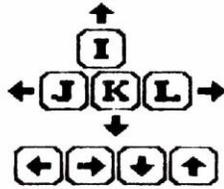


SPACE SNATCHERS from ARATOON

COPYRIGHT © 1985 HAL BARWOOD

version 012309 • page 1



by themselves --
move left, right, up & down

with other keys --
supply command direction

A followed by a direction key -- ATTACK the enemy!
(laser gun extends range)

G followed by a direction key -- GRAB and move a variety
of adjacent objects

S followed by a direction key -- SEARCH a variety of
adjacent objects

C followed by a direction key -- CONTROL adjacent robots,
creatures & space ships
(need controllers)

Q QUERY talking robots

T TRANSPORT between beamers;
get in & out of boats;
put on & take off space suits

ESC bypass titles on startup; pause game

ESC followed by **CTRL** **D** save current game
position to DISK

ESC followed by **CTRL** **J** activate JOYSTICK
control mode

(BUTTON #1 -- FIRE BUTTON #2 -- SEARCH)

ESC followed by **CTRL** **K** return to
KEYBOARD control

ESC followed by **CTRL** **S** toggle SOUND
on & off

ESC followed by **CTRL** **Z** voluntarily return
to ZOO

-- ALL OTHER KEYS CANCEL COMMAND SEQUENCES --

SPACE SNATCHERS from ARATOON

COPYRIGHT © 1985 HAL BARWOOD

version 012309 • page 2

Some OBJECTS you the player  will encounter on your adventures:



BULKHEAD
(some just won't open)



LOCKED DOOR
(open with key)



LOCKER
(search for valuables)



ROBOT DEBRIS
(search for valuables)



BEAMER
(ionic elevator for transport throughout ship)



BOAT
(for travel over water)



SPACE SUIT
(for extravehicular activity)



TALKING ROBOT
(stand directly
in front of the
annunciator to
query)



SOME OTHER ROBOTS
(be careful!)



ARATOONI CREWMAN
(watch out!)



ARATOONI PATROL CRAFT
(armed & dangerous)



INTERSTELLAR SKIFF
(your ticket home)

REMEMBER: You're on an alien spacecraft. Not everything makes perfect sense from an earthly point of view. Use your wits!

SPACE SNATCHERS from ARATOON

COPYRIGHT © 1985 HAL BARWOOD

version 012309 • page 3

ICONS represent things of value you can find & acquire:



LASER GUN
(max 99 shots)

Blast robots, creatures
& space ships to smithereens



KEYS
(max 50)

Unlock doors



TRANSLATORS
(max 50)

Understand the speech of
talking robots



CONTROLLERS
(max 10)

Force robots, creatures
& space ships to do your bidding



POWER CELLS
(max 9999)

Robot power supply -- use them to
barter for goods & services



NAVPAK
(just 1)

Mysterious navigation device



FUEL
(max 99)

Source of energy for interstellar
skiff



FOOD
(max 9999)

Proper nutrition is
essential to freedom



MEDICAL KITS
(max 9999)

Maintain & enhance your health
or it's the zoo for you