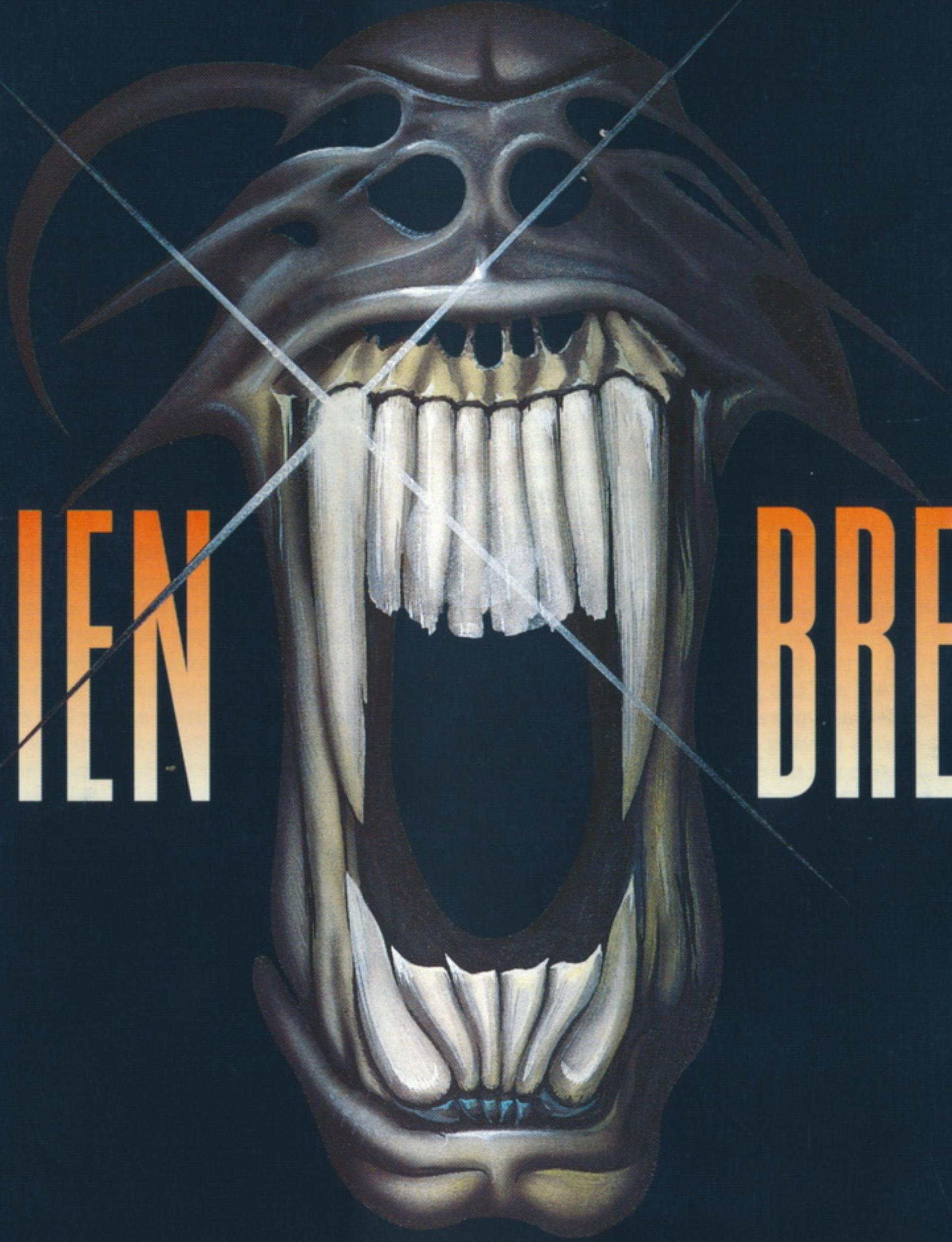




ALIEN

BREED

TEA 17

ENGLISH

LOADING INSTRUCTIONS

To play ALIEN BREED simply turn your machine on, at the C: prompt insert disk one into your A: drive and type A:(return), when you see an A: prompt type install. The program will now install itself onto your Hard Disk, not only does it install but it allows you to configure the game upon load-up, just follow the instructions on screen.

SYSTEM REQUIREMENTS

Alien Breed will need a minimum of 640k to operate, if you are using a Sound Blaster Sound Card it will work fine with 640k although you will need 1 meg of memory to hear the samples. Alien Breed will run on a 20Mhz 286 although we do recommend you use this program with a 33Mhz 386. The program will support VGA and SVGA only.

