

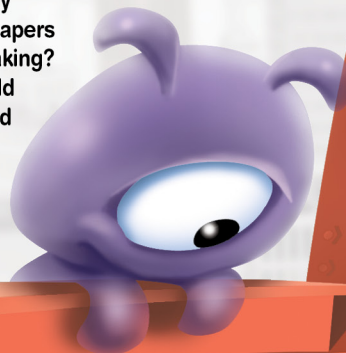
For the Atari 2600™



SQUISH
EW
DELUXE

SQUISH 'EM

It seems ridiculous - and too good to be true. Are there really suitcases full of money at the top of those unfinished skyscrapers downtown? And those suitcases, they're just there for the taking? You would never have believed it except that the guy who told you about it, a regular union guy like you, just bought a brand new Corvette. You know that two weeks ago he didn't have that kind of money, so you guess he's telling the truth. When you asked him how come he didn't get the rest of the suitcases, he got an odd look on his face and wouldn't say another word. Strange...



OBJECTIVE

Climb those 48-floor buildings to grab the cash-filled suitcase at the top of each one - watch out for falling bricks and those creepy critters, though!

GAME CONTROLS

Push forward on the joystick to climb up a girder to the next floor. Push left or right to shimmy left or right. To lift your man's legs, push the joystick button. His legs will drop automatically. To collect prizes and suitcases you must touch them.

STARTING OUT

Use the GAME SELECT switch or joystick to choose a game mode: NORMAL, HARD, or SPEED CHALLENGE. Press GAME RESET or the joystick button to start a game.

CREATURES

Touching any creature from the side or from underneath will knock your man off the building. You can jump over all the creatures in the game, but for extra points and fun, lift your legs and position your man so that when his legs come down, they come down directly on top of a creepy creature - it'll be Squished!

Watch out, though - after a moment or two, the creature will turn white with rage and pop back up, looking for revenge!
YOU CANNOT SQUISH A WHITE CREATURE!

LIVES

You begin each game with four lives, one in play and three extras. The extra lives are displayed along the bottom of the screen.

You can have up to 127 extra lives, but only six will be displayed. If you get knocked off the building by a brick or a creature, you lose one life. Collect a prize to get a bonus life. There is only one prize per building, and they do not move.

GAME MODES

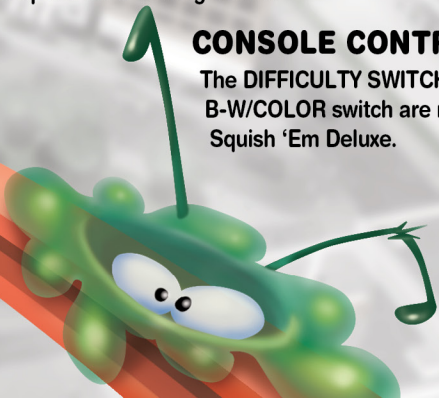
You can choose your game mode with the GAME SELECT switch or by moving the joystick at the title screen:

Game Mode	Starting Level	Brick Speed	Objective
NORMAL	1	Normal	Collect as many suitcases of cash as you can!
HARD	10	Irregular	
SPEED CHALLENGE	XX	Fast	Climb one building as fast as possible!

In SPEED CHALLENGE, your score starts at 999,990 and will drop until you reach the suitcase. Collect the prize for a scoring bonus!

CONSOLE CONTROLS

The DIFFICULTY SWITCHES and the B-W/COLOR switch are not used by Squish 'Em Deluxe.



SAVING HIGH SCORES WITH ATARIVOX / SAVEKEY

If you have an AtariVox or SaveKey, you can use it with Squish 'Em Deluxe to save your high scores. Plug the AtariVox/SaveKey into the right controller port on your Atari console before playing. A separate high score will be saved for each game mode. The score on the title screen will alternate between your last score and the saved high score.

To reset scores for all skill levels, hold down GAME RESET while powering on the game.

