INTRODUCTION

Xenophobe is an action-orientated game embodying all that is best in MicroStyle games. Easy to play, but difficult to master with a unique split-screen and a two player option.

XENOPHOBE

...One who has a deathly fear of anything alien.

BACKGROUND

Schickn thought ruefully about the Earth he was leaving - an earth once mighty in his childhood years now insular, polluted, demoralised and dispirited. The proud forays into space during the '30 's and '40's marked a period of expansion, an era in which the hope and aspirations of a thousand generations of humanity had been realised. Then in '56 came the first of a series of disasters - The New Phoenix Mars colonists were afflicted by a mystery plague - some say it was a Martian bug. Most blamed the Central Bloc and the Brazilians and Indians in particular. Earths sensitive political equilibrium was deteriorating with the emergence of new so-called super states - India, Brazil and Pakistan being the major powers., India now ruling the whole sub continent with an iron fist and proving a major threat to both the new free states of Russia and China. Whether it was biological espionage by the central bloc we'll never know, but nearly a quarter of a million souls lost their lives and Earth when its confident, possibly arrogant, rush for the stars stumbled.

In '58, 80 personnel of the small Io scientific mission were killed by a violent volcanic eruption from the surface of Jupiter.

Indeed, '58 was a turning point for humanity - in retrospect, the skirmish was inevitable but, when war broke out between India and China, a limited nuclear exchange turned the great cities of New Dehli and Beijing into a vivid vision of hell. It only lasted a week and only twenty warheads were used but the Earth was turned irrevocably towards a period of introspection. Why spend money on pointless crusades into the unknown when the cost is the spiritual destruction of the Earth itself? Throughout the free world the 'planetists' were in the ascendancy, with the protection of the Earth their major priority.

So the huge orbital platforms surrounding Earth became largely derelict, many with only maintenance personnel and small teams of scientists manning the platforms. Of all mankinds' space colonies, only the moon exists as a living community. The moon shuttle being the only regular passenger space shuttle in service. And now this... In '62, transmissions of an unidentified nature were picked up at the edge of the solar system in the region of Neptune. Unmanned scanners and transmitters in the area quickly ceased their broadcasts, blinking out of existence at the same instant. Routine transmissions from the Europa marine colony ceased one week afterwards.

The effect Earthside was devastating Xenophobia gripped the world. In some strange way, it unified the disparate bands of humanity in a common emotion - fear!

- Was it the Aliens who destroyed the Europa settlement?
- Did the mystery Martian virus have an extraterrestrial origin?

Earth's political strategists now believe the aliens to be studying the planet from our own orbiting platforms !

Contact with the scientific teams on board has been lost. One microwave visual gave a frightening insight to the new inhabitants.

Schickn reminiscences were shattered by a sharp expletive by Korolski or kwak to his friends, a native of the now extinct European colony *"Look at the ...... thing"*. The space platform was scarred, revealing damage done by the equivalent of high energy lazer cannons. Almost surgically, the space station Zero One Five had an oval hole measuring around 100 metres in its upper ring. So, they're here!

No-one on Earth was prepared to even investigate, all being paralysed by fear. Our 'expeditionary force' was a mixed bag of scientific idealists. Embittered Europan mutants and old spacers like myself were the only ones to take up the challenge from 5 billion people. Looking at the so called 'Combat Crew', Schickn could not resist a smile. Here he was, the leader of the oddest band of mercenaries it was possible to imagine. To them this was no adventure, no military campaign. This was a goddamned crusade. A crusade not just against the unknown. To some, like Kwak, it was a simple question of revenge. For most it was a fight to give the people of Earth a purpose - to save the world from **XENOPHOBIA!**

MISSION OBJECTIVE

"The alien life forms are despoilers of intelligent life"

EXTERMINATE THE ALIENS!

1. To exterminate all hostile alien life forms (called "Xenos") that are thought to be infesting the derelict space stations and moon bases.

2. To collect the various forms of hardware thought to be left on board the platforms and bases - which could help the human fight and be useful to the aliens.

The appearance of the alien force is repulsive. You must avoid xenophobia!

BRIEFING

The power of the alien force is unknown - initially, only two of your team from the three squads will be sent in. It is for you to assess relative strengths and send in the two most appropriate personalities.

The two combatants will report to the shuttle transfer room where the molecules of each combatant will be dematerialised and rematerialised in the base.

Travelling from room to room and level to level (by using the elevator), you must accomplish the first objective to exterminate the required number of xenos in each level of the base within a time or else the pests will over-run the base. The length of time varies with the number of levels. The battle between the Exterminator(s) and the xenos may result in three different outcomes:

1. Time runs out, the xenos overrun the base, and the base self-destructs after the Exterminator(s) returns to the mothership via the "transfer disc".