INTRODUCING THE IPC

The Inter-Planetary-Corps (IPC) are an elite band of tough mercenaries that were assembled by the Planetary Federation to maintain peace and order throughout the universe. Their schedule usually consisted of pursuing pirates, investigating narcotics rings and catching saboteurs. Teamed in two's, the IPC were a match for most, if not all of the colonists and even most of the outlaws gave them a somewhat grudging respect. IPC members Johnson and Stone were on a routine journey, patrolling a relatively quiet part of the Intex network cluster in the outer spiral arm - after six months on patrol they were heading back to IPF-HQ for a well earned break. Their craft, IPCC Miraculous - was a compact little machine, highly manouverable but lightly armed - but they weren't expecting any trouble in this sector of the universe and certainly not on their way home ...

INTEX SYSTEMS

Intex Systems was the name behind many of the technological breakthroughs of the period, they were responsible for the huge increase in colonisation and most of the complex computer and droid operated stations. Most bases have Intex Systems computers available and these offer many services to the user including the latest entertainment craze - Tennis - amongst other things such as new armoury, first-aid packs, ammo clips, etc - which are all instantly available through the matter-displacement unit.

Intex Research Centre Number 4 (ISRC-4) was such a centre, home to many science officers who were working on new security systems, the exact nature of which still remains a closely guarded secret. It seemed odd that even the IPC were not told what went on at such stations, all they were given was a vague map of the deck layout.

CONTROLLING THE IPC MEMBERS

Both players can be controlled by either two joysticks or alternatively one player using a joystick while the other uses the keyboard, it is not possible to play both Johnson and Stone on the keyboard, simply press the joystick/keyboard in the direction you wish to move, the fire button/action key fires off a round of ammo using the current weapon, weapons can be bought with collected credits at the computer-consoles located around the decks. To activate a console, move towards it and press the space bar or your 2nd fire button on your joystick (if available), console operation is then done with the joystick/keyboard and the cursor on-screen. The players have a finite amount of energy (represented via an energy bar) and this decreases as the game commences. Energy is lost through battle contact and through drainage using some of the security systems, not to mention this like the acid pools on the engineering deck. Energy can be topped up by locating first-aid packs scattered around the station or a kit can be ordered from the console. You can expect security-devices such as the fire doors (once shut they stay shut), one-way energy doors and suchlike once on board, because of security regulations and restrictions, we are unfortunately unable to explain any further. We do understand that ISRC-4's host system computer (LNET) is fully intact however and this may be able to give some assistance. A small portable map of the deck layout can be bought if you have the appropriate credits available, this can be operated by pressing "M" on your keyboard, pressing "M" again will turn it off. The map works better the closer it is to an Intex console due to magnetic storm activity. When you purchase additional weaponry you can select between the currently available ones by pressing the number "1" for Player 1 and "0" for Player 2. Different weapons have different effects and it is up to the player to use the best weapon in a given situation.

ENGLISH

GAME MENUS AND OPTIONS

The game offers several options which are selectable once it is up and running. All of these can be toggled using the joystick/keyboard together with the fire button/action key. These options are as follows :-

One / Two Player

The game can be played as a one or two player game, using joystick or keyboard with one player, as a two player game you can use either two joysticks, or one player can use the keyboard while the other uses Joystick, it is not possible to play a two player game on the keyboard only.

Note : if you use the keyboard to control one of the in-game characters, you will need a listing of keys, here they are :-

Cursor Keys	(Up/Down/Left/Right)
Right Shift	Fire button
1	Select player one's weapon
0	Select player two's weapon
M	Select Personal scanner
Esc	Abort Game
F1	Exit to DOS

You will be able to re-define the keys to suit yourself within the game environment.

View High Score Table

This option will allow you to view the top ten scores of the day.

Share Credits ON/OFF

This feature will enable Johnson and Stone to collect credits individually or as a team, known as a pulling together of resources.

Start Game

Play commences with the currently selected options.

The game features a full attract/demo sequence if left alone, returning you to the menu afterwards.

TIPS FOR BETTER ENJOYMENT OF THE GAME

Alien Breed is a great one player game but (like most things in life) is best done with a friend! The two-player option is heartily recommended and it's advisable that you both play as a team and cover each other or your survival cannot be guaranteed, not that its guaranteed anyway! Alien Breed boasts a spectacular array of atmospheric game-sounds and is best played with the volume UP.

CREDITS

An Audio Visual Magic Ltd (AVM) conversion

PC Programming	Gavin Wade
PC Music	Nigel Taylor
PC Graphics	Mark Smith
	Chris Hare
	Nik Love-Gittins
PC Playtesting	Stuart Hodgkinson
Produced	Gavin Wade
	Martyn Brown
Technical Assistance	Scott Walsh
Original game by	Rico Holmes
	Andreas Tadic
	Peter Tuleby

Copyright 1993 Team 17 Software Ltd



Marwood House, Garden Street,
Wakefield, West Yorks, England. Tel: 0924 201846.