

Nintendo

GAME BOY[®]

AlteredTM Space

A 3-DALIEN
ADVENTURE



INSTRUCTION BOOKLET

DMG-AL-USA



NINTENDO GAME BOY ® AND THE
OFFICIAL SEALS ARE TRADEMARKS
OF NINTENDO OF AMERICA INC. ®



THIS OFFICIAL SEAL IS YOUR
ASSURANCE THAT NINTENDO HAS
APPROVED THE QUALITY OF THIS
PRODUCT ALWAYS LOOK FOR THIS
SEAL WHEN BUYING GAMES AND
ACCESSORIES TO ENSURE COMPLETE
COMPATIBILITY WITH YOUR GAME
BOY SYSTEM

CONGRATULATIONS:

on your purchase of "Altered Space " for the
Game Boy! We strongly recommend that
you read through this "Instruction Booklet"
before starting the game .

PRECAUTIONS

Always make sure the power is off when inserting
or removing the game pak from your computer.

This is a highly sensitive game pak. Avoid subject-
ing it to extreme temperatures or shocks. Store at
room temperature. Never attempt to dismantle it.

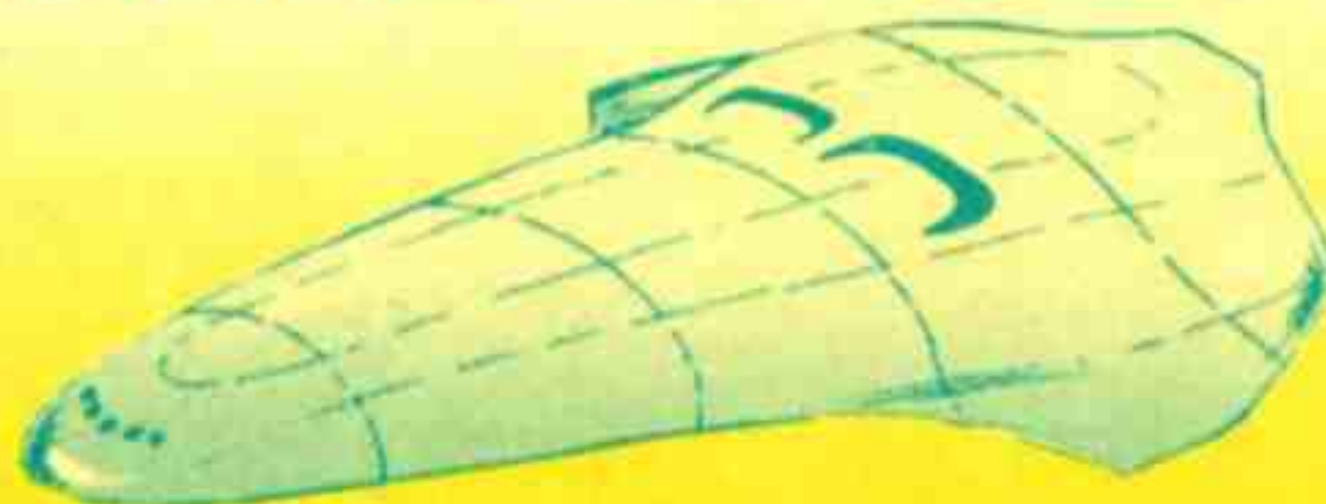
Do not touch the terminal connectors or get them
wet, or the circuitry may be damaged. Never insert
your fingers or any metal objects into the terminal
leads.

Use of thinners, solvents, benzene, alcohol and
other cleaning agents can damage the game pak.

Altered Space[™] is distributed by Sony Imagesoft Inc. "Altered Space", "Sony Imagesoft", and
"Imagesoft" are trademarks of Sony Imagesoft Inc. Altered Space is developed by Software
Creations (ROM Development) LTD. © 1991 Software Creations (ROM Development) LTD.

