

Your Doodles Are Bugged!



Game Manual



Your Doodles Are Bugged!

A Game by Johannes Hubert

... Since the beginning of time we have lived in a glass bowl in the studio of Doodleus the Master Doodler. He fed us and cared for us and watched us as inspiration for his renowned magic doodles. ...



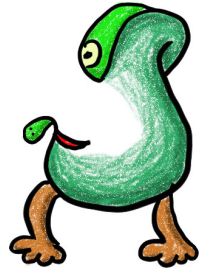
<http://www.spyn-doctor.de/doodles/>

© 2011 Spyn Doctor Games – V1.1

Introduction

Welcome to *Your Doodles Are Bugged!*

A magic explosion in the studio of Doodleus the Master Doodler has hexed his pet bugs into his doodles. Grab the magic pen and help Doodleus to free them again. Do you have the skill and precision to handle hundreds of bugs at once? Do you have what it takes to be a Master Doodler?

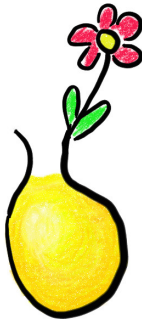


In each level you play through a new doodle to rescue the bugs that have been hexed into it. Sometimes there are lots of them - hundreds of them! The problem is, the bugs have minds of their own and move according to their own rules.

Your goal is to help them reach the magic honey in each doodle.



The only help you have is your magic pen, which you use to draw new lines into the doodle, changing the doodle, building roads, bridges and stairs that allow the bugs to reach the honey..



The Magic Doodles

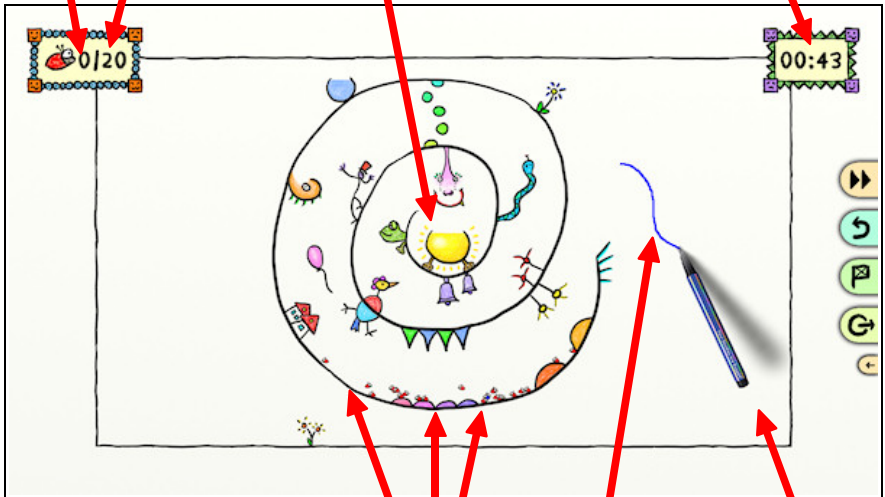
In each magic doodle, there are lots of trapped bugs and a single jar with magic honey. To rescue the bugs, you need to help them to get to the honey. The faster you rescue the required number of bugs, the better.

Number of bugs already rescued

Number of bugs to rescue, to solve the doodle

Magic Honey

Elapsed Time



Bugs

Player Ink

Magic Pen



Doodle Controls

You can not control the bugs directly, but you can only draw new lines into the doodle with your magic pen. Thus you build pathways for the bugs that allow them to reach the magic honey.



Use the mouse to move the magic pen over the doodle.



To draw, hold the left mouse button while moving the pen.



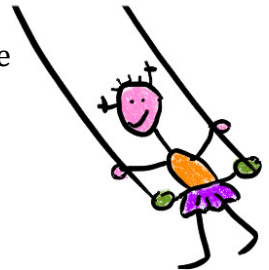
To erase, hold the right mouse button while moving the pen. You can only erase the magic blue ink that you draw yourself. You can not erase parts that belong to the doodle.

In some doodles, you have only a limited ink supply. You can fill up your ink again by erasing some of the ink that you drew earlier.



Use the mouse wheel to zoom in to get a closer look and for more precise drawing. Zoom out again for a better overview.

