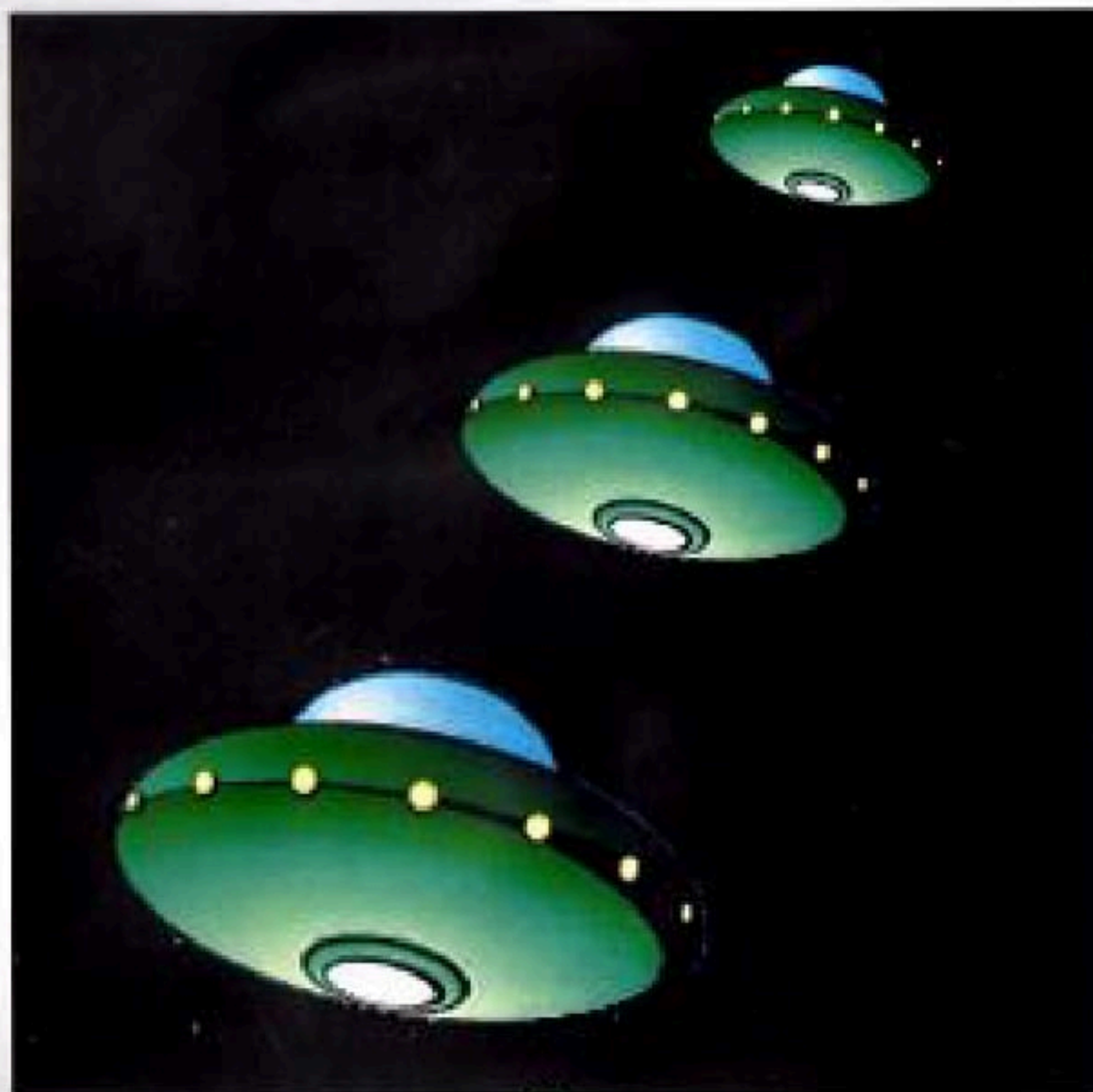


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# ALIEN GREED

(FOR ONE PLAYER)

