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Dreamcast

THE HIGHWAY TO HELL NOW ONLINE

Attention, sinners. The most infernal arcade racer ever now runs online. All the hellish tracks, tricked out cars, and shady side bets from the original Speed Devils return -- plus 11 cars, and 21 new ways put your hard-earned cash, car, and street rep on the line. Hey, leave the "legal" sports for those cornfed boys down the street. SegaNet just got itself a red light district.

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Dreamcast



STUPID INVADERS

The Epic Adventure of Five Incredibly Stupid Aliens.



www.ubisoft.com

T-17708N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction,

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or malfunction on or of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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GETTING STARTED

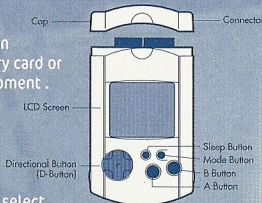
Insert the Stupid Invaders GD-Rom into your Sega Dreamcast™ console. Close the disc door and turn the unit on. When the title screen appears, press the START Button to access the menu for selecting the VMU:

- Stupid Invaders is a 1 player game. Before turning the Sega Dreamcast power on, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play simultaneously press and hold the A, B, X, Y and START BUTTONS. This will cause the Sega Dreamcast Console to soft-reset the software.

SEGA DREAMCAST HARDWARE UNIT



SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



SAVING AND LOADING

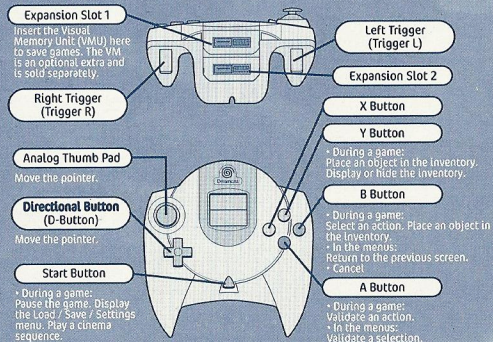
- While saving a VMU Specific Game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment.
- To save a game or resume a saved game, insert a memory card (VMU) into the expansion socket.
- Choose the desired expansion socket location with the Analog Thumb Pad. Press the A Button to select, then follow the instructions on the screen to enter your initials.
- It is only possible to load a saved game if the VMU is correctly inserted into the console before the power button is put into the on position.
- The number of memory blocks required to save game files varies according to the type of software and content of files to be saved.

CONTROLS

INSTALLATION USING THE SEGA DREAMCAST CONTROLLER

Before switching on your Sega Dreamcast console, connect the controllers or any other peripheral to the controller sockets. Connect a controller to control port A (Stupid Invaders is for one player only). **WARNING:** Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller. To reset the game and return to the title screen, keep buttons A, B, X, Y and START pressed. This can also be done at any time in the game.

SEGA DREAMCAST CONTROLLER



INSTALLATION USING THE SEGA DREAMCAST MOUSE

Stupid Invaders is compatible with the Sega Dreamcast mouse. The Sega Dreamcast Mouse is an optional extra and is sold separately. Before switching on your Dreamcast console, connect the mouse or any other peripheral to the controller sockets.

WARNING: Do not move the mouse when you switch on the Sega Dreamcast console, otherwise the mouse's initialisation procedure will be disturbed and will not be carried out properly. If you accidentally move the mouse while switching on the console, switch the power off then on again, taking care not to touch anything.

Below you will find a summary of the game's commands using the Sega Dreamcast Mouse. Move the mouse on a flat surface to move the pointer.

SEGA DREAMCAST MOUSE

Right Button + Middle Button

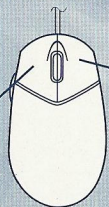
In menus:
= START Button

Right Button

• During a game:
Select an action.
Place an object in the inventory.
Display or hide the inventory.
• In the menus:
Return to the previous screen.

Left Button

• During a game:
Validate an action.
• In the menus:
Validate a selection.



For further information on how to use Sega Dreamcast Mouse, please refer to the instructions leaflet included in the box of Sega Dreamcast Mouse.

IMPORTANT: The explanations following give details on game commands using the Sega Dreamcast Controller. Refer to the previous diagram for commands with the Sega Dreamcast Mouse.

Playing Stupid Invaders

Stupid Invaders is an adventure game for the Sega Dreamcast. There are two kinds of phases in this adventure game.

