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MAIL ORDER
MONSTERS

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NICKY ROBINSON

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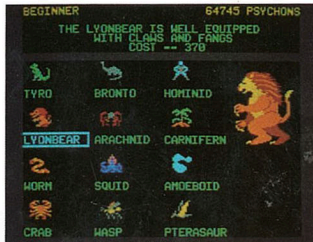
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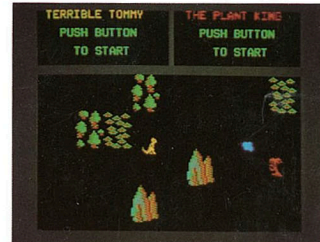
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ELECTRONIC ARTS™

MAIL ORDER MONSTERS

In *Mail Order Monsters,* you and your friends create your own **M**ail **OR**der **P**sychon Heroes (morphs) and engage in varied battles.

GETTING STARTED

	ATARI	**COMMODORE 64**
To Start	Remove all cartridges from the computer. Turn on the disk drive, insert the *Monsters* disk, and turn on your computer. (Atari XE or XL users, hold down the OPTION key as you turn on the computer, and release it when the Electronic Arts logo appears.)	Turn on the disk drive and the computer; insert the *Monsters* disk. Type **LOAD "EA",8,1** and press **RETURN**. Wait until the program loads. If you have problems, type **LOAD "SLOWER EA",8,1** instead.
To Run Demo	Insert *Monsters* disk with label side down Demo starts automatically.	Press **f3** on first screen to select Demo Mode; then **f7** to start. To exit demo, press the **RUN/STOP** key.
Joystick Control	Use joystick port 1 for player 1 and joystick port 2 for player 2.	Use joystick port 1 for player 1 and joystick port 2 for player 2.

When you start, the Options Screen asks you for the number of players (you can choose **1 Player** or **2 Player**) and the level of combat (you can pick **Beginner, Intermediate,** or **Tournament**). Press the keys shown below until your choices are displayed on the screen. Then press the key to begin game.

	ATARI	**COMMODORE 64**
To Select:		
# of Players	Press **OPTION**.	Press **f3**.
Combat Level	Press **SELECT**.	Press **f5**.
To Begin Game:	Press **START**.	Press **f7**.

To learn combat techniques best, first play the Beginner Game as explained in this guide. Next play the Intermediate Game; then you're ready for a Tournament .

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THREE LEVELS OF COMBAT

THE BEGINNER GAME

The 12 morphs differ in their basic traits (such as their speed) and in their weapons and xtras (such as a sting or an anti-chemical defense). To select a morph, use your joystick to move the highlight to the morph you want (for example, the **Lyonbear**), and press the joystick button. This produces a screen that lists the traits, xtras, weapons, sundries, and supplies your morph has. (In the Intermediate and Tournament games, you can upgrade your morph. Here, you cannot.) We see that your Lyonbear has weak armor (rated 2 out of a possible 12), a weapon called Boorang and, for xtras, Claws, Hands, and Fangs. (These "hand-to-hand" combat tools are referred to in battle as Beastfu.)

At the top of the screen, type a name for your morph and press **RETURN**. At the next screen, press the button as prompted; then you'll see a big map of the battlefield with two players. Player 1's morph is always yellow. Player 2's (or the computer's) is always red. Player 1's status window is on the upper left, and Player 2's on the upper right. If you chose Lyonbear, the status window tells you that your current weapon is Beastfu and that your Life force is 130. (When your Life force is reduced to 0, you are dead.) When your morph and your opponent meet on the big map, the display zooms in; and close combat begins.

FIGHTING To attack your opponent, move the joystick and press the button. Your weapon name turns red in the status window. Retreat for a few seconds until your weapon is reloaded and the weapon name turns green. Then attack again. Keep attacking and retreating until your opponent is defeated.

Watch out for other enemies on the battlefield. For example, if you fall into one of the urban ruins or are attacked by a wandering beast, you must face an Urban Defender tank or a Wandroid that is under the control of your opponent. Similarly, if your opponent encounters one of these enemies, *you* get to control that tank or beast. Try to lure your opponent into Urban Defender areas and wear him down at no risk to your own morph's hide. The winner is the last living morph or the first morph to defeat five opponents (including Urban Defenders and Wandroids). After each contest, you can repeat the battle (and if you're playing against the computer, ask for a different opponent.) If you choose *not* to repeat the battle, you return to the Options Screen.

