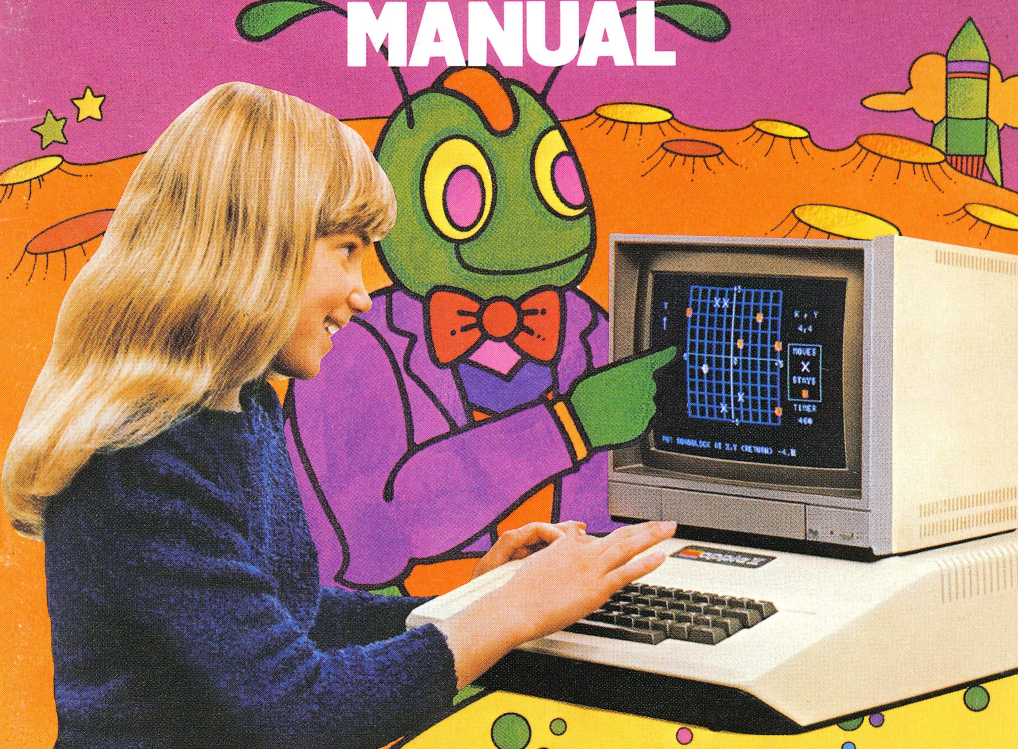
APPLESOFT
DOS 3.3 • 48K RAM

FOR KIDS AGED
EIGHT TO THIRTEEN

THE LEARNING CO.

COMPUTER LEARNING GAMES

BUMBLE PLOT MANUAL



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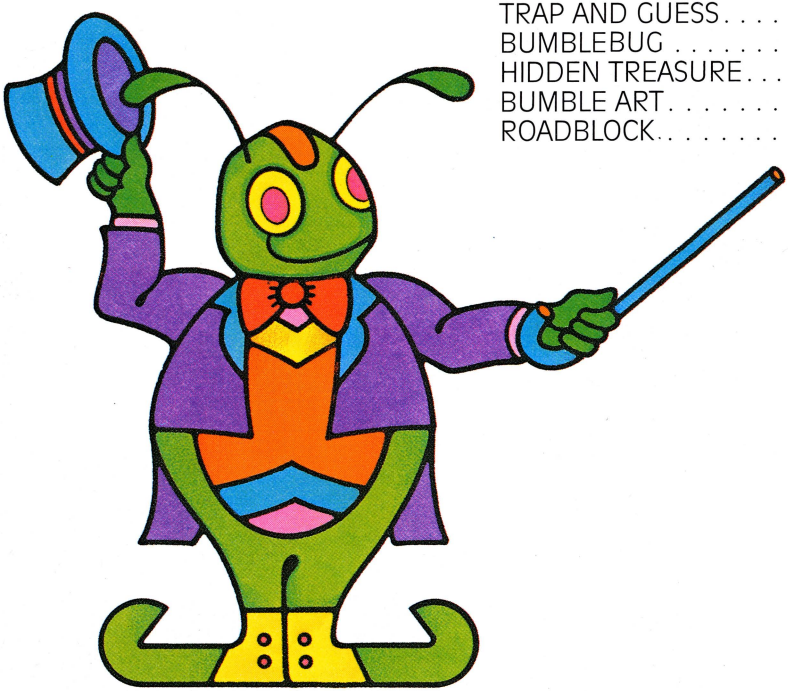

