Scruffy][

by Brian Barnes

The Story So Far ...

In Scruffy vs. The Invaders from Mars, Scruffy rescued his helpless and nameless girlfriend from the evil clutches of King Martian and his mismatched and somewhat confused horde of henchmen. We still don't know why King Martian dognapped Scruffy's woman, but three theories have arisen:

1. Boredom
2. A childhood psychosis, blocking the active mind from realizing the full potential of being nice to dogs (re Dianetics, chapter 8, "You and that Crazy Dog.")
3. An even more mysterious villain behind King Martian

In a crass attempt to soak more mileage out of the dognap theme, Scruffy][opens with Scruffy's significant other being swiped (wouldn't he watch her more closely this time?) and

whisked away to Mars City by King Martian, who is being lead by the (ooooh!) mysterious villain. Scruffy's mission is to bite and claw his way through 30 levels of Mars City, encountering many small enemies and 6 bosses along the way. On level 30, he meets (and hopefully beats) the mysterious villain.

But Why?

You ask to many questions.

**At least tell me how to play!**

Sure, but I know you're only reading this after playing and getting stuck. Levels 4, 8, 12, 16, 20, and 24 contain bosses. Level 30 contains the mysterious villain. You win a level (and progress to the next) by either collecting all the glowing red bones (I know, but the red makes them easy to see,) or defeating the boss. Between levels 8 & 9, 16 & 17, and 24 & 25 you get to play a bonus round where you can earn extra Scruffys.

The new and improved Scruffy.

Scruffy has two modes of attack -- bombs and barking. Scruffy can drop up 10 bombs at a time, from an unlimited supply. Each bomb will either be run into by a

monster, or disappear after a certain time limit. Barks will travel in one direction, destroying all monsters it touches. You can drop a bomb at anytime. Barks are limited, and you can only bark when running. You get an extra bark for every bone you collect.

Scruffy can, of course, run and jump. Here are the keys to do so.
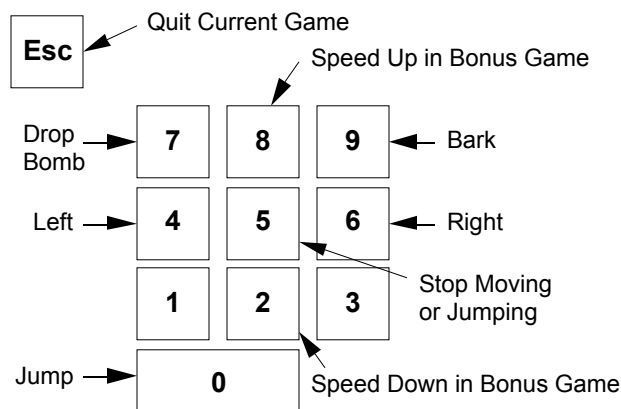
You can change any one of these keys by picking "Change Keys" from the Options menu. In the keys dialog, you can also change the "keypress method." Default is one-press, which means you press the "4" key and Scruffy keeps running till you press the 5 key. This is the default mode. The other mode is more "Ninentendo-controller" like, press-and-hold. You press the "4" key and hold it down to run. Releasing the key stops you from running.

The "5" key is the stop key. It's useful to stop your movement without having to turn around and go the other way, or to stop you from jumping off a trampoline. Learning to jump over trampolines if you don't want to take them makes getting around much easier.

You can jump in place (wheeeee!) This is useful for standing under cats and jumping up to lay down bombs for them to hit (you'll know what this means when you see your first cat.)

Stuff you might encounter.

That is, if you actually stop playing Marathon long enough to play Scruffy. In each level you will run into the objects listed below. <u>None</u> of which are in Marathon. No Scruffy. That's right. I don't care how many aliens you kill in a cascading spray of yellow bile. No Scruffy. What are you going to play now? Marathon? Oh, okay.

 Scruffy

The Dog. You. That's right. Live with it. Be sure to follow video game rule #1 (don't touch bad stuff) and video game rule #2 (touch good stuff.)

Whats-Her-Name

This is Scruffy's perky and dognap-prone girlfriend. I'm surely going to get hate mail for not naming her (or maybe suggestions? First person to suggest "Scruffette" gets slapped.)

Bombs

You drop these by pressing the bomb key ('7' by default.) You can have up to 10 dropped at one time. They will disappear after blowing up a monster or a set time limit (so you can drop more if you place some in a no-monster-traffic area.)

Bark

You fire these by running in the direction you want the bark to fly, and hitting the bark key ('9' by default.) Barks will travel along the length of the screen, destroying all monsters (or pieces of monsters,) it touches.

Bones

You collect all these to win a level. Every bones you collect also gives you one more bark.

Hot Dogs

These give you some life back.

1-Ups

These give you an extra scruffy.

