XENOCIDE™

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CONTENTS

THE SITUATION

It has been said that space and time are endless, and that life other than that of the human race is sure to exist elsewhere in the universe. This question pondered scientists and philosophers around the world since space exploration became the largest industry known to man. That is, until. . . .

You, Commander M.W. Conrad, have been with the Galactic Exploration Unit ever since you left the academy. Remembering when you were just a electo-vaporator operator, you now look upon your current position with nostalgia and pride; all is going well and life doesn't seem like it could be any more enjoyable — but that would soon change. You have been given command of the Survey Cruiser ROF Alexia, one of the fleet's oldest and most worn out ships, but it is a ship nonetheless. Command of your own ship, what could be better? Just when you were getting used to the comfort of your chair, the long range sensors activate the ships alert system. At the screeching sound of the alarm, you quickly swing your chair around, eyes wide open and fists grasping its arms, looking up at the main viewscreen to identify the source of the alarm. Dust vibrates off of the alarms as you study the viewscreen with such intensity it seems to the rest of the crew that your glare will pierce the screen and rip through the hull. Could what you read be true?

"[ttpy > qw88e12ah254 <]
Mergil Lamathon, Research Specialist
Reasearch Outpost XT103, Talos IV
Argenia System

Commander, ROF Alexia

[Commander:
(
(I am sorry that I cannot greet you with a more
(welcome message — this is quite urgent!
(In the course of our
(research, we have scanned an alien
(spacecraft enroute from a distant galaxy to ours.
(We were exasperated to learn that there was life
(besides our own! However, when we sent out our
(welcome convoy to greet them they only responded
(with weapons fire.
(
(I understand that your ship is not designed for
(military purposes, but I have seen the great list
(of personal accomplishments on your behalf and
(feel that perhaps YOU may be able to do something.
(PLEASE HELP US!
(
(One last thing that may help you in your . . . .
== END TRANSMISSION ==

June 1, 1989
Micro Revelations, Inc.
P.O. Box 70430
Reno, Nevada 89570

Dear Apple //GS Owner,

Because you have purchased this product, I know that you are a consumer who is looking for only the most graphically articulate, superlative audiophilic and thematically interesting software that your money can buy. Well, we at Micro Revelations believe in all of the above things and many, many more. We feel that it is the Apple //GS consumer who should be able to bring new ideas to the GS market, not just some top "market analyst" who merely suggests what will "sell well" and not necessarily be what you would like to see! With good communication between the software developer and the consumer, it is possible to bring to the market such exceptional software. Thus, we extend this invitation for creative persons to bridge the gap between developers and consumers.

If you believe that you have a good idea for a new product for the Apple //GS, albeit a role playing game, space adventure, mystery, arcade action, flight simulator, or simply a database, please do let us know about it! The more suggestions that we have from you, then the better the software will be for the GS. It's that simple!

Furthermore, if you are a programmer, artist or musician and have the same desires to publish software that exceeds the current standards, then please drop us a line. We are always eager to speak to you about any programs, pictures, or songs that you may wish to see published.

I sincerely hope that you will continue supporting the Apple //GS as strongly as you have in the past. I can assure you that our company will do the same.

Cordially,

Michael A. Abbott
President

Brian Lent
Vice President

With a flame of anger and disappointment in your eye, you leave your chair and walk to the hovercraft launching bay. It seems that the olden days in the flight academy would not be so far away after all.

START GAME

To boot **XENOCIDE** from your Apple 3.5 drive simply insert the disk, turn your computer on and **XENOCIDE** will launch automatically. If you would like to launch from your hard drive please refer to HARD DRIVE INSTALLATION. If you have a joystick connected to your computer, the program will default to joystick control, otherwise the computer will select keyboard control. **XENOCIDE** begins by showing the title and start-up animation screens (You may bypass the start-up animation by pressing the spacebar).

You will then be shown the "Main Menu" (See Figure 1). This menu has five options: Calibrate Joystick (upper left), View High Scores (upper right), Stereo On/Off (lower left), Start Game (lower right) and Exit (bottom center). To select one of the options, move the mouse pointer over the window icon and click the mouse button.