Contents

S TORY	4
P LAY CONTROL	6
S CREEN DISPLAY	7
S TRATEGY	8
A IR METER	9
I TEMS & OBJECTS	10
O THER OBJECTS	12
H IGH SCORE TABLE	13



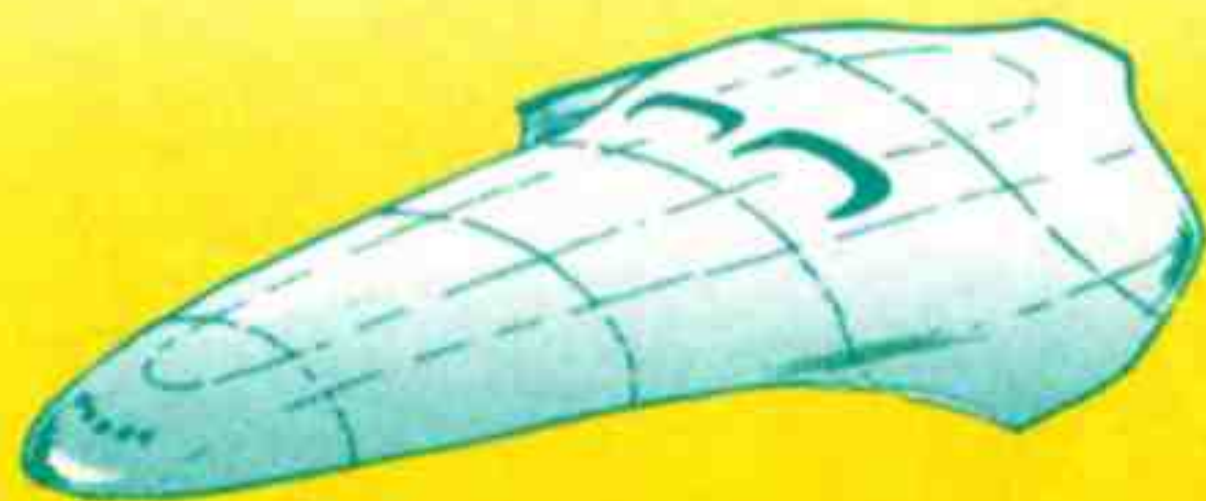
The story so far . . .

In the year 2020 AD, the first manned flight to Mars was launched. The brave astronaut Humphrey set out to be the first man on Mars!

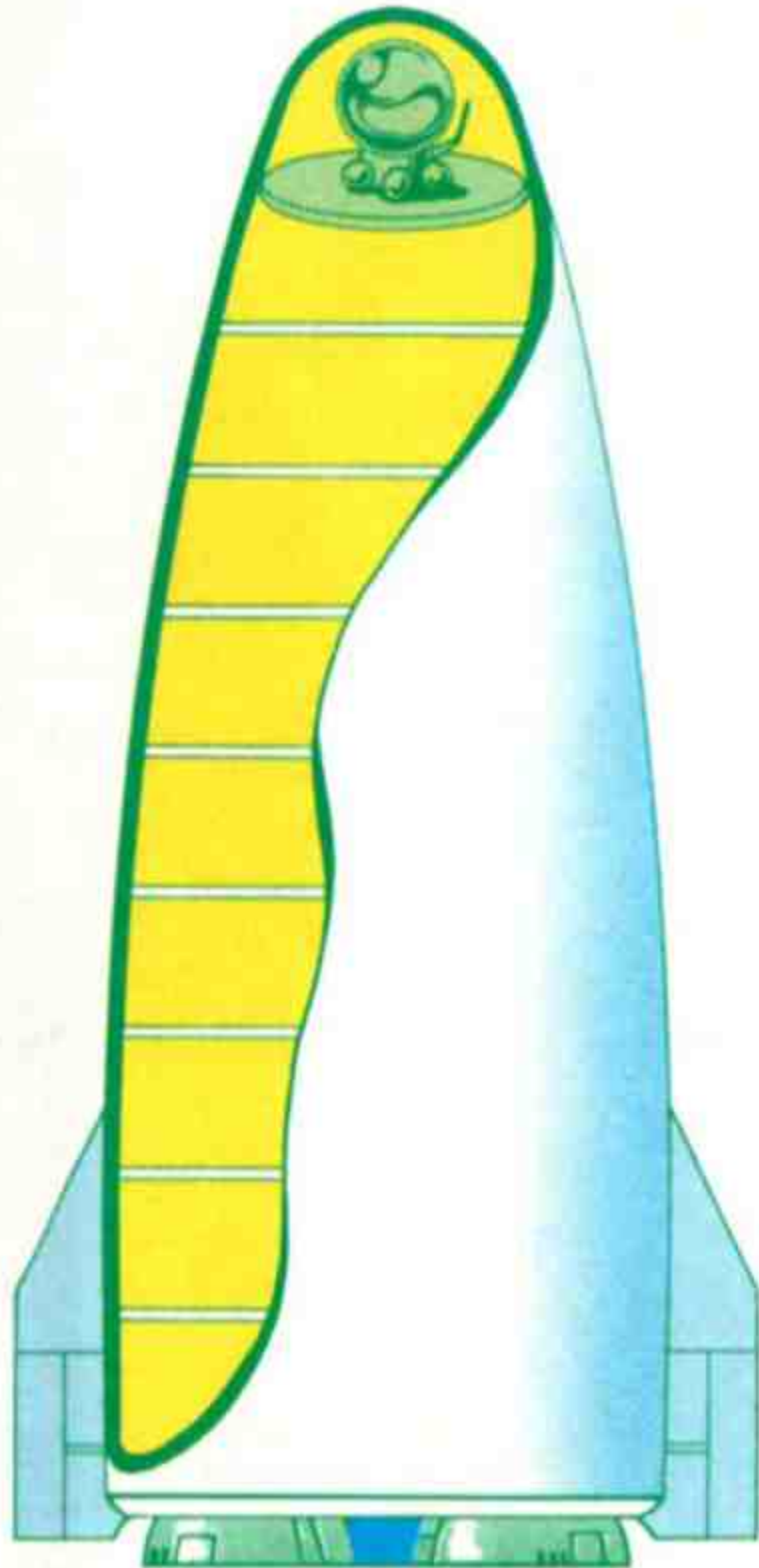
During the trip, however, the engines developed trouble and when Humphrey out to fix them. But as soon as he stepped out of the airlock,