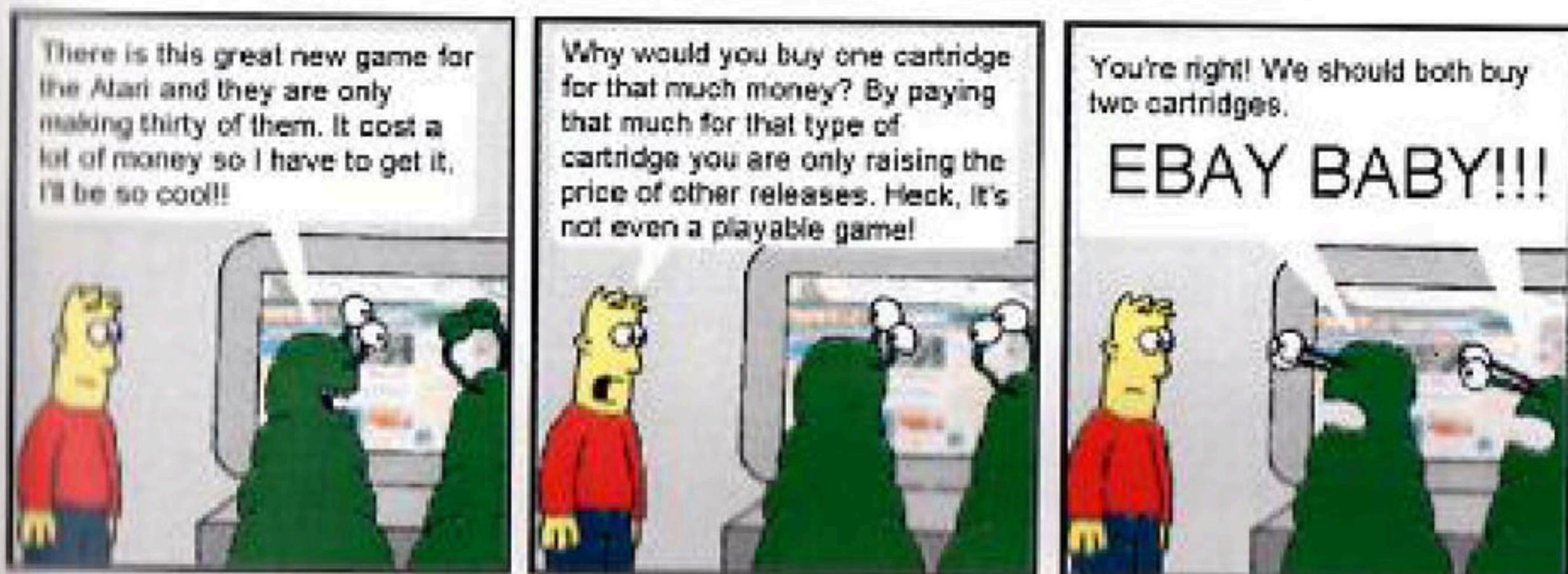
An AEGIS Games and NEO Games Production

They have come from the deepest parts of the Universe to complete their Atari 2600 Collections. Nothing will stop them, No price is too high!! There is nowhere to hide. No way to keep them from getting that exclusive cart. There is only one thing that you can do.....

## RUN!!!!

You were one of the first ones to reach Earth when you heard about the cool new LIMITED EDITION release of ALIEN GREED. Actually you got here a little too fast. I guess that braking thing wasn't such a waste of time after all. Well, You are here in one piece but you can't say the same about your ship. Pieces is more like it. Time to go round up all of those shiny new cartridges before your rivals get here.

Oh No!! It can't be. The competition is here! And they took the time to slow down! That means they can use their transporters. Hurry up and grab those carts before they beam them away! Oh, And watch out for the Bees!! Aliens don't like Bees.



# GAMEPLAY

You must race around the screen and collect the Atari Cartridges that appear before they are beamed away by rival Alien Collectors. As you race around the screen you must avoid obstacles and the roving Bee. The Bee won't kill you but it may slow you down.

## GAME INSTRUCTIONS

1. Follow the manufacturer's instructions to connect your Atari 2600 or compatible video game system to your television set.
2. Use the left joystick.
3. Game select switch is not used.
4. Hold the joystick with the red button in the upper left position.
5. Starting the game:
  - a) If there is no game in progress, press the red button on the joystick. If there is a game in progress and you wish to start over, press game reset on the console.
  - b) You start the game with three tries. Each time a cartridge is beamed away you lose a try. Lose all three and it is game over.
  - c) The level of challenge gets harder as the game progresses. Each time you collect ten cartridges the game advances to the next level. You can tell that you have advanced a level by a background color change.
6. Aliens don't like Bees! But it looks like Bees like Aliens. Maybe they smell like flowers? When the game begins the Bee is not that



aggressive. As you reach higher levels the Bee will start to track the Alien and follow him around the screen. The Bee is not deadly but it may slow you down.

