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**SQUISH
& EW**



SQUISH 'EM

It seems ridiculous - and too good to be true. Are there really suitcases full of money at the top of those unfinished buildings downtown? The ones still under construction? And those suitcases, they're just there for the taking? You would never have believed it except that the guy who told you about it, a regular union guy like you, just bought a brand new Corvette. You know that two weeks ago he didn't have that kind of money, so you guess he's telling the truth. When you asked him how come he didn't get the rest of the suitcases, he got an odd look on his face and wouldn't say another word. Strange...



OBJECTIVE

Climb those 48-floor buildings to grab the cash-filled suitcase at the top of each one - watch out for falling bricks and those creepy critters, though!

GAME CONTROLS

Push forward on the joystick to climb up a girder to the next floor. Push left or right to shimmy left or right. To lift your man's legs, push the joystick button. His legs will drop automatically. To collect prizes and suitcases you must touch them.

STARTING OUT

Use the GAME SELECT switch to choose the starting level, 1 to 15. Press the GAME RESET switch or the joystick button to start a game.

CREATURES

Touching any creature from the side or from underneath will knock your man off the building. You can jump over all the creatures in the game, but for extra points and fun, lift your legs and position your man so that when his legs come down, they come down directly on top of a creepy creature - it'll be Squished! Watch out, though - after a moment or two, the creature will turn white with rage and pop back up, looking for revenge! YOU CANNOT SQUISH A WHITE CREATURE!

MEN

You begin each game with four men, one in play and three extras. The extra men are displayed along the bottom of the screen.

You can have up to 127 extra men, but only six will be displayed. If your man gets knocked off the building by a brick or a creature, you lose one man. Collect a prize to get a bonus man. There is only one prize per building, and they do not move.

DIFFICULTY LEVELS

You can choose your starting level with the GAME SELECT switch. At higher levels bricks will fall and creatures will move faster, be harder to squish, and will get up faster after being squished.

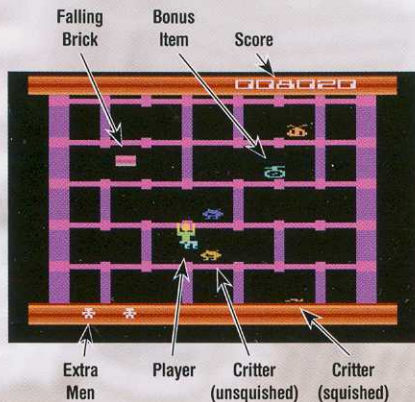
The DIFFICULTY SWITCHES and the B-W/COLOR switch are not used by Squish 'Em.

HINTS

Bricks fall at regular intervals and you can hear them just before you can see them. Know when they are coming and be ready to dodge!

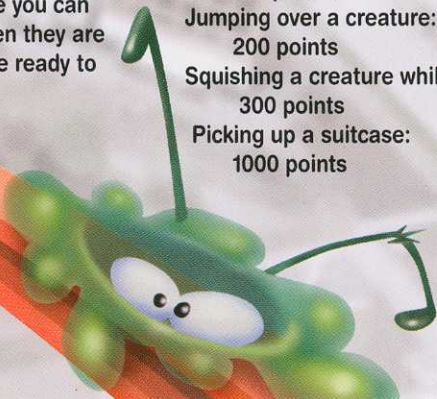
If you need a breather you can safely rest on the same floor as the suitcase - no bricks will fall when you are that high up the building.

GAME SCREEN



SCORING CHART

- Climbing one floor:
10 points
- Squishing a creature while not moving:
100 points
- Jumping over a creature:
200 points
- Squishing a creature while moving:
300 points
- Picking up a suitcase:
1000 points



CREDITS

Original game design: Tony Ngo, 1983

Programming and manual text: Bob Montgomery

Label and manual art: Dave Dries and Nathan Strum

Manual layout: Nathan Strum

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and Dad, for getting that 130XE so many years ago.

Nathan Strum *Dave Dries*