- Playable sequences: the player gives order to the character on the screen and tries to solve enigmas.
- Non-playable sequences: full screen cinematic screens are displayed, during which the players laughs, cries, is astonished by their beauty, etc...but doesn't actually 'play'. These non-playable sequences have two main functions. One to explain the plot, the other, to reward the player once he/she has solved an enigma.

DREAMCAST Controls

Y Button	Open / Close
A Button	Accept / Action • WALK to a given LOOK AT and item COLLECT an item USE an item TALK to someone COMBINE two items (drag and drop)
X Button	Open/ Close inventory
B Button	STORE an item, (place on character)
Analog Thumb Pad: Left & Right	Move mouse
Analog Thumb Pad: Up & Down	Move mouse
Right Trigger	Not functional
Left Trigger	Not functional

OTHER CRAFT CONTROLS






Directional Button Left	Move pointer to left
Directional Button Right	Move pointer to right
Directional Button Up	Move pointer upward
Directional Button Down	Move pointer downward

GENERAL

START Button	Pause and bring up menu
Note: The pointer appearance changes depending on the screen zone you're pointing at.	

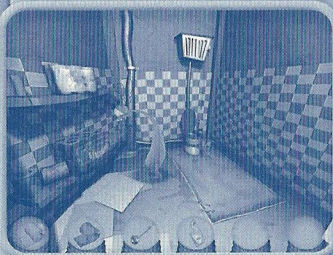
During the game, the characters you control can perform all sorts of different actions. Your game pointer automatically changes appearance depending on what you select on-screen and what the character can do. Use the control pad or mouse to validate the action as follows:

Here are the different actions you can perform and the corresponding pointers:

ACTIONS	APPEARANCE OF THE POINTER
WALK in the designated direction	
LOOK AT the designated object	
TAKE the designated object (in the room or in the inventory)	 (the pointer then takes on the appearance of the object taken)
USE the designated object	
TALK to the designated person	
To validate an action, press button A.	

THE INVENTORY

To display the inventory, press the X or Y Button. The inventory is displayed at the bottom of the screen.



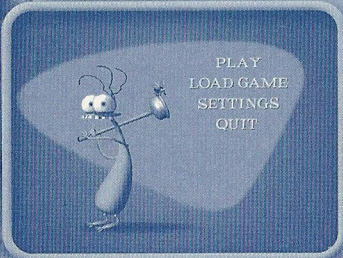
To use an item from your inventory, press the A Button on an object in the inventory, then click on the background element you wish to use it on.

You can also associate two objects in the inventory with one another. To do so, press the A Button on the first object, then drag and drop it over the second object.

In the first room, try doing this with the toilet paper and the plunger!

Your character can store up to 6 objects. To hide the inventory, press the X or Y Button again.

MAIN MENU

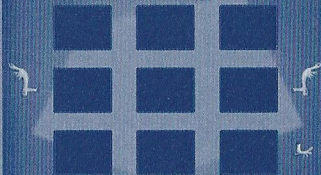


Choose:

- **PLAY** to play.
- **LOAD GAME** to load a previously saved game.
- **SETTINGS** to adjust the volume or select either mono or stereo sound.
- **QUIT** to quit the game.

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SAVE GAME



RETURN TO GAME

SAVING A GAME

It is a very good idea to save often. You never know when you might make a mistake!

To save a game in progress, press the Start Button and select **SAVE GAME**. The screen above is displayed:

Select one of the empty spaces to store your game.

If all nine spaces are full, you can display more by clicking on the feet to each side of the screen.

You can also save over an existing saved game. Note that your previously saved game will be erased.

You can save up to 27 games.

To return to a game, click on **RETURN TO GAME**.

