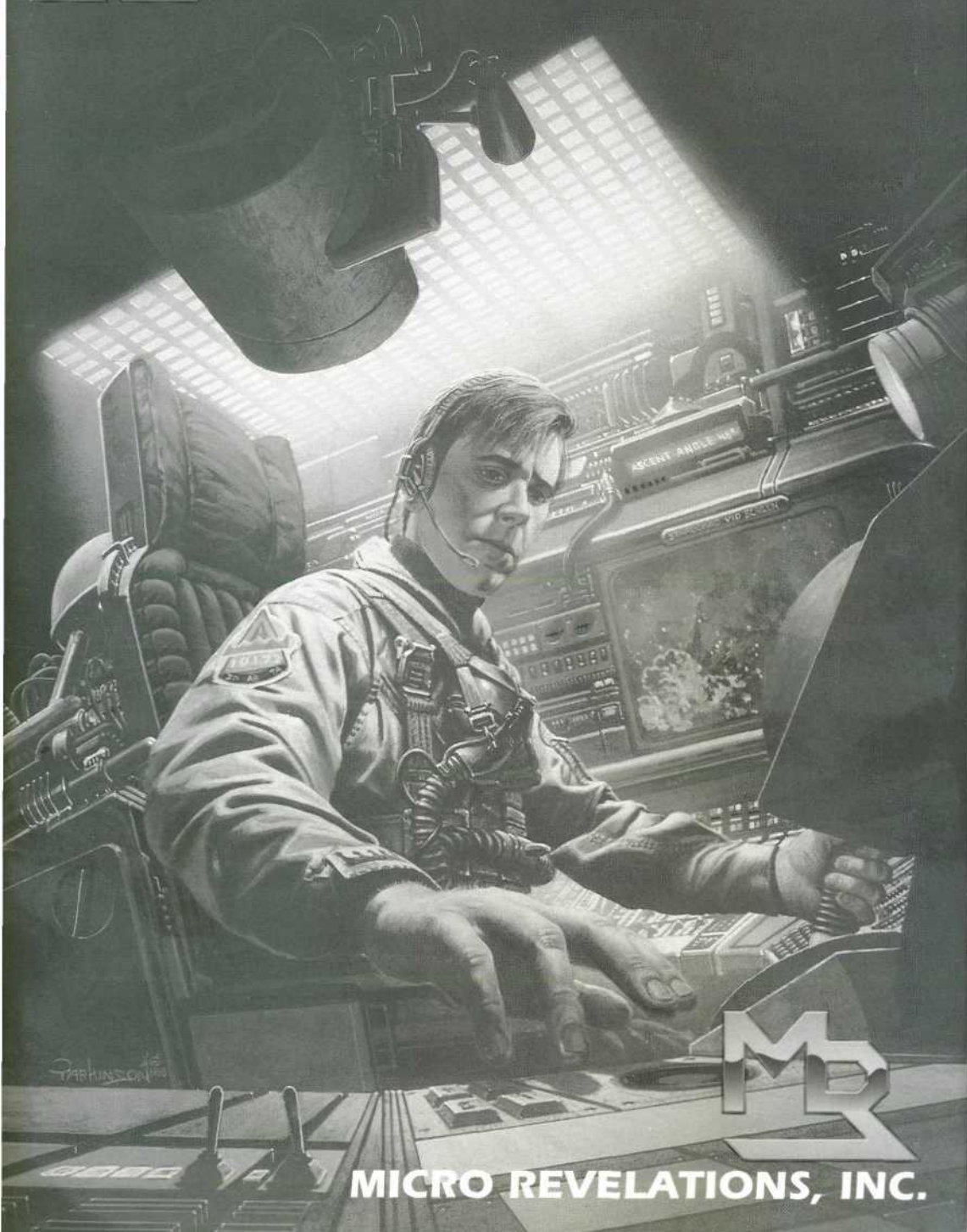


XENOCHIDE



MR

MICRO REVELATIONS, INC.

XENOCIDE™

PROGRAMMING

Brian Greenstone

GAME DESIGN

Brian Greenstone

Brian Lent

Dave Triplett

GRAPHICS

Dave Triplett

Brian Greenstone

SOUND

Brian Greenstone

COVER PAINTING

Keith Parkinson

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THE SITUATION

Guess who just moved in to spoil the neighborhood. An alien race of reptilian humanoids called Xenomorphs have invaded your solar system. The Xenomorphs have been permanently banished from their home galaxy for a long list of crimes including mass genocide, cross-species genetic experimentation and biological warfare. Their hungry search for a new home has brought them in cold-blooded hordes to Cire-Alto, your solar system of five inhabited planets.

