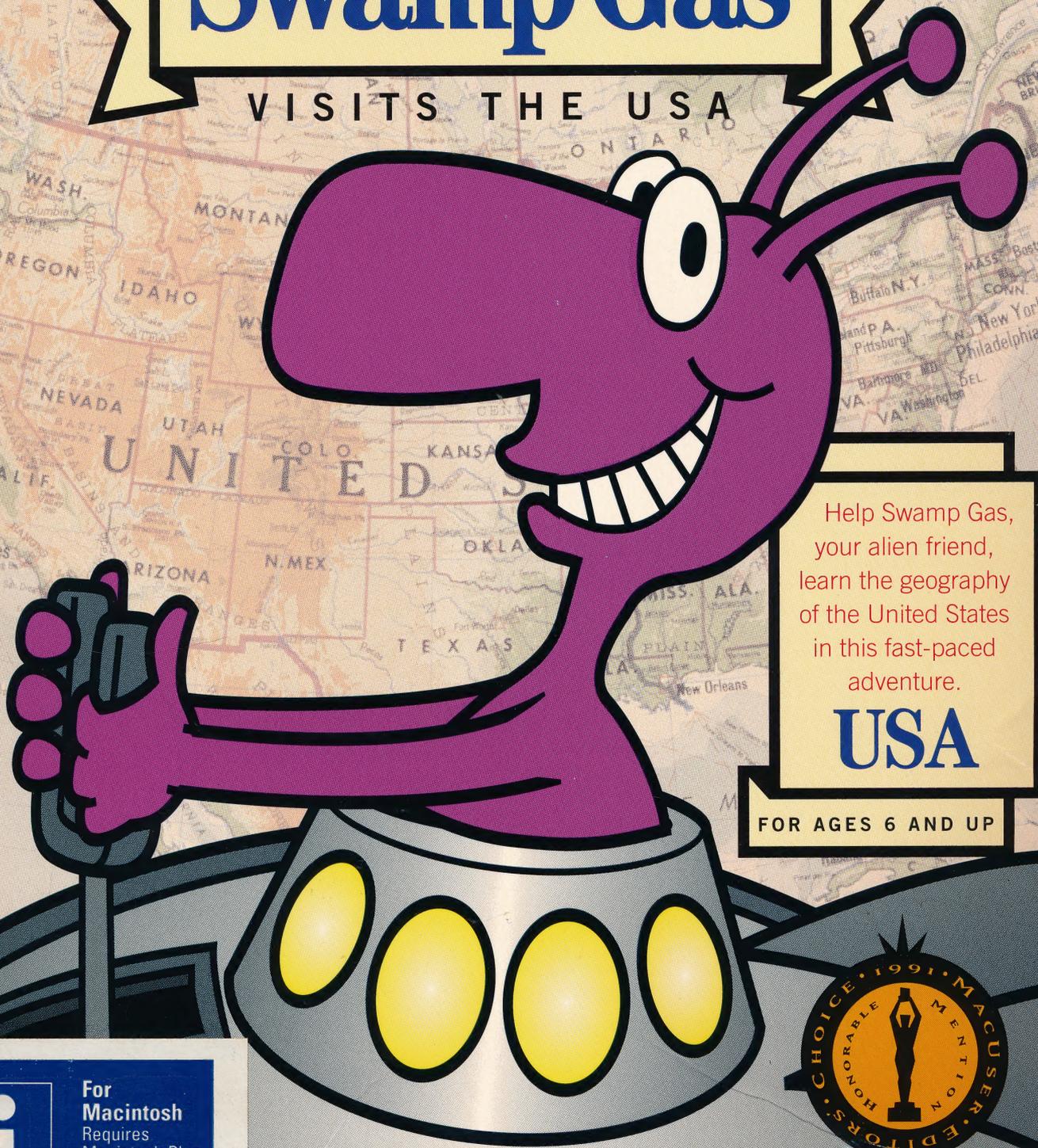


Swamp Gas[®]

VISITS THE USA



Help Swamp Gas, your alien friend, learn the geography of the United States in this fast-paced adventure.