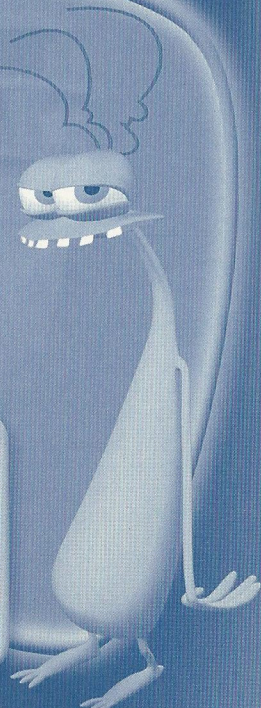
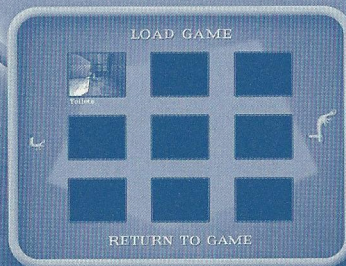
11

LOADING A GAME

To load another game while a game is in progress press the Start Button and select LOAD GAME. The screen below is displayed:

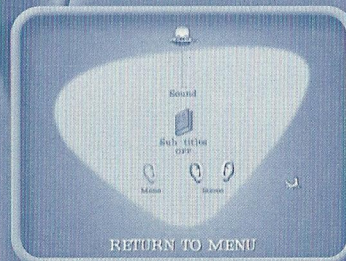
If necessary, use the feet to each side of the screen to display other saved games, then click on the game of your choice. Confirm your choice by clicking YES.

If you want to return to the game in progress without loading a saved game, click on RETURN TO GAME.



SETTINGS

To change the settings during the game, press the Start Button and select SETTINGS. The following screen is displayed:

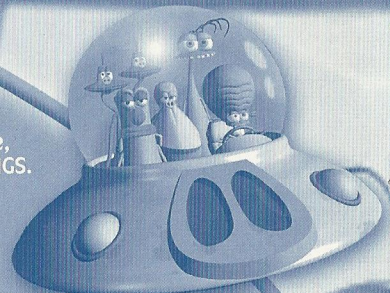


Click and drag the saucer to adjust the game's volume.

Click on the book to activate/deactivate the subtitles.

Click on the ears for either mono or stereo.

Click on BACK TO MENU and select RETURN to return to the game.



QUITTING THE GAME

To quit a game, press the Start Button. The main menu will display, click on QUIT, then click on YES to confirm.

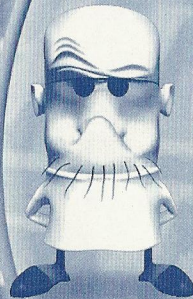
SKIPPING A CINEMA SEQUENCE

If you want to skip a sequence you've already seen, press the Start Button.



A BEAUTIFUL STORY:

Returning from a picnic in space, five bumbling aliens have crash-landed on Earth. While waiting for repairs to be completed on their spacecraft, they take refuge in an isolated, desolate house in a quiet suburb of a town that no one's ever heard of.



But things get dicey when the deranged scientist, DR. SAKARIN, spies the aliens from his underground laboratory at Area 52. Longing to capture the aliens for his fiendish experiments, SAKARIN enlists the vile bounty hunter BOLOK to stalk the extra-terrestrials and bring them back to Area 52!



THE CHARACTERS:

THE GOOD GUYS

BUD BUDDIOVITCH:



A living wreck with the IQ of a quartered jellyfish's brain. Bud passes the time rotting in front of the TV, sifting through his magazine collection, and of course, playing his organ. Bud thinks in slow motion, talks in one-syllable words, and subsists solely on a diet of junk food.

Bud had adapted well to life on Earth, provided he doesn't miss out on any episodes of America's Wildest Train Wrecks.

GORGIOUS KLAATU:



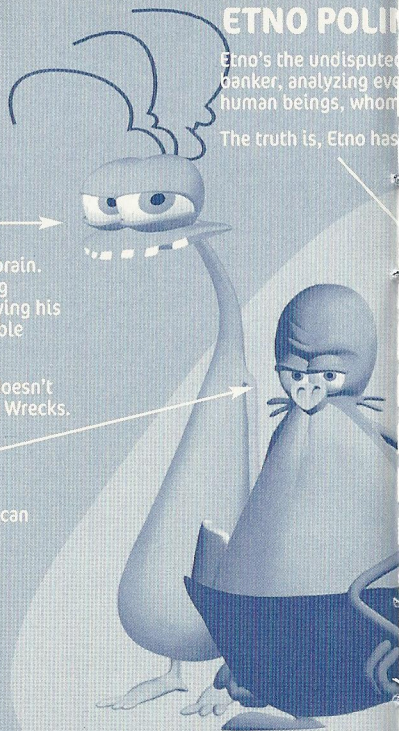
He hates humans and their lousy rotten planet, and can catch the putrid odor of an Earthling from over two miles away. Gorgious is a gourmet, a gut with legs. He's just wild about goulash—or a nice dish of pony with beans! His favorite pastimes? Raking his sausage field and pestering Candy while he's taking a shower.

