NEO GAMES Present

ALIEN GREED II

For use with the Atari 2600 System.
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Label art by John Calcano.

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ALIEN GREED II

(FOR ONE PLAYER)
An AEGIS Games and NEO Games Production

They have come from the deepest parts of the Universe to complete their Atari 2600 Collections. Nothing will stop them, no price is too high!! There is nowhere to hide. No way to keep them from getting that exclusive cart. There is only one thing that you can do.....

RUN!!!!

You were one of the first ones to reach Earth when you heard about the cool new LIMITED EDITION release of ALIEN GREED. Actually you got here a little too fast. I guess that braking thing wasn't such a waste of time after all. Well, you are here in one piece but you can't say the same about your ship. Pieces is more like it. Time to go round up all of those shiny new cartridges before your rivals get here.

Oh No!! It can't be. The competition is here! And they took the time to slow down! That means they can use their transporters. Hurry up and grab those carts before they beam them away! Oh, and watch out for the Bees!! Aliens don't like Bees.

ATARIBOY

GAMEPLAY

You must race around the screen and collect the Atari Cartridges that appear before they are beamed away by rival Alien Collectors. As you race around the screen you must avoid obstacles and the roving Bee. The Bee won't kill you but it may slow you down.

After collecting ten cartridges you will travel in your spaceship to the next level. Your ship is still damaged so you will have to take the long way. Keep on the lookout for an EXTREMELY RARE Cartridge. They are worth more than the normal carts.

"My Precious...
You shall never get my Precious!"

The moment of triumph has gone terribly wrong. Upon obtaining the priceless E.T. Prototype, Atari Charles has horribly mutated into that which he had coveted. He is doomed to spend his life protecting his "Precious" E.T. Prototype. And as if the waves of collectors and resellers isn't enough, now they have come, The Aliens have found out what Charles is protecting. They will never stop until it has become part of their cosmic collection.
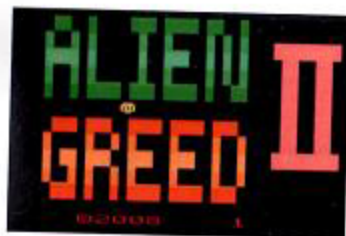
GAME INSTRUCTIONS

1. Follow the manufacturer's instructions to connect your Atari 2600 or compatible video game system to your television set.

2. Use the left joystick.

3. Game select switch can be used to start at higher levels.

4. Hold the joystick with the red button in the upper left position.

5. Starting the game:

   a) If there is no game in progress, press the red button on the joystick. If there is a game in progress and you wish to start over, press game reset on the console.

   b) You start the game with three tries. Each time a cartridge is beamed away your lose a try. Lose all three and it is game over. You receive a bonus life after defeating a boss.

   c) The level of challenge gets harder as the game progresses. Each time you collect ten cartridges the game advances to the next level by passing through a maze.

6. Aliens don't like Bees! But it looks like Bees like Aliens. Maybe they smell like flowers? When the game begins the Bee is not that aggressive. As you reach higher levels the Bee will start to track the Alien and follow him around the screen. The Bee is not deadly but it may slow you down. In later levels the bee will appear on the boss level.

7. Once you have advanced a few levels you will see a barrier appear on the cartridge collecting screen. Guess your Alien Buddies don't like losing out on all the great Atari Cartridges. All you can do is go around the barriers.

8. You will receive one point for each normal Atari Cartridge that you pick up. You will receive ten points for rare cartridges found in the mazes. You will receive twenty points for beating a boss and getting his rare cartridge.

9. Game is over when you lose all of your lives. There is also a special ending to the game if you can beat the sixth boss.

STRATEGY HINTS

Be ready to move. There is no delay once the game begins. If you miss a cartridge you must be ready to go after the next.

Don't worry about the Bee until you have passed several levels. The Bee only becomes a threat once you have passed several levels.

Some of the mazes may seem impossible, but they are not. Take time to study the maze before you begin.

Having trouble with the boss? Atari Charles in his mutated E.T. form will attack using the Pong Maneuver. He will bounce off of the walls like the ball in Pong.

There is a Hidden Easter Egg in the game. CX?

WHAT IS YOUR COLLECTOR RATING?

How Awesome are your collecting skills?
Did you get a rare cartridge? Check your points on the chart below.

00-10 points	Combat
11-40 points	Adventure
41-70 points	Flash Gordon
71-100 points	Pooyan
101-130 points	Gremlins
131-160 points	Halloween
161-190 points	Guardian
191-220 points	River Patrol
221-250 points	Air Raid
251-280 points	E.T. Prototype
over 280 points	ALIEN GREED II (Mega Score!!)

CREDITS

Original Gameplay and Programming - Chris Read (AEGIS GAMES)

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Additional Programming - Fred Quimby (BATARI BASIC)

Artwork Provided by - John Calcano (Atariboy2600)

Cartridge and Manual Services - AtariAge

Manual Layout by - Tony "Xot" Morse

Game Inspired by - Charles Grey (Atari Charles)

GAME PROGRAMMED IN BATARI BASIC

WEBSITES

AEGIS GAMES
http://www.atari2600land.com

NEO GAMES Classic Videogamer
http://home.bellsouth.net/p/PWP-neotokeo2001

BATARI BASIC
http://bataribasic.com/

ATARIAGE
http://atariage.com/

ALIEN GREED II Original Program and Code is the work of Chris Read/
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It's like that Poke-Man thing. You have to have them all.

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Coming Soon - ALIEN GREED 3: The Pits

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