* Some generations may allow you to both grow and eat the flower. For example, a sixth-generation flower may grow If stung and also be edible. You can then alternate between stinging and eating It. Beware, though, that when grown too big, flowers will just fizzle away Into nothing, and you will lose your part.

* An Interesting variation on play is to move while keeping the red button down. This strategy allows you to always travel head first, and It is handy when you want to do a lot of eating.

* If you have gotten a good Garden, you may not want to turn your computer off for a long time, because you may never see such a good Garden again. (It's all in the luck of the ... draw? ... boot? ... II)

Quick Reference

Joystick: plug Into #1 Port
Object: to get the highest score by
      * creating the greatest number of generations
      * eating as much as you can

Score: crystal pieces of flower eaten times number of different generations In the Garden at the time eaten
      * current score appears In the right and left edges of the Garden

Movement: controlled by joystick
      * to move, push joystick In appropriate direction
      * to change orientation, hold the button down and move the stick in the direction you want your **head** to be facing

Navigation: the Garden changes direction when
      * the top or bottom edge is reached
      * a flower grows or explodes

**Starting again in the same Garden:** press the button or move the joystick
      * your score will also start again at zero
      * the flowers will all be first-generation

Starting again in a different Garden: turn the computer off and on again or press System Reset
      * the characteristics of the crystals are in a different order
      * the progression of generations Is In a different order

ALIEN GARDEN
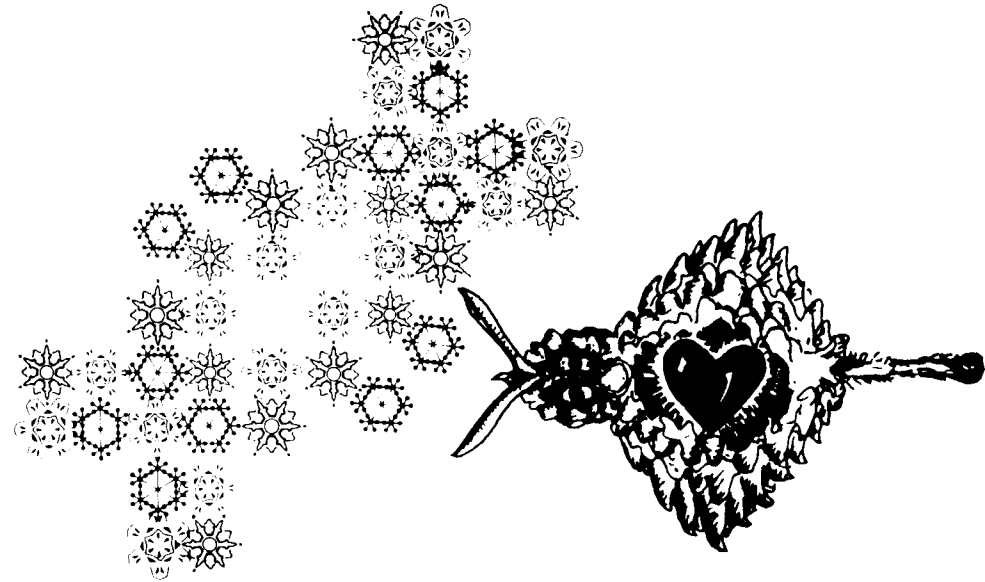
Follow Loading Instructions
Insert Joystick into Port #1
Then Be Sure To
READ ME!!!

By Bernie DeKoven and Jaron Lanier

How to Pl◌

You, the Cosmic Critter, have a mouth, two wings, and a stinger. You can move in any direction using the joystick. If you want to change which way you are pointing, push down the red button, then push the joystick in the direction you want your **head** to face. If your head faces straight up or straight down, your wings tuck in. Don't worry; they will reappear when you face left or right.

When you are frightened, you will turn into a bubble. You cannot do anything to a flower while in your tucked-in state.

The world is full of beautiful crystal flowers that all look alike. They have the same colors and shapes. These flowers are in their first-generation. (There are 20 plus generations all together.)

Now try bumping a first-generation flower with your stinger. The flower will react in one of these ways:

> **grow** — The flower will get bigger. (If it grows too big, it will finally fizzle away and never come back.)
>
> **explode** — The flower will flicker and blow up, also destroying your stinger (since your stinger caused the explosion).
>
> **change** — The flower will change into a completely different type of flower. This new flower is a second-generation flower.

Now try bumping a first-generation flower with your wings. Again, the flower will react in one of the ways listed above, but not the same way the stinger did.

Finally, try touching a first-generation flower with your mouth. The flower will react by exploding, by changing, or pieces of the flower will disappear — you ate them! (You cannot grow a flower with your mouth.)

