



VERSION 1.2 (21 April 1998)

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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 will create a rift in the Void and collapse it. You have been chosen to become the "boogalooper", a cross between protector of the universe and a cosmic janitor. Your mission is to eliminate the destructive Boogas. It won't be easy, because the dastardly Spaztix and the crazy Rat Bassards are standing in your way!

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 or later, Windows NT 4.0 or later

Other: DirectX 3.0 or later

5. PAYMENT INSTRUCTIONS

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

1. You can purchase it over the internet from our website at <<http://www.smgames.com/>>. The server is **secure** and will allow you to generate an order form that you may submit **online**, via **mail**, or **fax**. We highly recommend that you use this method as it is easier to fill out, and it will encrypt your credit card information.

2. You can fill out the included "Order Form" and **mail** or **fax** it to us. Please see the instructions on the order form for more detailed ordering information.

When you receive the unlock code from us, 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. 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.

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 require you to make precise loops around quick moving objects. Once you can master your control, the Vortex should be fairly easy.

7. TROUBLESHOOTING

"I'm using Windows NT 3.51 and boogaloopers won't work."

Boogaloopers requires DirectX 3.0 or later. Windows NT 3.51 used a variation of DirectX 2.0 and therefore doesn't have DirectX fully implemented.

"I'm using Windows NT 4.0 and boogaloopers doesn't work."

Double check your DirectX version to start with. Boogaloopers has been tested and has worked under Windows NT 4.0 on most systems. Boogaloopers seemed the most stable with varied hardware combinations under Windows NT 4.0 Service Pack 3.

"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 you 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.

8. DISTRIBUTION INFO

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9. **DISCLAIMER**

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10. **HOW TO CONTACT US**

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