

BUSHBUCK QUICK AMIGA REFERENCE CARD

STARTING BUSHBUCK

Please insert the BUSHBUCK disk in your drive, then start up your computer. You will then type your name, indicate the level of play, type the name of the other player (if any), and, if there is no other player, indicate if you would like an electronic opponent. Finally, the game will prompt you to identify the location of a city named at the top of the screen. Look at your map, then type the letter on the screen that is closest to the location of that city. The map indicates all possible travel routes, and will be of great help as you plan your travels during the course of the game.

At the beginning of each game, five items and the name of the city to which they must be returned are displayed. After you have reviewed the list of items, press any key to continue. A map will appear on the screen. Your score and the number of tickets you possess are displayed in the lower left-hand and lower right-hand corners of the screen, respectively.

TRAVELLING TO ANOTHER CITY

Select the Plane icon. Press the arrow keys or move the mouse to highlight the direction you wish to travel. To select that direction, press <enter> or the left mouse button. Your plane will then travel to the next city.

SEARCHING FOR AN ITEM

Beginner Level: Item is automatically found and loaded onto your plane when you land in a city that contains an item.

Intermediate Level: Eye icon will light up when you land in a city that contains an item; select the Eye icon to find the item.

Advanced Level: Eye icon does not light up; select the icon when you wish to search the current city. If there is an item in the current city, it will be found when you select the Eye icon.

WINNING THE GAME

A total of 15 items can be found in each game. The player with the most points at the end of the game wins.

See the inside of this card for explanations of icons, point values and Function Selection Mode keys.

BUSHBUCK ICONS



Plane Icon: Allows you to travel to another city.



List Icon: Displays items to be found. Can also display clues.



Thermometer Icon: (Beginner level only) Indicates whether you are getting closer to (warmer) or farther from (colder) an item.



Eye Icon: (Intermediate and Advanced Level) Choose this if you believe an item is located in the current city. Choosing the Eye icon costs you one ticket.



Question Mark Icon: Displays a key that explains the function of each icon.



Cities Icon: Turns city symbols on or off.



Arrow Icon: Allows you to point to and identify any city.



Key Icon: Indicates the meaning of the symbols used on the map.



Musical Note Icon: Turns music on or off.



Magnifying Glass Icon: Allows you to switch between a view of a region and a view of the entire world.



Exit Icon: Allows you to end the game.

POINT VALUES

The following table shows the point values for clues, items, unused tickets, and the maximum possible points for returning items, for all levels of play.

	<i>Beginning</i>	<i>Intermediate</i>	<i>Advanced</i>
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

KEYS USED IN FUNCTION SELECTION MODE

You are in Function Selection Mode whenever you can select an icon. The following key definitions are active in Function Selection Mode.

- <F1> Help
- <F2> Displays scores of both players
- <F3> Turns plane animation on/off
- <F4> Sets mouse sensitivity (slow to fast)
- <F5> Turns music, sound effects on/off

The following letter keys can also be used in Function Selection Mode.

- <H> Help
- <C> Shows city symbols key
- <M> Allows you to identify cities
- <K> Displays Key (map legend)
- <F> Find (search for item in Intermediate and Advanced level)
- <Z> Zoom (in and out)
- <S> Turns music on/off
- <L> Displays list of items
- <T> Allows you to travel to another city

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