



INSTRUCTION BOOKLET

**ModRetro has carefully assessed this
product, confirming it meets our exacting
standards for quality craftsmanship,
reliability, and unadulterated fun.**

OFFICIAL
MODRETRO
PRODUCT

TABLE OF CONTENTS

The Story	2
Starting the Game	6
Game Screen	6
Controls	8
In-Game Screen	9
Pause Menu	10
Classified Notes	11
Herd Insectapidea	12
Credits	15
Notes	18



THE STORY

THE INVASION

Right about now it is the year 2010, and things seem normal on most of planet Earth. However, a sinister situation has developed within the insect kingdom.

A poisonous chemical spill that occurred many years ago has affected the insect population of an abandoned chemical plant and its surroundings. Only now is this disaster starting to take its toll...

The contaminated insects have evolved dangerously, mutating into deadly aggressors with destructive tendencies. To empower themselves, they have developed offensive weaponry and fortress-like defenses. While other insect communities



suffer; the human population remains unaware of the danger posed by this newly created mutant race.

The insect world is threatened with total annihilation by this terrifying and violent mutant race known as The Herd.

Led by an unknown intelligence, The Herd has mobilized its great army and captured entire fields with military precision. Its aim, it seems, is to overrun fields and towns, exterminate all other insects, and destroy the natural environment...



THE BUCK PROJECT

As The Herd moves in, millions of innocent insects are slaughtered. The loss of life continues to go unnoticed by humans as Herd insects replace the victims. Survivors of the carnage have fled far and wide, but even their best defenses are powerless against the onslaught. In blind panic, the insects have searched desperately for new strategies to save themselves, but they now realize that only one plan has any real chance of working. And even this scheme gives them only the slimmest chance of survival.

Project BUCK is a top-secret insect military initiative conceived by one of the most powerful insect brains in the land. The plan is for a high-ranking volunteer veteran bee to be genetically enhanced and equipped with the latest



military technology, some of which would be surgically implanted. This cyborg's unnaturally superpowered abilities would make him strong enough to blast away millions of mutant insectoids.

The volunteer selected for the job is Buck Bumble. It is he who now has the formidable task of protecting the entire insect race!

"With the assistance of certain local militia forces, it is hoped that the BUCK unit will reclaim our lost lands and rid the fields of filthy Herd scum!! We want back what they have taken from us..."

- Commander B. Bubbins (8th Infantry) at a public nest conference, September 4, 2010.



STARTING THE GAME

Correctly insert the Buck Bumble game cartridge into your M64 and slide the Power Switch to the ON position.

GAME SCREEN

Move the Control Stick Up and Down to highlight the onscreen options and select by pressing the A Button.

Start 1P Game: This drops Buck into the heat of battle in the first mission and sends him on his way to defeat the evil Herd.

Start 2P Game: You can select this option if a second controller is plugged into Controller Socket 2. In this mode, you can battle another player in Cyborg Combat Training.



Load Game: This option can be selected if an existing Buck Bumble save file is present.

Training: Select this option to send Buck to Cyborg Basic Training.

Options: Select this to access the in-game preferences.

High Score: Lists all the high scores for the current session.

Audio Options: Adjusts the volume of both the sound effects and music in the game. Move the Control Stick Up and Down to select the sound type, then Left and Right to reduce and increase the volume.

Control Options: Toggle the targeting sight on/off and change the orientation of the Control Stick.



CONTROLS

START Button: Press the START Button to start and pause the game.

Control Stick: Move Up, Down, Left and Right to steer Buck while flying in the air.

While walking around: Move Up to walk Buck forward.

Move Down to walk Buck backwards. Move Left and Right to turn Buck.

A Button: Press the A Button to make Buck fly.

B Button: Press the B Button to make Buck brake (continuously pressing the B Button will make Buck hover - very useful!).

Z Button: This is the all important Fire Button and will fire Buck's current weapon.

C Buttons:  Toggle Camera.



C-Left / C-Down - Cycles through weapons.



Will make Buck do a loop-de-loop (  to do a quick flip).

Rumble function: Buck Bumble supports the M64's rumble feature. Rumble is triggered when Buck hits an obstacle or is hit by the evil Herd's weapons. Some of Buck's larger weapons can also cause rumble to trigger - they're just that big!

IN-GAME SCREEN

- 1. Score:** Shows Buck's total points for his campaign so far. Buck will get an extra life for every 10,000 points he earns.
- 2. Health:** This shows Buck's health. Don't let it get too low or you'll be out of action, soldier!
- 3. Lives:** Shows the total number of lives for the game.
- 4. Radar:** This allows Buck to pinpoint the position of enemies around him. Each enemy on the radar has a location ring. The redder the ring, the closer the enemy, so watch out!
- 5. Selected Weapon:** This shows Buck's currently selected weapon. The ammo count for that weapon is shown above. Buck's wrist laser is powered by the flapping of his wings, so it never runs out – pretty useful in the heat of battle!
- 6. Time Bonus:** Complete a mission quickly and Buck could be in for some extra points!



PAUSE MENU

You can pause the game by pressing the START Button. This also gives access to the pause menu:

Continue: Resumes the game.

Review Briefing: Select this option to display the current mission objective.

Audio Options: These audio volume options are also located in the Game Screen.

Control Options: These controller settings are also located in the Game Screen.

Restart Mission: Select this option to end the current mission and restart from the beginning.

Quit Game: End the current mission and return to the Game Screen.