2. The player (Exterminator) orders a "fast destruct" of the base to prevent it from being over-run by Xenos. The base is destroyed after the exterminator returns to the mothership via the "transfer disc".

3. The player (Exterminator) clears the base of Xenos. The Exterminator(s) return to the mothership via the "transfer disc".
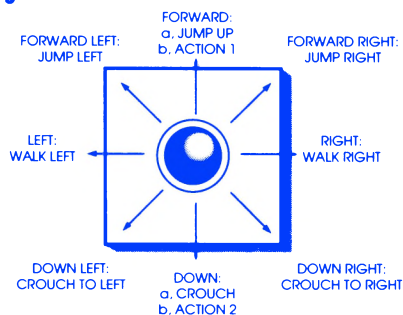

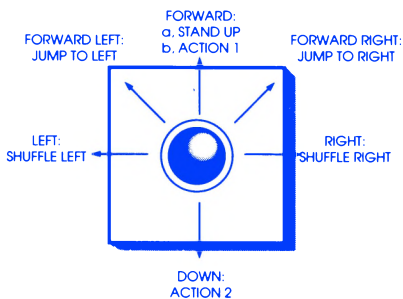
XENOPHOBE

CONTROLS

The standard controls are as follows:

Atari ST and Commodore Amiga

Joystick control
Waggle: Throw Critter, cut Tentacle, pull off Festor

1. Player standing

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        FORWARD:
        a. JUMP UP
FORWARD LEFT:   b. ACTION 1   FORWARD RIGHT:
JUMP LEFT                     JUMP RIGHT

LEFT:                         RIGHT:
WALK LEFT                     WALK RIGHT

DOWN LEFT:      DOWN:         DOWN RIGHT:
CROUCH TO LEFT  a. CROUCH     CROUCH TO RIGHT
                b. ACTION 2
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2. Player crouched

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        FORWARD:
        a. STAND UP
FORWARD LEFT:   b. ACTION 1   FORWARD RIGHT:
JUMP TO LEFT                  JUMP TO RIGHT

LEFT:                         RIGHT:
SHUFFLE LEFT                  SHUFFLE RIGHT

        DOWN:
        ACTION 2
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Fire button: Fires in the direction the current weapon is pointing. The player can alter the angle that the weapon is pointing by moving the joystick up or down. The facility to alter the angle of the gun lasts for approximately two seconds after pressing the fire button.

Bombs: Space bar - player one throws bombs (if available)
0 (key pad) - player two throws bombs (if available)

THE STATUS LINE

Below each figure on screen is the STATUS LINE. This shows:

SCORE	ACTION 1	ACTION 2	HEALTH

1/ The player's current score.

2/ The player's remaining health. When this is exhausted your figure loses his life.

3/ ACTION 1 & ACTION 2 display functions that a player can invoke at certain points of the game. For instance, when you approach an object to be collected, the Action 2 box will register 'PICK UP "OBJECT". To do this you must move the joystick towards you.

ACTION 1:
PUSH BUTTON
FIX GIZMO
SHOW I.D.
USE "OBJECT"
BREAK GLASS
INSERT KEY
REMOVE KEY

INSERT DISC
STASH WEAPON
LIFT - GO UP

ACTION 2:
PICK UP "OBJECT"
LIFT - GO DOWN

WEAPONS

To help defend against the Xeno attacks you will find a variety of weapons to use. These are :

SMOKE GUN — Most powerful hand gun ever, nothing can stop it. But suffers from a very short range and don't drop it!

PHASER — Standard issue single shot weapon. Only really effective against small targets but virtually indestructable.

LASER PISTOL — Long range attack weapon that will burn through most armour but does lack a big punch. Can be destroyed but is fairly tough.

LIGHTNING RIFLE — Medium range electrical weapon which is very effective against Xenos. Has a tendency to short out and explode if dropped.

BOMBS — Hand thrown grenades cause a high intensity explosion but tend to rebound off walls so use with care.

Notes:

1. Should you lose your weapon a droid will appear and throw out a new weapon for use.
2. You can still fight even without a weapon. Remember, you can punch the invaders.......but they're tough dudes

LOADING INSTRUCTIONS

AMIGA - Place disk in drive at workbench prompt and game will load automatically.

ATARI ST - Place disk in drive and turn on your computer. The game will now load automatically.

IBM PC - Place disk in A. drive and at the A> prompt type Xenos. The game will now load.

C64 DISK - Place disk in drive and type load "*",8,1. The game will now load.

C64 CASS - Place cassette in deck, press shift and runstop, then 'play' on tape deck the game will now load.