1. **Calibrate Joystick** is used to insure that your joystick is properly aligned. Once selected, follow the on-screen instructions.

2. **View High Score** will show you a list of the highest scores along with what levels were completed. You will receive a gold star for completing each level and a moon icon if you destroy a moon. You can reset the high scores list by pressing the letter "C".

3. **Stereo On/Off** will turn off the internal speaker and turn on stereo sound if you have a stereo card connected.

4. **Start Game** begins play.

5. **Exit** returns you to the launching application, if any.

Once the Start Game icon is selected you will see a screen showing the three moons that must be destroyed. At this point you will be taken to your first challenge, the hovercraft level.

HARD DRIVE INSTALLATION

Although **XENOCIDE** can be launched from a hard drive, the original **XENOCIDE** diskette must be in your Apple 3.5 drive. Because the program periodically looks for the original diskette throughout the course of play, it is necessary to leave the **XENOCIDE** diskette in the drive until you quit the game. **XENOCIDE** can be transfered to your hard drive by using your favorite copy files utility and will operate from any subdirectory.

START-UP MENU

VIEW HIGH SCORES

CALIBRATE JOYSTICK

START GAME

STEREO ON/OFF

EXIT
RETURNS TO LAUNCHING APPLICATION
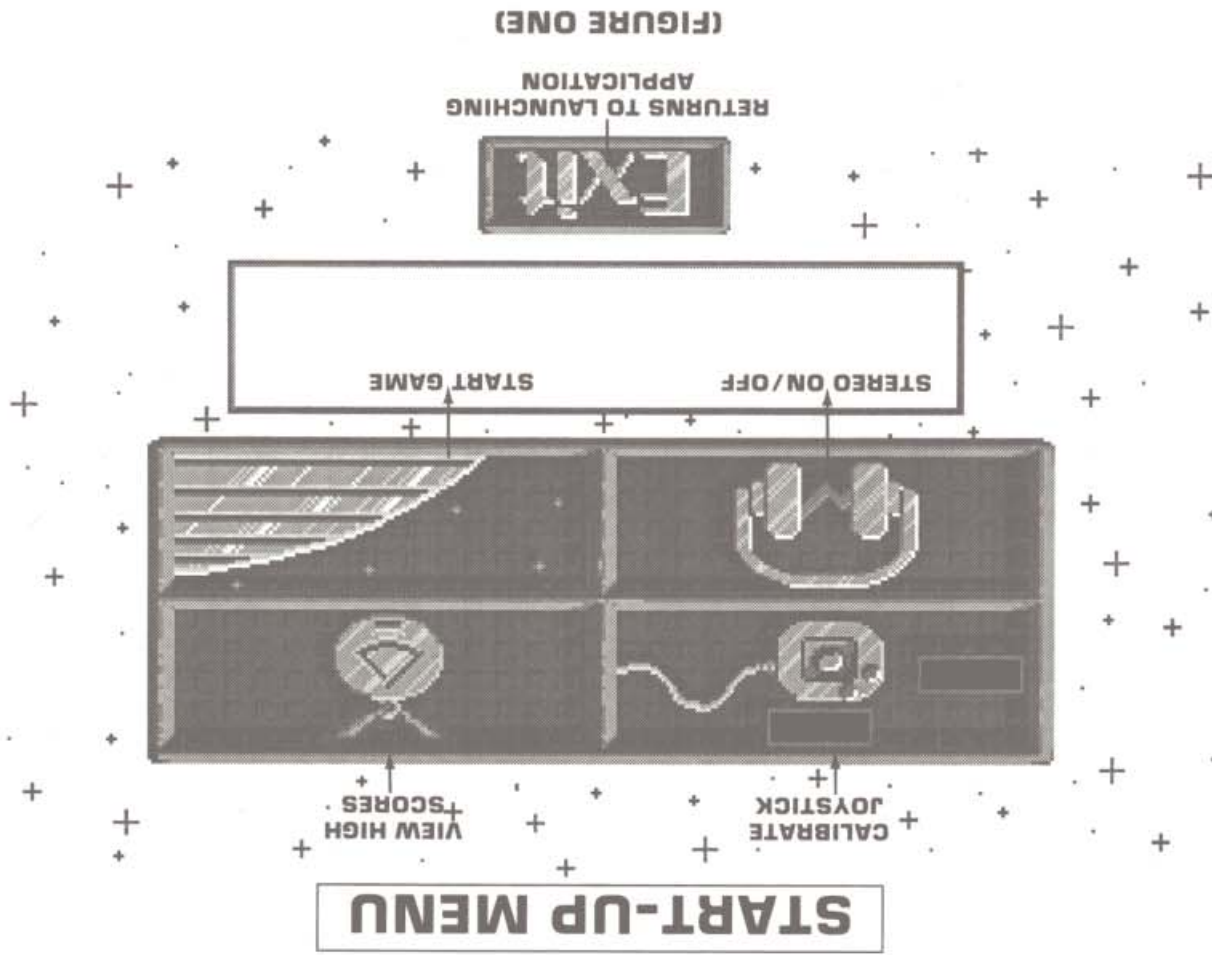
(FIGURE ONE)