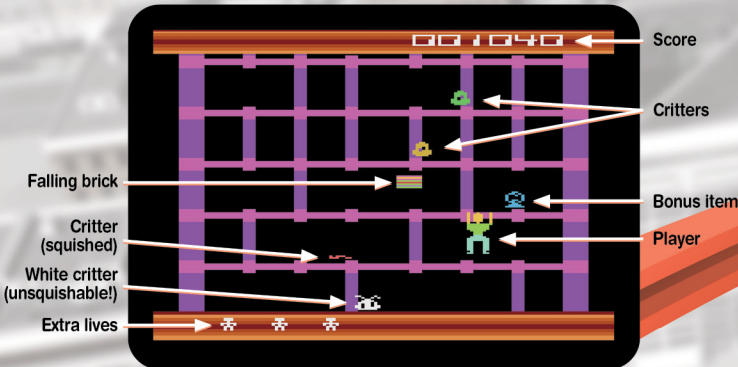
SPEECH WITH ATARIVOX

If you have an AtariVox, you can use it to hear speech during game play. To hear the speech, make sure to connect the AtariVox to a speaker with the volume turned up.

HINTS

- You'll hear falling bricks just before you can see them. Know when they are coming and be ready to dodge!
- If you need a breather you can safely rest on the same floor as the suitcase – no bricks will fall when you are that high up the building.
- Some of the creepy creatures cannot always be jumped over or squished! Be careful and watch your timing.
- Your legs will straighten immediately as you start to climb. This can leave you vulnerable, but you can also use it to your advantage!

GAME SCREEN



SCORING CHART

Climbing one floor	10 points
Squishing a creature while not moving	100 points
Jumping over a creature	200 points
Squishing a creature while moving	300 points
Picking up a suitcase	1000 points x number of suitcases collected

CREEPY CREATURES

Spider		Maybe the creepiest of the creatures, but easily squishable.
Amoeba		Bopping to an internal soundtrack, it is oblivious to your approach.
Stomper		His relentless stomping seems to shake the whole building - hang on tight and don't lose your grip!
Hopper		The first lady critter, her erratic hopping and narrow profile make her the first real challenge. Keep climbing and she'll soon be far below you.
Blob		Slow and stupid, his wobbly eyes and floppy antennae are his distinguishing features.
Fran Tick		The first to notice your approach, he moves over to block your ascent. His frantic motion belies his slow speed; he shouldn't present much challenge.
Grumpy Slime		Hunting you slowly and steadily, he keeps his beady eyes on you no matter where you go.

Giraffe Weevil		His height is intimidating, but his fragile neck is easy to squish.
Frod		Fat, lazy, and not too much trouble.
Shaggy		With his big eyes he tracks you pitilessly, with his stubby legs he chases you pitifully.
Blind Centipede		It hunts you blindly, turning to and fro in an attempt to gnaw on your legs. Keep your distance and it won't cause you much trouble.
Triclops		Three... rotating... disembodied... eyes?! Don't look too close, just keep climbing.
Whippet Gould		The movements of this dizzy creature can't be predicted by you OR him!
Glider		Her smooth gliding motion is deceptive - don't be caught off guard!
Oozey Goozey		Oozey Goozey can be squished, but the mess is catastrophic for your work boots - gross!
Slinky		Back and forth, back and forth... doesn't it get old after a while?
B.T. Ick		Bulbous T. Ick will try to block your way with his enormous bulk, but his weight slows him - you should be able to slip by easily enough.
The Eye		The All-Seeing Eye Sees All.

Puffer Bug		Remember how when you were three, you used to hold your breath when you were angry? Puffer Bug remembers too.
Floppy Eye		That big fragile eye can't really take that much motion, can it? Makes my neck hurt just looking at him.
Patty Pinch		His claws can't be cleared or squished when he's reaching for you. Look for your opportunity.
Heart A. Tack		Her heart-shaped body <i>definitely</i> doesn't mean she feels any affection for you.
Mr. Pop U. Pine		When he extends his spines he's too tall to jump over and too pokey to squish. With careful observation you'll be able to predict his movements. Be careful!

CREDITS

- Original game design: Tony Ngo, 1983
- Programming and manual text: Bob Montgomery
- New Graphics: Nathan Strum
- Music: Tommy Montgomery
- Packaging illustrations: Dave Dries and Nathan Strum
- Packaging layout: Nathan Strum
- Code Optimization: Thomas Jentzsch
- Testing: James O'Brien (ZeroPage Homebrew), Steve Ramirez (sramirez2008), Jürgen Oster (Bomberman94), Nathan Withee (McCallister)

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NATHAN STREUM

DIVE DRIES