MENU

GETTING STARTED . . . . . —
TRAP AND GUESS 1
BUMBLEBUG 2
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BUMBLE ART 4
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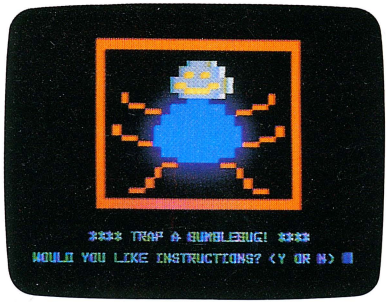
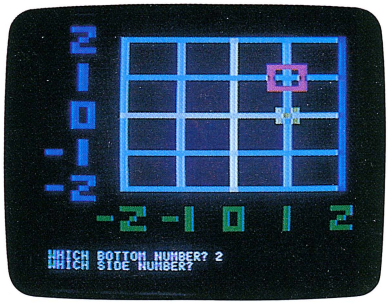
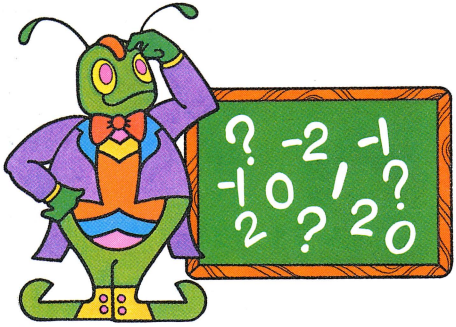
2. BUMBLEBUG





TRAP THE BUMBLEBUG SITTING ON THE GRID!
How?
Set traps alongside the bumblebug until it hops into the red trap.



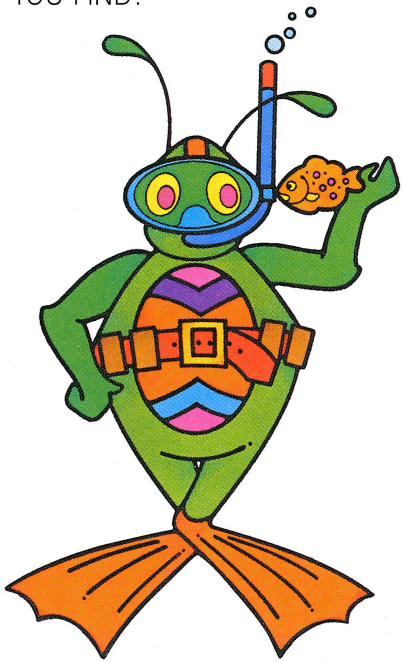
TO SET A TRAP, CHOOSE A POINT NEXT TO BUMBLEBUG AND NAME THE POINT:
Type the bottom number first (−2, −1, 0, 1, or 2).
Type the side number next (−2, −1, 0, 1 or 2).
THEN THE TRAP IS DOWN.
Bumblebug hops!
Did you catch it? You did if bumblebug hopped in.

3. HIDDEN TREASURE

BUMBLE IS DIVING FOR HIDDEN TREASURE.

HOW ABOUT YOU TOO?

HOW MANY TREASURES CAN YOU FIND?