While zoomed in, if the pen gets close to one of the screen edges, the visible area of the doodle will automatically scroll in the corresponding direction.





Doodle Buttons

At the side of the screen, you have the following buttons:



Click to switch into fast-forward mode. The bugs now move with 4x their normal speed, so you do not have to wait so long for them to reach their goal. But beware! The time also runs at 4x its normal speed! Click again to return to normal speed mode.



Click to undo the last draw or erase operation. Click again to redo it again.



Click to save a new checkpoint, or to load the last checkpoint.



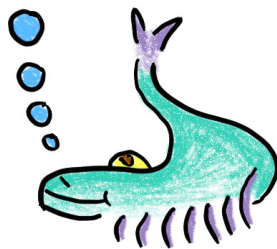
Click to open the pause and options dialog, or to exit the doodle.



Click if the side buttons get in your way, to move them to the other side of the screen.



Advanced Controls and Keyboard Shortcuts



While zoomed in, you can move the canvas as desired by holding SPACE while pressing the left mouse button and moving the mouse.

To erase your ink, as an alternative to the right mouse button, you can also erase with the left mouse button if you hold SHIFT at the same time.

This is especially useful when playing with a pen tablet: To draw, simply use the pen on the tablet. To erase, hold SHIFT and use the pen on the tablet.

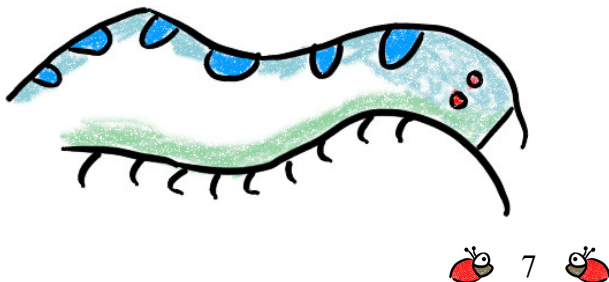
Instead of the doodle buttons, you can use the following keyboard shortcuts:

Arrow Up / Arrow Down: Zoom in and out.

Arrow Right: Toggle between normal speed and fast-forward mode.

Arrow Left: Undo / redo the last draw or erase operation.

You can also use W, A, S, D instead of the arrow keys.

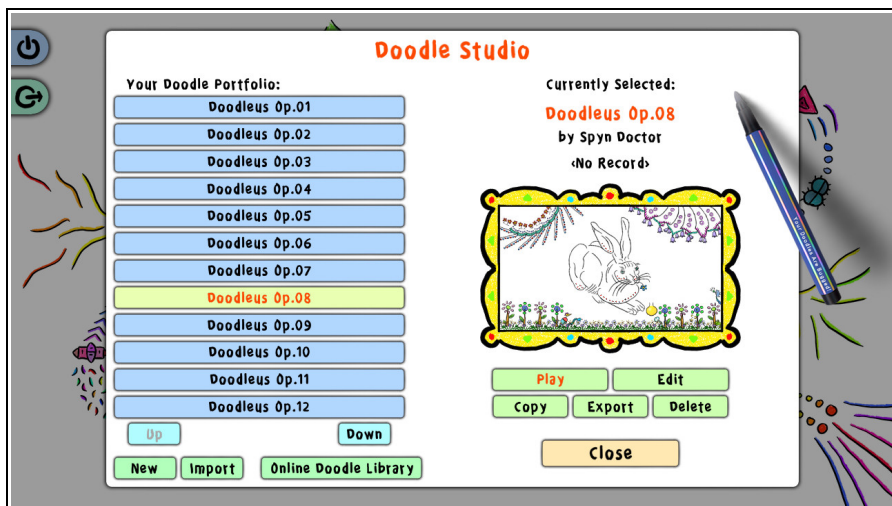


Doodle Studio

You unlock the doodle studio when you reach the rank of journeyman doodler, after finishing the four tutorial doodles.

The doodle studio allows you to create your own doodles – and of course you can also play through the doodles you create.

When you open the doodle studio, you are first presented with a list of all doodles that are currently in your doodle portfolio:



Here you can select a doodle to play through or to edit in the doodle editor.

You can also create a new doodle from scratch, or by copying an existing doodle that you then modify, or by importing a doodle from an external file, that you or someone else exported earlier.