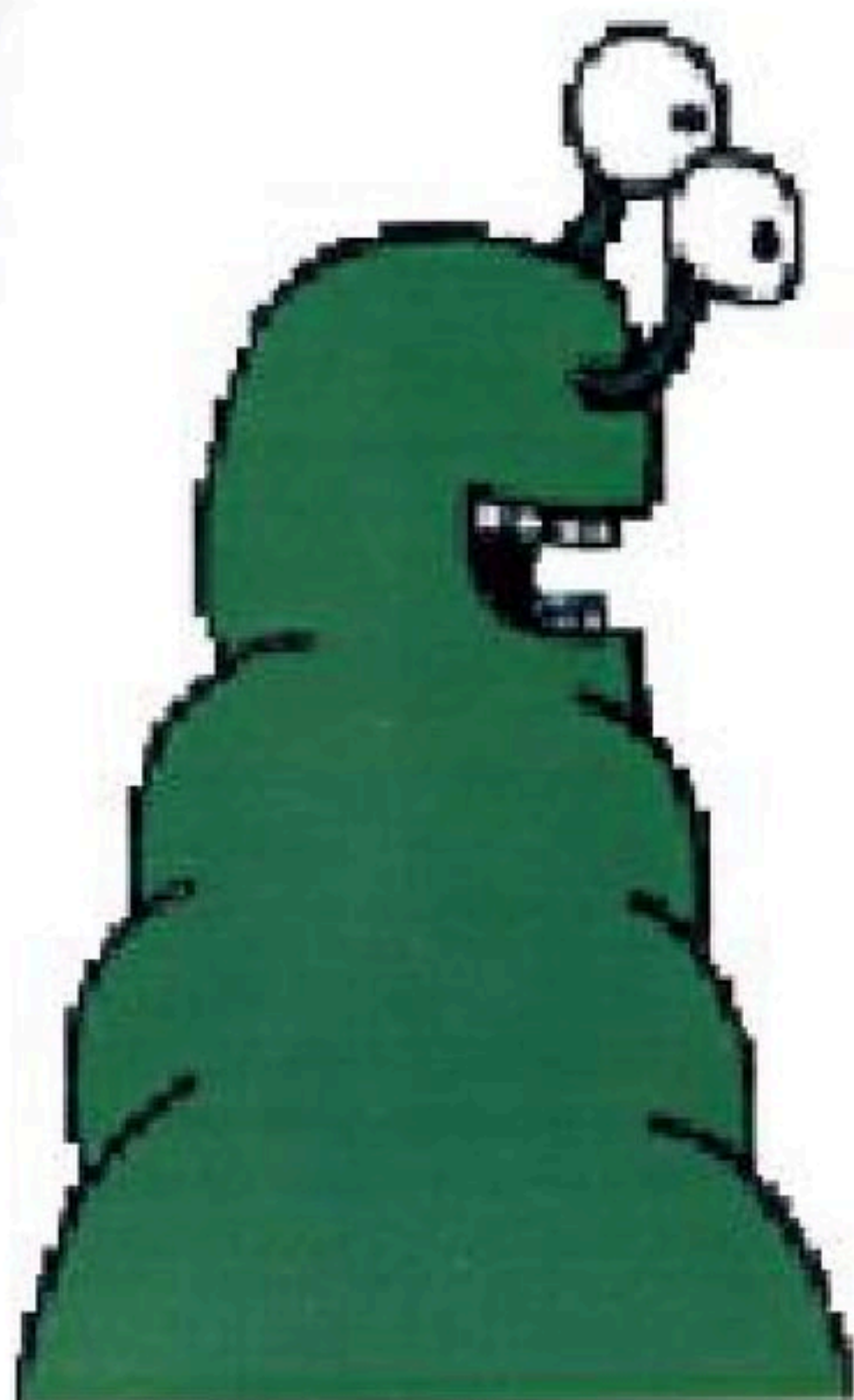
7. Once you have advanced a few levels you will see a barrier appear. Guess your Alien Buddies don't like losing out on all the great

Atari Cartridges. All you can do is go around the barriers.

