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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on video monitors while playing video games, including games played on the personal computer, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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INSTALLATION

Insert the ATTACK OF THE SAUCERMAN disc into your CD drive and wait a few seconds. The game should then install automatically.

Should ATTACK OF THE SAUCERMAN fail to install automatically, open "My Computer" on the desktop. Now open the CD drive and double-click "setup" or "setup.exe" (depending if file extensions are enabled). The installation setup should then begin.

NORMAL CONTROLS

Move Ed

Run

Jump

Fire blaster

Fire POD weapon

Strafe (side step) left

Strafe (side step) right

Duck

U-turn

Change blaster weapon

Change POD weapon

Pause

Change screen resolution

Skip Cut-Scene

Change Camera mode

CURSOR KEYS

UP CURSOR KEY (hold down)

LEFT SHIFT

CTRL

SPACE (hold and release)

ALT and LEFT CURSOR KEY

ALT and RIGHT CURSOR KEY

Z

RIGHT SHIFT

,

.

P

F1

TAB

(far) NUMPAD 8

(medium) NUMPAD 5

(near) NUMPAD 2

USING MENU SCREENS

Use the cursor keys to highlight an option, then press RETURN to confirm. To return to the previous menu screen, press ESCAPE.

After a short introductory sequence, the LANGUAGE SELECT SCREEN will be displayed. Choose from English, French, Spanish, Italian and German.

WELCOME TO THE SPACESHIP

While orbiting the Earth in their fully equipped GPL DSEV-700 mothership, Ed and Zunk usually hang out in the groovy Control Room. While Ed studies the planet's television broadcasts, Zunk does the dishes, the hovering and he operates the menu controls.

NAVIGATING THE MENU CONTROLS

Use the left and right cursor keys to direct Zunk towards each control console. When Zunk stops walking, press RETURN. Zunk will then operate the appropriate menu.

MAIN MENU

Start Game:

Press RETURN to launch Ed and Zunk into action. Your mission brief will be explained via interstellar link by Egg Head, the noble leader of the Grimloid Protection League. Listen to the conversations between Ed, Zunk and Egg Head. Alternatively, press ESCAPE to bypass the mission brief and launch directly into a new game.



Load Game:

Use the up and down cursor keys to highlight a previously saved Attack of the Saucerman game. Press RETURN to confirm. The previously saved game will then be restored, ready for you to continue.

Save Game:

Use the up and down cursor keys to highlight one of the fifteen save slots. Press RETURN to confirm. Your progress will then be archived to that save slot.

Continue:

Press RETURN to go back to the Control Room.

GAME OPTIONS MENU

Language Select Menu (see Using Menu Screens).

Set Controls Menu:

A list of in-game controls and their current keyboard settings will be displayed. If you want to change your controls, select the game control you want to change, press RETURN and then press the key you want to use. Or you can highlight CANCEL and press RETURN to scrap your changes and return to the Game Options Menu.



NOTE: see Normal Controls Menu for default in-game controls.

Audio Visual Menu:

Music Volume - Use the left and right cursor keys to toggle between OFF and 100%

Sound Volume - Use the left and right cursor keys to toggle between OFF and 100%

Screen Resolution - Use the left and right cursor keys to alter the resolution of the screen

Continue:

Press RETURN to go back to the Control Room

MUSIC MENU

Zunk's jukebox is the place to stack up your favorite alien tunes. Use the left and right cursor keys to toggle the Music volume between 0% and 100%. Use the up and down cursor keys to select an out-of-this-world track, then press RETURN to confirm. Press ESCAPE to return to the Control Room.

IN-GAME OPTIONS

Press the 'P' key to pause the action and display the following options:

CAMERA DISTANCE

Use the left and right cursor keys to change the distance of the camera from the action. Choose between NEAR for close-up, or FAR, for panoramic view.

Press the 'P' key to return to the current game.

Press the 'Q' key to quit the current game. The following on-screen message will be displayed:

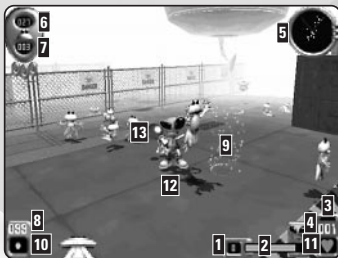
"Quit this game
Are you sure?"

At this prompt, press the 'Y' key to return to the Control Room, or press the 'N' key to return to the game.