THE HOVERCRAFT LEVEL

The object of the hovercraft level is to avoid hitting large rocks and aliens, pick up as many ammunition canisters as possible and get to the docking station which will take you to the next level before running out of fuel. At the start of the hovercraft level you will see a road before you. The ammunition canisters you are to collect will be found along side 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. However, if you wander too far off the road you may never find the docking station.

Along the way you will encounter strange alien life forms that you can avoid or shoot. If you happen to hit one at slow speed you will run it over but at fast speed it will damage your hovercraft. If you hit one of the rocks at slow speed it will stop you but at higher speeds it will do massive damage to your hovercraft. Hitting to many objects will destroy your hovercraft!

The ammunition canisters are very important because they will determine the amount of ammunition you will be able to carry in the following levels. To get a canister simply run over it with your hovercraft (hitting canisters will not harm your hovercraft). Once you hear the "ALERT" voice you will be near the docking station 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 to the cave level!

THE HOVERCRAFT SCREEN

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

NOTE: Refer to "Using the Keyboard" for the keyboard equivalents of joystick commands.

Score Indicator: The score indicator displays your current score. You will get points in this level for destroying aliens, 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.

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 hits critical you will only be able to sustain a few more hits. Hitting aliens will cause minor damage to your hovercraft and hitting rocks will do severe damage!

Docking Indicator: This display will change from "OUT OF RANGE" to "DETECTED" when you are nearing the docking station (See Figure 3). You will hear the "ALERT" voice when you are in range.

Radar: The hovercraft is equiped with short range radar. When you hear the "ALERT" voice 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 gets to the red zone a "FUEL LOW" message will appear in the upper left corner of the screen and you will hear the "WARNING WARNING . . ." voice. When you run out of fuel your hovercraft will be destroyed.

Speed Indicator: This indicator will display your speed by 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: To fire fireballs press button 0 on your joystick. The fireballs will destroy only aliens.

Missiles: To fire missiles press button 1 on your joystick. Missiles will destroy aliens and rocks and travel much faster than fireballs.

Nuclear Bombs: To launch a nuclear bomb press the spacebar on the keyboard. 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).

HOVERCRAFT LEVEL

SCORE INDICATOR

RADAR SCREEN

RADAR SCREEN

CRAFTS INDICATOR

NUCLEAR BOMBS

MISSILES

FIREBALLS

NUMBER OF AMMUNITION CANISTERS COLLECTED
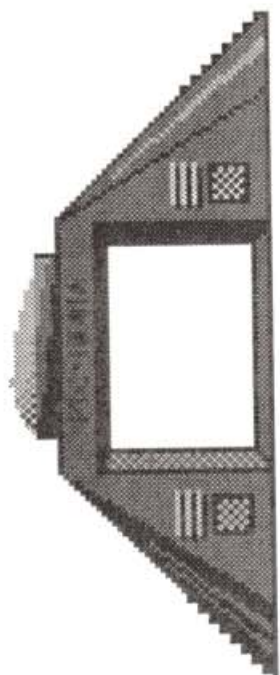
(FIGURE TWO)

DOCKING STATION

AMMUNITION CANISTER

(FIGURE THREE)

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: to collect five bombs that will be required in the Bio-lab to destroy the moon and to 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, then your next life will begin at the last refueling bay that you landed upon.