Despite his gruff demeanor and fiery temper, Gorgious is the first to wimp out at the hint of danger, often moaning and groaning like a crabby old woman.

ETNO POLI

Etno's the undisputed banker, analyzing even human beings, whom

The truth is, Etno has



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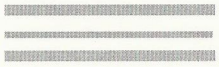
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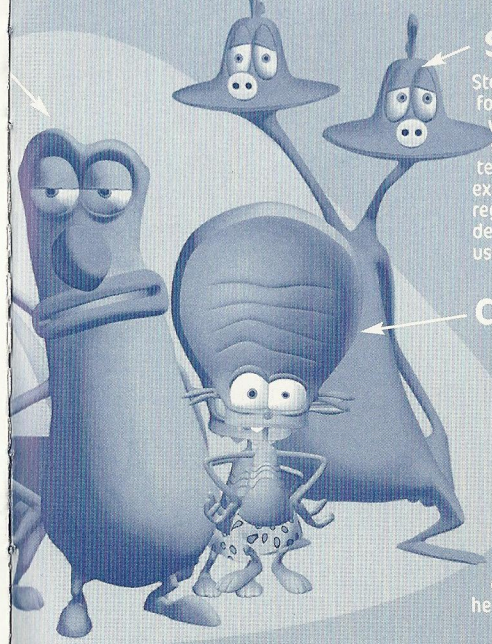
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NO:

leader of the bunch. Whenever there's a problem, he's there with the solution. He's as stoic as a Swiss
ry situation in his cool and collected manner. His ultimate plan? To finish writing his encyclopedia on
he secretly admires. On moonless nights, he longs to have a few tufts of hair on his itchy bits.

n't got a clue. He's uptight and completely lacking in self-confidence. But that's his hidden little secret.



STEREO MONOVICI:

Stereo's a living paradox. He has a keen mind
for facts, but accumulates only the most
worthless of knowledge. In a matter of
seconds, he can calculate the number of six-
teenth notes in a cantata by J. S. Bach or the
exact amount of toilet paper needed for a
regiment of 500 parachutists. Stereo lives in a
desolate world of meaningless facts, and
usually ends up answering his own questions.

CANDY CAMELLA:

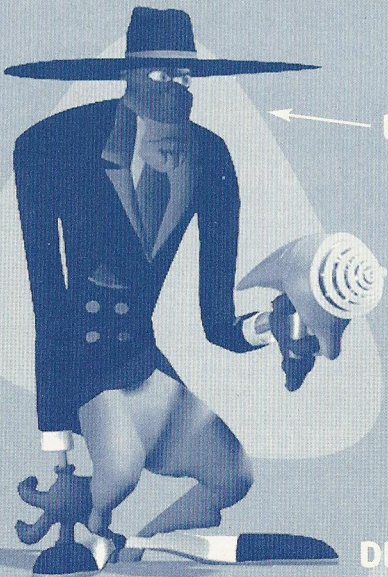
Candy's a manic-depressive; a wisp of
tenderness lost in a world of brutes. He's
as emotional and as melodramatic as a
hack Shakespearean thespian.

At home, Candy's a domestic whirlwind.
He irons Gorgious' leather briefs, toils
away in the garden, spruces the interior
with his own sprightly style. And when
Candy kicks up a stink, it's as spectacular
as it's unexpected. He's as sweet as pie and
easy to take advantage of, but woe betides
he who pushes Candy too far!



THE BAD GUYS

.....



BOLOK:

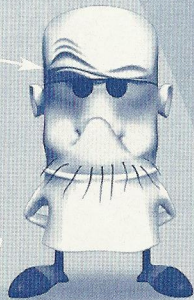
Left in a dumpster when he was a kid, Bolok is the hard-boiled bounty hunter hired by Dr. Sakarin to “retrieve” the aliens. He’s dangerous, resourceful, and a principled contract killer. Bolok never fails his employers, and always collects his cash.

Bolok also loathes kids, loves monkeys, and prefers to be called “The Professional.”

DR SAKARIN:

Two feet of genius and 33 pounds of hot, steamin’ madness, Dr. Sakarin is one scientist who won’t be winning the Nobel Prize...ever.

