

For the Atari 2600™

Lady Bug

A R C A D E



CHAMP GAMES

Atari Games

ABOUT LADYBUG ARCADE

Lady Bug Arcade is a follow up to Champ Games' Lady Bug, released for the Atari 2600 back in 2006. During those fifteen years, new technology has been developed that allows even more complicated and arcade-accurate games to be created. We decided it was time to revisit an old friend and give her the face lift she deserves, and thus was born "Lady Bug Arcade". We hope you enjoy the results!

THE STORY

It's dinnertime and Lady Bug is ready to eat! Navigate through the garden, nibbling on the rows of delicious flowers while collecting the various bonus prizes. Be careful though, as there are many dangerous enemies that would just love to make Lady Bug their dinner! Block their attack by swinging the gates closed and be sure to avoid the deadly poison. Collect enough prizes to earn the help of other ladybugs and a special invite to the Veggie Bounty Harvest!

GOOD LUCK!

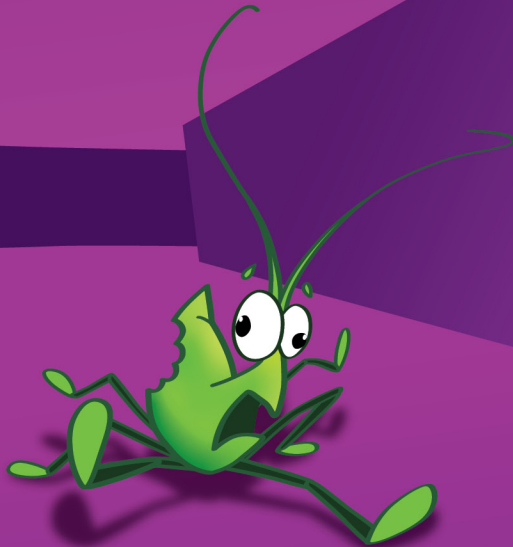
CONTROLLERS

Lady Bug Arcade is a one or two player game (Alternating and Versus modes) that uses the joystick controllers. The game also supports the AtariVox and SaveKey functionality to save high scores and game settings. Additionally, support is included for the QuadTari adapter that allows two joysticks to be plugged into the left controller port, freeing up the right controller port for the AtariVox / SaveKey.

The controller options are:

Left Port	Right Port	Options Supported
Joystick	Joystick	1 or 2 players each using their own joystick; no high score saves.
Joystick	AtariVox or SaveKey	1 or 2 players share the same joystick for alternating games with high score saves. Versus modes are not supported.
QuadTari	--	1 or 2 players using their own joystick; no high score saves.
QuadTari	AtariVox or SaveKey	1 or 2 players each using their own joystick with high score saves.

The detected controllers will be displayed on screen when the game starts up.



SKILL LEVELS

There are four distinct skill levels for Lady Bug Arcade: **NOVICE** is for beginners, **STANDARD** offers more of a challenge like the arcade, **ADVANCED** is for expert players, and **CHALLENGE** offers additional game play elements for the ultimate test!

NOVICE

- Start with five ladybugs.
- Enemies move more slowly.
- Enemy timer moves more slowly.
- Bonus items stay **RED** and **YELLOW** longer.

STANDARD

- Start with four ladybugs.
- Enemies move at a normal speed.
- Enemy timer moves at a normal speed.

ADVANCED

- Start with three ladybugs.
- Enemies move faster.
- Enemy timer moves faster.

CHALLENGE!

- Start with three ladybugs.
- Enemies move faster.
- Enemy timer moves faster.
- The first enemy enters the maze right away (doesn't wait for the enemy timer).
- Gates will periodically flip open, making it more difficult to block the enemies.
- A new enemy is included: the devious spider! The spider moves like the other enemies with the following differences:
 - The spider moves slower than the other enemies.
 - The spider can swing the gates open (the other enemies cannot).

DIFFICULTY SWITCHES

- The **LEFT DIFFICULTY** switch controls whether or not matching gates both rotate when one is opened (this is how the gates operated in the original Champ Games Lady Bug).
- The **RIGHT DIFFICULTY** switch controls the maze color blending display.