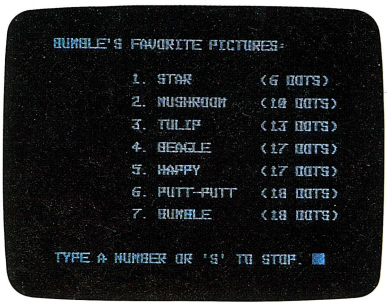
BUMBLE'S SPECIAL UNDERWATER MAP SHOWS ARROWS AS CLUES.
*The map goes from −5 (negative five) to +5 (positive five) and in two directions: left to right and up and down.
*The left to right direction is called the X direction.
*The up and down direction is called the Y direction.
*Watch the moving dot land, read the arrow and word clues and keep hunting! Find all the treasure! (There are 16 treasures all together. Something special happens when you find six of them.)
GOOD LUCK!

4. BUMBLE ART

BUMBLE GIVES YOU A CHOICE:

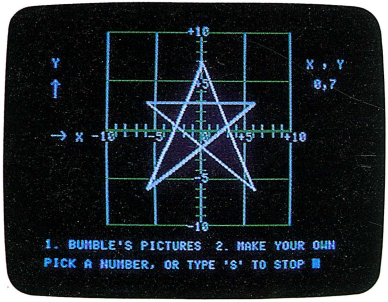
#1. BUMBLE'S PICTURES — BUMBLE WILL HELP YOU DRAW A PICTURE.

#2. MAKE YOUR OWN PICTURE FOR A FRIEND.

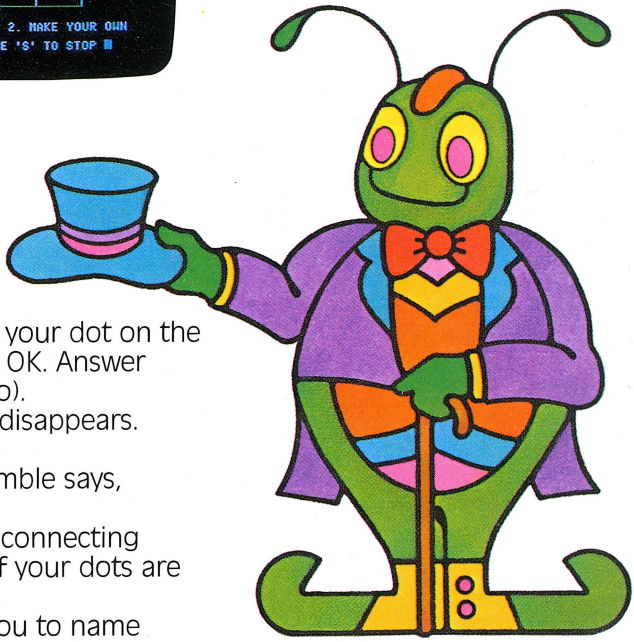


#1. IF YOU CHOOSE BUMBLE'S PICTURE YOU'LL SEE THIS MENU:
*From the menu, choose a picture and type in its number.
*Bumble will show you a dot on the screen.
*Then name that dot on the screen. First type the number on the bottom (X number). Then type a comma. Next type the number on the left (Y number).
*Keep naming the dots Bumble shows you. Bumble will draw a line connecting each one. If you make a mistake, Bumble will tell you how to correct it.
*Watch the picture grow!

#2. IF YOU WANT TO MAKE YOUR OWN PICTURE:
*Bumble will ask you, "How many dots?" (You can choose from 3 to 20)
*Bumble says, "Enter dot #1." Type in your first dot.



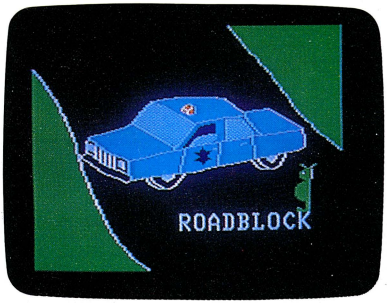
*Bumble will ask if your friend wants to make your picture.
If yes, then follow the instructions for Bumble's Picture above (#1).
*If no, then Bumble shows your picture and plays a tune.