he ran right into two space-suited aliens. One of them pointed some kind of weapon at him, a light flashed, and poor Humphrey was knocked unconscious. He awoke later in a room he didn't recognize. The timer in his spacesuit said that a long time had passed. Since the air tanks on his back were not drained, Humphrey guessed that his captors wanted to keep him alive. This must be some kind of zoo ship!

There was writing on the wall left by other captives. Humphrey realized that some was actually in English. Another human had been held here before! Humphrey began to read the notes that the mysterious stranger had left behind...



Mission status



The aliens known as Zaks have captured our hero, Humphrey the Astronaut. Humphrey must escape from the hold of the Zak ship and make his way to the escape pod on the nose of the ship. The Zaks breathe a chlorine gas that would be instantly poisonous to Humphrey, so he must wear his spacesuit at all times. Any sharp object may puncture the suit and allow some air to escape, so Humphrey must be very careful to conserve his air. He must explore the ship, gather supplies, and avoid the deadly Zaks who wander the ship. If Humphrey cannot reach the escape pod in time, he will never be able to return to Earth.

Play control

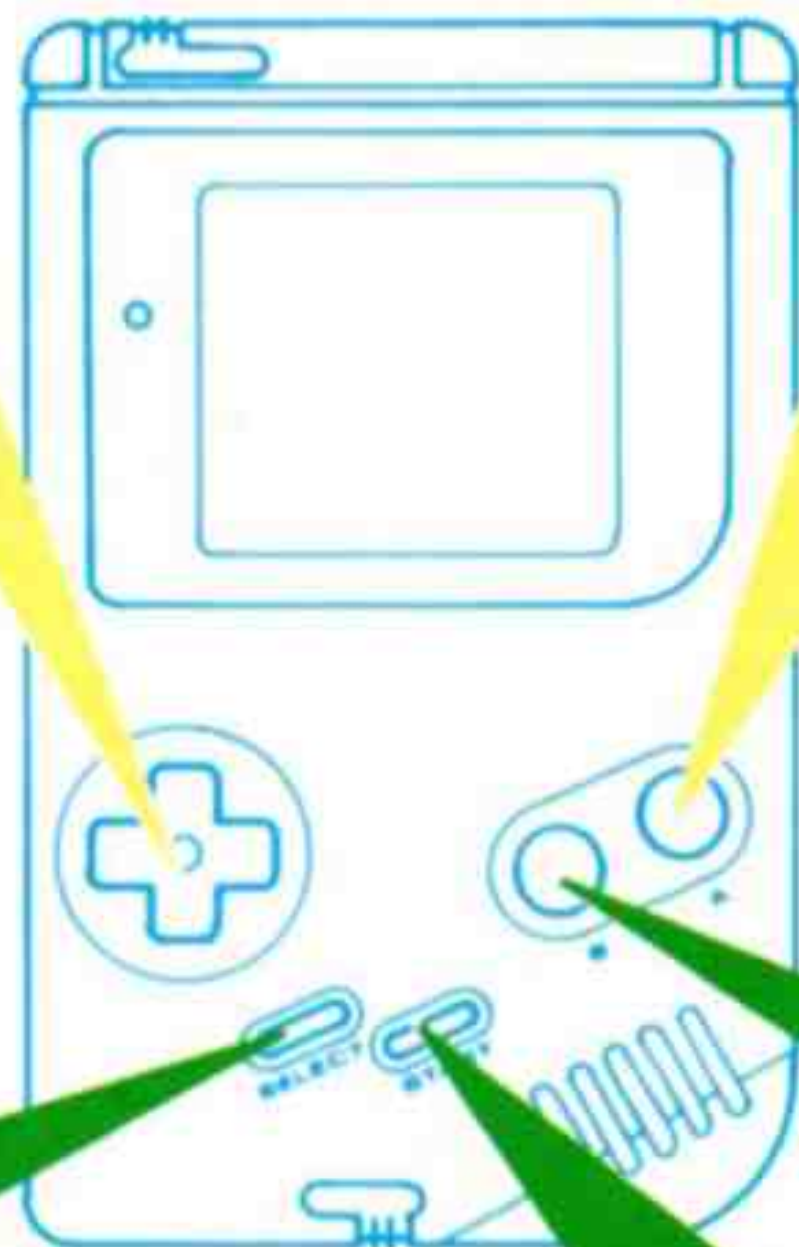
MOVE



Press the cross-key to move Humphrey around the room. Pressing UP will move Humphrey toward the TOP RIGHT corner of the screen.

JUMP

Pressing A causes Humphrey to jump into the air. Press A alone to jump straight up, or press the cross-key to jump in any direction. You can jump onto invisible blocks and they will become visible.



USE ITEM

Press SELECT when you want to use an item you have collected. The game will pause while you select the item you wish to USE. Please see the section "Items & Objects," for more information.

SHOW MAP

Press START to show the floor map for the level you are presently on. You must have the COMPUTER INTERFACE to see the map. The game will pause while the map is displayed.

TAKE/DROP

Pressing B will drop a block if you are carrying one. If you are standing on an item you can carry, you will pick it up. NOTE: Blocks and air tanks cannot be carried from room to room.

Screen display



The main screen display shows a 3D view of the room Humphrey is in, and the current air meter reading. Sub-screens show what items Humphrey has collected (press SELECT), maps of the current level (press START), and what level of the ship Humphrey

is on (when the level changes). Also appearing in the main display are the current contents of the room, which may include alien Zaks, droids, useful objects, visible blocks, and dangerous spike traps. Doors in the bottom walls are shown as flashing arrows.

Game strategy



CAN'T GET OVER THIS WALL?

This is a sample of the type of room Humphrey might find in the Zak ship, and how Humphrey can get through to the door at the top of the screen.



The first step is to push one block against the wall. You can either pick it up and drop it there, or just push it in the direction you want it to go. Make sure the block is right next to the wall.



Now, you need to take the other block. Walk up to it and then jump on top of it. Now you can just press B to take it and you'll be carrying it.



Next, stack the second block on the first one. Jump on the first block and press B to drop the second one. You should be standing on two blocks. If not, go out the door and try again.



From the top of the stack, you should be able to just jump right over the wall. Hop over the wall, head for the door at the top of the screen and move to the next challenging room beyond.