Left Difficulty A	When one gate is rotated, the matching gate on the opposite side of the maze is also rotated.
Left Difficulty B	Gates are independently rotated.
Right Difficulty A	Maze color blending is disabled. This removes the shimmer effect but only shows one color per line.
Right Difficulty B	Maze color blending is enabled. With this technique, up to three colors can be displayed per line. The maze will 'shimmer' slightly to achieve this effect.

MENU CONTROLS

Press **SELECT** or Player 2's joystick **BUTTON** to cycle through the game modes:

Game Mode	Description	Notes
1 Player	One player, normal game.	Available with all controller configurations.
2 Player	Two players, normal game. Players alternate turns.	Available with all controller configurations.
2 Player vs.	Two players vs. mode. Player 1 controls the ladybug and Player 2 controls the enemies.	Available only with two joystick configurations*.
2 Player vs. Alt	Same as 2 Player vs. with each player taking turns being the ladybug or enemy.	Available only with two joystick configurations*.

*Two joystick configurations include two joysticks connected to each controller port or the QuadTari adapter.



Title screen with game options

Move Player 1's joystick **LEFT** or **RIGHT** to switch between the skill levels: **NOVICE**, **STANDARD**, **ADVANCED** and **CHALLENGE**.

Move Player 1's joystick **UP** or **DOWN** to cycle through the additional screens, including the **INSTRUCTIONS**, **HIGH SCORES** and **CREDITS** screens. The **MENU** screens will also cycle after eight seconds with no joystick input. A demo of the game will start after the **CREDITS** screen.

Press **RESET** or Player 1's joystick **BUTTON** to start a new game.

MAZE SELECTION

At the beginning of a new game, you can select which maze (or mazes) you would like to play. There are four unique mazes (including the arcade maze), plus there are options for playing with all four mazes either in order or randomly.



Maze selection screen - arcade



Maze selection screen - random

Move the joystick **LEFT** or **RIGHT** to rotate through the maze selection options:

ARCADE	Select this to play with the arcade maze.
MAZE 2 – MAZE 4	Select one of the three custom mazes.
ROTATE	Rotates through the four mazes, repeating every four stages.
RANDOM	Selects a random maze for each stage.

Press Player 1's joystick **BUTTON** when you have made your selection to start the game. The game will also start if there is no joystick movement after ten seconds.

GAME CONTROLS

The left joystick or joystick 1 connected to the QuadTari controls Player 1.

The right joystick or joystick 2 connected to the QuadTari controls Player 2.

Note: If you have an AtariVox/SaveKey connected in the right controller port and no QuadTari connected, Player 2 is controlled by the left joystick in the two player Alternating game mode.

COLOR/BW (Atari 2600) PAUSE (Atari 7800)	Pause or resume game. Fire button also resumes game.
SELECT	Returns to the TITLE screen.
RESET	Restarts the game with current options.

GAME PLAY

Your objective in Lady Bug Arcade is to guide your ladybug around the garden maze and eat all the flowers (dashes) and collect all the bonus items to advance to the next stage while avoiding the enemies and poison.

At the beginning of each level, the START screen is displayed:



Start screen

The START screen displays information about the upcoming stage:

- The PART # (level)
- The bonus veggie and the number of points it is worth
- The number of poison skulls (2 – 6)
- Three random letters that can be collected to spell out **EXTRA** or **SPECIAL**
- Three hearts that can be collected to increase the Score Multiplier

After a few seconds, the maze will be shown, and the stage begins. Your ladybug enters the maze, ready to eat (and run!)

Use the joystick to maneuver your ladybug around the maze to eat the flowers and collect the bonus items. Push against the green garden gates to flip them up or down to block the movement of the enemies. Enemies cannot open the gates (except the spider who is present only in the **CHALLENGE** skill level).

VERSUS GAME MODE

The Versus game mode options allow two players to play Lady Bug Arcade simultaneously, with one player controlling the ladybug and the other controlling the enemies. In the 2 Player vs. Alt game

mode, players take turns controlling the ladybug and the enemies with their own mazes as they compete for high scores.

The Versus game modes have the same rules as the normal game modes except that one player can guide one of the enemies around the maze to try and capture the opposing ladybug. The enemy being controlled is denoted by a flashing color and changes each time a new enemy enters the maze.