Next, try using each body part on a second-generation flower. Then experiment with a third-generation flower, then a fourth-generation flower, and so on.

Sample Game

First-generation Flowers:

sting it --------------------------------	it **explodes** (and you lose your stinger)
mouth it --------------------------------	it **changes** into a second-generation flower
bump it with your wings -----------	it **grows**

Second-generation Flowers:

sting it ---------------------------------	It **changes** into a third-generation flower
mouth it -------------------------------	it gets **eaten**
bump it with your wings ---------------	it **explodes**

Third-generation Flowers:

sting it -----------------------	It **grows**
mouth it -----------------------	it **explodes** (and you lose your head and you die)
bump it with your wings --	it **changes** into a fourth-generation flower

Scrolling: The world scrolls up and down. When the top or botto◌ ◌ge of the Garden is reached, the movement will start in the other direction. When y◌◌ grow or change a flower, the direction will also change.

Scoring: The score runs down both sides of the screen. The score is based on how many crystal pieces of flower you have eaten and how many different generations of flowers you have in the Garden. If you eat a crystal piece of flower when there are examples of 10 different generations living in the Garden, you will get 10 points for each piece. It doesn't matter **which** generation the flower is that you are eating; it only matters how **many** generations are currently alive.

Losing your wings, stinger, or head: Exploding flowers will blow off that part of you which made the flower explode. If you lose your head, you die automatically. If you lose both wings **and** your stinger, you are also dead. If you overgrow a flower, it fizzles then explodes. Here, too, you lose that part that made the flower get too big.

Getting lost wings and stingers back: You can grow back a wing or stinger. To do this, you must change a flower into a new generation that has never been in the Garden. For example, if the highest generation that has ever been in your Garden is a seventh-generation flower, you must make an eighth-generation flower. Then your lost part will be automatically restored.

Starting Again: If you die and want to try again, you can press the red button or move the joystick. Then you will be back in the same Garden you just left, but all the flowers will be back in their first-generation form. The advantage of starting again in the same Garden is that you already know how each generation of flowers reacts.

If you want to start in a brand new Garden, just reboot your computer. Then the characteristics of each generation will be changed in a random order.

For other subtleties of the game, check FINE POINTS of this booklet.

Fine Points

* When encountering a new generation, don't start experimenting by eating it. It could explode, thereby blowing your head off. Then, you're dead.

* In the best of all possible Gardens (ha, ha), you should try to have at least one flower in each generation. There are 24 flowers, each of which goes through 20 plus generations. You could have one flower in each generation and have the extra four flowers be left in a generation that is edible. In this way you can eat more and have each crystal piece you eat be worth 20 points each. (This strategy also suggests that you not eat too much until you have more generations in the Garden.)

* If you eat straight through a flower (instead of nibbling around the edges), you may accidentally hit the flower with your stinger on your way out. Depending upon your strategy, you may want to eat straight through only after you have lost your stinger.

* As your score gets larger, the alleys on either side of the screen will get smaller. Eventually, you will not be able to move in the alleys at all, so you will not be able to avoid the flowers.

WELCOME TO THE ALIEN GARDEN

Notice that at the start of the game, all the beautiful crystal flowers look the same. They are all first-generation flowers. It's up to you to discover how they behave.

This is your score . . . .

. . . . . . and so is this.

YUM!

①

It turns out you can eat a first-generation crystal flower. Since there is still only one kind of flower (first-generation ones), you get one point for each piece you eat.

3A

But what if you wing a first-generation flower?

②

A first-generation flower grows when you sting it!

4 pieces eaten x 1 kind of flower in the word = 4 points

3B

If you wing it, it transforms into a second-generation flower!

④

Might as well wing another

times, it will fizzle away, taking the part of your body that caused the growing into oblivion.

(6)

OH, NO!

6 pieces eaten x 2 varieties = 12 points + 4 from before = 16 total points

WHEW!

(8)

Gee, you've eaten almost this entire flower. If you finish it off completely, there will never again be a flower in this location. Note that you're getting 3 points per crystal piece eaten.

(9)

What if you sting a second-generation flower? Oh no! An explosion!!!!

(7)

Wow! Winging a second-generation flower turns it into a third-generation one. This is the first third-generation flower of the game, so . . . you get your stinger back!

20 pieces eaten x 3 varieties (first, second, and third generation) = 60 points + 16 from before = 66 total points

(11)

Biting a third-generation flower was a mistake. An explosion in your face. You're dead.

(10)

Oh well. You've lost your stinger again on that second-generation flower.

Well, you're dead, but next time you'll know better. You know everything about first-generation flowers, a lot about second-generation flowers, and some about third-generation flowers. Hold down the red button on the joystick, and you can play in this very world again.