Although there are many things that you must beware of in the cave level, there are also very rewarding things as well. For example, Option Pods (shown as pulsating blue spheres) provide you with the different optio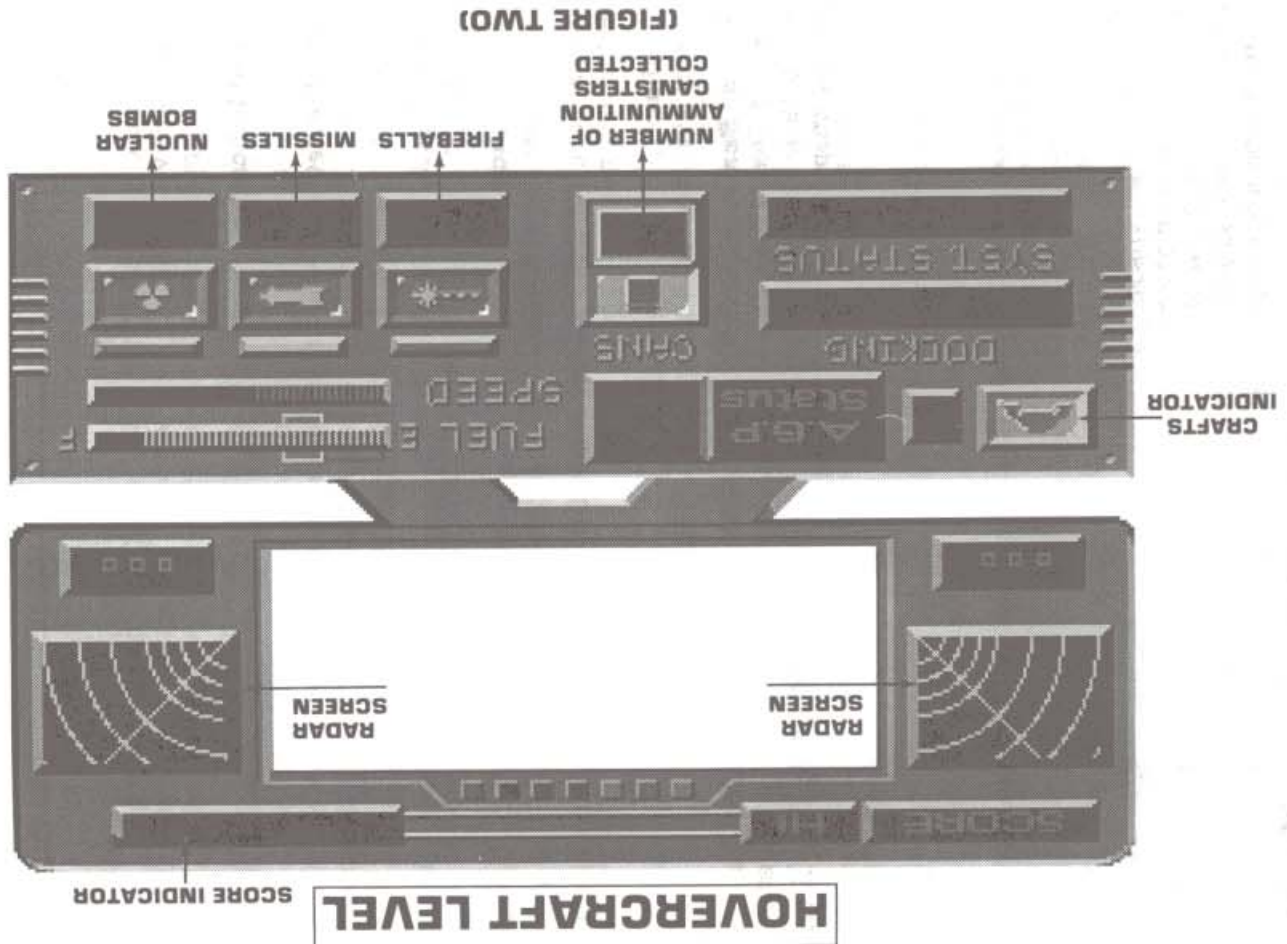ns that are listed at the bottom right-hand corner of the screen. When you collect a blue option you will be able to activate the first item on the options list. To activate the option, simply press the spacebar and it will turn from light blue to yellow, indicating that the option is active. If you 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 two or more options active at the same time. If you have an active option, then 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, however, for 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 O on your joystick. This will advance you to the next level.

