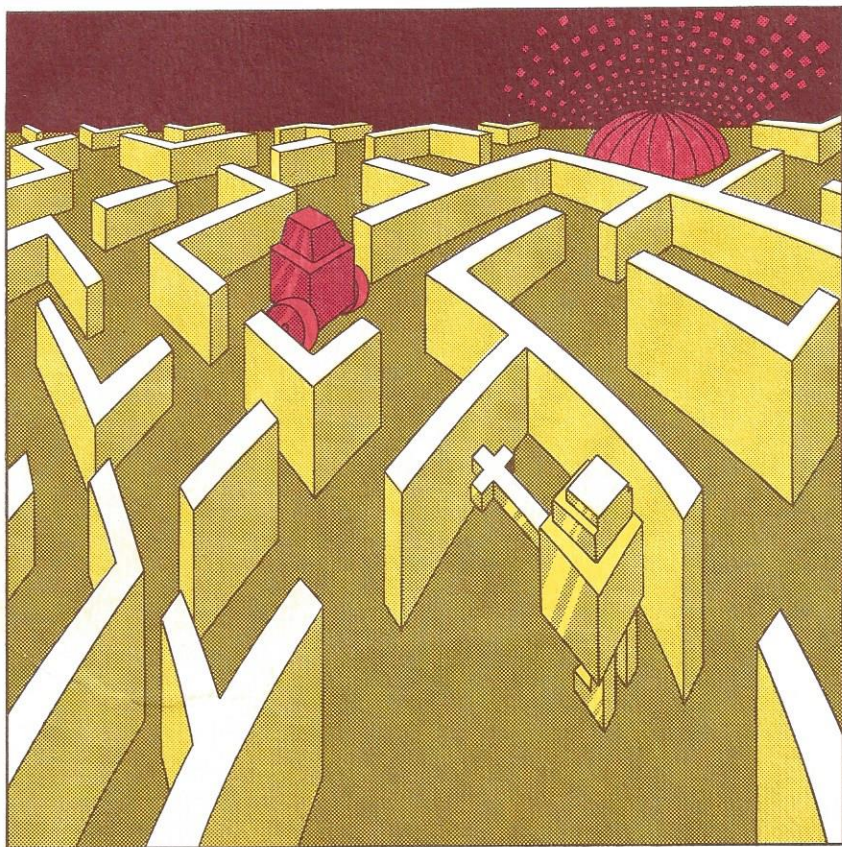


INTRUDER!



INHOME SOFTWARE INCORPORATED

ATARI 400/800 16K TAPE
24K DISC.

DISK

CASSETTE

2485 Dunwin Drive
Unit 1

Mississauga, Ont. L5L 1T1

INTRUDER!

Somewhere in our nation's capital is a secret research and development installation. For the past several years all of the energy requirements of this station have been met from four small nuclear reactors in the bottom sub-level of the installation. These power units represent the latest word in fusion technology with no maintenance by human technicians being required. In their stead the "hot room" has two dedicated robo-units to take care of all these mundane day to day chores. They appear to be perfectly suited to the task: they neither sleep nor show fatigue. They can detect and correct even the smallest aberration in the operation of the power units. As if this wasn't enough, they are able to act, as well, as a permanent security force to deal with any unauthorized "intruders". Given the importance of this assignment, however, you should be aware that the robots have been designed to PERMANENTLY eliminate any unlawful trespassers to this level. Any summary appeal to the three laws of robotics will be futile as far as these particular robo-units are concerned.

Over the past several years the power units and their robot technicians have performed faultlessly. In fact, so perfect has been their record that the stations operators have taken to storing all of its classified file cases in this area. In the words of the director of the station, "What place could be safer?" Indeed.

A few hours ago a major earthquake struck this region. The "hot room" is a shambles! The file cases have been scattered over the entire area. Although the robo-units appear to be functioning they will not reply to any signals from the control room. The "infallible" power units have begun to overheat with an apparent meltdown going to take place within the next few minutes. Unless these units are shut down quickly, the installation stands an excellent chance of becoming the newest black hole in the universe.