To guide the enemy, push the joystick in the direction you want it to move prior to the enemy reaching a junction (note that you cannot move the enemy backwards). If no joystick movement is detected and the enemy hits a blockade, it will make a random turn to continue forward motion.

In **CHALLENGE** mode, the last enemy to enter the maze is the spider. When the player is controlling the spider, they will move a little slower but will be able to swing open the gates. Additional spiders appear in later levels. For more details on the special powers of the spider, see the section below regarding the Enemy Timer.

Note that Versus game modes are only available when using two joysticks (see the Controllers section above for more details).

COLLECTING ITEMS

Scattered throughout the maze are hearts and letters. The colors of these items change as the game progresses. They should be collected when they are a certain color to either spell out the words **EXTRA** and **SPECIAL**, or to increase the Score Multiplier. The collected letters and value of the Score Multiplier are shown on the top of the screen in the Status Display:



Status display

Collecting a bonus item earns points depending on the color of the item and the value of the Score Multiplier. See the Scoring section for details.

HEARTS

Collecting a heart when it is **BLUE** will increase the Score Multiplier. The Score Multiplier determines how many points are awarded for eating flowers and collecting bonus items. Eating one blue heart will increase the multiplier to two times (**2x**), a second blue heart will increase it to three times (**3x**) and the third blue heart will increase the multiplier to five times (**5x**)! The Score Multiplier is reset at the beginning of each new level.

LETTERS

Collecting a letter that is in the word **EXTRA** when it is **YELLOW** will highlight the matching letter in the Status Display. If you can collect all five letters in the word **EXTRA** you will earn a reserve ladybug:



Extra ladybug!

Earning an extra ladybug will also advance the game to the next level and reset the **EXTRA** letters, so you can get another opportunity to earn more ladybugs!

Collecting a letter that is in the word **SPECIAL** when it is **RED** will highlight that letter in the Status Display. If you can collect all seven letters in the word **SPECIAL**, the current level ends, the **SPECIAL** letters are reset, and your ladybug will earn an invite to the Veggie Bounty Harvest! This is a special maze with no enemies and lots of veggies:



Veggie Bounty Harvest!

The veggies available to eat are only the ones that have been displayed in the previous START screens. Eat as much as you can before time runs out! During the Veggie Bounty Harvest, the SCORE display is temporarily replaced by the BOUNTY total collected during the harvest:

BOUNTY: 10500

Bounty score display

ENEMY TIMER

Along the edge of the maze is the Enemy Timer. When the timer has completed a cycle, you will hear a warning sound that indicates an enemy is about to enter the maze. The timer will continue to loop around throughout the game, releasing up to four enemies into the maze at once.

There are eight different enemies in the **NOVICE**, **STANDARD** and **ADVANCED** game modes. In the **CHALLENGE** mode, an additional enemy is added: the devious spider! Although it moves slower than the other enemies, it can rotate the garden gates, so don't let it trap your ladybug!

BONUS VEGGIE

Once all four enemies have entered the maze, the bonus veggie that was displayed on the START screen will appear in the enemies' home base. If you manage to eat the veggie, you will earn big points, and the enemies will be stunned for a few seconds, giving you a chance to escape and retreat to a safe area.



Veggies are good for you!

POISON SKULLS

Located throughout the garden maze are poison skulls. If the ladybug touches the poison, a life is lost. If an enemy runs into the poison, it is sent back to the base in the middle of the maze. If the veggie is in the base when an enemy hits the poison, the veggie will disappear and be replaced by the enemy. However, if all four enemies are in the maze and you have already collected the veggie, a new veggie will appear if any enemies are sent back to the home base and the timer completes a cycle, giving your ladybug an extra snack and a chance for more points!

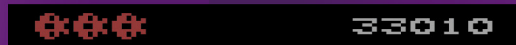
END LEVEL

When all the flowers have been eaten and all bonus items have been collected, the current level ends. The next level starts with a faster enemy timer and different, more dangerous enemies. Also, the new level will feature a different veggie that's worth 500 points more than the previous one, up to 9500 points!