In addition to the doodles that you create or import, your portfolio already contains a number of ready made sample doodles. Note, that some of the doodles in your portfolio may still

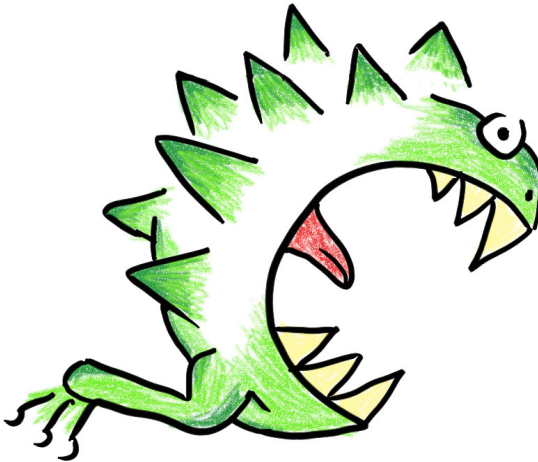
be locked, if you have not already solved the corresponding level of the main campaign.



The **[Export]** button allows you to export your doodle to a file, which you can then share with other players, for example by sending it as an email attachment. The other player can then import the doodle by clicking the **[Import]** button.

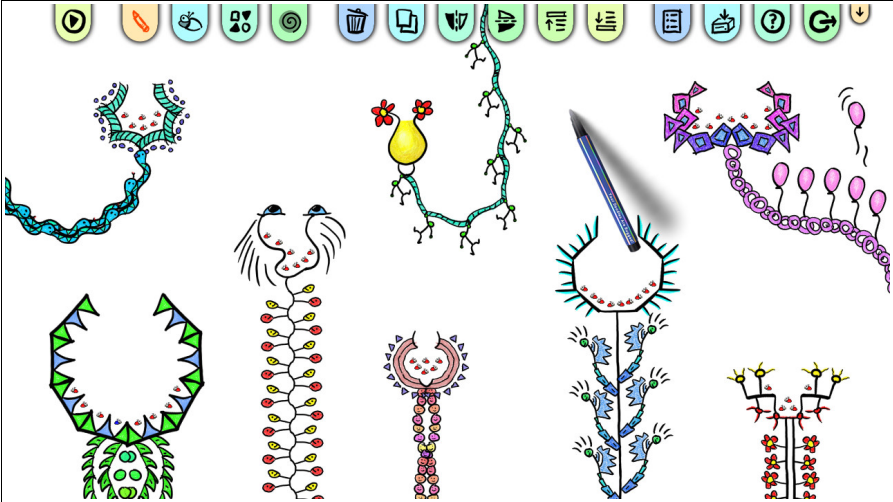
And remember to check out the **Online Doodle Library**, where you can download new doodles that other people created. Either click the library button, or visit the library directly at:

<http://www.spyn-doctor.de/doodles/library/en.html>



The Doodle Editor

If you select to edit a doodle, it is opened in the doodle editor:



A doodle is created by combining predefined doodle elements, like in a collage.

The available doodle elements are presented in the doodle element palette. Click the palette button to view the elements.



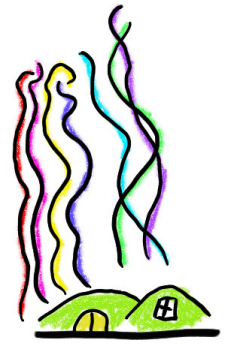
There are several palette pages, so make sure to use the **[Next Page]** and **[Previous Page]** buttons to view all the available elements. At the beginning, some of the elements in the palette may still be locked. More elements become unlocked as you solve more of the levels in the main campaign.

Select an Element

Left-click on an element to select it. All other previously selected elements become unselected.

Hold CTRL and left-click on a not selected element to select it in addition to all previously selected elements.

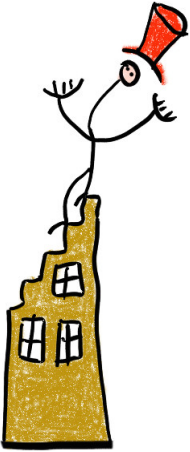
Or hold CTRL and left-click on an already selected element to unselect it again, while all other selected elements remain selected.



