

**Sirius**<sup>TM</sup>  
presents



Game design by Tony Ngo

# SQUISH 'EM™

## **To Set Up — Atari 400 or 800:**

---

Set up your computer system as instructed in your owner's manual. Turn the power OFF before inserting the Squish 'Em game cartridge. (Use the left cartridge slot if you are playing on an Atari 800.) Plug a joystick into controller jack #1 and then turn the power ON. Press the SELECT key to choose a play level, 1 - 15, and then press the START key or joystick button to begin. Press any key to pause and then resume the game.

## **To Set Up — Atari 2600 (VCS):**

---

Set up your computer system and left joystick controller as instructed in your game system owner's manual. Turn the power OFF. Insert the Squish 'Em game cartridge and then turn the power ON. Use the GAME SELECT lever to choose a play level, 1 - 15. Press the GAME RESET switch or joystick button to begin. Use the Color/BW switch to pause and then resume the game.

## **To Set Up — Coleco Vision:**

---

Set up your Coleco Vision and game controller #1 as instructed in your owner's manual. Turn the power OFF. Insert the Squish 'Em game cartridge and then turn the power ON. In a few seconds you will be presented with the Squish 'Em control keys. Press the # key to select a play level, 1 - 7. Press the \* key to begin. The 0 key will pause and then resume the game at any time during play. NOTE: If you do not press one of these keys right away, the game will do a self demonstration. Press the \* key to interrupt the demonstration and begin the game.

## **The Objective:**

---

Climb to the top of a 48 story building and collect a suitcase full of money. You must avoid being knocked off the building by a variety of Creepy Creatures or by falling objects.



## **Game controls:**

---

Tilt the joystick forward to climb up a pipe to the next floor. Tilt the joystick left or right to move horizontally. To lift your man's legs, press the joystick button. (If you are using Coleco Vision, either or both of the controller buttons may be used.) Your man's legs will drop automatically. To collect Prizes or Suitcases, your man must TOUCH them.

## **Creatures:**

---

Touching any Creature from the side will send your man skidding off the building into thin air. You can avoid a Creature by moving out of its way and climbing up to the next floor, or you can jump over it. For a really good time, you can squish the creepy creature by stomping on its head. But be careful, whether from a standstill or a flying leap, you must time the stomp perfectly. If you do not stomp directly on the Creature's head, your man will be knocked off the building.

After squishing a Creature, it's best to head for the next floor right away. In a few moments, the smashed creature will turn white and get back up, ready for revenge. YOU CANNOT SQUISH A WHITE CREATURE.

## **Men:**

---

You begin each game with four men, one in play and three in reserve. If you get bonked on the head by a falling object, or run into a Creature, you will lose one man. His replacement will begin at the beginning of your current play level.

## **Prizes/Bonus Men:**

---

You can earn bonus Men by picking up Prizes. Although you can earn up to 128 reserve Men, only a few can be displayed on the screen at one time. Up to six are shown on the Atari and up to ten on the Coleco Vision. A Prize only appears once per building, so keep alert! Prizes do not move.

## Screen Display:

---

Reserve Men are shown in the lower left corner of the screen. The current score is shown in the upper right. In the Coleco version, the skill level is shown in the lower right corner.

## Difficulty Levels:

---

Play levels can be selected manually, or you can advance through the levels by successful play. At the higher levels, the Creatures will become taller and more difficult to squish. They are also smarter, harder to avoid and get up faster after being squished.

## Point Chart:

---

Climbing One Floor	=	10 points
Stomping A Creature, While NOT Moving	=	100 points
Jumping Over Creature	=	200 points
Stomping A Creature, While Moving	=	300 points
Picking Up Suitcase	=	1,000 points
Picking Up Prize	=	1 Bonus Man

## Hints from Tony Ngo . . .

---

Objects fall at regular intervals. You should learn to judge when one is about to fall and be ready to move.

It is possible to jump over all the Creatures in Squish 'Em, although at higher levels you may wish to avoid them because of their height and speed.

## Other Stars From Sirius™ :

---

### Atari 400, 600, 800 & 1200 Cartridge:

Alpha Shield	Squish 'Em
Fast Eddie	Turmoil
Final Orbit	Fantastic Voyage
Bumper Bash	

### VIC-20 Cartridge:

Deadly Duck	Bumper Bash
Fast Eddie	Turmoil
Snake Byte	Type Attack
Spider City	Alpha Shield
Squish 'Em	Final Orbit

### Atari 800 & 1200 Disk:

Bandits	Critical Mass
Blade of Blackpoole	Sneakers
Cyclod	Space Eggs
Repton	Twerps
Snake Byte	Wayout

For more information or a more current listing, contact your local Sirius™ dealer or write us at 10364 Rockingham Drive, Sacramento, CA 95827





Game design by Tony Ngo

Package, program and audio visual © 1983 Sirius  
Squish 'Em and Sirius are trademarks of Sirius Software, Inc., Sacramento, CA  
95827

All rights reserved

Coleco Vision is a trademark of Coleco Industries  
VIC-20 is a trademark of Commodore Business Machines, Inc.  
Atari 400, 600, 800 and 1200 are trademarks of Atari, Inc.  
Sirius is not affiliated with Atari, Coleco or Commodore