Cire-Alto has been politically neutral for nearly 2.5 millenia. This long period of peace and stability has enabled Cire-Alto to develop into the universal center for the arts, education and research. Each planet is home to universities, libraries, theaters, biospheres and laboratories. Scholars, scientists and artists travel trillions of miles each year to enjoy the rich cultural bounty of Cire-Alto.

As a neutral solar system, Cire-Alto has no defense forces. In fact, it's planets are often the site of peace negotiations for warring factions elsewhere in the universe. The levelheaded fairness and integrity of Cire-Altonian litigators has helped solve some of history's most troublesome conflicts, including the nasty incidents resulting from the ancient Earthling attempts to conquer planets outside their solar system.

Unfortunately, this golden age is now threatened by the sudden, relentless aggression of the Xenomorphs. One of the five planets of Cire-Alto has already been taken. A few hundred thousand citizens were immediately massacred and all others imprisoned. The prisoners were used in vast biological/genetic experiments — all part of the Xenomorph goal of developing a docile, abundant food source with a distinctly human flavor. In a scant 3 months, the entire population of the planet had been eradicated via either the experiments or the more direct Xenomorph dinner table method.

Their food supply gone, the Xenomorphs turned their unblinking yellow eye membranes on your home planet, Argenia. Their first step was to occupy the three moons of Argenia. They built a bio-lab deep inside each moon and immediately sent raiding parties down to the Argenian surface to bring back humans for lab experiment fodder. Thousands of Argenians have already been snatched from their homes and families to feed Xenomorph appetites.

Countless attempts to mollify the Xenomorphs have failed. Offers to feed the Xenomorphs from the abundant Cire-Alto agricultural bounty have been met with the consumption of the emissaries. The Xenomorphs are building their forces for their final assault of Argenia. The bio-labs have developed a strain of warrior — part animal, part machine, all Xenomorph. As soon as they have enough of these mindless machines of mayhem, they will send them down to conquer Argenia while they sit safely on the moons, clearing their palettes in anticipation. They no longer waste time experimenting on

humans. Their raiding parties simply kill on the ground and transport the refrigerated bodies back to the moons for baking and serving at the endless Xenomorph dinner parties.

You are the restless, reckless child of a prominent Cire-Alto citizen. Youthful boredom led you to leave Cire-Alto upon graduation from the university to pursue adventure in the rest of the universe. Ten years and ten xillion miles later, you have returned. Older and wiser, your restless energy has been tempered with a sad knowledge of the wicked ways of the universe gained through your profession as a mercenary space-pod fighter pilot. Vowing never to fight again, you returned to the peace and tranquility of Cire-Alto, only to find your father dead (he volunteered to act as a envoy on a peace mission to the Xenomorphs), your family frantic with grief and frustration and your planet threatened with extinction.

Realizing that you are Argenia and Cire-Alto's only hope, you gather together your weapons, load up your vehicle and set off on what could be your final mission:

YOU MUST DESTROY THE THREE MOONS AND EVERYTHING ON THEM OR WATCH YOUR FRIENDS AND FAMILY BE TURNED INTO A FOUR COURSE BANQUET!

It's going to be the greatest challenge of your life. Three moons, 12 total levels, a motley collection of alien life-forms whose only regard for humans is how they taste with catsup! You'll have to be part hero, part scholar and all daring to Blast your way through an army of warrior drones and natural barriers to unlock the puzzles of each moon. You've got to plant your bombs and make a quick getaway before the moon explodes in a thundering explosion of rock . . . Then you have to do it again — twice!

LOCK AND LOAD. IT'S TIME TO COMMIT XENOCIDE!

START-UP MENU

- (1) **Continue Game:** This will allow you to start the game from the previously saved location. See reference card for more information.
- (2) **View High Scores:** This will show you a list of the highest scores along with what levels were completed. You will receive a star for completing each level and a moon icon if you destroy a moon. The high scores list can be reset by pressing "C".
- (3) **Music and Sound:** Please see reference card for information.
- (4) **Start Game:** This will erase the previously saved game, if any, and restart you at the first level of play.
- (5) **Exit:** This will exit XENOCIDE and return you to the launching application, if any.

Once the Start Game or Continue Game icon is selected, you will be asked to locate a word from this instruction manual. If you correctly answer the question, you will be given a screen showing the three moons that must be destroyed. At this point, you will be taken to your first challenge — the hovercraft level.

