BOGRATS

The Puzzling Misadventure

INSTRUCTION MANUAL

THE PLOT

It isn't easy being a parent, as any
Bograt will tell you, especially when
your two delightful offspring have
decided to go off on an adventure
when you thought they were safely
tucked up in bed.
Having taken their bedtime story too
much to heart, your children have
decided to visit that terrible place, *The
Mystical Castle of Bog*, in order to
find the magical eggs that have so
evaded everybody else.

As a dutiful parent it is your task to
guide the troublesome pair through the
castle as well as collecting all the eggs.
There are 60 levels full of potential
disasters just waiting to happen,
not to mention hundreds of
ingeniously wicked puzzles.

PLAYING FROM FLOPPY

Switch on your computer
and your monitor.
At the disk prompt insert the
Bograts 1 disk.
Please ensure the ***Bograts 2*** disk
is <u>not</u> write protected.

INSTALLING ON HARD DRIVE

Insert the ***Bograts 1*** disk into your
floppy drive then double click on
the disk icon to reveal its contents.
Create a new drawer on your hard
drive and drag the ***Bograts*** game
icon and the *-V-* icon into your
new drawer. Repeat with the
Bograts 2 disk adding its contents
to your new drawer.
Remove all floppy disks and simply
double click on the
Bograts game icon to play.

PLAYING THE GAME

After the credit sequence, which can
be speeded up by holding down the
fire button on your joystick, you will
be faced with the choice screen
allowing you to choose whether
or not you wish to see the
story animation.

After the animation has finished,
or if you decided not to watch it,
you will be faced with the first level of
Bograts. If you have already played
Bograts and previously *'Saved'* your
position then you can go straight
to the section entitled
'Loading Your Position`.

Bograts is mainly controlled
by the joystick although some functions
are accessed via the keyboard.
All game play functions are described
in detail on the following pages.

THE OBJECTIVE

As the Parent *Bograt*,
the already cumbersome task of
guiding your two babies safely
through all 60 levels is made even
more difficult by their habit of
continuously walking despite even the
most obvious dangers.
You exercise no direct control over the
movements of your offspring but by
manipulating their surroundings
it is possible to provide safe
passage through each level.

You will only be allowed
to progress onto the next level when
both baby *Bograts* have safely
negotiated their way through the level
exit and you have collected all the
eggs in that level. Both the Parent and
Baby *Bograts* can collect eggs.

PARENT BOGRAT CONTROL

The movements of the Parent *Bograt*
are completely controlled by joystick.
Push the joystick left or right and you
will walk in the appropriate direction.
Push the joystick up and
you will jump. You can jump right and
left by pushing your
joystick up and inclining it
diagonally at the same time.

SPRINGS

By jumping on the coiled springs you
will be able to jump higher.
This will enable you to reach
platforms that would otherwise be
too high. By running against a blue
pressure spring you will be catapulted
forwards at great speed. This can also
help destroy walls in some levels.

LEVERS

Position the Parent *Bograt* in front of the lever you wish to operate then press the fire button on your joystick. Levers can open and close doors, open and close ladders, operate lifts and change the direction of conveyor belts.

MAP MODE

To view an entire level, position the Parent *Bograt* in front of a `Map Sign'` then press the fire button on your joystick. The words `Map Mode'` will appear in the `Text Window'` at the top of the screen. Whilst you are in this mode the Parent *Bograt* will remain completely still while you use you joystick to scroll around the level you are currently playing. Press the fire button on your joystick once more to return to normal game play.

MOVEABLE BLOCKS

The Parent *Bograt* has the ability to push the red, moveable blocks around the levels. They are helpful for quenching flames and filling holes. The blocks also obey the laws of gravity and can be pushed off platforms, although make sure your babies are not in the vicinity as they may end up squashed.

EXPLODABLE BLOCKS

The Parent *Bograt* can destroy the blue, explodable blocks by dropping bombs, thus providing safe routes through otherwise inaccessible areas.

COLLECTING BOMBS

The bombs are automatically picked up by the Parent *Bograt* and the quantity you are carrying appears at the top of the screen.