CAVE LEVEL I SCREEN

The following list the variety of things that you will come across in the 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 get 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, then 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 green fuel indicator shows how much fuel you have remaining in your jetpack. When the green bar reaches the red zone, the computer will say "WARNING 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 will lower when you are hit by aliens, lava, sparks, etc.. The shield indicator shows how much shield you have remaining. When the pink bar reaches the red zone, the computer will say "WARNING 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, fired by button O, and grenades, fired by button 1. 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 O 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 O. You will then be taken 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 FOUR)

LASERS GRENADES

SHIELD INDICATOR

OPTIONS
FLESH-FREEZE
SONIC-WAVE
AUTO-BLASTER
MEGA-SHIELD
REGRO-SHIELD

FUEL INDICATOR

BOMB/KEY
INDICATOR

LIVES HISCORE

CAVE LEVEL

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.

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, which are hidden throughout the cave. To pick up a key simply run into it. To open a door just touch the keyhole in 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 have.

Once you are at the end of the Level II cave, land on the docking pad (marked with blinking arrows), press button O 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 by dropping all of the five bombs that you collected in the cave level into nuclear storage ports that are located throughout the laboratory and teleport off of the moon.
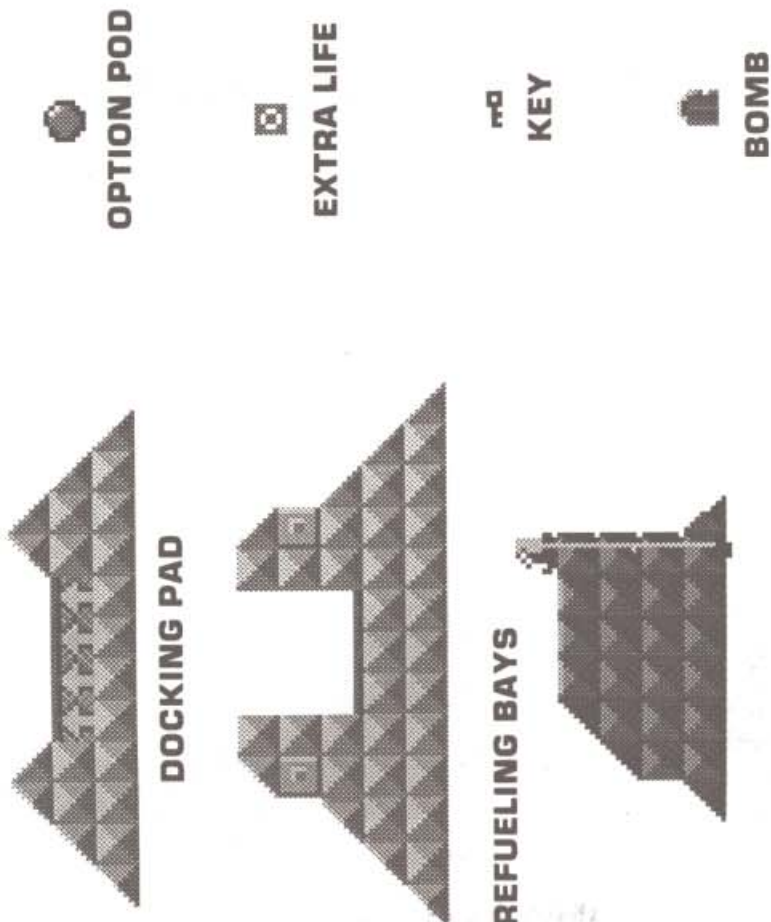
The screen view is one in which you, the player, are looking down from above the floorplan of the laboratory. You will notice that there is no indicator for fuel, as you are now able to walk around the laboratory.