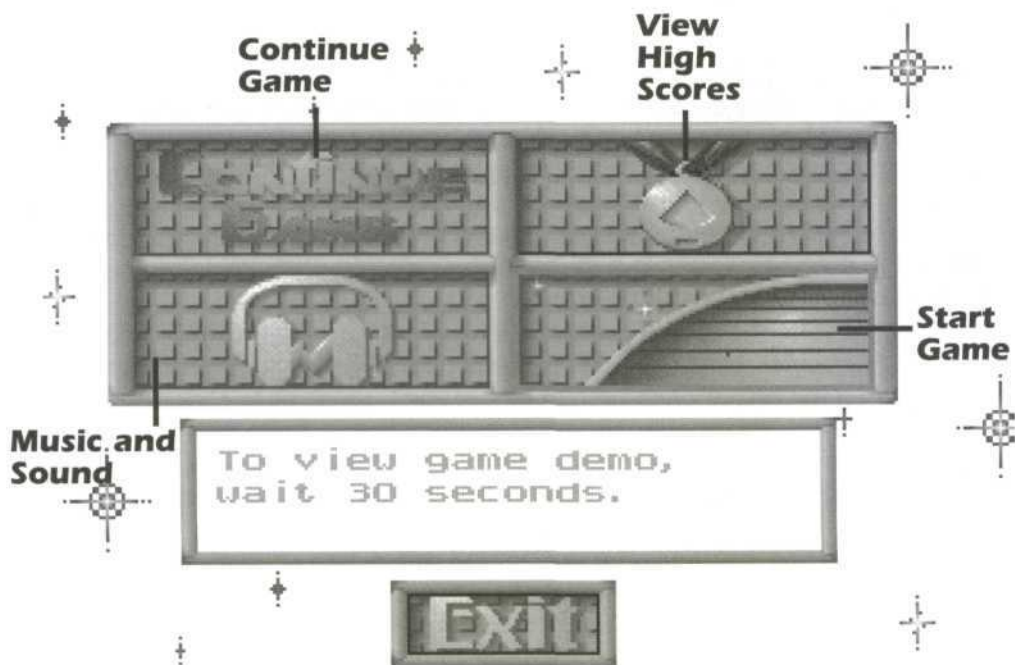


Figure 1

THE HOVERCRAFT LEVEL

The objectives of the hovercraft level are:

- (1) Avoid colliding with large rocks and alien bugs (a proliferating side effect of Xenomorph experiments).
- (2) Pick up as many ammunition canisters as possible.
- (3) Get to the docking station which will take you down to the next level.

You must accomplish this before running out of fuel. At the start of the hovercraft level you will see a road before you. The ammunition canisters you must collect will be found along the side of the road and the docking station will be found "somewhere" along the way. Since a hovercraft hovers above the ground using its anti-gravity pads, it is not necessary to stay on the road. But be careful — if you wander too far off the road you might not find the docking station!

Along the way you will encounter the strange alien "bug" life forms that you can avoid or shoot. If you happen to run into one at slow speed, you will run it over with no side effects. However, at fast speed it will damage your hovercraft. If you bump into one of the rocks at slow speed it will merely stop you, but at higher speeds it will do massive damage to your hovercraft. Alien bugs and rocks can be blasted out of your path with missiles and fireballs. Colliding with too many objects will destroy your hovercraft. And beware — even at slow speed, alien bugs will splatter across your windshield. Too many splats and you can't see!

The ammunition canisters are very important because they will determine the amount of ammunition you will be able to carry down into the following levels. To acquire a canister, simply run over it with your hovercraft (hitting canisters will not harm your hovercraft).

Once you are near the docking station, you will be alerted and a red dot will be shown on your radar screen showing the distance and direction to the station. To dock, simply run into the docking station and you will be taken down to the cave level.

THE HOVERCRAFT SCREEN

The following will explain the different indicators of the hovercraft screen (See Figure 2).

Score Indicator: The score indicator displays your current score. You will receive points in this level for destroying alien bugs, rocks and picking up canisters. Some objects will give you more points than others. If you attain a score greater than the current hi-score, then the "HI" indicator will light up.