SPECTRUM DISK - Place disk in drive and press enter. The game will now load.

SPECTRUM CASS - Place cassette in deck type load "" and press enter followed by play on the tape deck the game will now load.

AMSTRAD DISK - Place disk in drive and type I (SHIFT and @) CPM and press enter the game will now load.

AMSTRAD CASS - Place cassette in tape deck press CTRL and little enter. Start tape and press enter. The game will now load.

ALIENS

NAME	DESCRIPTION	METHOD OF ATTACK
POD	A green spore which will hatch into a critter after a period of time.	None
CRITTER	A cross between a small, three-legged squid and a scorpion.	It physically "latches" onto the Exterminator with its legs.
ROLLERBABY	A thick-skinned cross between a large turtle and an armadillo.	After curling into a ball, it knocks the Exterminator down by rolling into him (her).
TENTACLE	Not an individual creature, but rather one of many long-reaching appendages of a huge creature hiding behind the walls.	It "latches" onto the Exterminator by wrapping around the Exterminators head.
SNOTTERPILLAR	A very large, leaping, heavily armoured cross between a lizard and a caterpillar that spits a slimey venom at its victims.	1. It knocks the Exterminator down by leaping against him (or her). 2. It strikes (and sometimes knocks down) the exterminator with its spit.
FESTOR	A very large, menacing, reptile-like creature that waits (behind walls, near doors, windows and other openings) to attack without warning.	1. It "latches" onto the Exterminator with its telekinetic gaze. 2. It strikes (and sometimes knocks down) the Exterminator with a ball-like Egg (which will change into Pod after a period of time).

As well as these creatures you may find some of the bases automatic defense systems may attack or hinder you unless you have the correct ID or object to bypass them.

PERSONNEL DATA / COMBAT CREW

DAMAGE TO PLAYER-CHARACTER (EXTERMINATOR) AND PLAYER HEALTH POINTS LOST

DESCRIPTION OF ACTION THAT CAUSES DAMAGE TO PLAYER-CHARACTER (EXTERMINATOR)	PLAYER HEALTH POINTS LOST
Exterminator is hit by the Fist of another Exterminator.	1 point
Phaser (gun) explodes when it lands too close to a doorway after being knocked away from the Exterminator.	1 point
(Laser) Pistol explodes when it lands too close to a doorway after being knocked away from the Exterminator.	2 points
(Lightning) Rifle explodes when it lands too close to a doorway after being knocked away from the Exterminator.	3 points
The Exterminator is hit by a laser beam from the ball (servomech).	4 points
(Smoke) Gun explodes when it lands too close to a doorway after being knocked away from the Exterminator.	10 points
The Exterminator walks into an active Electrical Force Wall.	50 points
A Rollerbaby knocks down the Exterminator.	50 points
A Snotterpillar strikes the Exterminator with its spit.	Varies between 35 to 100 points*
The Exterminator is hit by dripping slime from the ceiling.	75 points

The Exterminator is hit by a Bomb thrown by another Exterminator.	100 points
The Exterminator is hit by an Egg thrown by a Fester.	Varies between 20 to 130 points*
The Exterminator is knocked down by a Snotterpillar.	150 points
A Critter "latches" onto the Exterminator causing a continuous health point drain.	2 points/decrement
A Tentacle "latches" onto the Exterminator causing a continuous health point drain.	4 points/decrement
A Festor "latches" onto the Exterminator causing a continuous health point drain.	20 points/decrement

The further the distance, the fewer health points will be lost.

BLUE SQUAD

Col Schickn.
AGE - 52.
BACKROUND - Spacer, Mercenary, and Trader.
STATUS - Leader of the Combat Crew.

Mr Eeez.
AGE - 32
BACKROUND - Former Martian Colonist.
STATUS - Mercenary.

Dr Zordirz.
AGE - 38.
BACKROUND - Former Member of the Space Platform Science Team.
STATUS - Platform Advisor.

YELLOW SQUAD

Dr Udderbay.
AGE - 29
BACKROUND - Former Member Of The Lunar Science Team.
STATUS - Lunar Advisor.

Mr Fogg
AGE - 24.
BACKROUND - Psycopath!
STATUS - Mercenary.

Col F. Truth.
AGE - 30.
BACKROUND - Professional Soldier.
STATUS - Mercenary.

RED SQUAD

Mr M Brace.
AGE - 25
BACKROUND - Former Colonist Of The I.O. Scientific Mission.
STATUS - Mercenary.

Dr (Kwak) Korolski.
AGE - 26
BACKROUND - Former Colonist Of The Europa Marine Mission.
STATUS - Mercenary.

Col Poupon.
AGE - 22
BACKROUND - Professional Soldier.
STATUS - Mercenary.