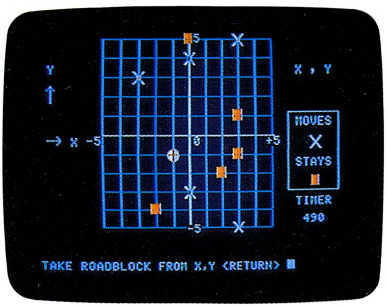


*Bumble will show your dot on the grid and ask if it is OK. Answer "Y" (yes) or "N" (no).
If it is "N," the dot disappears. Try another.
If it is "Y," then Bumble says, "Enter dot #2."
*Bumble will keep connecting the dots until all of your dots are on the grid.
*Bumble will ask you to name your picture when it is done.

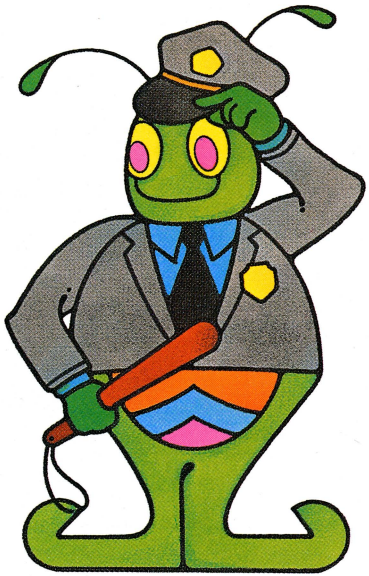
5. ROADBLOCK

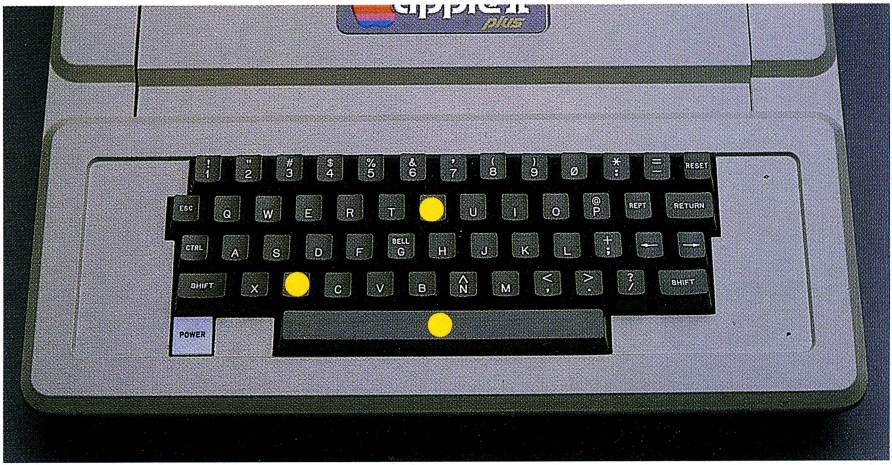
The scene: The bank robber (moving white dot) is escaping from the police and will get away by reaching any of the edges. CLOSE HIM IN ON ALL SIDES!





The Cops (that's you) move roadblocks to surround the scoundrel and win a badge!
You've got 5 roadblocks (x) that move.
You've got 5 dead end streets (□) to back 'em into.





WHAT DO YOU DO?

1. Hit the space bar on the bottom of the keyboard to freeze time. Then make your move.
2. Pick up a roadblock (white x), and name the point where it is: First type the X (left to right) number.
Next type a ",".
Then type the Y (up and down) number.
3. Put down the roadblock by typing in the (X, Y) numbers where you want it to go.

SOME HINTS:

1. When you put down the roadblock, the robber will start moving again, but remember: pushing the spacebar stops him cold so you can put down another roadblock.
2. Notice: you are working against the clock, so you can run out of time as well as lose the robber over the edge. That's what the clicking numbers are all about.

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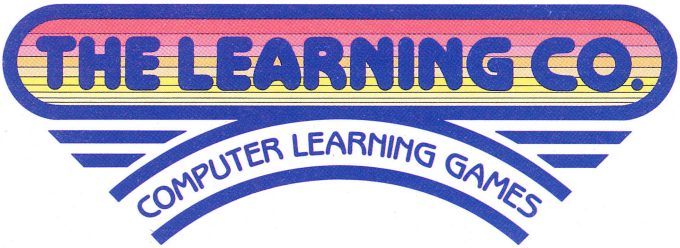

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