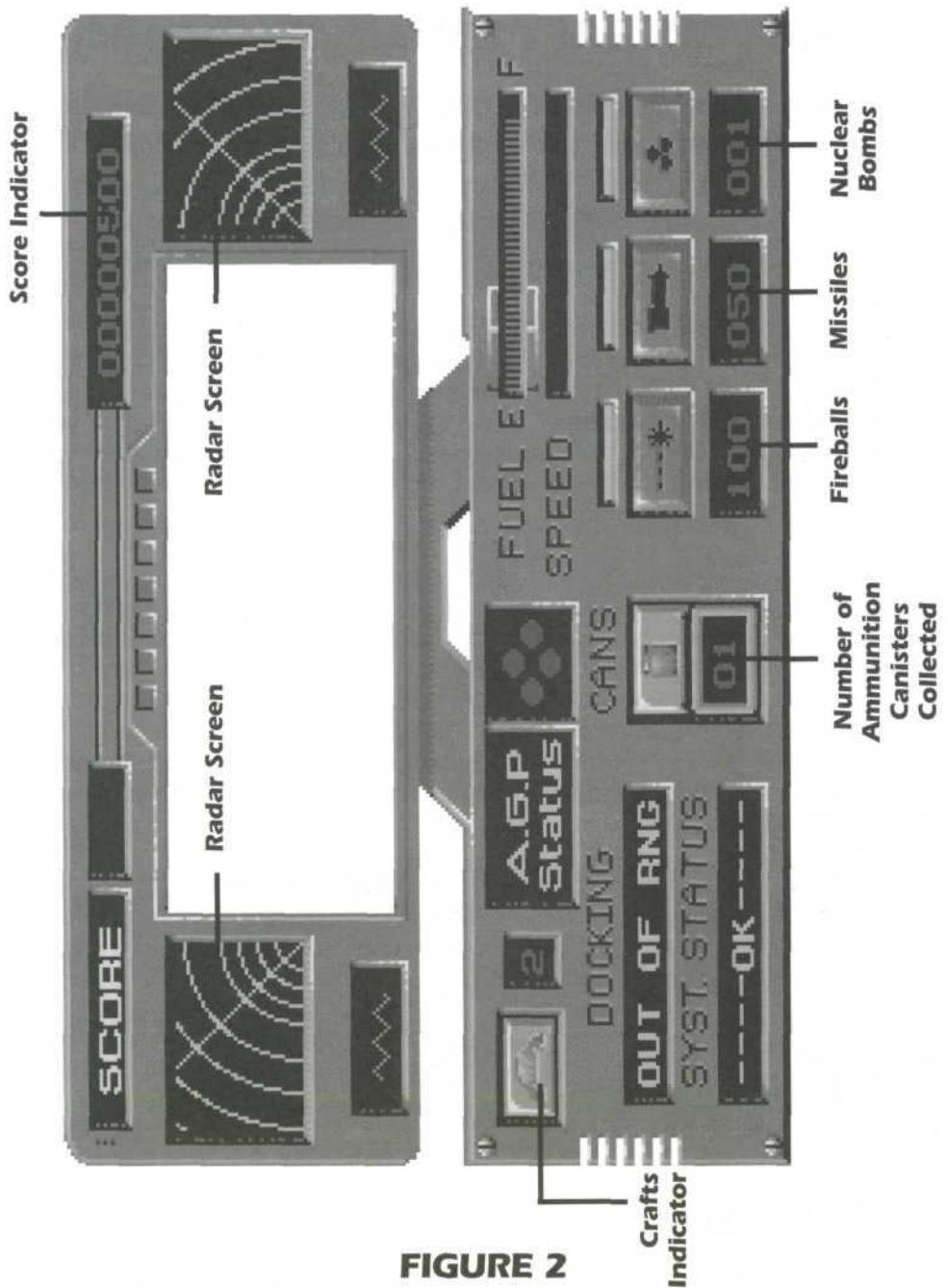


FIGURE 2

System Status Indicator: The system status indicator will display the present condition of your hovercraft. When you run into objects your system status will be reduced from "OK" to "POOR" and finally to "CRITICAL". Once your status becomes critical, you will only be able to sustain a few more hits. Colliding with aliens will cause minor damage to your hovercraft and colliding with rocks will do severe damage!



Docking Station



Ammunition Canister

Figure 3

Docking Indicator: This display will change from “OUT OF RANGE” to “DETECTED” when you are nearing the docking station (See Figure 3). You will be alerted when you are in range.

Radar: The hovercraft is equipped with short range radar. When you are alerted, the radar will display a red dot indicating how close you are to the docking station.

Fuel Indicator: The fuel indicator shows how much fuel you have remaining. When your fuel reaches the red zone, a “FUEL LOW” message will appear in the upper left corner of the screen and you will be given a warning. When you run out of fuel, your hovercraft will be destroyed.

Speed Indicator: This indicator displays your speed using a lighted bar.

Cans Indicator: The cans indicator shows how many canisters of ammunition (See Figure 3) you have collected. Each canister will raise your ammunition capacity by 5 lasers and 3 grenades.

A.G.P. Status: A.G.P. stands for Anti-Gravity Pad. When you move the hovercraft in a certain direction the pads indicator will light up.

Crafts Indicator: The crafts indicator displays how many hovercrafts you have in reserve, not including the one currently in play.

Fireballs: The fireballs will destroy only aliens.

Missiles: Missiles will destroy alien bugs and rocks and travel much faster than fireballs.

Nuclear Bombs: When launched, the nuclear bomb will land far beyond the horizon and will clear a large area by destroying aliens, rocks and canisters. (Nuclear bombs are the only weapons that destroy canisters).