USA

FOR AGES 6 AND UP



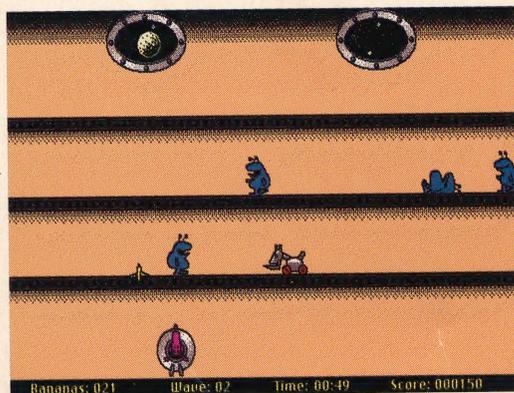
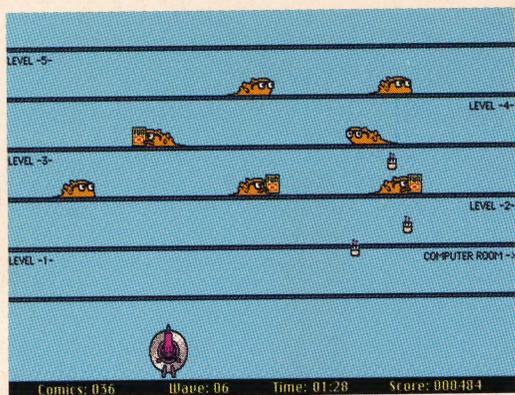
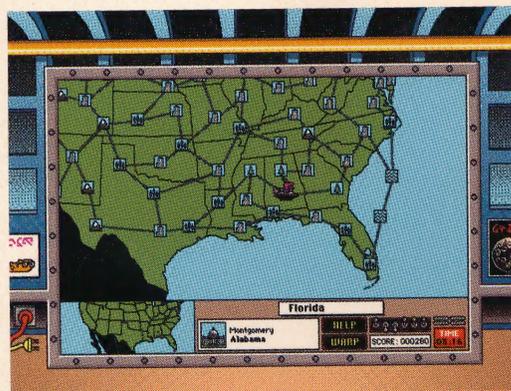
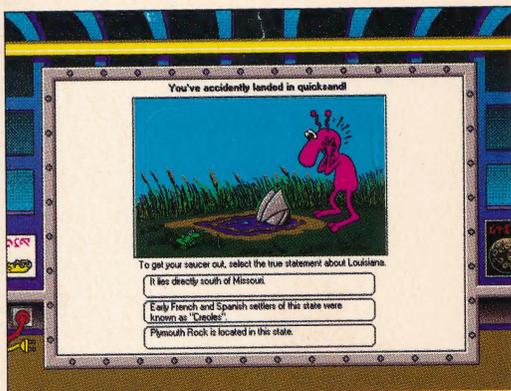
For Macintosh
Requires Macintosh Plus or higher, 1 Mb RAM, hard disk, System 6.0.5 or later.



CREATED BY ROBERT CAVEY AND SEAN CALLAHAN

Swamp Gas

VISITS THE USA



Explore the geography of the United States as an alien in a flying saucer in Swamp Gas Visits the USA. Visit all the states, cities and landmarks in your travels and discover interesting facts during "close encounters." When each of your missions is complete, relax in the Alien Arcade, where you can play one of three zany arcade-style games. With three levels of difficulty, four player capability, and a choice of four levels of detail, Swamp Gas Visits the USA is designed to appeal to children of all ages who will love the digitized sounds and wacky color graphics.

PUBLISHED BY INLINE SOFTWARE



Inline Software
308 Main Street
Lakeville, CT 06039
(203) 435-4995.

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Swamp Gas Visits the USA



Macintosh

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MADE IN USA

41171112 USA



Swamp Gas®

VISITS THE USA

Help Swamp Gas, your alien friend, learn the geography in this fast-paced adventure.

USA

FOR AGES 6 AND UP

CREATED BY ROBERT CAVEY AND SEAN CALLAHAN





Credits & Legal Stuff

Swamp Gas was created, illustrated and programmed by Robert Cavey, Sean

Callahan & Scott McSpadden.

