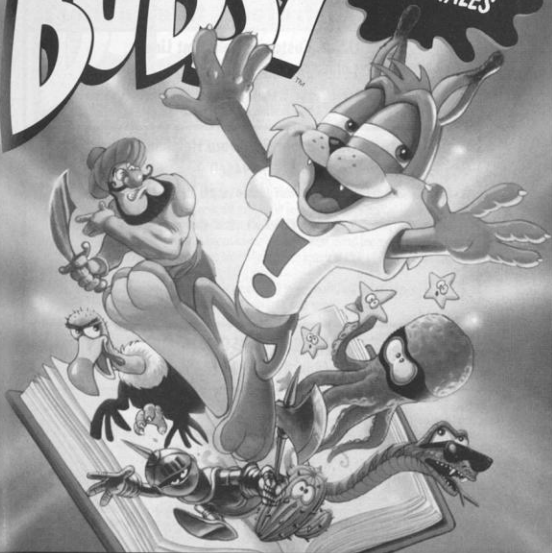


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In:  
FRACTURED  
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# JAGUAR™

64-BIT

GAME MANUAL  
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### ATARI INFO CONSOMMATEUR

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#### Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# BUBSY™

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**FRACTURED  
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## JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

### Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.

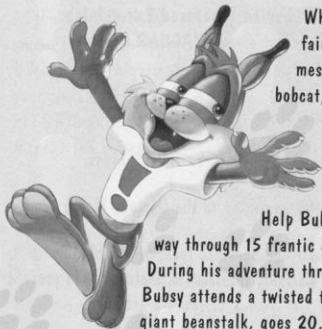
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# MOTHER GOOSE WOULD BE GRIMM



What's happened to the fairy tales? They're all messed up! Only our brave bobcat, Bubsy, can protect the world's kids from these silly stories and tangled-up tales.

Help Bubsy leap and bound his way through 15 frantic chapters of furry fun. During his adventure through Fairytaleland, Bubsy attends a twisted tea party, climbs a giant beanstalk, goes 20,000 leagues under the sea, heads to Ali Baba's home desert and even meets Hansel and Gretel, all with plenty of hidden rooms and platform puzzles for you to solve.

Watch out for sneaky cactuses, the bell-bottom clad giant, pesky 5 ton weight-carrying vultures and pie throwing machines.

Will kids go to bed every night with warped visions of sugarplums dancing in their heads, or can Bubsy save the day by setting the fairy tales straight?

# **GETTING STARTED**

1. Insert your **JAGUAR Bubby In Fractured Furry Tales** cartridge into the cartridge slot of your **JAGUAR 64-bit Interactive Multimedia System**.
2. Press the **POWER** Button.
3. Press the **B** Button to skip through the Title Screens.
4. Or, press the **Option** Button to go to the Options Menu.

If for any reason your cartridge does not load, or you only see a red screen, refer to the warranty information included with your **JAGUAR** cartridge.

# GAME OPTIONS MENU

In the Game Options menu, press the Joypad UP/DOWN to highlight your choice, then press LEFT/RIGHT to scroll through the selections.



## PLAYERS

Choose the number of players you'd like to play with. Select from 1 Player, 2 Players 2 Pads, or 2 Players 1 Pad.

Adjust the Joypad Button configuration.

The Defaults are:

**C Button:** Look

**B Button:** Jump

**A Button:** Glide

## VIEW CREDITS

See the names of all the people who brought this game to you.

## ENTER PASSCODES

If you received a passcode after completing a level, enter it here. To start at the following level use the keypad to input your numbers then press the A, B or C Button to confirm your passcode.



## START CHAPTER

To begin the chapter you've selected (default is Chapter 1), highlight this selection, then press the A, B or C Button.



# CONTROLS



## PAUSE:

Pauses the game

## NOTE:

When you pause the game you can adjust the music and sound volumes. Press the B Button to adjust the sound volume.

Press the A Button to adjust the music volume.

