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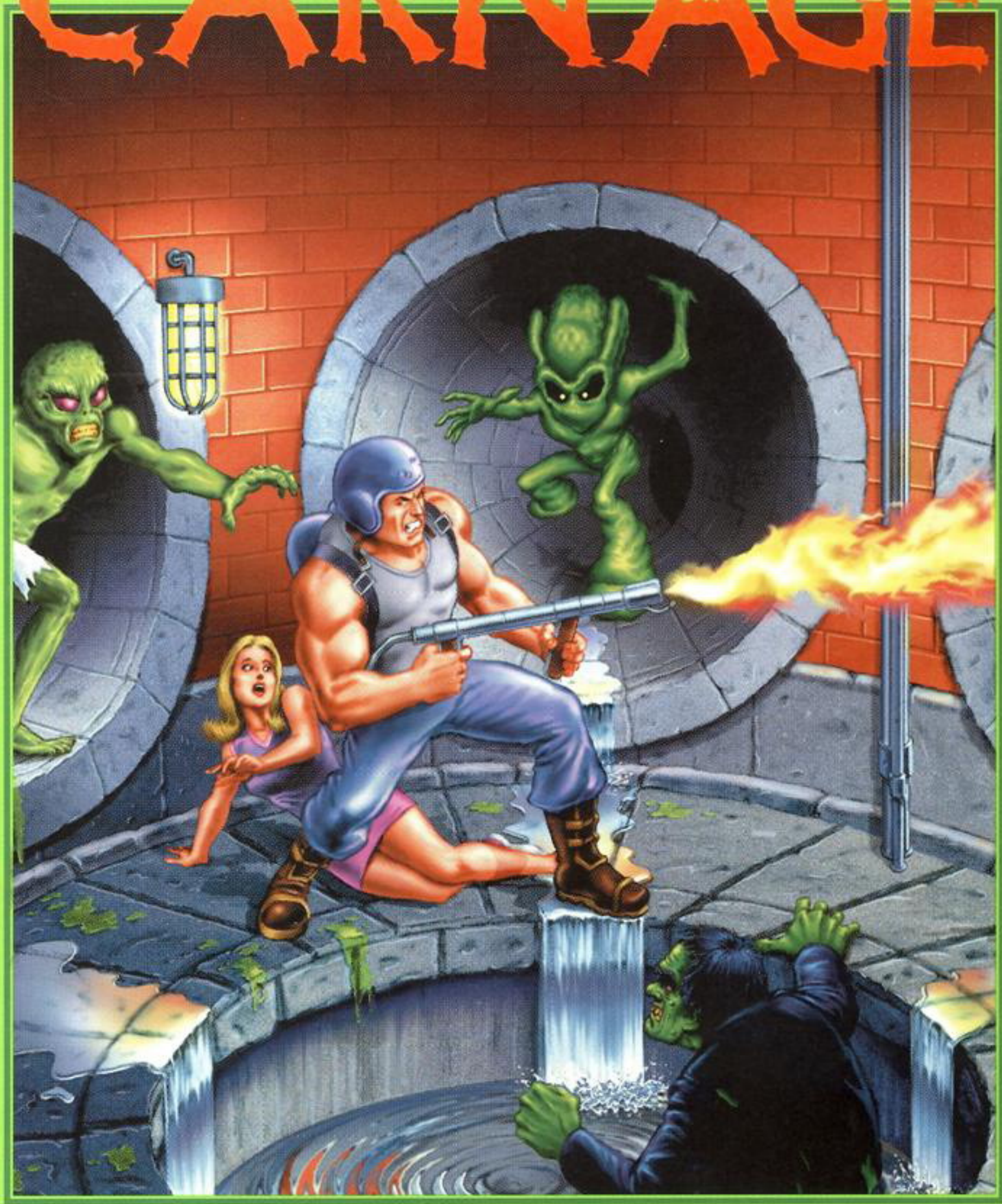
Apogee Software Ltd / 3D Realms Tech Support
March 2009
http://www.3drealms.com