Package Design by Crocker Design

Manual Written by Robert Cavey & Jaqueline Lightfield

Layout by Darryl Peck & Jaqueline Lightfield

Quality Assurance by Clare Schoenwald

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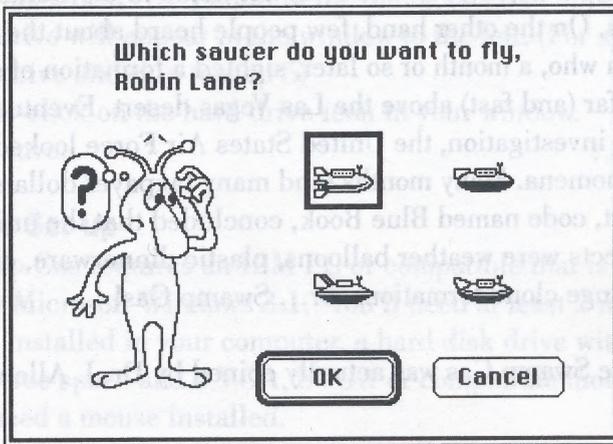
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However, we depend on you not to copy your game illegally, and to educate your friends about the damage that piracy does to you, the legitimate game owner, and to us, a publisher with ideas for nifty new games. Thank you.



Introduction

Early one October morning in 1951 John Hickmeister was hunting ducks with his dog Duke when he noticed an odd oval light on the misty horizon. The silvery disk rose out of the marshes and shot up into the darkness of the receding night. As the bright saucer-shaped object passed overhead, John could make out a creature inside who seemed to be driving and reading a road map of the United States. John reported the incident to a friend at the local newspaper, and by noon of the next day, John was the laughing stock of Wisconsin. It must have been a slow news day nationally because John's story made the radio news and soon he became the United States fool of the moment. Fortunately for John, he was replaced as the laughing stock of the nation two days later, when a woman in Massachusetts claimed to have spotted a UFO near her home in the Berkshire mountains. On the other hand, few people heard about the pair of policemen who, a month or so later, sighted a formation of saucers traveling far (and fast) above the Las Vegas desert. Eventually, in a top secret investigation, the United States Air Force looked into the UFO phenomena. Many months (and many taxpayer dollars) later, the project, code named Blue Book, concluded that the unidentified flying objects were weather balloons, plastic dinnerware, exotic birds, strange cloud formations, or... Swamp Gas!

The phrase Swamp Gas was actually coined by Dr. J. Allen Hynek.

Installation and System Information

Macintosh Set-up

- Swamp Gas requires a Macintosh Plus or higher with at least one megabyte of memory. It checks for minimum machine configuration, System version, and memory.
 - Swamp Gas is fully System 7.1 compatible and requires at least System 6.05.
 - Swamp Gas runs in Finder or MultiFinder, and in 16 color or B&W Modes. (If you are running 256 colors the game will switch you to 16 colors when you launch it.)
1. Lock the disk by moving the slide on the back of the disk so that a "hole" appears in the corner of the disk.
 2. Insert the disk into the floppy drive and double-click the icon Swamp Gas™f.sea.
 3. Click the DESKTOP button in the dialog box that appears. Your hard drive will appear in the window to the left. (For system 6.0.x, click drive and skip to step 5)
 4. Double-click on the hard drive icon in your window.
 5. Click Save.

Windows Set-up

- Swamp Gas requires an IBM PC or compatible that is running under Microsoft Windows 3.1. You'll need at least 2 megs of RAM installed in your computer, a hard disk drive with at least 2 megs free space and a VGA, SVGA or compatible monitor. You'll also need a mouse installed.
1. Write-protect the disk by moving the slide on the back of the disk so that a "hole" appears in the corner of the disk.
 2. Insert the disk into the floppy drive and choose RUN from the FILE menu in Windows 3.1.
 3. Type a:setup.exe (b:setup.exe) and click OK.
 4. Follow the on-screen instructions to insert the remaining disks. The installation will create a Program Group in the Program Manager Swamp Gas U.S.A. To start Swamp Gas, open the program group and double-click on the Swamp Gas icon.

