ALIEN GREED 3

INSTRUCTION MANUAL

For use with Atari 2600
and compatible
video game systems

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The final showdown has begun between the Alien Collector and Atari Charles for possession of the E.T. Prototype cartridge.

Look for cartridges hidden in the nearby forest but watch out for Mr. Detective (an avid Atari fan), who is investigating the area trying to locate a mythical Atari cartridge stash!

There seem to be pits all over the forest. Be careful you don't fall into one on your journey.

Keep on your toes while collecting and beware of the dreaded Atari Charles who may be lurking in the area after having been turned into a mutated E.T. monster by his obsession with the E.T. Prototype cartridge.

YOU MUST COLLECT THEM ALL!

OBJECTIVE

Collect all the cartridges while avoiding E.T. and Mr. Detective. Defeat Atari Charles and take the E.T. Prototype Cartridge for your collection.

LOCATIONS:

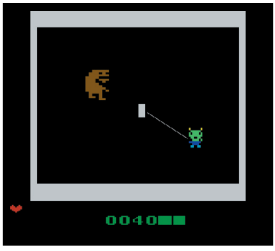
The Pit

Collect the cartridges while avoiding E.T.

The Forest

Collect the cartridges while avoiding Mr. Detective.

Boss Area



Throw your common Atari 2600 cartridges at Atari Charles so you can take his E.T. Prototype Cartridge.

THINGS YOU WILL ENCOUNTER:

E.T. The Extra-Terrestrial: Now you know where E.T. has been for the last thirty years. He is stuck in a pit just like everyone else who has played the game for the Atari 2600.

Mr. Detective: An avid Atari fan who is searching for a near mythical stash of Atari 2600 cartridges that were rumored to be buried somewhere in this area.

Atari Charles: Charles F. Gray, A well known Atari fan who has mutated into a monster by his obsession with the E.T. Prototype cartridge. The only cartridge that you need to complete your cosmic collection.

Atari 2600 Cartridges: You must collect the common Atari 2600 cartridges to use as ammo against the mutated Atari Charles. There is some weird side effect with the cartridges being close to the E.T. Prototype that causes them to move about the levels. Probably radiation or something. That can't be good.

CONTROLS

Title Screen	Fire Button	Start Game
In The Pits	Fire Button	Jump
	Left/right	Move Alien Left/right
	Up/down	Not Used
In The Fields	Joystick	Control Alien
	Fire	Not Used
Boss Battle	Joystick	Control Alien
	Fire Button	Throw Cartridge

Difficulty switches are not used in Alien Greed 3.

At any time you may use the Game Reset switch to return to the title screen.

GAMEPLAY

The Pits:

You start out down in the pits with three lives, represented by hearts. Yes, I know there's two hearts, but that's because you're currently using one of your three lives, so there are two of them left. Jump from side to side to get the carts. If you touch E.T. you lose a life. After collecting 20 carts you'll levitate out of the pit, suspiciously E.T.-like.

The Forest:

Once you levitate out of the pit you'll end up in the forest. Carts randomly appear like they did in the pits but this time you use the joystick to move in any direction. After a short while, Mr. Detective will waltz in from either of the four sides. If Mr. Detective catches you, you will

lose a life. After you get 20 carts in the forest you will be sufficiently armed to take on Atari Charles.

Boss Battle:

Now is your chance to get the E.T. Prototype cartridge. Grab the Atari 2600 cartridge and throw it at Atari Charles. If you hit him enough times he may drop the prototype cartridge. Just don't let Charles touch you. If he does you will lose a life.

CREDITS

Original Gameplay and Programming - Chris Read

Additional Gameplay and Programming - Fred Quimby (BATARI BASIC)

Produced by - Scott Dayton (NEO GAMES)

Artwork Provided by - Ray Catuto (www.myspace.com/raycatuto)

Cartridge and Manual Services - AtariAge.com

SPECIAL THANKS

Charles F. Gray for being the inspiration for the Alien Greed series. Not everyone gets to be a mutated monster in an Atari 2600 game.

Albert Yarusso for making the production of NEO Games releases possible.

neoclassicgames.com - NEO Games website.

atari2600land.com - Home of Alien Greed and programmer Chris Read.

I dedicate this game to my late grandfather, Richard Kallenbach.

–Chris Read

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