Select Several Elements at Once

To select several elements at once, press the left mouse button in an empty area of the canvas, then drag the mouse. This draws a selection rectangle. When you release the left mouse button again, all elements that are completely inside of the selection rectangle become selected. All other previously selected elements become unselected.

Hold CTRL while you draw the selection rectangle to select the new elements in addition to the previously selected ones.



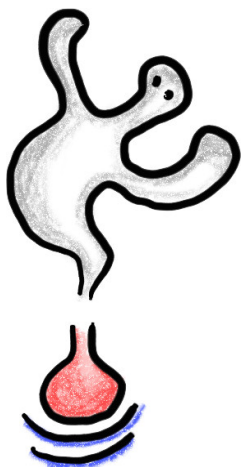
Move Elements

To move an element, just grab it with the left mouse button and drag it to its new position.

If you want to move several elements at once, you first need to select all elements you want to move. Then grab any of them with the left mouse button and drag the mouse to move the whole group of elements.

Rotate Elements

To rotate all currently selected elements, grab any of them with



the right mouse button and drag the mouse to rotate the elements. If only one element is selected, it will be rotated around its center point. If several elements are selected, they will be rotated around their common center point.

As an alternative to the right mouse button, you can also rotate elements by holding SHIFT and dragging with the left mouse button.

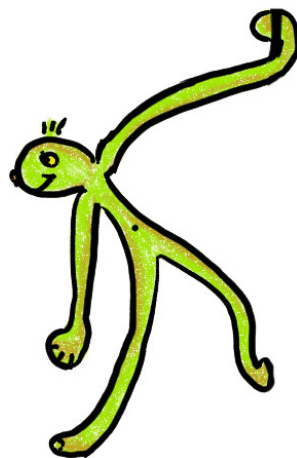
Zoom

Use the mouse wheel or the Arrow Up / Arrow Down keys to zoom in and out of the doodle.

Pan Canvas

While zoomed in, the canvas will scroll automatically in the corresponding direction if the pen gets close to one of the screen edges.

In addition, you can also pan the canvas actively by holding SPACE while dragging the canvas with the left mouse button.



Doodle Properties

In the doodle properties dialog, you can define the following settings:

- The name of the doodle.
- The name of the creator of the doodle.
- The number of bugs that need to be rescued so that the doodle is solved.
- The amount of ink that the player has at his disposal. Smaller values mean less ink, larger values mean more ink. A value of “0” means that the ink is unlimited.
- The doodle background image (see below for details).



Editor Buttons



Play Doodle

Allows you to play-test the doodle in its current state. Once you leave the play mode again, you will be returned to the doodle editor.



Edit Tool (Select, Move & Rotate)

Switch to the standard edit tool (blue pen). This allows you to select, move and rotate elements and bugs on the canvas.



Bug Placement Tool

Switch to the bug placement tool (red pen). This allows you to add new bugs to your doodle.



Doodle Element Palette

Open the doodle element palette to add new elements to the doodle.



Create Teleport Portal Pair

Create a new pair of teleport portals.



Delete

Deletes all currently selected elements and bugs.



Copy

Copies all currently selected elements and bugs.



Flip Horizontally

Flips (mirrors) all currently selected elements and bugs horizontally.



Flip Vertically

Flips (mirrors) all currently selected elements and bugs vertically.



Bring to Front

Brings all currently selected elements to the front.



Send to Back

Sends all currently selected elements to the back.



Doodle Properties

Opens the doodle properties dialog.



Save

Saves the doodle in its current state.



Help

Opens the help dialog.



Exit Doodle Studio

Exits the doodle editor and returns to the doodle selection screen. If the doodle has been changed, you will be asked if you want to save the changes.



If the buttons get in your way, click this little arrow to move the buttons to the other side of the screen.

Keyboard Shortcuts

- B** While you hold B, only the bugs will be visible, the other doodle elements will be hidden. This allows you to specifically select and manipulate only the bugs.
- E** While you hold E, only the doodle elements will be visible, the bugs will be hidden. This allows you to specifically select and manipulate only the elements.
- S** By default, you can start a selection rectangle only by pressing the left mouse button in an empty area of the canvas. But while you hold S, you can start the selection rectangle anywhere on the canvas, even in areas where doodle elements are located.
- A** Press A to select all elements and bugs.
- C** Shortcut for the “Copy” button.
- DEL** Shortcut for the “Delete” button.
- F** Shortcut for the “Flip Vertically” button.
- M** Shortcut for the “Flip Horizontally” button.
- Home** Shortcut for the “Bring to Front” button.
- End** Shortcut for the “Send to Back” button.
- P** Shortcut for the “Doodle Element Palette” button.