Basic Swamp Gas Information

Number of Players

- One to four people can play Swamp Gas at a time.
- To include more than four people, create teams to play against each other. It will give you a chance to share your knowledge and teach each other as you go.

Suggested Age

- Swamp Gas can be enjoyed by players age 6 and up.

Education Options

- Visit and learn about any combination of:
 - States
 - State Capitals
 - Major Cities
 - Landmarks

How to Win Swamp Gas

- The player with the highest score at the end of the game is the winner of the game.
- The players that learn the names and locations of the States, Capitals, Cities and Landmarks are the real winners.

Extra Bonus

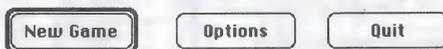
At the completion of a mission, each player can enjoy playing video games in the Alien Arcade of the Mothership.



Getting Started with Swamp Gas

To Begin

- Double click on the Swamp Gas icon (alien in saucer) or one of the map icons (the Flag) to begin.
- When the title screen appears, you will see these choices underneath it; select one.



- By selecting New Game without changing the options, you will be playing the default setup of Swamp Gas. The default setup is a mission to visit five states.
- Select Options if you don't want to play the default setup game.
- Select Quit if you want to exit the program and return to your desktop.

Options

- Determine what you wish to learn in your game. You can choose to visit states and/or capitals in the Beginner and Intermediate levels. In the Advanced level you can choose to visit major cities and/or landmarks too.
- Choose to have Close Encounters.

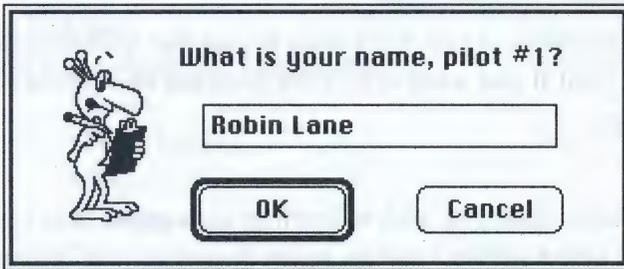
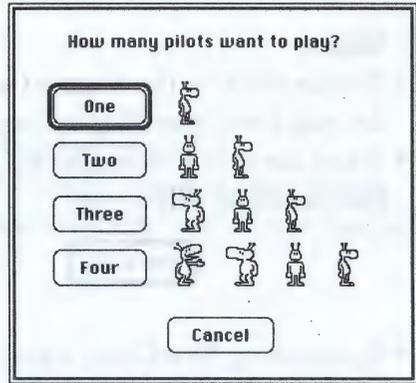
A dialog box titled 'Options' with a double border. It contains three sections: 'Game Level:' with radio buttons for 'Beginner', 'Intermediate', and 'Advanced' (selected), and a checked checkbox for 'Close encounters'; 'Mission length:' with radio buttons for '5 locations', '10 locations' (selected), '15 locations', '25 locations', and '50 locations'; and 'Ask questions about the following:' with checkboxes for 'States' (checked), 'Capitals', 'Cities', and 'Landmarks'. At the bottom are 'Cancel' and 'New Game' buttons, with 'New Game' highlighted.

Advanced Options

- Set the length of your mission (how many locations you will visit).

New Game

- Select the number of players.
- Enter your name.
- Choose your saucer.
- After you choose your saucer, you will be dropped off on the game board by the Mothership, and the game begins.