CAVE LEVEL I

You have now left your hovercraft and put on a jetpack to travel through the treacherous cave level. The cave level has two basic objectives:

- (1) Collect the five bombs that will be required in the Bio-lab level to destroy the moon.
- (2) Find the docking pad that will take you to the next level. The bombs are placed secretly throughout the cave and there will always be five of them. You cannot continue to the next level until you have collected all five bombs.

As in the hovercraft level, you have a set amount of fuel and ammunition capacity. However, for each ammunition canister that you have collected your maximum ammunition capacity will be raised. You will start out with maximum fuel and ammunition, but as the game progresses you will run out of fuel and undoubtedly ammunition. Thus, it is important that you land at the refueling bays located throughout the cave whenever possible to replenish your fuel and ammunition. It is possible to travel back up the cave all the way to your starting position, but you may not go back to a previous level. This makes it easy to clear out a portion of the cave then fly back to the closest refueling bay and refuel. Also, if you happen to die in a cave level, your next life will begin at the last refueling bay that you landed upon.

To give you special powers in your fight against the aliens, look for Option pods (shown as pulsating blue spheres). Option pods provide you with the different options that are listed at the bottom right-hand corner of the screen. When you collect a blue option you will be able to activate the first item on the options list. To activate the option, simply press the spacebar and it will turn from light blue to yellow, indicating that the option is active. If you collect a second blue option pod and you have not yet used the first option, the indicator light will advance to the next option in the list. You may still collect options while one is activated, but you cannot have more than one option active at the same time. If you have an active option, collecting more options will move the light blue indicator down the list as before, but this time skipping over the activated option.

For example:

If the Auto Blaster option is in yellow, or active, and the Sonic Wave option is in light blue, collecting one more option pod will now make Mega Shield a light blue option. Be careful — if you have Regro Shield in light blue (waiting to use it when your shield runs low) and you run into an option pod, then Flesh Freeze will now be in light blue and you will have lost the ability to activate Regro Shield. This could make even a bad day seem enjoyable!

Once you are at the end of the cave and have collected all five bombs, land on the docking pad (marked with blinking arrows) and press button \emptyset on your joystick. This will advance you down to the next level.

CAVE LEVEL I SCREEN

The following lists the variety of things that you will come across in this cave level:

Lives Indicator: The lives indicator displays how many lives you have remaining, not including your current life.

Score Indicator: The score indicator displays your current score. You receive points for destroying aliens, picking up bombs and options, and shooting plants and rocks, etc. If you attain a score greater than the current hi-score, the "HI" indicator will light up.

Bomb Indicator: The bomb indicator displays how many bombs you have collected. When you pick up a bomb your bomb indicator will go up by one. To pick up a bomb simply run into it. Remember, you cannot get to the next level until you collect all five bombs!

Fuel Indicator: The fuel indicator shows how much fuel you have remaining in your jetpack. When the bar reaches the red zone, you will be given a warning and the indicator will flash, meaning it's time to refuel. If you run out of fuel you will die.

Shield Indicator: You are protected from the evils of the caves by a shield of energy. Naturally, your shield weakens when you are hit by aliens, lava, sparks, etc.. The shield indicator shows how much shield you have remaining. When the bar reaches the red zone, you will be given a warning and the indicator will flash, meaning your shield is dangerously low. When you have no shield remaining and you are hit, you will die. The ONLY way to regain your shield is with the Regro Shield option.

Weapon Indicators: The weapon indicators show how much ammunition you have remaining for each weapon. You have two weapons in the cave level: lasers and grenades. Picking up different options, however, could change the operation of the two weapon systems.

Refueling Bays: When you land in a refueling bay and press button \emptyset on your joystick, you will be refueled and receive a new supply of ammunition (See Figure 5).

Docking Pad: The docking pad is found at the end of the cave and is marked with blinking arrows. When you have collected all five bombs, land on the pad and press button \emptyset . You will then be taken down to the next level (See Figure 5).

Option Pods: These are pulsating blue spheres that will appear randomly throughout the cave levels. Running into an option pod (See Figure 5) will cause your option indicator to light up blue. Each option will move your option indicator down by one. When the desired option is lit, press the spacebar to activate that option. The light will turn to yellow to indicate that option is now active. Note: you may still collect options while a yellow option is active.