Once you have explored the Bio-lab and have placed all of the five bombs, then you should 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 current life.

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

OPTION POD

EXTRA LIFE

KEY

BOMB

DOCKING PAD

REFUELING BAYS

(FIGURE FIVE)

(FIGURE SIX)

SHIELD INDICATOR

BIO-LAB LEVEL

OPTIONS — FLAMETHROWER, MEGA-SHIELD, FLESH-FREEZE, LAND-MINES, REGRO-SHIELD

ALL BOMBS PLANTED

GRENADES

LASERS

BOMB ICONS

LIVES   HISCORE

Shield Indicator: The shield indicator shows how much shield you have remaining. Your shield will lower when you are shot by lasers. When the grey bar reaches the red zone, the computer will say "WARNING. . . WARNING. . ." meaning 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 fired by button O and grenades fired by button 1. **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 red arrows and a red and black 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 are to 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 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 then need to find the central computer room where the teleporter (marked with green 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.
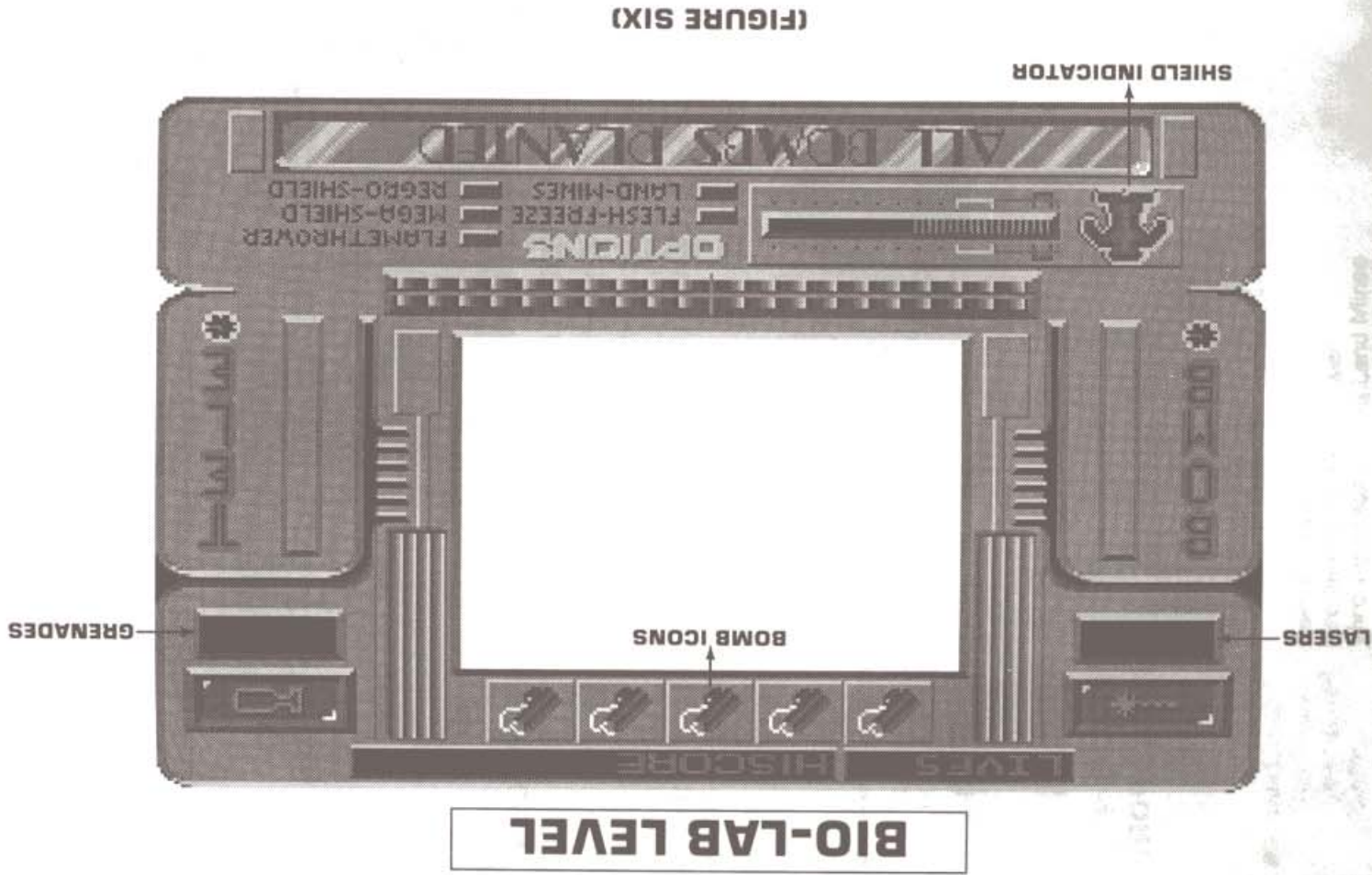
KEY COMMANDS