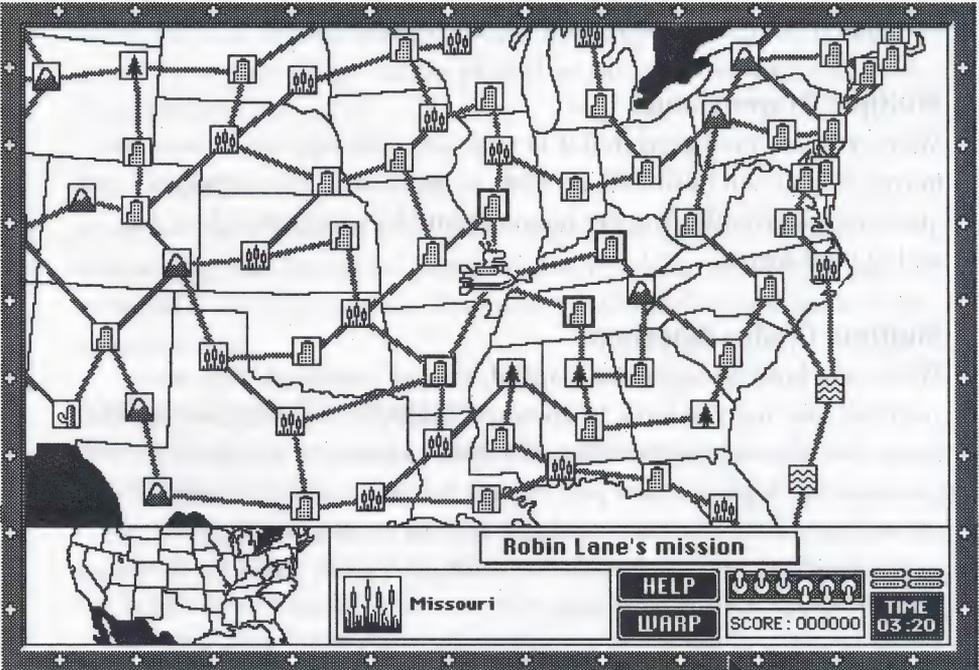
Playing Swamp Gas

The Swamp Gas Screen

Beneath the large map of the United States is the control panel. The control panel contains the mission list (a pop-up menu), the name and location marker for your current location, the Help button, the Warp button, your current score, and a small radar map showing your current location.

Where to Move

You can move your saucer from place to place along the UFO flight paths (marked by grey lines). You can only move to an adjacent location marker (that is, a place that is connected to you by a flight path.) A flashing outline appears around all your possible moves, so they are easy to spot.



How to Move

To move to an adjacent location marker, just click on it, or click on the flight path between you and the adjacent location marker. Your saucer will then move to that location marker.

Warping

Instead of clicking to move from one location to the next, you can warp anywhere on the map. Choose the Warp button on the control panel and you will see a small map of the United States. Just click on the state you would like to visit, and shazaam! you are there. But be careful: You are only allowed two warp moves for every five locations on your mission list. (For example, if your mission includes ten locations, you will be allowed four warp moves.)

Single Player Game

In the single player game, you are racing against the clock. Try to visit every place on your list before you run out of time, by moving as quickly as you can from one location marker to the next. You get

bonus points for any time left at the end of your game.

Multiple Player Game

When you are prompted that it is your turn you may make as many moves as you can until 120 seconds is up or until you answer a question incorrectly. You get bonus points for any time left at the end of your turn.

Multiple Choice Questions

When you land on any state, capital, city, or landmark that is on your mission list you have to answer a multiple choice question. The faster you answer the question, the more points you will receive. 100 points is the highest score you can get for answering correctly. If you answer correctly, you can continue. If your answer is incorrect, you will move back one marker. In the multiple player game an incorrect answer means your turn is over.

Close Encounters

If you have chosen Close Encounters on the Options screen, you will have to answer additional multiple choice questions that appear randomly on your screen. The Close Encounter gives you three statements about your current location; you must select the one that's true. If you answer correctly on your first try, you will receive 100 bonus points. If you answer correctly on your second try, you will receive 50 points. If you do not answer correctly in your first two tries, click the remaining choice to see the correct answer, no bonus points are awarded for this.

The End of Your Mission

The geography part of the game ends when you have completed your mission list, or when you run out of time. The alien Mothership will appear and pick up your saucer.

High Scores

After you have been picked up by the alien Mothership, you will see a high scores list. This list contains the ten high scores of the day and the ten all-time high scores. If your score is better than any of the high scores of the day, you will see your score on the high scores

of the day list. If your score is better than any of the all-time high scores then your name will be placed on the all-time high score list. Congratulations!