Ground

The grass, the girders, the bridges, and the like are all fine to walk on. Walking is a must in this game -- it gets you from one place to another. This shows you just how valuable that walking skill is. I know most games don't utilize that "moving about" stuff, but I try to be ground-breaking.

Spikes

This is not fine to walk on, or hit your head on (or do the hokey-pokey on.) Though, if you really want to do the hokey-pokey, maybe spikes *are* a good place for you.

Trampoline

Walking or jumping onto this springs you up into the air. Press any movement, or stop key, to jump off the trampoline. If you want to run by a trampoline, jump over it or double-tap the movement key.

Bounce Pad

Exactly like a trampoline, only it bounces you much higher.

Teleporter

Step on this and Scruffy will be teleported to another teleporter. There is a set number of teleporters on each level, and a set pattern to which they teleport you around. It's important to learn how this works because on some levels (like the first, for instance) you must use the teleporters to find some bones, and henceforth, to win.

And these monsters ...

Martians

Martians will follow Scruffy around, and are generally real annoying. You can blow them up, but they will reappear in the spot where they disappeared after a few seconds. They are

the only monster that does this. All other monsters disappear for good (yes!) when destroyed.

Toasters

It's best to destroy these from a distance, because they fire a steady stream of toast. The toast can also be destroyed, but it's best to just destroy the toaster!

Phones

They walk, then they stop, and then they throw their receivers at you. And the call's not even for you! Best to take out with a bark.

Skeletons

These rotten corpses (eeeeeww) hide under the ground, then pop up suddenly. You have a couple of seconds to get out of the way when you see the ground start to part. Skeletons are almost impossible to bark at, because they move so quickly. But they always appear in the same place, so a bomb over their little worm-ridden heads does away with them nicely.

Spiders

Spiders are usually found inching upside down along a section of girder. They move back and forth and then quickly spin down on a web line. Easier to deal with then skeletons, because you can always see them. Also easier to bark at, but bombs are much more useful.

Balloon Snakes

These multi-segmented snakes move slowly, but are long and take a lot of bombs or barks to kill. Hitting a balloon snake destroys is back segment first, and works up to the head.

Ninja Bunnies

Cute, aren't they? These creatures are usually just a nuniscence, due to the fact that they just jump around and don't openly attack you. Coupled with other monsters, though, and they can quickly become tedious.

Snappers

Bear traps that, luckily, don't move. Usually found in the most obnoxious of places. You can't kill them.

Tennis Ball Machines

That's right -- at least it's not a baseball machine. Each machine fires off 5 tennis balls. Does minor damage, and usually placed in a location where only a bark can take it out.

Cats

Did you know the first movie I ever saw was "The Cat from Outerspace?" Ya know, those guys at Disney are geniuses. The cats in Scruffy][take 10 hits to kill, so it's unlikely, unless you're holding a grudge or playing for points, that you'll kill one. You do need to hit them if they are carrying a bone, because they have to drop it before you can get it. The best thing to do is stand under one, and when he flies up, jump up with him and leave some bombs. If you're lucky, a well-placed bark that is traveling in the same direction of the cat can hit him 10 times in a row!

The Read-Out

There are four things at the top of the game screen. The life-line, current score, dogs (lives,) and barks. The life line shrinks for every hit, and grows whenever you pick up a hot dog. As it shrinks, it changes color. Red means you've about had it.

Score is the current score (duh,) Dogs is the current number of lives in reserves (double duh,) and barks is the number of barks you have (super duh!!) I'm obnoxious, aren't I?

Bosses?

You are your own boss! You are your own master! You must meet your des ... oh ... you mean in the game? Right. I knew that. Most levels you win by collecting all the bones, but boss levels are won by defeating the boss monster. When

fighting a boss monster, under the score, in the upper left-hand corner, will be a row of yellow balls. This is the bosses life-line. When all the yellow balls disappear, one of two things will happen:

1. The boss will croak.
2. The line will fill up again, and the boss will change his attack.

The last two bosses have multiple rounds of attacks, hence the life-line fill up. Sorry. And, while some bosses can be hurt by your bombs, some have to be hurt other ways. You have to figure out what kills each one by experimenting. Watch the life line, or listen for sounds to tell if you're hurting them.

Level	Boss
4	Executioner
8	Bawks and his friend, the Giant Chicken
12	The Space Gunner
16	Kangaroo
20	Three Dragons
24	King Martian
30	Mysterious Villain

Bonus Game

Scruffy jumps in a car in the bonus game and takes a leisurely (or out-of-control drag race) down the mean streets (actually, pretty green and placid streets) of Mars City. Along the way he will encounter Martian traffic full of Martian Sunday drivers. A panel in the lower right-hand corner tells how much time is left in the bonus round (the bar), how many miles Scruffy has traveled, and his speed.

