



ALIEN

BREED

SPECIAL EDITION 92

TEA 17

TEAM 17'S HOPES AND ASPIRATIONS

Our brief when producing Alien Breed was to create a game that wouldn't look, feel or sound out of place in an arcade. We wanted to create a game that everyone would want to play and enjoy. We like to think that we realised those aims and that you, as a player will enjoy the result.

When we decided to re-release the game at a budget price we thought that it might be an opportune moment to cure a few points that people had raised with the original, add new challenges and levels and in effect create a new game that players of the original could pick up and play, we ended up with ALIEN BREED SPECIAL EDITION '92 - we hope you enjoy it.

THE TEAM...

Alien Breed was programmed by Swedes Andreas Tadic and Peter Tuleby along with help from Stefan Boberg, Graphics were by Rico Holmes and Music/Fx were by Allister Brimble. We'd like to thank Lynette Reade for providing the sultry voice of LNET, the Intex Computer System. Product Management was by Martyn Brown. Thanks to everyone else involved for their help and encouragement along the way, including all the games-testers and the magazines who really enjoyed the game. This special edition was put together by more or less the same team, with extra maps and storylines by Martyn Brown.

TEAM 17 COLLECTION

Also available on the Amiga from Team 17...

FULL CONTACT (The Arcade Karate Game) £9.99 rrp. Exciting, super fast graphics in this best-selling karate game for the Amiga. Superb audio-visuals and many opponents. Now A500+ Compatible.

PROJECT-X (The Ultimate Arcade Shootem`up) £25.99 rrp. A previous chart-topper, the game that the magazines went wild over! Simply the BEST arcade-style shootem-up available for the Amiga, from the same authors of Alien Breed!

ASSASSIN (Superb Arcade Action!) £25.99 rrp. Available Oct `92 Fantastic quality audio-visuals as you would expect from Team17 and a stunning amount of exciting arcade action. Assassin stomps all over the competition and is bound to become another Team17 classic!

SUPERFROG! (Slick Platform Fun) £25.99 rrp. Available Early 1993 Super fast and smooth platform action featuring a brilliant new character on the Amiga, Superfrog! Humourous cartoon quality graphics and lots of fun make Superfrog another instant hit. From the authors of Alien Breed and Project-X.

BODY BLOWS (Arcade Beat`em Up Action) £25.99 rrp. Available Early 1993 Fast, smooth and action packed street-fighting action as you pit your wits and energy against ten of the toughest dudes you're ever likely to see on a computer screen. Massive graphics and superb speech are just two of the Team17 trademarks.

THE STORY

2191.. and the galaxy stands unwittingly on the brink of war.

The colonisation, it had happened so fast, first the breakthroughs, initial tentative steps and finally the stampede. People rushing from the smog ridden, claustrophobic earth bases to the freedom and promise of the enterprising stellar colonies.

But the dawn of widespread and economical space travel brought with it new legacies, new crimes and a new era of greed. As tension inevitably spiralled, the Interplanetary Corps were born as a peace-keeping force.

Johnson and Stone were crack members of an elite IPC patrol unit, returning back to Federation HQ after a six month spell in the outer spiral arm, nothing had troubled them, but nothing usually did in such a remote section of the galaxy, they were relieved to be going home.

Then came the orders to check out a distant space station in the Intex network.. ISRC-4 had ceased transmitting on all Federation wavelengths.. it could be a magnetic storm or another fickle revolt against authority.. whatever it was, they were ordered in..

Stone logged the stations co-ordinates into Miraculous's nav-comp and initiated the engines for the small ion-drive.. The craft's engines shuddered as it picked up the pace and within a couple of hours they were in orbit around the gas-giant Gianor, where the station was located.

Johnson and Stone shrugged their shoulders, everything looked fine, sure things seemed a little quiet, but there was evidence of magnetic activity..

Miraculous fired her retros and began her approach into one of the stations three landing bays.. they were going in...

USEFUL BACKGROUND INFORMATION

Intex Systems was the name behind many of the technological breakthroughs of the period, they were responsible for the huge increase in colonisation and for most of the complex computer and droid operated stations.

Most systems had Intex computer systems networked throughout, offering many services to the crew including a spot of light relief, Space Tennis, which was the very latest entertainment craze, along with first aid packs, ammo packs, deck-maps and suchlike which were all available instantly via the matter displacement unit.

Intex Space Research Centre No.4 (ISRC-4) was a typical example, shrouded in mystery it was the nerve-centre of complex and secret security operations - many prototype systems were rumoured to be in design there and very few were privvy to the exact operations.

LOADING INSTRUCTIONS

Simply reset your Amiga in the conventional way using CTRL and 2 Amiga Key operation, then insert DISK ONE. After a short while the game will ask you to insert DISK TWO, do this and press the joystick button to continue.

When the menu appears, you can select options and then play the game.

NOTE: Always keep your game-disks write protected and safe when not in use.

SYSTEM REQUIREMENTS

The game requires **ONE MEGABYTE** of RAM to play and will run on all Amiga systems. Disk access is still necessary between levels, but this is minimal and should not detract from play. A joystick is of course needed, two if the dual play option is selected. Sound output through an amplifier or your hifi system is strongly recommended.

GAME MENU AND OPTIONS

Menu options can be selected by using the joystick and button, all are toggled through their relative details by using the fire button. Once happy with all selections, select **START GAME** and press the button once more.

The **SHARE CREDITS** option allows you to split the rewards of any credits you may discover when playing in two player mode, this can provide better enjoyment to give a better team effort.. but some people may miss the fights and arguments that break out when fellow players race to grab everything before the other player can get a look in!

The game features a full attract sequence if left alone.

CONTROLLING THE IPC MEMBERS

Both players are controlled using the joystick, simply move the stick in the direction that you wish your character to travel, the button will (ammo permitting) fire off a round from the current weapon you are using.

Weapons, keys, ammo etc can be purchased with any credits you may have found at the various computer consoles located around the station.. to activate a console, go towards it, make contact with it and press the space bar.

Console operation is made entirely with the joystick in a similar fashion to the game menu using the on-screen cursor. You can exit from the sub-game by pressing the other players button (or the mouse if connected).

Players have a limited amount of energy, which is represented by a bar on the players status panel (either at the top of the screen for player one or at the bottom for player two), this is decreased through injury as the game progresses but can be replenished with the first aid kits that are scattered around.

You will be able to buy a small portable holo-map of the space-station and if in possession you can turn it on/off with the "M" key on your computer.. the holo-map works better when near to a console.

You can also purchase bigger and better weaponry, to select a different weapon you must use the left ALT key (bottom left of main keyboard) for player one or the right ALT key (bottom right of main keyboard) for player two during the game.

You can return to the main menu, and sometimes you may have to if your judgement has failed you.. by pressing the ESC key.

TIPS FOR FURTHER ENJOYMENT OF THE GAME

Alien Breed is a great one player game, but like the best things in life, is best done with a partner. We heartily recommend the two player game as the atmosphere takes on a new meaning once teamwork is required.

The game boasts an incredible array of intensive atmospheric sound-fx and should really be relayed through an amplifier or hifi for best effect.

Turn down the lights, pump up the volume and experience ALIEN BREED!



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