What Next?

After you have finished your mission and you are back on the Mothership you can spend some time in the Alien Arcade or you can undertake another mission. Your new mission will begin back at the startup screen.

Multiple/Single Player Games

Except for the following, the multiple player and single player games are identical.

- In the multiple player game, the players take turns. The order in which the turns are taken will be assigned by the computer.
- When the computer tells you it is your turn, you have 120 seconds from when the mothership drops you off to make as many moves as you can. Continue moving until you answer a question incorrectly or run out of your 120 second turn. When your turn is over, the computer will prompt the next player to take his or her turn.

The Saucers

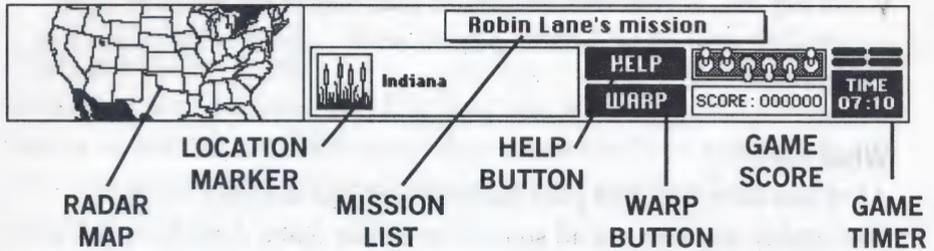
- There are four saucer game pieces to choose from; each player must choose a different saucer.



- The lower quarter of the Swamp Gas game screen represents the saucer's control panel. This control panel provides you with information on location, time, score, and a list of mission locations.

The Saucer Control Panel

Each saucer has a control panel which includes a radar map, location marker display, mission list, Help button, Warp button, score display, and timer.



Radar Map

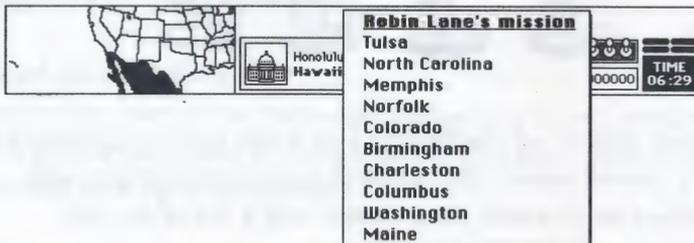
- The radar map shows the location of your saucer. The saucer is the blinking dot on the radar map. As you move your saucer from marker to marker, this map will slowly scroll so that the location of your saucer is always on the center of the radar map.

Location Marker Display

- The location marker display will show you the type of marker that you are on (city, capital, landmark, forest, mountain, desert, water or swamp).

Mission List

- The mission list shows the locations that you have to visit. The size of the list depends on the number of missions you choose in the setup, and how many you have visited. After you visit a location, it will disappear from the list.
- The mission list is a pop-up menu. By clicking on it and holding



the mouse button down, you will be able to see the whole list. By moving the mouse up and down with the mouse button pressed, you can scroll through the list. The item that is highlighted when you release the button is the item whose name will be displayed

on the control panel. It doesn't matter which name you leave displayed on the mission list in the control panel. In the Windows game click on the scroll bar arrow to scroll through the list and click on the item you wish to be displayed.

- In the options section at the beginning of the game, you can select the number of mission objectives you want to complete.
- The larger the number of missions, the higher the score possibilities.
- The computer will randomly select which locations you will visit.
- Each player has a different group of locations to visit.

Score Display

- The score display shows the current score of each player.

Warp Button

- When you want to make a warp move, click the Warp button. You are allowed two warps for every five locations on your mission list.

Help Button

- Will give you assistance with any location in your mission.

Timer

- The timer shows you how much time is left in the game.

Swamp Gas Scoring

- The current player's score will appear on the score display of the control panel of the saucer.
- You earn points for each location in the mission list that is visited before your time runs out.
- The computer will keep track of each player's overall game time (allowing 45 seconds for each mission on the mission list). The computer will also keep track of each player's turn time (120 seconds per turn). A bonus will be given for any remaining game time.
- Points can also be earned each time a Close Encounter takes place.