THE GAMESCREEN

1. Lives – the number of chances Ed gets to save the world.
2. Health – as Ed suffers injuries, the health bar will diminish and change color from green to red.
3. POD weapon range – the sliding bar indicates how much you have charged up POD's weapon. The higher the sliding bar goes, the further the projectile will fly.
4. POD ammo counter – the amount of POD ammunition remaining.
5. Radar – Neds show up on the radar as yellow dots. Easy to hunt, not so easy to capture!
6. Number of Neds left to collect.
7. Ned counter – the amount of Neds you have caught so far.
8. Ammo counter – keeps track of how much ammunition you have left for each weapon.
9. Restart point – Guide Ed through the red, revolving vertical beams to activate the restart feature. Once activated, the red beam will turn green and a UFO will appear above the beam. If Ed loses a life, he will begin his next life at the last activated restart point. If Ed has not activated a restart point, he will return to the start of the current level.
10. Current weapon.
11. POD weapon.
12. Ed – that's you, that is!
13. POD – POD floats around Ed's head, looking out for Neds. Stand real close to a bubbled Ned so that POD can collect and store them safely. POD is really handy to have around, so take care of the little golden orb.



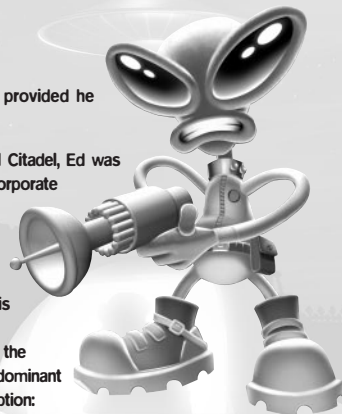
MEET EARTH'S SAVIORS

ED

He's the savior of Earth, but he doesn't know it – yet!

In fact, he may also be the savior of the Grimloid Homeworld, provided he can defeat NEDCO's plans in time.

Raised in Breen-Bedda, a rural backwater three miles from Capitol Citadel, Ed was always overlooked for promotion as he worked his way up the corporate ladder at the Grimloid Protection League (GPL). His funny accent was never accepted within the hallowed halls of the GPL Headquarters and Ed suspects that this was the reason he was originally assigned Caretaker status to Earth – an equally undesirable position in the far reaches of the Grimloid Empire. This has always irritated Ed, and as if that wasn't bad enough, Earth is considered far too underdeveloped to contact openly (apart from the occasional slip-up). All landings on Earth and interaction with the dominant race, the Humans, is strictly forbidden by the GPL, with one exception:



GRIMLOID PROTECTION LEAGUE DIRECTIONS FOR INTERGALACTIC PLANETARY CARETAKERS

Rule 84a: Third Parties.

Intergalactic Planetary Caretakers must take all necessary steps to carefully and subtly readdress violations in intergalactic protocol caused by third parties. Take care to cover your tracks by fabricating stories about corn circles, government cover-ups and conspiracy theories.

To occupy his time, Ed has discovered the marvels of Earth television. It's the next best thing to actually meeting the humans in the flesh. With the faithful POD at his side and his trusty blaster, Ed feels ready for anything – and anything that brings a bit of action into his life would be welcome.

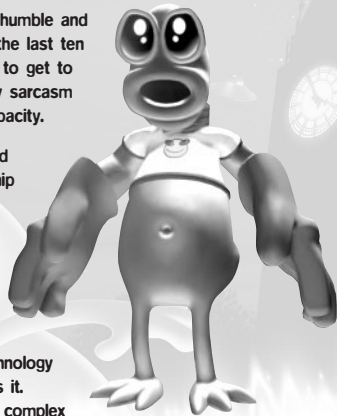


Zunk

Zunk is a follower, not a leader – he leaves that up to Ed. Zunk is humble and kind-natured, as well as being unusually burly for a Grimloid. While the last ten years haven't left much for him to do, he has used the time wisely to get to know his comrade Ed. Unlike Ed, however, he doesn't engage in any sarcasm or sharp-witted comments – they are quite definitely beyond his capacity.

As the ship's engineer Zunk is happy to play second fiddle to Ed and consequently never makes any plans himself. Keeping their mothership maintained is a pretty easy task, unless in a combat situation, but the chances of that happening in their current corner of the galaxy seem pretty slim to Zunk.

Zunk can be persuaded to do almost anything if it is explained to him quickly enough that he doesn't have time to digest what is being asked of him! However, despite this immediate failing and the fact he can barely spell his own name, Zunk can handle Grimloid technology (Grimtech) and intricate feats of engineering with ease. And he enjoys it. Without thinking about it, he is able to speak on technical matters in complex electronic jargon – an ability which sometimes makes Ed look stupid and frequently makes him jealous.