Air meter



Humphrey's Air Supply

Humphrey's supply of air is limited, and always running out. He can refill to 100% full by taking fresh tanks, which are scattered about the Zak ship.

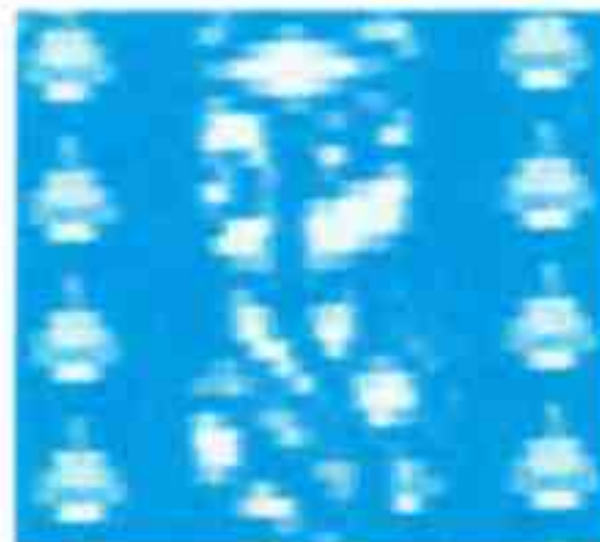
HAZARDS:

Zaks

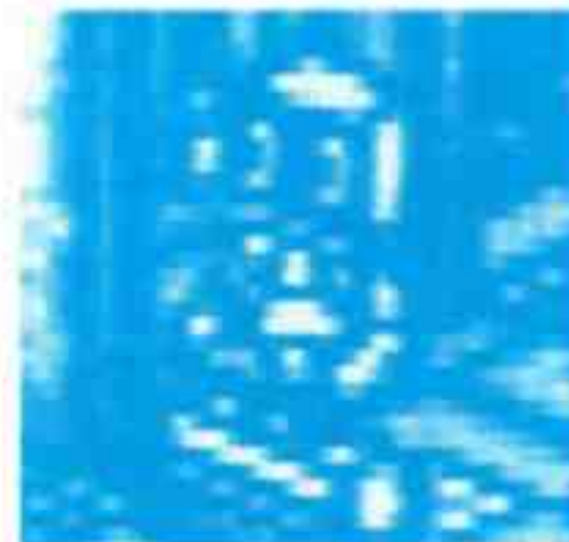


These are the aliens who captured Humphrey. They damage Humphrey's spacesuit with their scaly hide or sharp teeth.

Maintenance Droids



There are several different types of droids, some dangerous, some not so dangerous. They have sharp corners and jagged edges, so steer clear of all droids.



Spikes



Humphrey will lose some of his air if his suit is punctured, so be careful around spikes.

Items and objects

GETTING ITEMS



To pick up an item, Humphrey must walk to it, jump on it, and press the B button. Humphrey can't pick up an item unless he is standing on it, and usually cannot carry a block or air tank from room to room. You can push

any item you can carry around the room by walking up to it and moving that direction. Don't push anything over the edge or it will be lost.

USING ITEMS



When you want to use an item, press the SELECT button. A subscreen will appear showing the items you are currently carrying. Select an item with the cross-key and press START to activate your selection. Pressing any other button will return to game play without using any

item. The game will pause while a selection is being-made. If you are carrying more objects than will fit on one screen, you can scroll through the list until you reach the item you want. NOTE: Some items are "one use only" and will disappear from your inventory when used.

Air Tanks



This item refills Humphrey's air tanks to 100%. They may be required as you journey through the Zak ship. Humphrey cannot carry extra tanks.

Key



There are security doors on the Zak ship which will not open without the proper key. Each key is on the same level as the door it will open.

Stun Gun



This weapon will stop pursuing Zaks in their tracks. However, it has only one charge, and is only good for one shot. Make your shot count!