## JOYPAD

**UP** Look up.

**DOWN** Duck down.

**RIGHT** Start to walk to the right.

If you hold the Joypad to the right, Bussy will run to the right.

**LEFT** Start to walk to the left.

If you hold the pad to the left, Bussy will run to the left.

\* + # Resets the game.

"0" Key turns the music off.

## BUTTONS

**C Button + LEFT/RIGHT/UP/DOWN** Stands still and looks around (very useful for finding out where enemies are). Bussy may see where an enemy is without the enemy seeing where he is.

**B Button** High Jump.

To perform Bussy's highest jump, you must hold down the B Button. The jump's height will depend upon Bussy's speed when the jump is started and finished.

**A Button** Jump Glide.

Press the A Button to do a much smaller jump. Hold down the A Button to make Bussy glide.

**NOTE:** Bussy can jump very high and glide for long distances, but to use these abilities to their fullest, he must be running very fast when he performs a jump and then turn it into a glide at the very peak of Bussy's height.

# BUBSY'S BIG ADVENTURE

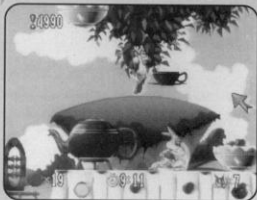


Bubsy's freaky fairy tale takes place in 5 different worlds with 3 levels each. But Bubsy better be careful – there are lots of enemies waiting for him.

## WELCOME TO WONDERLAND

Alice's Wonderland has been turned topsy-turvy. It's no tea party for Bubsy – he's got to dodge mohawk-headed flamingos, mad march hares, Tweedle Dum and Tweedle Dummer, and spear-wielding playing cards as he journeys through the looking glass.

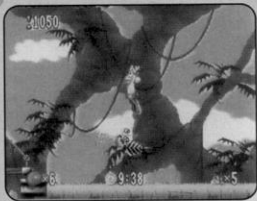
Is Bubsy insane enough to face the Mad Hatter?



## BUBSY AND THE BEANSTALK

The sales clerk told him they would grow pretty flowers! The world of the Beanstalk is a unfortunate result of some magic beans Bubsy bought on a whim. Bubsy must climb to the top of the out-of-control shrub to find a mysterious castle.

But the castle's owner doesn't like uninvited visitors! And he's not the type you want to argue with — he's got some huge shoes to fill.



## BUBSY AND THE ARABIAN NIGHTS

Is it real or a mirage? Bubsy heads for the land of pyramids and camels in the heart of the ancient Middle East. Oh, the riches he'll find. But in the meantime, he must contend with cantankerous cacti, slithering serpents and a gargantuan genie with evil spells. She's not going back in her bottle if she can help it.



## WATERBUBSY

Bubsy's in a bubble? Even though he absolutely hates water, Bubsy must tread through the marine mayhem he encounters in the briny deep. In this undersea adventure, he'll have to fend off malcontent mermaids, starving sharks, sneaky seahorses and... aquatic hamsters!?!



## BUBSY & GRETEL

Those sugar-coated brats are back and they've turned the forest into a giant cake! Can Bubsy avoid indigestion as he snacks his way through killer cutlery, deadly doughnuts and crushing cookies? Hansel and Gretel have captured Mother Goose. It's up to Bubsy to free her and set Fairytaleland back to normal.



# SOME NASTY CREATURES



Stomp, bop and jump on 'em, or Bubsy will have to say "bye-bye" and we wouldn't want that, now, would we?

The enemies disappear in a cloud of smoke once they've been beaten. But use caution: certain enemies cannot be destroyed, so Bubsy must avoid them.

Here are a few annoyances Bubsy must contend with:



## Flamingos

Obviously, the punk movement's not dead.

Look out for these mohawk-wearing headbangers who make up for their bird brains with their bad attitudes.

## Wasps

Psychotic and suicidal, these vicious buzzers go straight in for an attack with their murderous spiky tails as soon as they see Bubsy.