ALIEN CARNAGE



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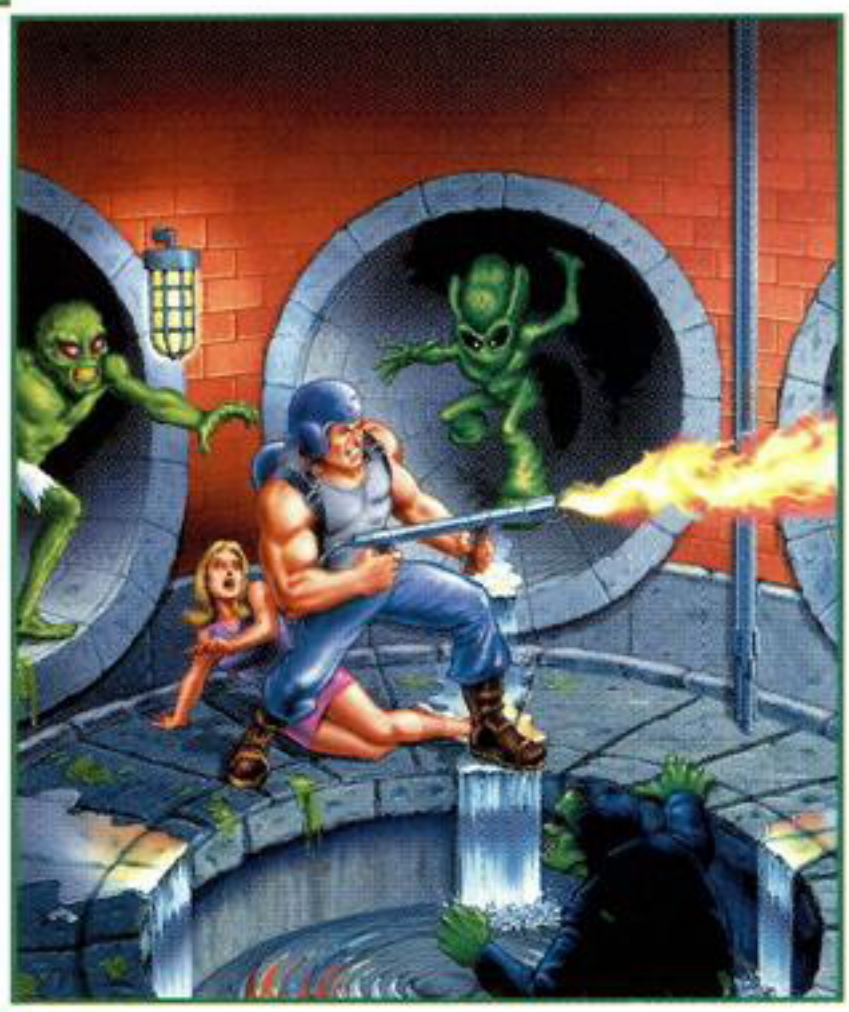

The reports are frantic!

Alien invaders are blasting New York City, shattering city blocks, and transforming its inhabitants into an evil army of slobbering zombies.

As the only hope, Halloween Harry is the lone obstacle standing in the way of the aliens establishing their foothold on Earth's soil. It's going to take skill and wit to penetrate the alien warrens so he can rescue the hopeless hostages from certain demise.

Armed with some impressive fire-power, including a flamethrower, Harry gets ready to serve up some alien Bar-B-Que.

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SYSTEM REQUIREMENTS

Alien Carnage requires an IBM™ or 100% compatible 286 (386 or better recommended) with 560k RAM, a VGA graphics card and 6.5 MEG free space on a hard disk drive. Joystick and mouse are optional. *Alien Carnage* supports the Sound Blaster™ and Sound Blaster Pro™ cards (or a 100% compatible). The use of a sound board is highly recommended.

INSTALLATION

To play *Alien Carnage*, you must first install the game. The program's installation utility will place all the necessary files on your hard disk drive. To install the game, follow these simple instructions.

Place Disk 1 of *Alien Carnage* in the appropriate disk drive. Select that drive from the DOS prompt. Type "INSTALL" and press the ENTER key. The install program will prompt for the drive and then for the directory into which the software will be copied. Press ENTER to accept the defaults, or type the destination of your choice. The installation program will prompt for additional disks as needed.

GETTING STARTED

After installation is complete, type CARNAGE at the DOS prompt and press the ENTER key.