POD

The POD is standard GPL issue for all Intergalactic Planetary Caretakers, combining powerful offensive capabilities with communications collection-retrieval facilities. The latter of these is an ability which comes in handy for collecting Neds.

Constructed from a flowing liquid metal, each POD is programmed with special abilities. Using these, the PODs are able to adjust to the moods of their respective owners and adapt to their personalities.



Additionally, their shape-morphing ability allows them to change into a hoverboard, controllable via two handle grips. Piloting the hoverboard not only allows the rider to cover large distances relatively quickly, but also gives them access to the on-board Bub-O-Lux gun. The Bub-O-Lux projects plasma bubbles from the hoverboard which capture small entities – a resource which is invaluable to Ed in collecting vast numbers of Neds.

Furthermore, PODs have a built-in fire extinguishing system that proves helpful should Ed find himself ablaze! However, PODs are vulnerable to some extremes, especially temperature. They will burn or freeze as easily as any Grimloid skin.



NEDS

WHAT IS A NED?

- ④ A Ned is a small yellow being with a high-pitched voice.
- ④ Neds are inherently stupid with a complete ignorance of their surroundings.
- ④ Their low fear threshold knows no bounds and the slightest mishap can cause them to run - not for cover, as that would be far too intelligent, but just to run... anywhere!
- ④ Neds tend to follow each other in herds.
- ④ Neds like to burrow in soft ground, usually as a means of escape, emerging cautiously after a few seconds.
- ④ Neds can travel short distances underground.
- ④ Curiosity will always get the better of a Ned.



WHAT IS THE PURPOSE OF A NED?

On Homeworld, Neds exist for one reason - food.

Neds are the essential main ingredient in Scunge – the Grimloids' favorite food. Without Scunge, the Grimloid Empire would wither and vanish. But then you never see a thin Grimloid and there's no such thing as an old Ned.

Bred in high-security food-farms, Neds are never allowed beyond their electro-fence. They breed at an astronomical rate and, should they escape, would rapidly multiply in numbers. On Homeworld they are classed as vermin. On other worlds, their presence could become catastrophic. That is where Ed comes in.

Ed's secondary mission is to capture as many Neds as possible. For the sake of Earth's fragile ecosystem, he'd better hurry.

NED STRAINS



Natural Neds

Gentle and abundant in numbers, natural Neds jump around and yelp to their heart's content. They will gaze at the sky and follow their feet. They will hum tunes and take sweets from strangers. They are easy to capture.



Chameleon Neds

With advanced photo-reactive skin, Chameleon Neds can only be detected by their shadow. Their ability to change color is rapidly deteriorated through constant gunfire. Once they have lost their invisibility, they will become solid and can then be captured. As this is a temporary state, they must be captured quickly before they recover.



Exploding Neds

In a huddle of natural Neds, it is easy to identify a potential explodee. He will be the one who is huffing and puffing and hyper-ventilating like a great barrage balloon. And his mates will be the ones scampering off in the opposite direction.



Snapper Neds

Snapper Neds have large mouths full of large teeth. They will gnash at thin air, gnaw on fellow Neds and given the chance, nibble on you. And they seldom use tooth-picks.



Frog Neds

With extended tongues and salivating gums, Frog Neds can easily catch their prey and gum them at will. Imagine, if you will, a lengthy period inside the moistened, pungent mouth of a Frog Ned. Cumbersome and slow-moving, Frog Neds are unable to run away. Just don't get too close!



Conga Neds

Neds form complex herding patterns during adolescence. To the untrained eye, the behavior of teenage Neds resembles nothing more than an energetic line dancing the conga. However, their conga dance is actually a ritual of the passing into adulthood. Because Neds are part of the Grimloids' favorite food, very few Neds get this far.





Dead Neds

This type of Ned is, as the heading suggests, dead! Since the Neds are not particularly well-equipped for a hostile predatory environment, you may find bits of half-eaten Neds lying around.



Hover-Neds

Patrolling the skies on a powerful hover-disk and circling above the normal line of fire, these Neds are hard to catch. However, they are susceptible to Ned traps. Place a Ned trap on the floor to snare Hover-Neds as they fly overhead.



Wheelie-Neds

Ned wheels give the Neds a much-needed increase in speed. As ground-based critters, their acceleration makes them hard to catch. Wheelie-Neds are vulnerable to side-on attacks.