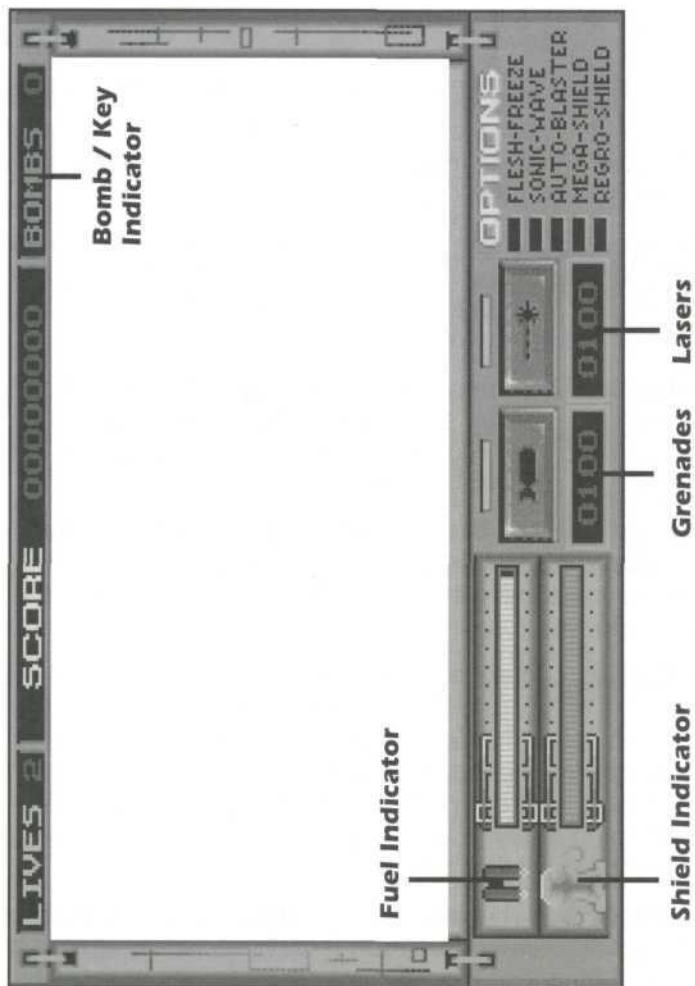
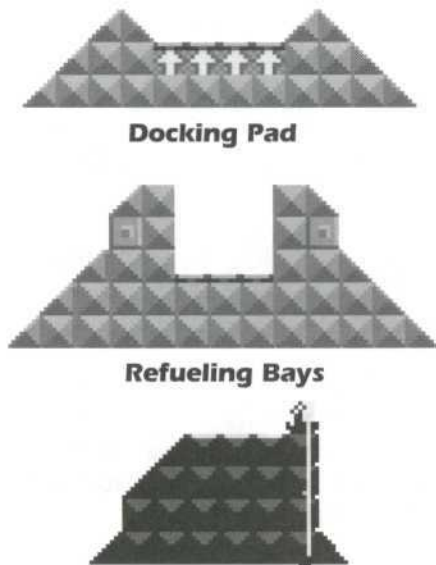


Figure 4

Option Choices:

- (1) **Flesh Freeze:** This causes all aliens to freeze on the screen for a short period of time. Who said, "Revenge is a dish best served cold?"
- (2) **Sonic Wave:** This option turns your grenades into sonic waves of destruction. A shattering experience of hi-tech HI FI!!
- (3) **Auto Blaster:** This turns your laser gun into a laser machine gun. Great for those with itchy trigger fingers.
- (4) **Mega Shield:** This makes your shield more able to resist attack. A favorite for those who like to clash head-on with the enemy.
- (5) **Regro Shield:** Ah yes, definitely a well-looked-upon option for those who want to stay alive! This option causes your shield to regenerate 50% or to its maximum capacity.




Option Pod


Extra Life


Key


Bomb

Figure 5

CAVE LEVEL II

There are a few differences between Cave Level I and Cave Level II. Most notable is the fact that your travel will take you through an underwater environment. The following is a list of the differences that you will experience:

- (1) You will sink if you are not swimming.
- (2) The fuel indicator becomes an oxygen indicator. The refueling bays will now give oxygen supplies instead of fuel.
- (3) There are no more bombs to collect in Level II, but there are locked doors that must be opened with keys. The keys are hidden throughout the cave. To pick up a key, simply swim into it. To open a door, just touch the keyhole on the door after picking up a key. Note, however, that a key may only be used once!
- (4) The bomb indicator becomes the key indicator and will keep track of how many keys you currently have.

Once you are at the end of the Level II cave, land on the docking pad (marked with blinking arrows), press button \emptyset on the joystick and you will be taken down to the Bio-lab. When you get to the Bio-lab your shield will be repaired and you will have the same options and ammunition.

BIO-LAB LEVEL

The objective of the Bio-lab level is to destroy the moon you are on. You achieve this by dropping all five bombs you collected in the cave level into nuclear storage ports that are located throughout the laboratory. You must then teleport off of the moon to save yourself.

The screen view is one in which you, the player, are looking down on the floorplan of the laboratory from above. You will notice that there is no indicator for fuel, as you are now able to walk around the laboratory.