- After your mission is completed and you are back in the Mothership, your final score will be compared to the high score of the day list and the all-time high score lists; and if your score warrants, it will be put on the lists. The high score of the day list will change on a daily basis. The all-time high score list is a permanent list of the ten all-time highest scores. This list can be seen at the beginning by clicking on the title screen during the game's startup animation.
- Points earned in the Alien Arcade have no effect on the Swamp Gas score and vice versa.

Close Encounters

- A Close Encounter is a situation in which you are put in danger of being discovered by earthlings due to a saucer malfunction, weather problem, or any number of other troubles. This danger can be resolved by answering a multiple choice question

**A SKUNK
JUMPED
IN YOUR
SAUCER.**



**TO GET HIM OUT,
ANSWER THIS QUESTION CORRECTLY.**

Which of the following is true of the state of Wisconsin?

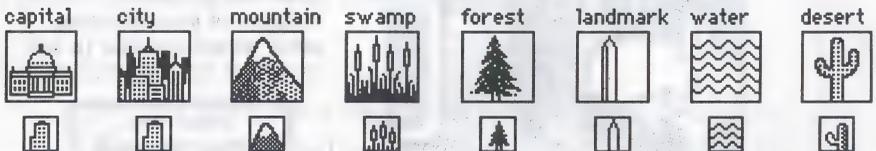
- 1) The island of Manhattan lies directly east of this state.
- 2) Davy Crockett was elected to the U.S. Congress from this state.
- 3) It is known as "America's Dairyland".

correctly. If the Close Encounter question is answered correctly on the first guess, you will receive 100 points. If you answer the question correctly on the second guess you will receive 50 points. If you haven't guessed the answer correctly after two guesses, click on the remaining choice to see the correct answer. You will receive no points for the Close Encounter. In the multiple player game, your turn ends if you haven't guessed the correct answer after two tries.

- When you run into a Close Encounter, a cartoon will appear on the screen, followed by three statements. Only one statement is correct for your current location.
- Close Encounters are randomly determined by a number of variables such as fate, type of saucer and population density of the location marker your saucer is on.

Location Markers

- The map has small pictures (icons) that represent cities, forests, mountains, swamps, landmarks, and water. These small pictures are location markers.



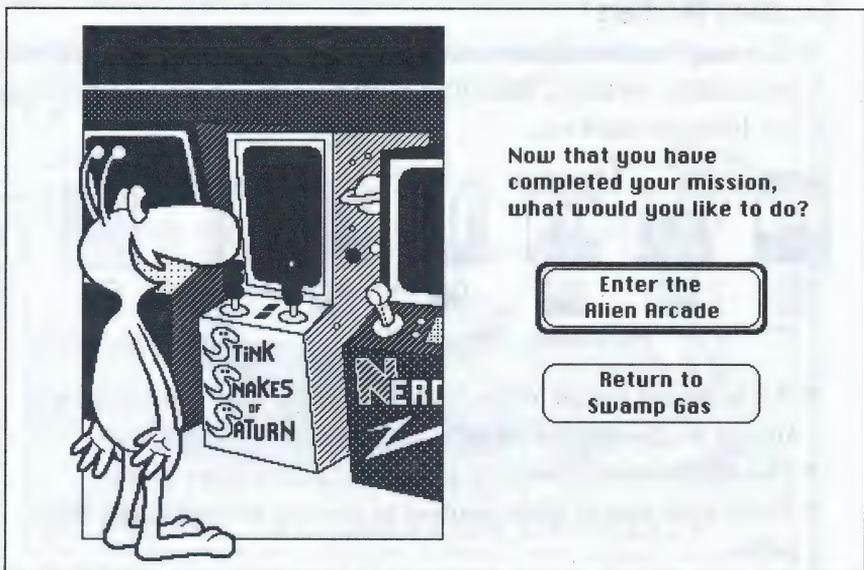
- An enlarged image of the current marker that you are on will appear in the control panel's location marker display.
- The markers are connected by flight paths (grey lines).
- Move your saucer from marker to marker following the flight paths.
- You can only move to adjacent markers. The adjacent markers will have a flashing outline.
- To move from marker to marker, click on the adjacent marker that is flashing, or the grey line that connects the markers.