CLASSIFIED NOTES

Buck Bumble is an ex-Bumble Ace Fighter who has volunteered for the BUCK Project to eliminate The Herd. With the native insect scientists' highly advanced equipment at his disposal, as well as various military cybernetic implants, he may just stand a fighting chance...

BUCK Prototype Equipment Description

Height: 0.85 inches

Weight: 0.08 ounces

Armor: Blue KV response armor

Weaponry: Multifunctional

Air Speed: Up to 8 miles per hour

Optics: BLR dat.tex Color Amplifying Goggles and onboard BH1T targeting and radar systems

Skills and Onboard Software:

- Rapid knowledge acquisition software implant enables the BUCK to learn weapons control systems and tactics quickly and effectively
- ZIP ammo compression allows the unit to carry significantly more equipment than an ordinary bee
- Skin armor implants

THE HERD (INSECTAPIDEA)

"Buck, our Bumble Intelligence Unit has collated all known information on the evil Herd and placed it in the Insectapidea file. Take care of this data, Buck. It's TOP SECRET."

Ant

Ants are easy targets on their own. The problem is that they always move in numbers, so you must still use caution. Ants are quick, agile, and spit acid with deadly accuracy. Watch out when you confront these, because when it comes to the Herd, size isn't everything!

Giz Beetle

Giz Beetles aren't the fastest of the Herd's ground units. But heavy armor and rapid-firing acid cannons lobbing vicious volleys will make it tough to bring them down. As with the ants, they move in numbers that make them dangerous.



Transporter

Used to move supplies around, these Transporters should not pose a problem. They are slow, have minimal defenses, and are not particularly smart. However, when destroyed they release an acidic mucus which can inflict a nasty burn.



Cranefly

Craneflies are the Herd's basic reconnaissance unit, and eliminating them should not prove to be problematic. They are slow in the air and have no defensive capabilities, but they carry an explosive device which, when dropped, destroys ground targets.



Wasp MKI Unit

This is the Herd's basic air unit for attacking air targets and defense. You have to be careful around these guys, Buck, because when the Herd sends them out in squadrons, they can be lethal. The Wasp has little or no ground capabilities. Bumble Intelligence believes the Herd may be developing an upgrade to the Wasp to make it even more dangerous.

Dragonfly

This enemy might be a bit of a handful, but we're sure you're up to the task, Buck. Heavily armored and carrying a Pulse Laser, Dragonflies are a serious threat, so take care when engaging this enemy.

Killapilla

The Herd Killapillas are excellent sentry guards and can be found around water. Armed with twin-mounted plasma cannons and highly effective targeting, they are not an easy enemy to evade. If you do have to take one down, aim for their weakest point: the head. But with those cannons, you'd better not miss!



CREDITS

ARGONAUT GAMES, INC.

Executive Producers	Mike Arkin, Gary Sheinwald, Jez San
Principal Producer	Jeff Nachbaur
Art Director	Chad Woyewodzic
Special Thanks	Anna Lisa Larke

DEVELOPED BY ARGONAUT GAMES

Lead Programming / Concept Programming	Carl Graham Tom Nettleship, Keith Weatherly Richard Griffiths
Audio Programming	Carl Graham, Keith Weatherly
Tools Programming	Giles Ford-Crush, Juan Garcia, Adam Hill, Simon Keating, JP Parmentier, Oliver Shaw, Jason Smith, John Steels

ARGONAUT GAMES (CONT.)

Lead Design	Simon Keating
Design	Anna Lisa Larke
Character Design	Adam Hill, Oliver Shaw, John Steels
Additional Design	Lynsey Bradshaw
Lead Musician	Justin Scharvona
Sound Effects	Adam Fothergill, Karin Griffin
Voice Talent	M.C. Cisco
QA	Clive Burdon, Omar Mian
Producer	Nick Clarke
Executive Producers	Keith Robinson, Jez San
Technical Support	Chris Blundell, Jan Van Hanegem, Paul Leask, Shen Osman
Special Thanks	Damian Green, Colin Jackson, Stuart Linsell, Sam Littlewood, SN Systems

ORIGINALLY PUBLISHED UNDER LICENSE FROM ARGONAUT GAMES BY UBI SOFT

Head of Third Party Development	Vincent Minoué
Project Manager	Zigor Hernandorena
Worldwide Marketing Manager	Jennifer Miller
United States Marketing Manager	Shawn Roberts
United States Public Relations	Sandra Yee
Game Designer	Metro
Game Designer	Lionel Rico
Scriptwriter	Stéphane Beauverger
Original Logo Design	Christophe Pouchot assisted by Sylvie Doulon
Original 3D Artist	Olivier Conorton
Original Packaging	Ubi Pictures
Original U.S. Manual / Packaging Production	
Special Thanks	Mari Sakai, Ron Zaragoza Olivier Martineau, Virginie Lemoine and the Ubi Soft subsidiaries around the world

PUBLISHED BY MODRETRO

Project Manager/	
Executive Producer	Chris Beach
Packaging Design	James Smith, Larson Kilstrom
Manual Design	Mike Smith
Game Capture	Sage Bea



NOTES

NOTES

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

ModRetro™, M64™ and all related trademarks are the trademarks, registered or not, of ModRetro Inc. Buck Bumble © 2026 Argonaut Games, Inc. Published under license by ModRetro Inc. All rights reserved. Buck Bumble™ and all related trademarks are the trademarks, registered or not, of Argonaut Games, Inc. All other copyrights and trademarks are the property of their respective owners.



Assembled in Vietnam

MODRETRO

0

Printed in Vietnam