The first time you load the game, the configuration screen will be displayed. This screen will allow you to change various game options such as sound and movement keys.

To skip any title screen, introduction to the game, or demonstration games, press the ESC key.

MISSION DEBRIEFING

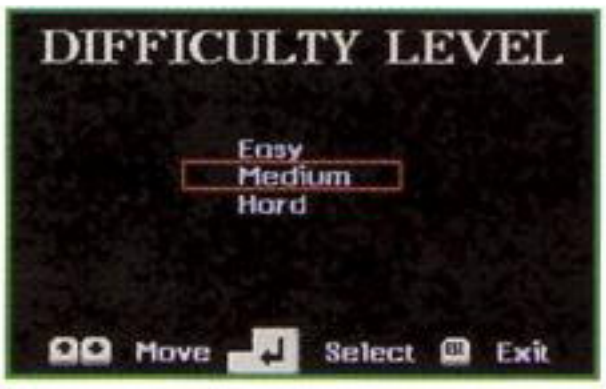
The debriefing takes place aboard the Space Station Liberty. In the briefing room, Diane will assign Harry his mission objective. To skip the debriefing, press the ESC key.

INFOBOY

The Infoboy is the Main Menu screen for *Alien Carnage*. Use the arrow up and arrow down keys to move the cursor bar to the desired menu item and press the ENTER key to select that option.

PLAY GAME

After you select the Play Game option from the Infoboy menu, the Game Difficulty screen will be displayed. This allows you to select the level of difficulty for the game.



The levels are as follows:

EASY: Selecting this option will decrease the cost of weapons, and the enemies will take less damage before they die.

MEDIUM: Select this option for the normal difficulty level.

HARD: Selecting this option will increase the cost of weapons, and the enemies will take more damage before they die.

To select the game difficulty level, use the up and down arrow keys and press ENTER when finished.

MISSION SELECTION

After you select the difficulty level, the Mission Selection screen will be displayed. Select the mission you want using the up and down arrow keys and press ENTER when finished. The mission you selected will then be loaded.

Besides kicking some Gluteus Maximus, Harry's primary mission objective is rescuing hostages. He must traverse the level until he has rescued every hostage and then he must make his way to the elevator located somewhere on the level.

RESUME GAME

To resume playing a saved game, select the Resume Game option from the Infoboy menu. Select the game you want to resume, and press ENTER to continue playing. When you resume a saved game you will always start at the beginning of that level.

SAVE GAME

Selecting this option will allow you to save your current game and resume it again at some later stage. It is important that you save often. If you do not save and you exit the game, you will have to start the entire mission over!

You can only save games between levels in a mission - not within the level itself. Up to five games can be saved and each saved game can have up to a 20-character description.

To save a game, press the F2 function key after you have selected your mission. The Save Game screen will then be displayed.

Select the slot in which you want your current game saved and press the ENTER key. Type a description of the game you are saving and then press the ENTER key.

GAME OPTIONS

The Game Options menu takes you to the Configuration Screen, which allows you to change various options while playing *Alien Carnage*, including music, sound, joystick calibration and keyboard definition.

Activated options are shown by a red light next to the words. Type the first letter of each option to activate or deactivate that option.

P= PC speaker sound

S= Sound Blaster sound effects

N= No music

M=Music (Sound Blaster-compatible only)

T= Fast movement (turbo mode) within the game Turbo mode is particularly useful for slower machines

C= Calibrate the joystick

K= Configure different keys for moving around in the game

HIGH SCORE

Selecting this option lets you view a list of the top scoring players and their scores.

APOGEE SOFTWARE

Select this option for information on how to continue the action with other great games from Apogee Software, Ltd. Call 1-800-APOGEE1 and ask for a free Apogee Gaming Catalog.

EXIT TO DOS

Selecting this option will exit to a Quit screen. Pressing ESC or NO will clear the box. Selecting YES will place you in the *boring* world of DOS.

GAME CONTROLS

From within the game, try these simple commands to make playing *Alien Carnage* easier.

F1= Displays the Keyboard layout screen.