## Playing Cards

These scary soldiers are more than just a pack of cards. Watch out for that bayonet! It'll make mincemeat out of Bubsy!





### **Slimy Snails**

Oooey, they're gooey! Those snail trails are sure slippery. But jump on their shells and you're in for an uplifting surprise.

### **Suits Of Armor**

This is not the kind of sidesplitting Bussy needs — he should stick to his corny jokes. Stay out of the way of that ax!



### **Army Ants**

Looks are deceiving. The Army Ants look dimwitted and slow, but they really run in an ultra-fast stampede.

### **Cool Cacti**

These guys you can't trust as far as you can throw! Watch out for that spiky right hook!





### Mirage Water Bottles

They're not milk, Bussy! If these kamikaze bottles miss a leap, they simply shatter into a million pieces.

### Weight Dropping Vultures

Better watch out for these dirty birds or Bussy will be flat! When they're above Bussy, they drop their weights, hoping to squish him.



### Desert Snakes

Chillin' in the desert, looking cool in their shades, when Bussy gets close, they lob eggs at him with their tails.

### Lizards

Let sleeping lizards lie or Bussy will be popped!



### Stabbing Shark

Shark Attack! Sharp teeth, a nasty disposition and a taste for bobcats makes the shark try flying bites at Bussy.



### **Electric Eels**

Look for the warning light! When eels are nearby they will flash their skeletons to make sure that Bussy knows where they are.

### **Hampster Submarine**

A mad hamster pilots this sub. If Bussy gets within range, it will blast him.



### **Custard Pie Machines**

Look out for these sneaky pie-throwers! Bussy must watch his step if he wants to avoid getting splattered by a flying custard pie.

### **Cutlery Man**

This bundle of knives and forks dances about, waiting to devour Bussy.



# ITEMS TO COLLECT

Pick up these goodies to help Bubsy free Mother Goose from Hansel and Gretel's sticky clutches.



## Colored Bussy Balls

Gives you points.

## Mid-Level Markers

Lets you restart from last marker passed.



## Number T-shirts

Gives Bussy more lives.

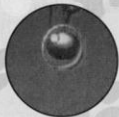


### **Flashing T-shirt**

Makes Bubsy invincible for a short time.

### **Continue**

Lets you restart the game from the beginning of the last level started.



### **Big Ball O' Fun**






Gives Bubsy a random number of points.

### **Crates**

These hold items that are sometimes good, and sometimes bad.



# HINTS AND TIPS

-  When you see an enemy, jump on him before he gets you!
-  Bussy hates showers, so try to get out of the Mad Hatter's!
-  When a Giant isn't really a giant, jump on his dome.
-  Avoid the color red – green means go where spiked doors are concerned.
-  Some girls can throw better than boys – watch out for Gretel's wicked curveball!

# PASSWORDS



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# CREDITS

<b>Programming</b>	Andrew Seed	<b>Lead Testers</b>	Jody Cobb Scott Hunter
<b>Artwork</b>	David Severn Steve Slick Noake Colin Jackson Rick Lodge	<b>Game Testers</b>	Hank Cappa Roger Coe Daniel Dunn Tal Funke-Bilu James Hagedorn Mark Hooley Lance J. Lewis Andrew Keim Harry Kinney Dan McNamee Martin Mueller Jason D. Sinclair Pony Sparks Joe Sousa Faran Thomason
<b>Game Design</b>	Jody Cobb		
<b>Additional Game Design</b>	Steve Slick Noake David Severn Andrew Seed		
<b>Music and Sound FX</b>	Alastair Lindsey Kevin Saville		
<b>Map Design</b>	Mark Hooley Jody Cobb		
<b>Support Programming</b>	Karl West Nigel Conroy Martin Randell Trevor Raynsford	<b>Producer</b>	Faran Thomason
		<b>Product Support</b>	Rick Scott Tina Scholefield- Nicholson



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