garner you enough points to regain your 3 armor.

Take out Gates and Pulse Splitters quickly. These will produce more things for you to contend with and make looping things difficult.

If you like to wait for the grand conjunction (when the movement of many things coalesce into a small easy-to-loop group), you may wish to clear all the shooters (Darters and Seekers) first so you can sit and wait safely.

Every 10th sector, you will face the Booga Vortex. Get out of the middle of the screen when you see/hear the Vortex warning or you will be in a world of hurt.

Defeating the Booga Vortex requires a finer precision on control than the regular sector. Your effective area of movement is cut in half and requires you to make precise loops around quick moving objects. Once you can master your control, the Vortex should be fairly easy.

8. TROUBLESHOOTING

"When I run boogaloopers, I get a message that DirectDraw.DLL (or some other DirectX item) is not present."

boogaloopers requires the Microsoft DirectX drivers. There is a link on our web page to the latest version of these drivers. You must download and install the drivers before boogaloopers will work. If you think the drivers are installed already, then there is a problem with the drivers and you need to reinstall them.

"When I run boogaloopers, I get trash (leftover graphics) on my screen when I move my mouse around. By the way I have mouse trails enabled."

boogaloopers uses a high speed screen refreshing system. Some mouse drivers, when mouse trails are enabled, will try to save the background so that they can clean up after themselves when they move. This causes them to put down possibly old graphics where the mouse was. To remedy this situation, turn mouse trails off.

"When I play boogaloopers, my tail is constantly snapping."

boogaloopers will snap your tail if the mouse is moved too fast. You can remedy this by: 1) Slowing down your hand, 2) Checking/changing the mouse speed in the control panel (setting it to a slower speed), 3) Making sure that if your mouse driver has mouse acceleration, that it is turned off.

If you have a problem with boogaloopers that is not covered here, please contact our Tech Support at support@smgames.com.

9. DISTRIBUTION INFO

For-Profit Distribution

Unless explicitly stated in writing, Stick Man Games, Inc. does not grant permission to distribute this software in any form, including but not limited to: electronic information services, bulletin boards, and optical/magnetic mediums.

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10. DISCLAIMER

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11. HOW TO CONTACT US

WWW: <http://www.smgames.com/>

Tech Support: support@smgames.com

General Questions or Comments: info@smgames.com

Fax: 808/951-0846

US Mail:

Stick Man Games, Inc.

2758 S. King St., Suite 202

Honolulu, HI 96826

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