Once you have explored the Bio-lab and have placed all five of the bombs, go to the central control room and activate the teleporter by running into the computer terminal and then moving to the teleporter pad. You will then be teleported to your ship where you will be outfitted for your next mission, or given the win sequence if you have destroyed the final moon.

BIO-LAB SCREEN

Lives Indicator: The lives indicator displays how many lives you have remaining, not including your current life.

Score Indicator: The score indicator displays your current score. If you attain a score greater than the current hi-score, the "HI" indicator will light up.

Shield Indicator: The shield indicator shows how much shield you have remaining. Your shield will weaken when you are shot by lasers. When the bar reaches the red zone, you will be given a warning. This means your shield is dangerously low. The ONLY way to regain your shield is with the Regro Shield option. When you have no shield remaining and you are hit, you will die.

Weapon Indicators: The weapon indicators show how much ammunition you have remaining for each weapon. You have two weapons in the Bio-lab: lasers and grenades. CAUTION: Your lasers will ricochet off walls. Be very careful not to shoot yourself (It really does hurt!).

Ammunition Rooms: Ammunition rooms (See Figure 7) are marked with arrows and a checkered floor. When you are getting low on ammunition simply go inside an ammunition room, stand on the checkered floor, and your ammunition will be restored to its maximum capacity.

Dropping Bombs: The bombs must be dropped in the nuclear storage ports (See Figure 7). The ports are red circles marked with yellow arrows. To drop a bomb in the port, simply walk over it and the bomb will

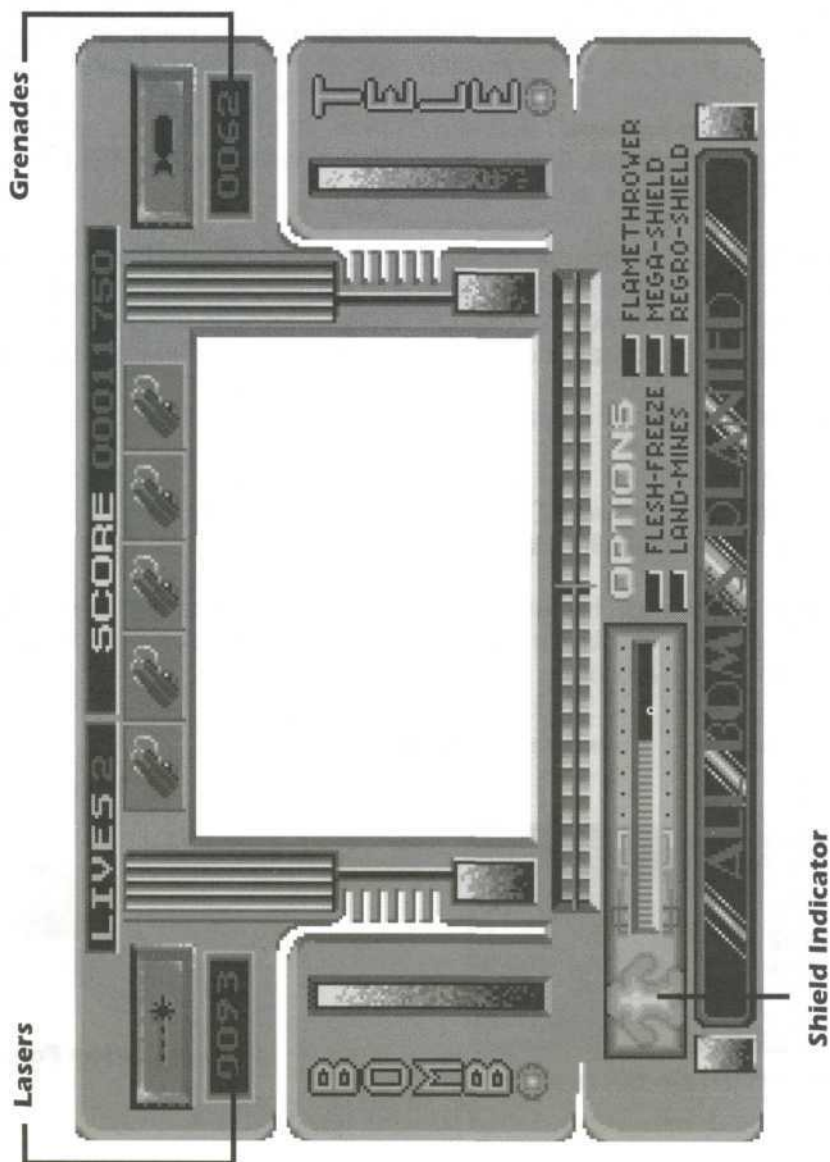


Figure 6

automatically be placed for you. A bomb icon will then disappear from the top of the screen and the port will be plugged.