Since his early days as a budding evil mastermind, Sakarin has dedicated himself to hunting wayfaring aliens on Earth. He dissects those unfortunate extraterrestrials he manages to seize, and stores their body parts in colossal vats of formaldehyde for future endeavors.



THE ENVIRONMENTS

THE ABANDONED HOUSE

The Stupid Invaders have taken refuge here while Etno tries to repair their ship. Unfortunately, the repairs have taken a little longer than Etno promised. In the meantime, Candy has worked wonders with the interior. He’s transformed the house into a swank alien pad. From the bathroom rug, to the frilly curtains on the staircase, to the striped wallpaper, Candy’s little touches are everywhere you look.



AREA 52

Watch your step around here. Area 52 is an insidiously constructed maze of laboratories and corridors buried beneath the scorching Nevada desert. It's where the obsessed Dr Sakarin hatches his twisted schemes.

**MOST GUESTS OF AREA 52
HAVE BECOME PERMANENT
RESIDENTS—INSIDE
FORMALDEHYDE VATS.**

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THE DUNG FACTORY

Run by the Paste Brothers, this bovine waste cultivation center was erected in the 1950s. Many consider it to be the Eighth Wonder of the World, as some 800,000 tons of toothpaste are produced here each year.

Nobody's been able to work out the connection between the toothpaste and cow dung, however.

Too Stupid To Figure it Out Yourself?!

Read on, little man—for herein lies the hints that can help you through some of the more difficult parts of Stupid Invaders.

By reading on, of course, you're admitting that you need the help, but we're not just going to give you ALL the answers! You are only going to get clues as to how you can solve the puzzles and situations found in Stupid Invaders.

Turn the page, and make your alien friends proud.

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IN THE HOUSE

THE BATHROOM

Assemble the plunger with the heavy-duty ("Ass-Wipe") toilet paper. Do this by bringing up the inventory screen and clicking-and-holding the plunger—drag this over the toilet paper. This creates a small Escape ladder. With the new combined object, click near the window above the bathroom.

THE CELLAR

Grab the giant mouse-trap that is leaning against the wall. Place it at the bottom of the stairs and move back a bit to switch off the lights (the switch is located on the post in the center of the room.)

THE ATTIC BACKROOM

On you left you will find a dark corner, go in. Grope around on the floor until you will find a switch, press it. Close the lid of the chest, and jump up on it. You can now reach the crank at the top of the shelf, put it in your inventory.

Go to the far end of the room, near the bay window. In one of the beams there's a hole, it's the entry point to the mechanism that opens the main window. Use the crank on the hole. Now you can go up onto the roof.

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THE KITCHEN

Go to the far end of the kitchen, rummage through the drawers until you find a nice lighter which will come in most handy to see to that stork.

THE LOUNGE

Your best bet is to put the rocket in the fireplace and light the fuse with your lighter.

THE SPACESHIP ROOM

Make sure you don't walk in front of the cupboard: Bolok is hidden inside, and won't think twice about freezing you with his laser ending in game over. Use Candy's pantyhose on the wardrobe. Bud throws the end of the pantyhose over the balcony. Remember not to pass in front of the wardrobe.

THE SECRET LAB

Take the battery in your inventory. Now head to the other side of the lab, walk under the telescope. A large inoperative machine stands against the wall. This machine is of no interest for us, but just to the side of it you will see a power socket on the wall. Plug in the battery to recharge it. Go back to the SMTV and connect it to the battery.

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THE COW DUNG FACTORY

THE FOREMAN'S OFFICE

Empty the pot by using the ladle twice. Take the empty pot. If you try to take the club directly without due care, you'll be mowed down by the protection system. First you must use the pot for protection, that way you can take the club. A chicken suddenly appears at top speed to lecture you. If this proves to be tiring, strike it down with the club.

THE FOREMAN'S OFFICE

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CANDY AT NELSON'S

Here there are two useful objects: the bottle of body oil on the side of the bath, and the razor blade hidden in

one of the drawers. Make your way to the entrance to Nelson's apartment, but don't go out just yet: turn right towards the psychedelic bar. There's a divine pink inflatable cushion over here. Grab it. Go back to the door. Be careful, it creaks loudly. Opening it recklessly will wake Nelson and Candy's nightmare will start over, only worse. Pour some body oil on the door hinges. Now you can open it noiselessly. Nelson sleeps on.