Scruffy can speed up ('8' key default) or slow down ('2' key default), and move left and right ('4' and '6'.) If he gets hit by another car, he skids out and his speed goes to zero, making him lose some time. Every fifty miles completed gets you an extra Scruffy (a billboard goes by proclaiming this, and the mile meter is reset to zero.) A good player can get 2 extra lives. A speed demon with split second reflexes (or some space god) could probably get 3.

Warps

There are four warps in the game, which will quickly move you ahead a couple of levels. Where are they? How do you activate them? What do they look like? What happens? Are you still reading this? Why are you still reading this? Still hanging on? I can keep this up all day, you know. One warp takes you to Wolfenstien 3D. No kidding. Why is the pentium not called the 586? Because when they made the first chip, they added 100 to 486 and the PC keep returning "585.9999." Aren't you glad you hung on?

Passwords

Levels 5, 9, 13, 17, 21, and 25 have passwords. When

you play up to that level, a box will appear giving you the four digit password. Write it down (along with the level number.) If you want to start playing at that level, pick "Password" (Cmd-P) instead of "New Game" off the Game menu. Use the arrows to input the password, then click "Play."

If you've entered an incorrect password, the game will tell you so and let you try again. The password remains set, even after you close the dialog. So, if you die, you can pick "Password" again and just click play (until you quit, that is.) If you are playing and someone else wants to play, but don't want them to see the password (I design games with mean people in mind,) go to the Password dialog and click "Clear and Exit" to reset the password to all zeros.

There are also some secret passwords. Can you figure them out? Can you figure out the probability? 10x10x10x10=10,000 different passwords. Math is nifty! I have a minor in math and philosophy. Math teaches us the world is ordered, and philosophy tries to disprove that. Do you know which one I trust?

Main Screen

Other then what was explained above, you can also turn the sound and/or music on & off, and affect their seperate volumes (Option menu, Sound and Music.)

You can choose to use the backgrounds, or have the screen white (easier to notice things, but not as pretty.) Scruffy's music sounds a <u>whole</u> lot better with a good pair of earphones or some speakers with a lot of bass ("nodoby likes the bass player ...")

You can pick three different skill levels (Skill menu.) Easy starts you off each level with 5 barks. Medium, the default level, starts off with no barks. Hard gives you no barks and a shorter life-line.

Insider Industry Information!!

The government would have you believe that the Internet is a loose collection of computer networks -- but the truth is even more hideous! Actually, the Internet is a giant computer, constructed back in 1965 under a Kansas wheat field by the Pentagon. The computer itself is 2 miles long and contains over six billion tubes, mostly stolen from vintage Marshall amps. Back in 1960, the computer's artificial intelligence splintered into three distinct personallities. One stayed behind, and became the omniscence Internet. The other two built themselves cybernetic bodies and joined the world as Bill Gates and Intel CEO Andy Grove. They put together the "Wintel" standard which, they hope, will eventually merge back with the Internet and take over the world.

The Internet knows it's only road block is the Apple-Motorola PPC standard. They have the upper hand because Windows-Intel makes the overly cute "Wintel," while all you can get out of Apple-Motorola is "Mopple."

It's true ... every bit of it, except for the stuff I made up.

I'll know I arrived when ...

Somebody makes and posts a) maps, b) cheats, c) passwords, d) a Scruffy][maze editor.

Scruffy FAQ (Frequently Asked Questions)

Q. Why is Scruffy][sometimes two "i"s, and then the old Apple][bit, two brackets?
A: I'm fickle, and I only thought of the Apple][idea after I had put II everywhere.

Q: Who's Nasir?
A: Somebody I thought was dead till I saw "Secret of Mana."

Q: Is this FAQ going to have any real questions, or useful answers?
A: Don't bet the farm (or the goat, or the chicken) on it.

Q: In "Scruffy vs. The Invaders from Mars," wasn't Scruffy actually the invader, because all the action took place on Mars City?
A: I'm not going to answer people that talk to me in that tone of voice. NEXT!

Q: Don't you think you're gonna get in some kind of trouble for that "Internet" piece?
A:I hope not, because it's just a JOKE! But I better apologize now. I'm sorry!

If enough people play this, and write that it's hard or they can't figure this or that out, I might publish a guide. If the game gets big, somebody will surely beat me to it.

What is Scruffy written in?

In interpted COBOL. Some speed specific routines were written in LISP. (This joke is *really* funny to me.) No, it's all written in assembly, and actually, it was finished in 1993! I sat on it for a while. I don't know why. I do that to most of the stuff I make.

The music was made with a PPC only program called "Cheap Synth" which I wrote. Will I release it? Maybe.

Those Who Labored

The valuable testers are: Dave "System 6.08 was fine" Stycos, Sean Carton, Dave "Big Pants" Rouleau, and Monica Barnes, who caught me spelling "villain" wrong on the Martian letter drawing.

Money!

You like it? You play it? Want me to make more stuff? (I'm working on PowerPC 16-bit stuff now.) Send me $10! Why $10? Because I believe shareware should be cheap, period.

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