

ALIEN SWARM

LOADING INSTRUCTIONS

DISK VERSION

1. Turn disk drive on — wait for busy light to turn off.
2. Insert disk.
3. Remove all cartridges, then power up ATARI 800/400 (16 k minimum).

CASSETTE VERSION

1. Insert cassette into program recorder.
2. Depress play button on recorder.
3. Hold down start key on computer while turning computer on.
4. Then press return key on computer.
5. Press space bar to begin new game if desired.

INHOME SOFTWARE REPLACEMENT POLICY

INHOME SOFTWARE will replace FREE of CHARGE any of their manufacturers' defective diskette or cassette within 30 days from date of purchase (shipping charges not included).

INHOME SOFTWARE WARRANTY POLICY

INHOME will replace a damaged diskette or cassette for a nominal fee of \$10.00. This fee covers the cost of handling and return postage within Canada, the United States and Mexico. For those outside these areas please include funds to cover return postage.

The original diskette or cassette must be returned, along with your cheque or money order to:

INHOME SOFTWARE INCORPORATED
2485 DUNWIN DRIVE
UNIT 1
MISSISSAUGA, ONTARIO L5L 1T1
(416) 828-0775

ALIEN SWARM

GAME INSTRUCTIONS

After loading game, select your level of play, see OPTIONS below, then press START to begin play, your screen display will appear with 20 missile packs positioned across the bottom of the screen.

To start play press joystick button. Begin loading missile packs into the energy bar by placing your man over a missile pack and pushing your joystick forward, resulting in an increase in your energy bar found at the top of the screen. Your bar will only hold a maximum of 4 missile packs at any one time. These packs give you energy to fire your lazer.

Once energy is obtained begin defensive action. You must shoot down the swarm of Alien bugs that are being created by a snake like figure. Do your best not to let these aliens land or they will steal your missile packs. If this occurs you can retrieve them by shooting the thieves down before they reach the top of the screen.

First round is over when you have been hit or when your energy has been depleted. Your next round will then start after scoring is completed.

All is lost when you have lost all missile packs and no energy left.

OPTIONS

PRESS SELECT FOR TWO PLAYERS.
PRESS OPTION FOR BEGINNER.
PRESS START FOR PRO.

SCORING

BUG — 50 points + 10 for every missile that the alien bug is still carrying. (MAXIMUM 90 POINTS.)

SMART BOMBS — 200 points. (HITTING SNAKE CAUSES SMART BOMB TO APPEAR, SO BEWARE.)

SNAKE — nil *** **MISSILES** — nil.

FIRE AWAY — every 100 points earns you another energy pack for your next round. (SEE 2 DIGIT ENERGY PACK COUNTER AT TOP OF SCREEN.)

REMEMBER — you lose 5 missile packs every time you are hit. (PLUS ENERGY STORED IN ENERGY BAR.)

BONUS POINTS

HIT — destroying more than 1 bug or smart bomb with a single shot earns you an additional 100 bonus points.

PACKS — a bonus of 200 points is awarded for each pack over 20.

POINTS — every 10,000 points earns you 5 bonus energy packs.

IF YOU THINK YOU HAVE MASTERED ALIEN SWARM
YOU HAVE NOT REACHED 50,000.

ALIEN SWARM

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POINTS

SNAKE EYES	100 Points
SAUCERS	100 Points Both Levels Not before 1500 Points
SMART BOMBS	200 Points Not in Beginners Level Not before 5000 Points
BOOMERANG TAIL	300 Points Both Levels Not before 20000 Points

PLUS

Various Bonuses for Hitting More Than One Object with
a Single Shot

SPACE BAR - Stops Action
Press Again To Restart

ATARI KEY - Resets Game at any Time