Background Image

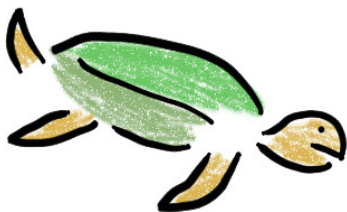
The doodle background image is an advanced feature that gives you additional flexibility and creative options when creating your own doodles.

By default, a doodle is always created on white canvas. Instead of this white background, you can also load an image file of your choice as the background image.

With the background image, you have two options: The image can either be used as a purely decorative backdrop, or it can be incorporated into the doodle itself, as described below.



Any image in PNG, JPG, BMP or TGA format is allowed. The optimal size for a background image is a size with a 16:9 aspect ratio between width and height (for example 1600x900 pixels). If you load an image with a different aspect ratio, black bars will be added as needed, to fill out the 16:9 ratio. Larger images are better than smaller ones, because they look better if the player zooms into the doodle. But the image should not exceed 2048 pixels in width or height, as some video cards have problems with larger images.

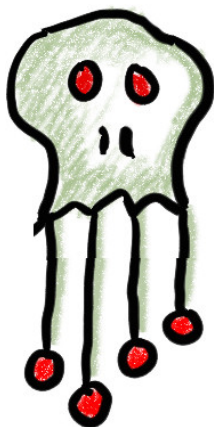


If you select the option to auto-detect ink obstacles in the background image, the game analyzes it to determine which parts of the image will become decorative background, and which parts will become obstacles for the bugs. Obstacles are areas that the bugs can not pass through and that they can use as a “floor” to crawl on.



For this, the game analyzes the brightness/darkness of the image: All brighter areas become decorative background, all darker areas become obstacles.

This allows you to create the whole doodle in a drawing program of your choice, without any of the predefined doodle elements from the game's palette. Except for the bugs and at least one honey pot, which are always required.



In the drawing program, create a new image with white (or relatively bright) background. Then paint all the obstacles on this background with a black or very dark color, similar to the black ink lines in the original doodles. In addition, you can also add decorative elements and coloring, just like in the original doodles, but you have to make sure that you use bright colors for this.

Then load this image as a background image for a new doodle, place a honey jar and some bugs, and play your own custom doodle!

Tip: If you are unsure about which parts of your image are interpreted as bright (=decorative background) and dark (=obstacle), you can use the following trick:

Hold down SHIFT+CTRL+ALT when you click the “Play” button in the doodle editor, to start playing the doodle.

The game will then not display your original background image, but will display a black and white version: Only the obstacle areas are shown as black, everything else is shown as white. This allows you to analyze exactly which parts of your image are interpreted as obstacles and which not.

Of course if you selected the option that the whole background image shall be a decorative background only, then all this does not apply. In this case, your image can contain anything you like, and nothing of it will be interpreted as an obstacle for the bugs.



Credits

A Spyn Doctor Games Production, in Association with Blitz 1UP,
an Initiative from Blitz Games Studios



<http://www.spyn-doctor.de>



<http://www.blitz1up.com>

**Idea, Game Design, Programming,
Art, Sound Effects and Font**

Johannes Hubert

info@spyn-doctor.de

Blitz 1UP Team

Business Development

Chris Swan

George Bray

Production

Neil Holmes

Assistant Producer

Kory Vandenberg

PR

Elizabeth Miller

Music

by Kevin MacLeod

incompetech.com

Additional Sound Effects

from www.soundsnap.com

©2011 Spyn Doctor Games, Your Doodles Are Bugged!, its logo and all related logos
and slogans are copyright Spyn Doctor Games.

Blitz 1UP is an initiative from Blitz Games Studios.

Blitz Games Studios, its logo and slogans are copyright Blitz Games Studios Limited.

All other logos are copyright of their respective owners.

ALL RIGHTS RESERVED