CHANGING METHOD OF ATTACK AND OTHER OPTIONS You can also use your morph's other methods of attack and change some of the other options. Practice this while you're on the big map—before your opponent is upon you.

1. To bring up a different status window, press the button twice *without moving the joystick.*
2. To change your method of attack, press the button to select **Attack (**which is highlighted). This displays a list of all your morph's attack methods (for Lyonbear, we see Boorang and Beastfu.)
3. Move the highlight to the method you want (for example, Boorang) and press the button to select it.

Here's what the other options on the screen do:

Map returns you to the battlefield without changing anything.
Device gives you a report on how much you have left in Rounds, Energy, and Food; also lists the devices that you can choose in the Intermediate and Tournament games (such as the Medikit for healing).
Defense Off turns off your means of defense, if you're carrying one. Defenses use energy, so if your energy supply is low and your only remaining means of attack also requires energy, you might want to turn off your defense and concentrate on attacking.
Special - See Tournament Game below.

THE INTERMEDIATE GAME

The Intermediate game give you more room for creativity than the Beginner Game. With 500 psychons to spend, you can select a morph, upgrade its traits, and buy xtras, weapons, and sundries. Then you can choose a contest and battle terrain.

First type your owner name and press **RETURN**. You immediately go to Morph Meadow.

OUTFITTING YOUR MORPH

1. To select a morph, upgrade its traits, and select xtras, walk to **The Vats** using your joystick. Then make your selections as described in Traits and Xtras below.
2. Take your morph to the **Weapons Shop** to buy weapons and sundries (see Weapons and Sundries below). When you're finished, select **Meadows**.
3. Take your morph to the **Transmat** booth for transmission to a battlefield.

CHOOSING THE CONTEST AND TERRAIN After considering his morph's capabilities, Player 1 chooses the battlefield terrain. (If you're playing the computer, the computer picks the terrain.) Then Player 2 chooses one of these contests:

DESTRUCTION: This is the same game offered at the Beginner level. Your morph fights the opposing morph until one defeats the other or kills 5 opponents (including Wandroids and Urban Defenders).

FLAG COLLECTION: You must collect the eight flags on the big map—in order. To find out the number assigned to a flag, run into and back out of a flag area, avoiding or killing the guard (who is under your opponent's control). After finding flag 1, start looking for flag 2, and so on. You win by collecting all eight flags or by killing your opponent's morph.

THE HORDE: Invaders under computer control start at the top of the screen and move downward. You and your fellow player—human or computer—cooperate to keep the hordlings from reaching the bottom. The winner is whoever destroys the most hordlings. If hordlings make it all the way, you both lose. (Missiles and bombs can not be used against hordlings.)

THE TOURNAMENT GAME

The Tournament Game is similar to the Intermediate Game, but with these differences:

- You get only 250 psychons to start. You earn victory points plus additional psychons by winning contests. Psychons buy weapons and new morphs. Victory points buy higher-powered traits and xtras.
- The results of each contest are saved on an owner disk. If you need to initialize an owner disk, you get the chance to do so after selecting the Tournament Game. First, obtain a blank disk or one containing information you no longer need. Follow the prompts to initialize your disk.
- Enter the Corral to stable (**Pen**) your morph or to **Get** a morph you've put there previously. You can also **Zap** a wounded morph (to retire it from the game).
- In addition to terrain and contest, each player chooses a contest rule. Select a rule that hampers your opponent's morph and aids your own—for example, "no chemical attacks" if the enemy is carrying a Gas Gun. To use your turn to cancel the rule selected by your opponent, select the same rule again.
- You also indicate how many battles your morph must win to win the entire contest. (NOTE: If you hold down the **S** key (for **S**uper) at the same time you pick the number of battles, you invoke a special rule: the battles must be won consecutively. If you win a Super contest, you receive 3 victory points for each battle you won, plus the bonus.)
- Winners earn points as follows: The first battle in a set is worth 125 psychons. Each additional battle in that set is worth 25 psychons. The winner also earns 2 victory points for each battle in the set, plus a bonus of 0 to 3 points. Contest losers receive 1 victory point for each battle won.
- To check your winnings after a battle, go to the Weapons Shop and ask for a summary. If a morph is wounded, lead it to the Vats and spend your victory points to upgrade Traits and Xtras.
- To pause, surrender, or quit while you're in battle, press the joystick button twice, select **Special**, and choose one of the options. To stop briefly and then resume your game, select **Pause**. If you're losing and your opponent didn't select "no surrender" as a rule, you can select **Surrender**. Your morph loses the contest, but it doesn't lose all its Life force. If "no surrender" is in effect, you can select **Quit** and press your button before the countdown ends in your status window. If your opponent also quits before the countdown ends in his status window, you return to the Options Screen and no record is kept of that battle.