Circuit Breaker



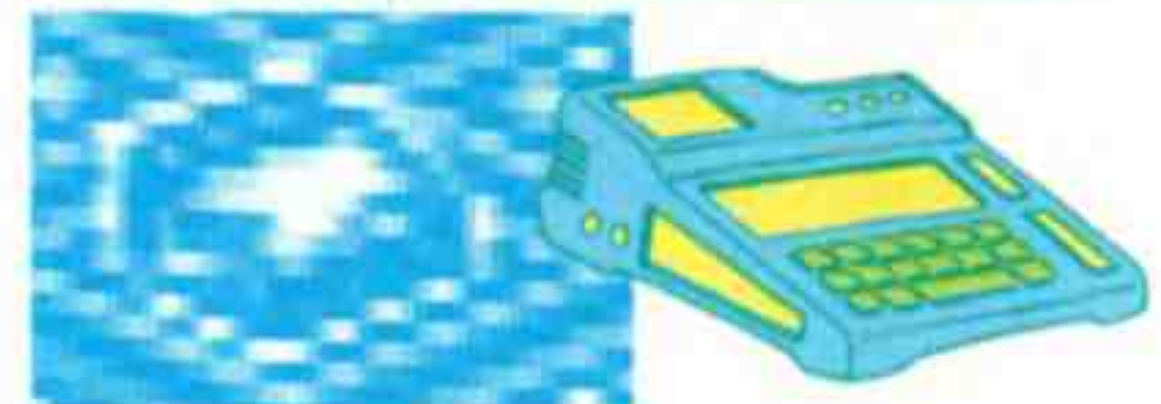
This device destroys the control circuits of droids, causing them to grind to a halt. They are still dangerous if you bump into them, though.

Particle Disruptor



This device will dissolve some items on the Zak ship! It will not make your trip any shorter, but may allow you access to some other areas.

Computer Interface



This device allows Humphrey to tap into the ship's computer and access the floorplan for the ship.

Other objects

Teleporter



The teleporter lets you instantly jump from one part of the ship to another. This is certainly safer than walking from place to place. Of course, you don't know where you're going to come out...

Security Door



The security doors close off parts of the ship from intruders (that's YOU, buddy!) and require the code key to allow access. Now, if you should just happen to find an old key lying around...