The following keys can be used to select Harry's weapons:
1= Flamethrower
2= Photon Cannon
3= Missiles
4= Grenades
5= Micro-Nukes
6= Omegas

Pressing the SPACE bar cycles through Harry's available weapons.

GAME CONTROLS continued

Other keys you can use from within the game are:

M= turns the music on and off

J = will center the joystick (if using one)

P= pause the game

R= toggles the multi-function display between radar and weapons mode

T= turns the turbo mode on and off (This is very useful if you are using a slow machine)

PgUp= shows more of the level above Harry

PgDn= shows more of the level below Harry

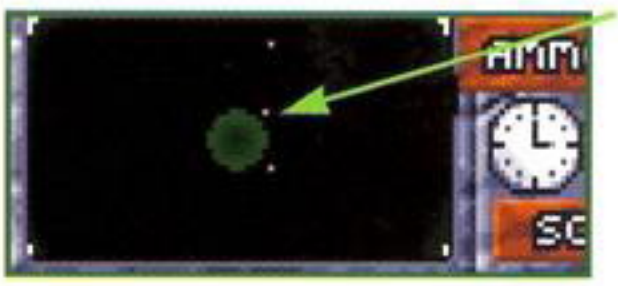
F10= will allow you to restart the current level

ESC= aborts the current mission and returns to the Infoboy Menu

STATUS PANEL LAYOUT

The Status Panel located at the bottom of the screen displays useful information about Harry's status.

Intercom Display is a multi-function display that shows your current weapon (such as the flamethrower or grenades) or it displays messages from Diane aboard the Space Station Liberty.



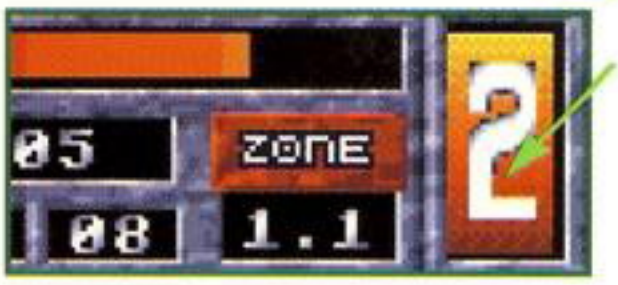
Radar is very useful for detecting where the captives are hidden. The captives will appear as dots on the radar, with Harry at the center of the display. The Status Panel's Radar can be activated and deactivated using the R key.

Ammo Meter (the horizontal bar along the top of the status bar) displays the amount of ammunition available for your current weapon.

Time Bonus shows the amount of time you have that will be added to your score at the end of the level. The more time you have left, the higher your score.

Credits Accumulated shows the amount of money you have to buy ammunition from the weapons dispensers.

Score shows your current score.



Lives/Health Meter display the number of lives you have left (indicated by numeral) and how much health Harry has left before he dies (indicated by the vertical orange bar behind the number.)

IMPORTANT HINTS

Using the jetpack: Remember to watch the fuel level. The jetpack uses the same fuel as the flamethrower.

To activate a switch: Place Harry over the switch and press Fire. The switch will light up when on. These switches operate doors that Harry will need to open to complete the level.

Using the Powerup machines (vending machines): To access the Powerup machines, stand Harry in front of the Powerup machine and press the Up arrow key and Fire at the same time.

Entering an elevator: To access the elevators stand Harry in front of the elevators and press the Up arrow key. The doors will open and Harry will be taken to the next level, after all of the hostages have been rescued.

Information disk: Harry's only form of communication with Diane is the spinning information disk. Harry will pick up the disk and play it automatically if he runs over one.

Harry's Enemies: Keep your eyes peeled for slimy aliens and genetically altered zombies. And remember, there is no better way to greet those unwanted aliens than with a flamethrower.

The Bosses: At the end of each mission is a Boss. Once confronted, you will see it's health meter at the top of the screen, which represents how much health the Boss has left until destroyed.

CHEAT CODE

You are being over run with aliens and the citizens of New York are up to their necks in zombies; here's help. *The cheat code!!!* In *Alien Carnage*, hold down the keys "BIG" all at once. Your energy level and fuel will be replenished. Does this cost you? Of course! Your bank account will be reset to $0.00.

