

# MR BEANBAG!

## The Manual:

### SYSTEM REQUIREMENTS

Any AGA Amiga (A1200, A4000 or an AGA capable emulator).

### LOADING

This game can be run simply by booting the disk, or by clicking on the "Beanbag" icon.

To install, simply drag the disk or contents of the archive to wherever you want it and it will run from there.

You can't quit back to DOS yet though so make sure you don't run it if you're in the middle of something important!

### CONTROLS

#### Title screen menu

Use the joystick to navigate the menu. Press fire to select an option.

You can save your game by writing down the code that appears on the "Continue Game" submenu and entering it again later. Pressing fire on the code rotates the characters left by one place. Move the joystick sideways to change the last character.

Select "New Game" to start back at the beginning.

#### Map screen

Use the joystick to navigate the map. Press fire to play a level.

Esc: Quit to title screen.

#### In game

Left: go left

Right: go right

Down: roll down slope; you must be on a slope to do this. If Mr Beanbag goes too fast he will start to roll anyway. Keep holding the direction you want to roll as well else you will come to a stop quite soon.

Fire: Jump

(When stopped):

Up: Look up

Down: Look down

Esc: Quit to title screen.

### GAMEPLAY

Jump on the bad guys to kill them - but not if they have spikes! Ouch!

Roll into the bad guys to kill them - but not if they have a shield! Boing!

Eat JELLYBEANS for protection. You lose 7 when you get pinched, if you have none, you lose a life. Beans also come in packets of 7.

Touch the RED STARS to turn them green and set a restore point. You will restart here if you lose a life.

Eat HEXCUMBERS - 100 gains you an extra life!

Eat 5 CHILI JARS or BURGERS for SUPERMODE!

Touch the EXIT GATE to end the level.

Also watch out for secret bonus blocks and secret passageways!

### BETA VERSION

As this is the Beta version, there is still some work to do. You may find a bug or two, if so please let us know. Otherwise the game is playable right through until the very last boss, which is invincible until we code the end-of-game sequence, but if you get that far, you are doing well!

Have fun!

Amy & Alex