

# JUMPERS

**Bugaboo (also known as Booga-boo) is an unusual computer game for the Spectrum and Commodore 64 in which the player takes the role of a flea that gets trapped in a deep pit. For a top-selling program, the game is surprisingly simple — but the sophisticated graphics and fast action make it a delight to play.**

The impressive title sequence of Quicksilva's Bugaboo game informs you that you are approaching the planet Cebella-7, on which there is evidence of life. After landing safely, you hop around in the lurid flora on the planet surface before losing your footing and tumbling into a deep pit, which opens out into a large cave. The object of the game is to escape from the abyss.

Ledges protruding from the gaudily-coloured rocks provide footholds in a landscape reminiscent of Hieronymus Bosch — multi-coloured mushrooms and flowers abound, and spiders cling to the walls of the cavern. You must attempt to escape by jumping from ledge to ledge, all the while avoiding a flea-eating dragon. In the

Commodore version only, Venus flytraps provide a further floral hazard.

The screen acts as a window on the playing area in both versions, and new sections of the cavern are revealed as you move around and climb higher. The cavern is approximately three screens wide and five screens high, so it takes time to discover all the hazards. You may take any one of several different routes, and the ledges are cunningly placed to increase the difficulty.

The scenario may be original, but the game is spoilt to a certain extent by the program coding. You have one life only, and the introductory instruction sequence is repeated each time this is lost — which happens a lot, as the dragon proves to be almost impossible to avoid.

As the game progresses, the ledges become harder to reach. But no hazards are introduced at higher levels, which is unfortunate as the program would be considerably more addictive if other predators appeared in the later stages. Storing multiple screens uses a lot of memory, leaving little for complex rules and action, but there are many other programs that manage to pack more in — Jet Set Willy is a good example. The Commodore 64 version features more complex graphics than the Spectrum version, but otherwise fails to make the most of its extra memory.

The Spectrum version is keyboard-controlled, with the '1' and '0' keys triggering jumps to the left and right. The strength of these jumps is determined by the length of time the relevant key is held down: the longer the key is pressed, the higher you will go. The Commodore 64 version is only for use with a joystick, with the fire button controlling the scan — a more satisfactory arrangement if you have a good joystick.

Despite the criticisms of Bugaboo's long-term addictive quality, it must be said that the game has plenty to recommend it. The controls are extremely simple, allowing the user to start playing immediately, without having to keep returning to the instruction screen. And the imaginative graphics are simply stunning.

## Jump To It

The outstanding feature of Bugaboo is its detailed graphics. These depict a deep pit consisting of many ledges that the player (impersonating a flea) has to jump between in order to ascend to freedom. The Commodore's graphics have a slight edge over those in the Spectrum version



Bugaboo (The Flea) On The Spectrum



Bugaboo (The Flea) On The Spectrum



Booga-boo (The Flea) On The Commodore 64

SCREEN SHOTS BY IAN MCKINNEL

**Bugaboo (The Flea):** for 48K Spectrum, £6.95

**Booga-boo (The Flea):** for Commodore 64 + joystick, £7.95

**Publishers:** Quicksilva, P.O. Box 6, Wimborne, Dorset BH21 7PY (0202 891744)

**Authors:** Indescomp & Microbyte

**Joysticks:** Commodore version only

**Format:** Cassettes