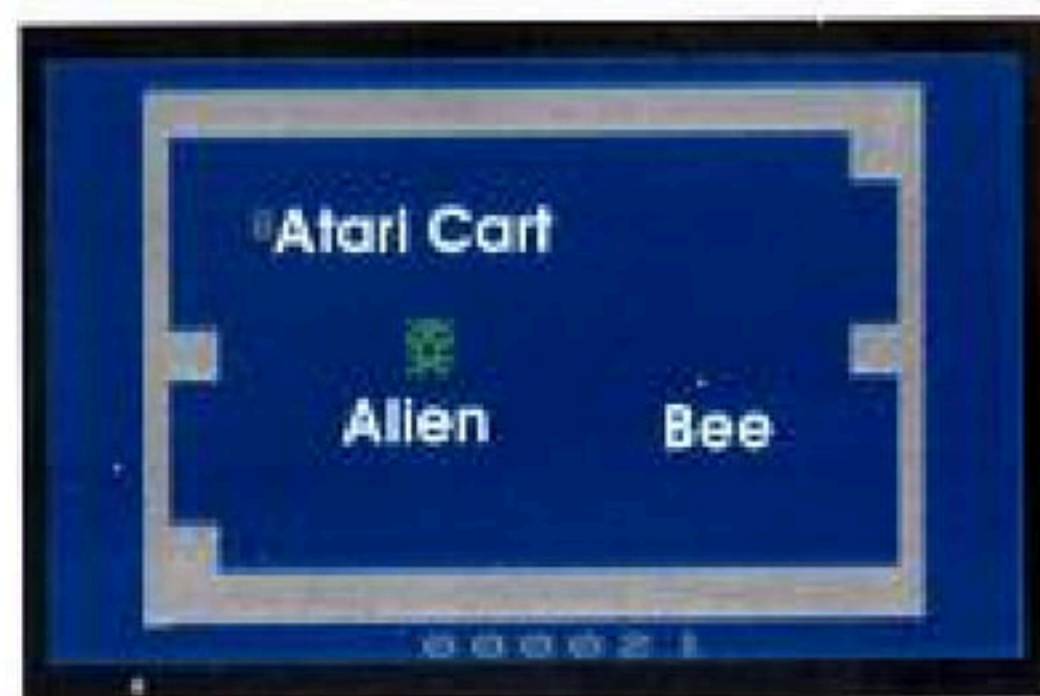
8. You will receive one point for each Atari Cartridge that you pick up.