If you complete level 99, the game ends and a special message is displayed.

SCORING

The player's current score is displayed at the bottom of the screen, along with the number of reserve ladybugs (up to eight):



Score and reserve display

If you don't collect any points for eight seconds, the SCORE display will temporarily show the current level and bonus veggie, including its point value:



Level and veggie display

Most of the scoring in Lady Bug Arcade depends on the value of the Score Multiplier. To increase the Score Multiplier, you should collect the hearts when they are **BLUE**. The Score Multiplier is either off (no multiplier), **2x**, **3x** or **5x**.

The following table shows the point values for collecting items in the maze based on the value of the Score Multiplier:

Action	No multiplier	2x	3x	5x
Eat flower	10 pts.	20 pts.	30 pts.	50 pts.
Collect BLUE item	100 pts.	200 pts.	300 pts.	500 pts.
Collect YELLOW item	300 pts.	600 pts.	900 pts.	1500 pts.
Collect RED item	800 pts.	1600 pts.	2400 pts.	4000 pts.
Collect veggie	1000 – 9500 pts.			

Note that the Score Multiplier doesn't apply to the veggies that appear in the middle of the maze or in the Veggie Bounty Harvest.

GAME OVER

When the last ladybug has been captured by the enemies and there are no more in reserve, or the player has completed level 99, the game is over for the current player and the GAME OVER screen is displayed:



Game over!

If a high score has been achieved, the HIGH SCORE ENTRY screen will be displayed (see below), after which the GAME OVER screen will be displayed again or the other player will continue their game (if they have any reserves left).

HIGH SCORES

When a player's game is over, if a high score has been achieved, the HIGH SCORE ENTRY screen will be displayed:



High Score Entry screen

The player can enter up to six letters and symbols. The current position will be flashing.

- Use the joystick to guide the ladybug around the maze and move over the symbol you wish to add.
- To backspace and clear the current symbol, move the ladybug over the RUB symbol.
- To clear the entire name, move the ladybug over the CLR symbol.
- To complete the name entry, move the ladybug over the END symbol.

The current name will be used once the timer has completed a cycle.

The top five scores for each skill level are displayed. For each score, the highest part (level) reached is also displayed. If the high score was achieved during a Versus game, a + is displayed between the part number and the name.

- To reset the high scores for the current skill level: From the HIGH SCORES screen, flip the **TV TYPE** switch (2600) or press the **PAUSE** button (7800).
- A prompt to RESET SCORES? will be displayed. Press the **BUTTON** to reset the scores. To cancel, flip the **TV TYPE** switch (2600) or press the **PAUSE** button (7800) again.

WITH ATARIVOX OR SAVEKEY

Up to five high scores are saved for each skill level. The current skill level, game mode and number of players are also saved.

To reset all scores for all skill levels and all settings, hold down **RESET** while powering on the game.

WITHOUT ATARIVOX OR SAVEKEY

Scores and settings are reset when the game is powered off.

TIPS & TRICKS

- At the beginning of a level, eat the flowers around the enemy base since those will be difficult to get once all enemies have entered the maze.
- Wait around for the veggies to appear since eating them gains the most points.
- Try to collect the hearts when they are **BLUE** as early as possible to maximize your score.
- Don't try to outrun the enemies, especially on the later levels. Instead, close the gate behind you to block their path and keep your ladybug safe.
- Since the enemies will track your ladybug, try to lure the enemies into the poison to send them back to their base. Be careful not to trap yourself!
- The enemies tend to move towards the ladybug. When the veggie is in the middle, move away from the base to lure them away and then make your move!
- If there is a letter you have already collected and you don't need to spell **EXTRA** or **SPECIAL**, collect the item when it's **RED** to maximize your score.
- Know your veggies! During the bounty harvest, don't waste your time with the small stuff and go straight for the veggies with the higher point values.

CREDITS

- Code and Design: **John W. Champeau**
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- Music and Sound Effects: **Bob DeCrescenzo**
- Game Testing: **Nathan "McCallister" Withee**
- Packaging Illustration and Design: **Nathan Strum**



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A R C A D E



ATARI VOX
ENHANCED



QUAD TARI
COMPATIBLE

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