HOW TO UPGRADE YOUR MORPH

In the Intermediate and Tournament Games, you can go into **The Vats** and upgrade your morph's **Traits** and **Xtras**—for a price. For example, you might want to improve the strength of your Armor (a Trait) and buy a Sting (an Xtra) to improve your attack.

TRAITS Your morph's traits include **Armor, Muscle** (for fighting and carrying equipment), **Speed, Mind** (speed in reloading after firing), and **Life** (the amount of life force). The maximum rating for each of the first four traits is 12. The maximum for Life is as high as 250. On any one turn, you can only add a total of 3 to the first four traits and 30 to Life.

XTRAS You can choose these xtras for your morph:
- Means of movement: **Burrow** enables morphs to move at normal speeds through mountains, and **Gills** through water. **Teleport** gives you normal speed in all terrain.
- Means of atttack: **Spit** and **Sting** (projectile attacks), **Web** (a chemical attack that temporarily freezes the opponent) and **Psi-blast** (which robs your opponent of his mind force) are all effective at a distance. **Breath** (chemical), **Electouch** (energy), and **Claws** and **Fangs** (Beastfu aids) must be delivered at close range.
- Defenses: **Anti-thump** protects against physical attacks, **Anti-E** against energy attacks, **Anti-chem** against chemical attacks, **Anti-proj** against projectile attacks, and **Anti-psi** against mind attacks.
- Natural aids. **Hands** or **Tentacles** enable you to operate certain weapons. **Healing** slowly regenerates life force. **Photosyn** guarantees a small, steady supply of energy and requires an E-Pak.

COST OF TRAITS AND XTRAS

Trait/Xtra	Psychon Cost	Victory Point Cost	Trait/Xtra	Psychon Cost	Victory Point Cost
Armor	20	4	Fangs	40	4
Muscle	15	3	Gills	75	8
Speed	40	8	Burrow	65	7
Mind	25	5	Teleport	200	20
Life	3	1	Anti-E	175	18
			Anti-chem	125	13
Sting	80	8	Anti-proj	100	10
Spit	75	8	Antithump	80	8
Breath	100	10	Anti-psi	250	25
Electouch	120	12	Healing	170	17
Psi-Blast	150	15	Photosyn	130	13
Web	65	7	Hands	25	3
Claws	25	3	Tentacles	40	4

WEAPONS

In the Intermediate and Tournament games, you can go to the **Weapons Shop** and buy **Weapons** and **Sundries** (see below). To buy weapons, highlight **Weapons** at the top of the screen and press the button. Then highlight a weapon you want and press the button again. Select **Exit** when you're finished buying weapons.

- Projectiles: The **Autorifle, Boorang** (a boomerang), and **Needler**.
- Energy weapons: The **E-Mace*, E-Stealer, Laspistol**, and **Multilas**. These all require an E -Pak. The E-Stealer sucks energy from your opponent's E-pak and brings it into yours.
- Chemical weapons: **Flamer*, Gas Gun**, and **Grenade**.
- Psionic weapons: The **Grav-Gun*** and **Mindsink**. These reduce your opponent's mind power and reloading speed.
- Physical weapons: The **Missile** and **Bomb** (for attacking from a distance on the big map) and **Sword.*** (* These weapons must be used at close range.)

SUNDRIES
To buy food, ammo, and other supplies, go to the **Weapons Shop** and select **Sundries** at the top of the screen. Then highlight the item you want and press the button. Select **Exit** when you're finished.

- **Food** and **Star Java.**
- Weapons support: **Energy** and **an E-Pak** are needed for energy weapons. Buy **Rounds** of ammunition for other weapons.
- Defenses: **Magnimall, Psihelm, Neutrlizr, Forcfield, Reflecto,** and **Ultron** provide defense against various kinds of attacks (projectiles, chemical, energy weapons, and so on.)
- Devices: The **Jet-Pack** enables you to fly, and the **Aqualung** to swim. The **Memoryrna** speeds up your mind, and the **Medi-Kit** helps restore life force.

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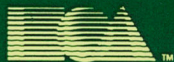Timothy Leary. Turn on, tune in, boot up!
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MAIL ORDER MONSTERS™

By Paul Reiche III, Evan Robinson and Nicky Robinson

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