CONTROLLING THE ACTION

Alien Carnage is compatible with a variety of input devices. If you prefer, you can play the game by using a Joystick, Gravis GamePad, and, of course, the keyboard.

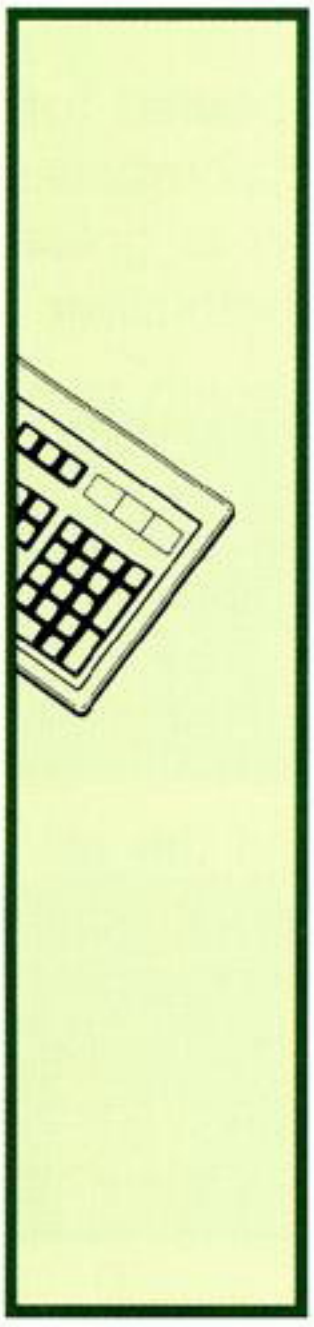
The following outlines the players actions and the functions they control:

JOYSTICK

Directions	Makes Harry move left, right, up, or duck
Button 1	Fires current weapon
Button 2	Activates the jetpack's thruster

GAME PAD

Directions	Makes Harry move left, right, up, or duck
Button 1	Fires current weapon
Button 2	Activates the jetpack's thruster
Button 3	Cycles through your weapons
Button 4	Look up or down if also pressing a direction



KEYBOARD

Arrow Keys	Makes Harry move left, right, up, or duck
Ctrl	Activates the jetpack's thrusters
Alt	Fires current weapon
Spacebar	Cycles through your weapons
QUICK KEYS	
ESC	Exit to the Infoboy Menu
F1	Keyboard layout screen
F2	Saves the game in progress
F10	Restarts the level
J	Allows calibration of the joystick
M	Toggles music on and off
P	Pauses the game
R	Toggles Radar
T	Toggles Turbo
PgUp	Looks Up
PgDn	Looks Down
1–6	Select weapons

DO YOU REQUIRE FURTHER TECHNICAL ASSISTANCE?

As a registered user of *Alien Carnage* you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by calling **(214) 278-5655**, Monday through Friday, between 8:00 a.m. and 6:00 p.m., Central Standard Time. Or fax us at **(214) 278-4670**, 24 hours a day. You may prefer to write, send correspondence to:

Apogee Software, Ltd.
Technical Support/Game Hints Department
P.O. Box 496389
Garland, TX 75049-6389

To assist us in providing you with faster service, please have your registration number ready and be at your computer system when you make the call. Written inquires should include your registration number, system type and accessories, and any "terminate and stay resident" (TSR) programs you are currently running.

Please do not call the 1-800 number for technical support or game hints as this information will not be provided on this line.

There is a file included with the *Alien Carnage* game disks which contains some basic technical support information. This file is named AC-HELP.EXE. If you are having difficulty running *Alien Carnage* once it has been installed, please consult this file before you call Apogee. The file contains solutions to the most commonly encountered problems of our customers.

THANKS FROM APOGEE!

All of us at Apogee Software, Ltd. would like to express our sincere appreciation for your purchase of this software package. Much time and effort goes into the development of our software, and your support ensures that we can continue to offer quality software entertainment.

APOGEE SOFTWARE

Apogee Software, Ltd. is the publisher of *Alien Carnage* and other high action games *and* educational software for IBM and compatibles. For information about all the products available from Apogee call **1-800-APOGEE1**—ask for a catalog.

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Manual Design
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Special Thanks to
"The Apogee Beta Testers"

Formerly Halloween Harry

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