Mothership

- The Mothership will drop you into the game, monitor your progress, and pick you up at the end. While you are on earth completing your mission, the Mothership will be parked in an orbit around the moon with a cloaking device so the earthlings can't detect it.

Alien Arcade

After you have completed your mission, and have been picked up by the Mothership, you have the option to play some of the video games in the Alien Arcade. You will find instructions for each video game here also.



Nerdoids



Nerdoids throw calculators and pocket protectors at you as they work their way down toward the computer room. You lose five points for each

calculator that hits you and twenty points for each pocket protector that hits you. When a comic book hits a calculator or pocket protector, both objects disappear. If a Nerdoid gets to the computer room, the game is over. You can send a Nerdoid away by hitting him with a comic book; then he will go off and read it, leaving you alone. Each Nerdoid that you hit with a comic earns you ten points.

Quasar Klutzes



You need to get a group of Quasar Klutzes to help you do some work, but they won't come willingly, so you have to trick them. Klutzes love to eat bananas, and they are also slobs. When a Klutz eats a banana, he throws the banana peel on the floor. Stepping on banana peels cause the Klutzes to slip on them and fall down. Klutzes are also greedy; they will often crash into each other when chasing after a banana. When they crash into each other, they usually knock each other down. When a Klutz falls down it can cost you points if it falls on you (watch out for falling Klutzes). Robot dogs will try to keep the floor clean by gobbling up the banana peels. Watch out for Robot Dog gas clouds. You will lose 5 points for each gas cloud that hits your ship.

Stink Snakes of Saturn



When a Stink Snake is hungry, it's one of the most foul tempered and nasty creatures with the worst breath in the known universe. It may have gotten this way from eating the awful debris that makes up Saturn's inner ring. If a hungry Stink Snake can work its way down the screen to breathe on you, his bad breath will cause some of your pies to turn rancid and disappear. You will also lose points.

The way to stop a Stink Snake is to shoot a fresh lemon cream pie in its mouth. When a lemon cream pie hits its mouth, the Stink Snake will be transformed from the most foul tempered creature in the known universe to the nicest creature around. After the transformation takes place, the nice creature will roll to you. You will score fifty points for each transformed Stink Snake that you touch. The pies that missed the Stink Snakes will bounce back to you. You can catch these pies and reuse them.

Macintosh Keyboard Commands and Shortcuts

- Command - A Aborts the game and returns you to title page screen.
- Command - P Pauses the Game.
- Command - Q Quits Swamp Gas.
- Command - 0-9 is your volume control.
- Command - R Clear high score screen (only when high score screen is visible)

Windows Keyboard Commands and Shortcuts

- Ctrl - A Aborts the game and returns you to title page screen.
- Ctrl - P Pauses the Game.
- Ctrl - Q Quits Swamp Gas.
- Ctrl - 0-9 is your volume control (only with a sound board).
- Ctrl - R Clear high score screen (only when high score screen is visible)

(for multiple choice questions, type number or click on it.)
(tab keys move from item to item.)

TODAY'S SWAMP GAS™ HIGH SCORES

1) 890 Jim Dean	6) 1003 Betty James
2) 630 Mike Noman	7) 890 Jim Dean
3) 422 Ailce Larson	8) 630 Mike Noman
4)	9) 422 Ailce Larson
5)	10)

ALL-TIME SWAMP GAS™ HIGH SCORES

1) 3215 Karen Christiansen	6) 2155 Mike Smith
2) 3100 Bill Bailey	7) 1003 Betty James
3) 2890 John Brown	8) 890 Jim Dean
4) 2630 Janet Lee	9) 630 Mike Noman
5) 2422 Chuck Steak	10) 422 Ailce Larson

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Inline Software, a division of FOCUS Enhancements
800 West Cummings Park • Woburn, MA 01801
617-935-1515 • 617-938-8007