There is, however, some hope. Trouble shooters have been able to program another robot to perform the necessary shut down operation. Your task is simply to use the joystick to move the robot to each power unit. Once next to a power unit, the robot will know what to do to shut the unit down. Be warned, however, that should one of the "mad" robo-units touch your unit, all is lost!

The second part of your mission has to do with eliminating the power unit's robot technicians. This can be done by simply moving the different cases scattered about so as to surround each of the deviant units. A robot is considered to be "captured" when it cannot move. A successful apprehension will result in a reduction of your recorded mission time. This consideration can be very important when you are close to meltdown initiation!

Once you have accomplished both of these goals human technicians will be able to enter the area and service the reactors to put them back on line. You will be a hero and the station will be prepared for its next earthquake. In order that your proficiency may be measured the best time recorded in previous missions will be displayed.

MISSION SUMMARY

Mission Goals:

1. Shut down the power units.
2. Capture the berzerk robot units.

Reactor Shutdown:

Use Joystick No. 1 to move your robot to the nuclear power units; once there, your unit will automatically initiate the shut-down procedure. HINT: REMEMBER THAT YOU ARE PERMITTED TO MAKE DIAGONAL MOVES WITH YOUR UNIT!

Robot Apprehension:

Use your robot to move the cases to construct walls around each "mad" robot. These units are captured when they are incapable of any movement. Be alert, however, when you are playing above the apprentice level as other robots will appear once you complete a capture.

LEVELS OF DIFFICULTY

Each level of difficulty has been set to Option 1. Using the OPTION button will allow you to reduce the time limit for each level. The number of robots will remain constant.

1. Apprentice

You have 800 seconds to complete your mission while capturing the two "mad" robo-units. Option 2 reduces this time to 400 seconds while option 3 sets the time limit at 200 seconds.

2. Journeyman

400 seconds have been allotted for turning off the power units. There are only two berzerk robo-units roaming about, however, each successful capture will result in the self destruction of that unit and the activation of another "mad" unit somewhere in the room. Your mission is not complete until you have captured four robo-units. Option 2 cuts the time limit in half with option 3 reducing your time limit to 100 seconds.

3. Technician

Your time has been cut to 256 seconds while the number of "mad" units have been increased to six. Options 2 and 3 will reduce the time limit to 128 and 64 seconds respectively.

4. Trouble-shooter

You either turn off the power units within 200 seconds and then capture eight berzerk units or the station is doomed! Once again the option button will reduce the time limit to 100 or 50 seconds.

STARTING THE GAME

Use the joystick to move the robot indicator to the desired level of difficulty. Press the joystick button to finalize your choice. Once the room has been set on the screen press the joystick button once again to initiate play.

GOOD LUCK!

INTRUDER!

LOADING INSTRUCTIONS

DISK VERSION (24K MINIMUM)

1. Turn disk drive on — wait for busy light to turn off.
2. Insert disk.
3. Insert basic cartridge, then power up ATARI 800/400.

CASSETTE VERSION (16K MINIMUM)

1. Insert cassette into program recorder.
2. Depress play button on recorder.
3. Insert basic cartridge.
4. Type in "CLOAD".
5. Then press return key on computer twice.

INHOME SOFTWARE REPLACEMENT POLICY

INHOME SOFTWARE will replace FREE of CHARGE any of their manufacturers' defective diskette or cassette within 30 days from date of purchase (shipping charges not included).

INHOME SOFTWARE WARRANTY POLICY

INHOME will replace a damaged diskette or cassette for a nominal fee of \$10.00. This fee covers the cost of handling and return postage within Canada, the United States and Mexico. For those outside these areas please include funds to cover return postage.

The original diskette or cassette must be returned, along with your cheque or money order to:

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