Teleporting: Once all five bombs are planted, the bar at the bottom of the screen will flash the words “ALL BOMBS PLANTED”. This means you are ready to teleport off of the moon. You will need to find the central computer room where the teleporter (marked with arrows—See Figure 7) is located.

To activate the teleporter, simply run into the computer terminal. At this point, you will hear a siren and will have approximately seven seconds to follow the green arrows to the spotted teleporter pad (See Figure 7). When the "TELE" meter reaches the top, you will be teleported off the moon. Be careful, however, because the bomb timer is set to go off three seconds after the teleporter is set. If you are not on the pad when the "TELE" meter is full you will be blown up along with the moon.

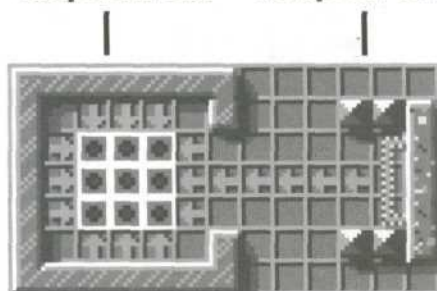
Option Boxes: The options on the Bio-lab level are green boxes with red edges. The option boxes (See Figure 7) are scattered around the Bio-lab floor. To pick up an option box, simply walk over it. The options are selected by pressing the spacebar and function exactly like those in the cave levels.

Two options have been changed:

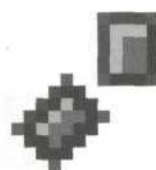
1. Land Mines: Turns your grenades into land mines. Using this will leave a trail of mines behind you. Oh, by the way, try not to stay in the same place as a land mine—it's a HOT seat!

2. Flame Thrower: This turns your laser gun into a flame thrower which will NOT ricochet! This is the House Specialty and is recommended at all times, whenever available.

Teleporter Pad Computer Terminal



TELEPORTER STATION



Option Pods



Ammunition Room



Nuclear Storage Port

Figure 7

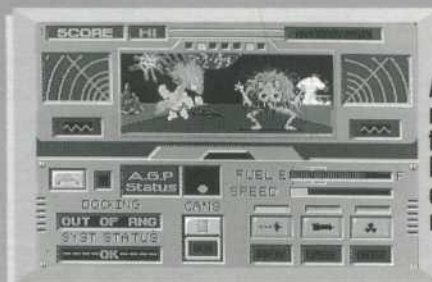
"The finest graphics
and absolutely the finest
scrolling and animation
of the year."

★★★★
Four Stars,
InCider
Magazine

FAST ACTION
12 PLAY FIELDS - 3 VIEW MODES
PUZZLE STRATEGY!



Vicious Xenomorphs occupy the three moons orbiting your home planet. Your mission: destroy the moons and everything on them! Super-fast action awaits you on three very different moons, each with four nasty levels. But quick reflexes alone won't save you - each level is a tricky puzzle where strategy and tactics will win the day. Three different modes of play view (3-D, Profile and Overhead), high-res graphics and superb sound make this game a winner. So lock and load, it's time to commit Xenocide!



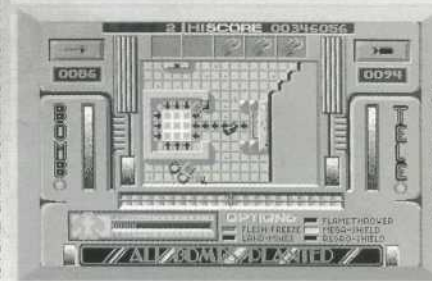
Level 1: Pilot your *hovercraft* in 3-D view over the moon's surface. Search for the entrance to level two while avoiding the moist SPLAT! of giant bugs against your windshield. Splattered bug juices can block your view and cause you to crash into the moon mountains.



Level 2: Wear a *jet-pack* to fight and finesse your way through a subterranean cavern in profile view. An endless array of creatures and features awaits you. Use a variety of weapons and shields to find the five bombs you need to destroy the moon.



Level 3: A *scuba dive* through hell. You'll need all your fighting skills to ward off the denizens of the deep, and a sharp mind to search out hidden keys required to open doors to passages leading to the level below. Find the keys and get ready for the hard part - finding your way through the correct doors!



Level 4: The *labyrinth* bio-lab. Blast your way through hordes of xenomorphs in overhead view. Figure out the path to the central core, plant your bombs and then fight your way to the teleporter before the moon and it's 'morphs are blown to space dust in a flash of sound and fury on your screen!

ACTUAL GAME SCREENS FROM THE IBM PC 256 COLOR VGA/MCGA VERSION OF THE GAME.



MICRO REVELATIONS, INC.

P.O. Box 70430 Reno, Nevada 89570 (800)442-6002