9. Game is over when you miss three cartridges.

10. To return to the Title Screen after a game just use the Reset Switch.



*Title Screen*



*Gameplay Screen*

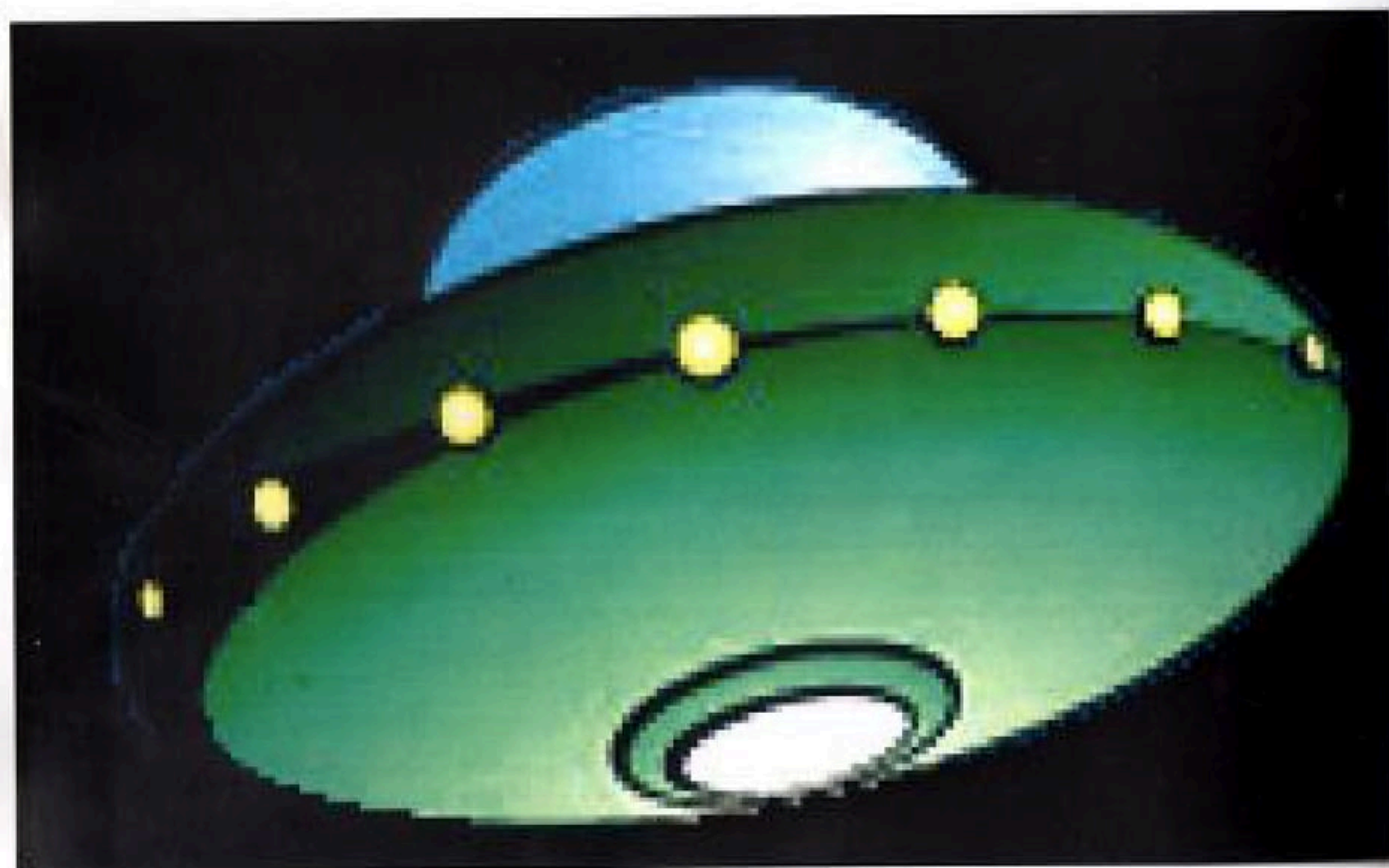
# STRATEGY HINTS

Be ready to move. There is no delay once the game begins. If you miss a cartridge you must be ready to go after the next.

Don't worry about the Bee until you have passed several levels. The Bee only becomes a threat once you have passed Level four.

There is no pause between levels. To indicate that you have reached the next level the background will change color. It rotates between five colors (Red / Green / Blue / Purple / Black).

Your Alien Buddies are out to stop you so they can get all of the Atari Cartridges. If they succeed in placing a barrier on top of you then it is game over.



# WHAT IS YOUR COLLECTOR RATING?



How Awesome are your collecting skills? Did you get a rare cartridge? Check your points on the chart below.

00-10 points	E.T.
11-20 points	Adventure
21-30 points	Oink!
31-50 points	Flash Gordon
51-60 points	Pooyan
61-70 points	Gremlins
71-80 points	Halloween
81-90 points	Guardian
91-100 points	River Patrol
101-110 points	Air Raid
over 110 points	ALIEN GREED (Mega Score!!)

## CREDITS

Original Gameplay & Programming - Chris Read (AEGIS GAMES)

Additional Gameplay & Graphics - Scott Dayton (NEO GAMES)

Additional Programming - Fred Quimby (BATARI BASIC)

Game Testing - Darren Braun

Cartridge Services - Shawn Davis Sr.

Manual Design - Tony Morse for AtariAge

GAME PROGRAMMED IN BATARI BASIC



# WEBSITES

AEGIS GAMES

<http://www.atari2600land.com>

NEO GAMES Classic Videogamer

<http://home.bellsouth.net/p/PWP-neotokeo2001>

BATARI BASIC

<http://bataribasic.com/>

ATARIAGE

<http://atariage.com/>

ALIEN GREED Original Program and Code is the work of  
Chris Read and AEGIS GAMES  
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AtariAge



[www.AtariAge.com](http://www.AtariAge.com)