[ESC]	Pauses game play
[<] [>]	Lowers and raises the system volume
[←] [→]	Lowers and raises only the background music
[Ctrl-J]	Selects joystick control
[Ctrl-K]	Selects keyboard control
[Ctrl-Q]	Quits game and returns you to the startup menu
[S]	Toggles sound on and off
[W]	Toggles warning sound on and off
[spacebar]	Launch nuclear bomb (Hovercraft level only)
[spacebar]	Select an option (Cave & Bio-lab levels only)

USING THE KEYBOARD

7	8	9	up/left	up	up/right
4	5	6	left	center	right
1	2	3	down/left	down	down/right

NOTE: It is not necessary to hold down the keys. Once the key is pressed you will continue to move in that direction until another key is pressed. Holding down a key will disable the [Open-Apple] and [Option] keys and you will not be able to fire.

FIRE CONTROLS

Button 0 = [Open-Apple]
Button 1 = [Option]

Hovercraft level:

[spacebar]	Launch nuclear bomb
[Open-Apple]	Fire fireball
[Option]	Fire missile

Cave Levels I & II

[spacebar]	Select option
[Open-Apple]	Fire lasers/Auto Blaster
[Option]	Throw grenade/Fire Sonic Wave
[Open-Apple]	Refuel/Fill oxygen tank (only when at a refueling bay)

Bio-lab Level

[spacebar]	Select option
[Open-Apple]	Fire lasers/Flame Thrower
[Option]	Throw grenades/Drop Land Mines

TELEPORTER PAD
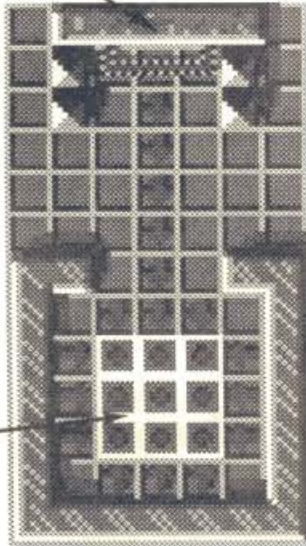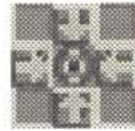
COMPUTER TERMINAL

OPTION PODS

TELEPORTER STATION

AMMUNITION ROOM

NUCLEAR STORAGE PORT

(FIGURE SEVEN)

USING THE JOYSTICK

To use the joystick simply point the joystick in the direction you wish to move. Press button 0 to fire Fireballs, Lasers and Flame Throwers and also to refuel. Press button 1 to fire Missiles, Grenades, Sonic Waves, and Land Mines.

HINTS & SUGGESTIONS

Here are a few suggestions that we will give you to help you on your mission:

1. Try shooting at rocks and walls in the cave levels — some have bombs and keys behind them.

2. If you fly by a refueling bay, make sure that you land even if you don't need the fuel or ammunition — If you happen to die later then you will start back at the last bay that you landed upon.

3. When advancing into the Bio-lab, be sure to get a full supply of ammunition and grab the options that will be most valuable to you in the Bio-lab (Regro Shield).

4. Option boxes in the Bio-lab are not as plentiful as those in the caves, so use them more prudently.