DROPPING BOMBS

To drop a bomb, pull the joystick towards you and press the fire button. The bomb will take 5 seconds to explode, giving you time to get out of the way. Both the Parent and Baby *Bograts* can be harmed by the explosion. In some of the levels you will notice that some explodable blocks are impossible to reach, in these cases you will need to slide a bomb. Do this by pulling the joystick towards you and at the same time inclining to the left or right, just before you press the fire button.

TELEPORTING

You can teleport into areas that look completely inaccessible by moving into *invisible teleporter zones*. To return to your original position simply walk into the *teleporter*.

BONUS OBJECTS

There are 2 types of bonus object that you can pick up, the effects are instant but only last for a limited period of time.

HIGH JUMP PILLS

High Jump Pills allow you to achieve much greater heights than normal thus giving you the ability to reach platforms that would otherwise be inaccessible.

INVINCIBLE PILLS

Invincible pills allow you to be invulnerable to the many hazards found within the levels.

THE BABY BOGRATS

Although oblivious to danger, the Baby *Bograts* do possess talents in other areas, these are as follows...

THE BLUE BABY BOGRAT

The Baby *Bograt* with the *blue* helmet has an aggressive streak. This comes in very useful when he meets *Fungus Creatures*. He automatically produces a blood curdling roar which comes as such a shock to the *Fungus* that they just give up and die.

THE RED BABY BOGRAT

The Baby *Bograt* with the *red* helmet will pick up all the *keys* he comes accross. Once in possession of these keys he will automatically open any door he comes into contact with that the keys fit. *Fungus Creatures* can be very harmful to the Baby *Bograt* with the *red* helmet.

Each time a Baby *Bograt* is hurt, he is automatically transported back to the closest starting position.

COLLECTING HEARTS

Hearts are the stuff of life so it is a good idea to pick up as many as possible. You will find hearts in all the levels although the Parent *Bograt* has the sole responsibility of collecting them. You are also awarded hearts for completing certain bonus tasks, including the safe exit of your Baby *Bograts* from each level. The amount of hearts you are carrying appears at the top of the screen. It is very important to keep an eye on the amount you have as each time you or your Baby *Bograts* are hurt you will lose some. When all your hearts have gone, you die and the game is over. You also need hearts to save your game, see the section entitled `*Saving your Game.*'

RESTART A LEVEL

If you make a mistake in a level you
will more than likely have to *load* in
one of your previously *saved positions*.
If you didn't *save* wisely then
restarting *Bograts* from the begining
is your only alternative.

SAVING YOUR POSITION

Press the space bar on your keyboard.
The `S'` icon will be highlighted
and the words `Save position'`
will appear in the text window.
Pressing the fire button will give
you a choice of 5 save positions from
F1 to *F5*, simply press the desired
key on your keyboard *(you must have
at least 20 hearts to be able to save
your position)*. If you change your
mind before selecting an `F'` key
simply press the escape key to
return to normal game play.

LOADING YOUR POSITION

Press the space bar and move your joystick so the `L' icon is highlighted. The words *`Load Position'* will appear in the text window. After pressing the fire button you will be able to select from the *F1* to *F5* keys on your keyboard. Once again if you change your mind before selecting an `F' key simply press the *escape* key.

RESTARTING THE GAME

Press the space bar on your keyboard then move your joystick so the `R' icon is highlighted. Press the fire button to *'restart' Bograts* at level 1.

MORE CONTROL

The *F6* and *F7* keys on your keyboard control *sound effects* and *music*. Press once to turn them off and once more to turn them back on.

13

SPLIT SCREEN MODE

By pressing the *F8* key on your keyboard you can **split** the screen so you can see your actions and the Blue Baby *Bograt* at the same time. Or by pressing the *F9* key you will see the Red Baby *Bograt*. The *F10* key returns you to single mode.

TROUBLESHOOTING

When I try to save the game it crashes back to workbench.
Ensure *'Disk 2'* is not write protected.

The game crashes or refuses to save for no apparent reason.
Remove all extra floppy disk drives, CD Rom drives and other external devices.

BOGRATS

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