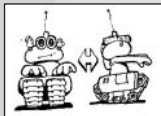
Robo Neds

With mechanical parts developed to enhance their abilities, Robo Neds are used by villainous Grimloids as guard dogs. Immune to being "bubbled", Robo Neds are telepathically controlled by their evil scientist masters.

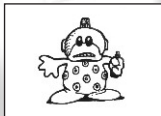
Three types of Robo Neds have been developed by evil Grimloids:



☛ **Blaster Ned** - a walking Robo Ned with shoulder-mounted, projectile weapon capability.



☛ **Tracked Electro Ned** - a fast and maneuverable armored Robo Ned with a head-mounted short-range electrostatic shock attack.



☛ **Nitro-Glycerine Nightmare Ned** - an enhanced version of the Exploding Ned. These Neds are made out of a nitro-glycerine-based compound. With a variety of small detonator devices implanted all around their body, they are programmed to jump on their target and explode. Never give one of these guys a piggy-back!

POWER-UPS



HEALTH

The larger the icon, the more health Ed will receive.



EXTRA LIFE

Collect these icons to gain more lives.



AMMO

The larger the icon, the more ammunition will be received. Blue ammo power-ups signify plasma charges for Ed's blaster. Red ammo power-ups signify explosives used by POD

ED'S BLASTER WEAPONS

NOTE: Ed's blaster power-up icons have a blue surround.

Single Shot



Ammo Cost: 1 plasma charge per shot
Description: front-firing basic weapon
Damage Ratio: 1 per shot

Bouncing Shot



Ammo Cost: 2 plasma charges per shot
Description: projectile can be bounced off of most surfaces
Damage Ratio: 2 per shot

Spread Shot



Ammo Cost: 3 plasma charges per shot
Description: front-firing hi-energy weapon
Damage Ratio: 5 per shot

Triple Shot



Ammo Cost: 2 plasma charges per shot
Description: three homing shots
Damage Ratio: 1 per shot

Beam Laser



Ammo Cost: 30 plasma charges per second
Description: a powerful beam of plasma energy
Damage Ratio: 30 per second

Energy Laser



Ammo Cost: 2 to 10 plasma charges per shot
Description: the longer you press the 'Fire' button, the stronger the shot
Damage Ratio: 1 to 10 per shot

Hoop Laser



Ammo Cost: 5 plasma charges per shot
Description: the shots increase in size over distance
Damage Ratio: 5 per shot



POD'S EXPLOSIVE WEAPONS

NOTE: POD's power-up icons have a gold surround.

Grenade



- Ammo Cost:** 1 explosive per shot
- Description:** damages anything within its blast radius
- Damage Ratio:** maximum of 3 per shot

Impact Scatter Grenade



- Ammo Cost:** 6 explosives per shot
- Description:** fires one projectile which splits into eight upon impact
- Damage Ratio:** maximum of 24 per shot

Nuke



- Ammo Cost:** 15 explosives per shot
- Description:** a powerful 360° blast
- Damage Ratio:** maximum of 20 per shot

Lightning



- Ammo Cost:** 12 explosives per shot
- Description:** targets and electrocutes four enemies at a time
- Damage Ratio:** 30 per second per target

Radial Blast



- Ammo Cost:** 10 explosives per shot
- Description:** a powerful 360° blast taking out targets on a horizontal plane
- Damage Ratio:** maximum of 20 per shot

Skimmer Missile



- Ammo Cost:** 5 explosives per shot
- Description:** targets enemy but does not have homing capacity
- Damage Ratio:** 2.5 per shot

Homing Missile



- Ammo Cost:** 8 explosives per shot
- Description:** homes in on nearest target. Can be dodged by quicker enemies
- Damage Ratio:** 5 per shot

Minter Deluxe Missile



- Ammo Cost:** 10 explosives to launch an extra explosive for each target it hits
- Description:** a special weapon that damages up to ten targets at once
- Damage Ratio:** 3 per target



POD'S OTHER WEAPONS

Love Bomb



Makes all Neds in the general area fall in love with POD. The Neds will follow POD, which makes it easy to bubble and collect them. Love Bombs last for a sweet sixteen seconds.

Bubble Bomb



Fires a projectile that spits hundreds of bubbles. Very useful for capturing groups of Neds.

Shield



Protects Ed from enemy fire for 33 seconds.

Death From Above



When Ed is out of doors, Zunk (orbiting above the clouds) can come to his compatriot's rescue by dumping the mothership's cargo on the enemy. Use the POD weapon button to rein down various biological samples from the skies, but beware – Zunk's targeting leaves a lot to be desired!

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