

# SCARY MUTANT SPACE ALIENS FROM MARS (SMSAs)

## INSTRUCTION MANUAL

### SECTION 1 - SETTING UP

#### MAKING A BACKUP DISK

SMSAs uses the "KEY WORD" method of copy protection. At some points in the game, the program will ask you to type in a word from THIS manual. If you type the correct word, the game will continue normally. If you do not type in the correct "KEY" word, the program will end, and you will have to reboot in order to play again.

Since you need the manual for copy protection, the disks themselves can be copied freely. Use Workbench or any other copier to make a backup of the original SMSA disks. If you are unsure about how to duplicate a disk, read your Amiga manual for more information. Note that the backup of disk #1 must be called "SMSA Program Disk" and the backup of disk #2 must be called "SMSA Data Disk". Most copiers will automatically copy the name of the original disk onto the copy, but if the one you use doesn't, you can find information on how to rename a disk in Introduction to Amiga.

#### CREATING A SAVE DISK

SMSAs lets you save your "position" at any time during the game. A "position" includes everything that you have done in the game; your score, the objects that you are carrying and a lot more. If, for example, you play the game on Monday and you have to leave the house, you can save your position. Wednesday after work you can return to the game and load that saved position. You would then be able to continue the game as if you never left it in the first place.

To create a save disk, you must first format a disk that you will use to save your position. The format command erases EVERYTHING on a disk, so be careful when using this command. Once again, information on how to format a disk can be found in Introduction to Amiga. Note that the disk you will be using to save your positions on must be called "SMSA Save Disk" (to format a disk from CLI, enter: `FORMAT DRIVE DFO: NAME "SMSA Save Disk"`).

#### LOADING THE GAME

Loading the game is a simple procedure. Amiga 1000 owners should first boot with Kickstart 1.2 before loading the game. When the Workbench Hand appears, insert the disk marked "Scary Mutant Space Aliens from Mars, Disk 1" into the internal drive. A SMSAs icons will appear on the Workbench screen. Double click this icon and the SMSAs disk window will appear. Inside the window is the SMSAs game icon. Double click on this icon and the game will load.

### SECTION 2 - HOW TO PLAY

#### PLAYING THE GAME

After loading the game, you will see the SMSA play screen. It consists of the following: a picture area, a zone box, an object picture box, the quick-click command area and the command and text window.

### THE PICTURE AREA

This box contains a picture of your current location. Since some of the rooms look like others, you might see some of the pictures more than once. But don't worry . . . there are enough pictures on disk to keep you entertained.

### THE ZONE BOX

This box displays a picture of the planet that you are currently on, with the name under it.

### THE SMSA BOX

A picture of the last movable object that you have examined appears in this box.

### THE QUICK-CLICK COMMAND AREA

Each square here performs the command as labelled. Simply click on the appropriate box.

### THE COMMAND WINDOW

The command window is where the commands you type appear. This is also where the room and object descriptions are displayed when you enter a room or examine an object. Valid commands can be broken up into the following four groups:

#### DIRECTION COMMANDS

Direction commands allow you to move from one location to another. These commands are based on a compass system. Valid commands are NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST and SOUTHWEST.

Examples of direction commands: WEST, GO NORTH, NE

#### INVENTORY CONTROL COMMANDS

In order to play the game, you must pick up, use and drop objects.

To pick up an object, the command is: TAKE <object> where <object> is the name of the object that you want to pick up. Alternatively you may use the words: GET, GRAB, PICK UP, OBTAIN, PROCURE etc. You may also TAKE ALL or TAKE ALL EXCEPT/BUT <object>.

To drop an object, you type: DROP <object> where <object> is the name of the object that you want to drop. Alternatively you may use the words: DISCARD, CHUCK, DUMP, JETTISON, etc. You may also DROP ALL or DROP ALL EXCEPT/BUT <object>.

Some examples of objects in the game are: BELT, GREEN CARD, CHEESE, TRANSMITTER.

Examples of inventory control commands: TAKE BOOK, DROP THE BOTTLE OF WINE, GET ALL EXCEPT THE GREEN CARD, DROP EVERYTHING BUT THE EGG.

#### OBJECT CONTROL COMMANDS

Not only is it important to get and drop objects, but it's also important to use them at the right place and time. An example of a place to use an object would be a locked door. You must unlock it first before you can enter. You would type: UNLOCK DOOR WITH KEY. Not all of the objects have uses in the game. Other examples of object control commands include: PUT LASER GUN IN BOX, ATTACK ALIEN WITH BAT, GIVE ROPE TO BUG, GET BAGEL WITH POLE.

#### OTHER COMMANDS

Like object control commands, these are for you to figure out, and are not directly related to movable objects.

Examples of other commands include: JUMP TO BRANCH, KICK THE WALL, OPEN THE DOOR, SCREAM, MOVE THE DESK, TOUCH THE WALL.



## SECTION 3 - SPECIAL COMMANDS

The following is a list of special commands and features.

### COMMAND HISTORY

Pressing the UP or DOWN ARROW KEYS will cycle through the last 20 commands that you entered. Once the command appears, it may be edited before pressing RETURN. The delete key deletes the character to the left of the cursor and pressing BACKSPACE will erase the command line.

### EXAMINE

Use the examine command to get a description of most things. You can examine objects, people, landmarks, etc. The syntax is: EXAMINE <object>. Other examples include: LOOK UNDER THE BED, VIEW IN THE DRAWER.

### HELP

Each planet has a helpful paragraph of text that gives you hints on what to do on the planet. To view this text, type: HELP or press the HELP key.

### INSTANT MAPS

Maps may be purchased during the game. Once you have a map, you can see it by pressing F8. If you have more than one map, press F8 again to see the next one. Press ESC to exit.

### INVENTORY

To check what you're carrying, type: INVENTORY or I or INV

### LOAD

To load a game that you have saved on your SMSA Save Disk, type: LOAD. The program will then prompt you for which saved game (1-5) to load.

### MACROS

A macro is a user-defined command that can be executed with the push of a button. For example, instead of typing in ATTACK THE ALIEN WITH THE BAT, you could assign it to a function key and simply press the key to perform the command. The F2, F3, F4 and F5 function keys may be assigned a macro. To assign a macro type: Fn 'macro' where n is the function key number (2, 3, 4 or 5) and macro is the command that you want to assign. Examples: F3 'take all', F4 'kill the monster', F2 'examine the table with the magnifying glass'. Remember: to use the macros, simply press the corresponding function key. To see a list of your current macros, type: MACROS

There are six predefined macros: F1 - Quit, F6 - Load, F7 - Save, F8 - Map Mode, F9 - Edit Last Command, F10 - Repeat Last Command.

### READ

Read gives you information on an object if there is some writing on it. To read something, type: READ <object>

### RESTART

To begin the game over (and lose you current position), type: RESTART

## ROOM

The ROOM command gives you important information about the current room including any objects that can be taken. To get a room description, type: ROOM (or L). Note that you will get an automatic room description when you enter a room.

## SAVE

To save your current "position" to the disk, type: SAVE. You will then be prompted for the save file number (1-5).

## QUIT

If you want to end the game, type: QUIT. You may want to save your position first so that you can continue later.

## WAIT

Until you type a command, no time passes in the game (except when fighting). If you want time to pass in the game, type: WAIT (or Z). For example, if you are waiting for an alien to enter the room so that you can tickle him until he chants the secret password, you can keep on typing WAIT until he enters the room.

## SOUND

You may turn off the sound by entering: SOUND OFF. To turn it back on, type: SOUND ON.