THE BATHYSAPH

After jumping out of her diving suit, Candy must make her way down the left side of the bathyscaph. There, Candy will discover that there is another aquarium inside this aquarium. Inside is Fugu the fish. Climb on the wooden steps and put Fugu the fish in your inventory.

THE COW'S HEAD PLATFORM

Examine the cows closely. One of them has a ring through its nose: this is the cow we are interested in. Use the generator on the cow. Attach it and then start it; the cow is hauled off the wall! Place the skateboard under its feet and it will move easily. Now push it in the elevator and go down with it.

THE KITCHEN

Put Fugu the fish at the top of the pile of fish the cook has cut. After a short while, he'll grab it and eat it, just before collapsing on his work top. The way is clear. Move forwards to the other side of the table. More importantly, get the bucket. You'll need it later.

UNDER THE SILOS

Go down the first steps and turn to your right towards the far end of the room. There you must find the tins of Chili con Carne already open. Take the one tin of chili that Candy can grab and store it safely in your inventory.

THE KITCHEN, AGAIN

Near the stunned Japanese cook you may already have noticed the gas cooker. Not far from it you will see a little cupboard. Open it. Now look inside, Candy will open the gas. The problem is this cylinder is not connected to the cooker. Use the vacuum cleaner pipe you got earlier to connect them. Put the tin of Chili on the cooker and turn the gas button.

SAKARIN'S AREA 52

THE SHED

Once you enter the shed, head towards the left where you will find a pile of gas cylinders. One of them is empty: take it and place it in your inventory. Now make for the other side of the shed, next to the pipes and valves. There are three valves. The one marked with a smiling sign is the one we are interested in: this valve gives off laughing gas. Fill your empty gas cylinder with the chortling stuff.

THE DISSECTION ROOM

Igor has a wooden leg. Grab it. You'll need it before long. Frisk him some more and you will find a magnetic card in his overall pocket.

THE ACID VATS

Gorgious finds himself in the middle of a great big pile of dinosaur-sized alien carcasses. Rummage through the pile and recover the guts, the skull and the bone. Use the skull in the grooves full of greenish acid to fill it up. This room ends with a precipice, but you can get out by walking along the wall carefully. Only bring Gorgious here once you have recovered all the objects mentioned above. Stuck on the ledge, Gorgious must reach the opening above on the right-hand wall to continue. In your inventory, assemble the guts and the bone and throw this new object on the bars at the top. Gorgious plays at Tarzan but unfortunately doesn't manage to heave himself up through the opening. He drops down and lands below. Advance a little in the opening, remove the wedge. A concrete tube pushes Gorgious from the other side. Same again, remove the wedge; Gorgious gets to the other side, but there's another gulf near the required opening. The only thing left to do is to pour the acid (contained in the skull) to melt the bars and pass through to the next room.

THE COLD ROOM

Walk carefully on the large pipe, the carcasses are lined up, held by large hooks. One of the hooks is free; get it. Go back down the ladder. Go back to the entrance taken previously and strike the vertical pipe with the hook. The pipe smashes and the room fills with gas. Now go back to the large metal door and hit it with the hook.

THE CANTEEN

Threaten the smallest piece of furniture—the stool—with the axe.

JOHN'S ROOM

Fortunately, John the robot is thrifty, and hides his nest egg under the sofa. Pinch a little wad from him and leave the place.

THE TELEPORTATION ROOM

You must reach the 21st to be teleported! Begin with the teleporter 1, that will send you to the 2. Add up $1+2$. You have 3. Enter in the teleporter 3 which sends you to the 5. To discover the next teleporter, add the two previous ones. $5+3=8$. Enter in the 8. $8+5=13$. Enter the 13...then $13+8=21!$

THE ROCK

Near the rock, look for a metal tube sticking out of the ground. Start by attaching the hose pipe to this tube. Don't jump in yet, you'll still be squashed: the hose pipe is too long. Use the skull you found in the desert on the hose pipe. Now you can at last jump in, the pipe is just the right length.

BUD IS THE KING OF BUNGIE JUMPING!

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BASED UPON « SPACE GOOFS » THE SERIES, AKA « HOME TO RENT », CREATED BY Jean-Yves Raimbaud and Philippe Traversat. Copyright © Xilam 2000

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