Elevator

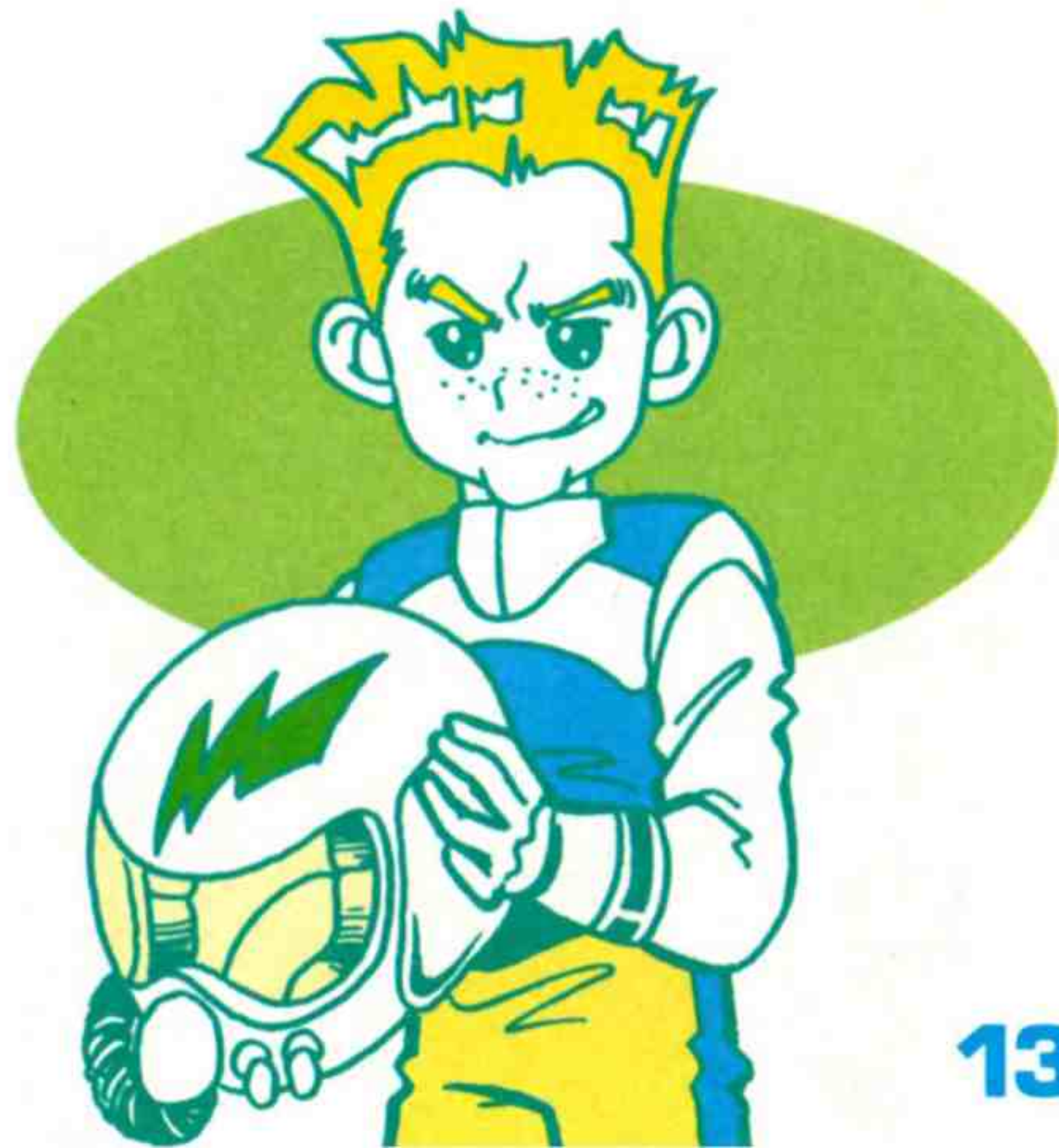


Elevators connect the different levels of the Zak ship. You will have to find the UP elevator on each level if you want to reach the escape capsule at the nose of the ship and escape.

High score table

1	ANT	735800	8
2	GMF	659600	7
3	PP	616000	7
4	MSF	525100	6
5	LM.	415300	5
6	PPP	330000	4
7	TIM	322600	4
8	MUM	225300	3

Exploring the Zak ship is good experience for Humphrey the Astronaut. The more he sees, the more experience he gets. The more experience he gets, the more points you score. If your score is high enough at the end of your game, you can enter your initials and score in the Humphrey Hall of Fame. Press UP or DOWN to select a letter, then press RIGHT or A to move to the next space. Press LEFT or B to back up. The demo will begin to play again when you have entered three letters.



Game play hints

1 **MAKE A MAP** as you play the game. That way, you can remember where you found a useful item, or where a particularly dangerous room was, or where you still need to explore. It is very easy to get lost in the alien ship.

2 **TAKE AIR AT EVERY OPPORTUNITY.** When first entering a new room, it is very easy to rapidly deplete your air supply. A few percentage points of air might be the difference between safely reaching the next air tank or coming up short.

3 **TAKE EVERYTHING** you can, because almost everything will be useful sooner or later. Even if you don't know or aren't sure where to use something, it is better to have it and not need it than to need it and not have it!

4 **LOOK OUT FOR GARFFS.** These little aliens like nothing more than to jump onto a high place and go to sleep. If one goes to sleep on your head, you won't be able to jump and your vision may be impaired. Just avoid them if you can.

SONY IMAGESOFT INC., WARRANTY

Sony Imagesoft Inc. warrants to the original purchaser of this Sony Imagesoft product that this cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Sony Imagesoft product is sold "as is" without expressed or implied warranty of any kind, and Sony Imagesoft is not liable for any losses or damages of any kind resulting from the use of this product. Sony Imagesoft agrees for a period a ninety (90) days to either repair or replace , at its option, free of charge, the Sony Imagesoft product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Sony Imagesoft product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY IMAGESOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MECHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY IMAGESOFT BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SONY IMAGESOFT PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

SONY IMAGESOFT INC.

9200 Sunset Boulevard Suite 820

Los Angeles. CA 90069

Telephone 213-858-3777

SONY®



IMAGESOFT

SONY IMAGESOFT INC.

**9200 SUNSET BOULEVARD SUITE 820
LOS ANGELES, CA. 90069**

© 1991 SONY IMAGESOFT

Printed in Japan