



## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast video game system should read the following warnings carefully. These warnings are subject to change without notice. For more information, contact Sega Enterprises, Ltd. (Japan) or Sega Enterprises, Inc. (USA).

### HEALTH AND EPILEPSY WARNING

Some small children may become upset or frightened by the violence and scary images of this game. If you or anyone else has a history of epilepsy, seizures, or other medical conditions, you should consult your doctor before playing this game. Some people may be sensitive to flashing lights or bright patterns that occur in computer games. If you experience any of these symptoms, stop playing the game immediately. If you experience any of these symptoms, stop playing the game immediately.

Using Sega Dreamcast video game systems should be restricted to children aged 12 and older. Children under the age of 12 should be supervised by an adult while playing. Children under the age of 12 should be supervised by an adult while playing.

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### OPERATING PRECAUTIONS

To prevent damage to your Sega Dreamcast video game system, please observe the following precautions:

• Do not use the Sega Dreamcast video game system in a damp or wet location. Do not use the Sega Dreamcast video game system in a damp or wet location.

• Do not use the Sega Dreamcast video game system in a location where the temperature is above 35°C (95°F) or below 5°C (41°F). Do not use the Sega Dreamcast video game system in a location where the temperature is above 35°C (95°F) or below 5°C (41°F).

• Do not use the Sega Dreamcast video game system in a location where the humidity is above 80% or below 20%. Do not use the Sega Dreamcast video game system in a location where the humidity is above 80% or below 20%.

• Do not use the Sega Dreamcast video game system in a location where there is direct sunlight or other sources of heat. Do not use the Sega Dreamcast video game system in a location where there is direct sunlight or other sources of heat.

### PROJECTION TELEVISION WARNING

Some projection televisions may not be able to display the Sega Dreamcast video game system. Some projection televisions may not be able to display the Sega Dreamcast video game system.

### SEGA DREAMCAST VIDEO GAME USE

This Sega Dreamcast video game system is designed for use with the Sega Dreamcast video game system. This Sega Dreamcast video game system is designed for use with the Sega Dreamcast video game system.

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## INSTALLATION USING THE SEGA DREAMCAST MIPST

Connect the Sega Dreamcast MIPST to the Sega Dreamcast console. The Sega Dreamcast MIPST is a small device that connects to the Sega Dreamcast console. Before connecting the MIPST to the Sega Dreamcast console, make sure the MIPST is properly inserted into the Sega Dreamcast console's MIPST socket.

After connecting the MIPST to the Sega Dreamcast console, you can use the MIPST to play the game. The MIPST is a small device that connects to the Sega Dreamcast console. Before connecting the MIPST to the Sega Dreamcast console, make sure the MIPST is properly inserted into the Sega Dreamcast console's MIPST socket.

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### SEGA DREAMCAST MOUSE

Right Button + Middle Button

Left Button

Right Button



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## SEGA DREAMCAST CONTROLS

|                                |  |
|--------------------------------|--|
| Y Button                       | Open / Close   |
| A Button                       | Accept / Action<br>• WALK to a given<br>LDDK AT and Item<br>COLLECT an Item<br>USE an Item<br>TALK to someone<br>COMBINE two items (drag and drop) |
| X Button                       | Open / Close inventory   |
| B Button                       | SYDRE 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   |






## SEGA DREAMCAST 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 |

|   |                         |
|---|-------------------------|
| 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. The 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<br>(In the room or in the inventory) | <br>(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 mirror.

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.

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**.

## 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**.



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## 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.

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## 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 Finnish 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 always watches the 10 o'clock quartered juke juke's on. Bud passes the time making typhoid in the TV, sipping his favorite magazine collection, which includes, glazes his mug on. Bud drinks in slow motion, takes in the "yuk" and "wade" and savoring infelicitous bits of junk food.

Bud had coped well in life on Earth, provided he doesn't mess around any corners of someone's Wilfred's Tale Wrecks.

### GORGIOUS KLAATU:

He takes humans and their forty million places and ten back the cup. He's of no worth, from over two days away. Gorgeous is a gourmet. He eat with legs, he's just wild about grail. He's a nice dish of party with cream. He loves to dine, eating his strange food and creating. One with the "hilly" a flower.

But also his small, comical food, for some, Gorgeous is the first. It's a little like the map of a dog, often meaning and growing like a rabbit to worms.

## ETNO POLI

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

The truth is, Etno has



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Postage



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IO:

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

He got a clue. He's uptight and completely lacking in self-confidence. But that's his hidden little secret.



**STEREO MONOVICI:**

Stereo is a living paradox. He has a keen mind  
for facts, but accumulates only the most  
useless as he knows how. In a matter of  
seconds, he can spit out the number of six  
digit numbers in a country or 2.5. Each of the  
over amount of toilet paper needed for a  
regiment of 500 G.I.s. Stereo lives in a  
house full of wind-up mechanical rabbits, and  
enjoys trying answering his own questions.

**CANDY CAMELLA:**

Candy's a little obsessive in a playful  
fashion. He's got the world of bugs. He's  
a professional and he understands it's a  
heck. The question is, how?

At home, Eddy's a little more whimsical.  
He won't let anyone's behind take him  
away in the bushes, spurs his nose  
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 betide  
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 worked with 1999 models, and got the 1999 model "The Professional."

### DR. SAKARIN:

Top level scientist and 33rd member of the "Golden Membership Club." All-ways available, he's the alien who wants the aliens to be happy.

Since his early days, he's built up a reputation between his doctor and lawyer friends and with the public. He's loved by those who love him, and is a popular figure in the city, and a popular figure in the city. He's loved by those who love him, and is a popular figure in the city, and a popular figure in the city.



## 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, Cordy has worked wonders with the interior. He's transformed the house into a swank alien pad. From the bathroom rug to the fluffy curtains on the sofa, to the 31-foot wall paper, Cordy's hand touches are everywhere you look.

FOR  
RENT

## 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 bowline 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 your 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 to 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.

## 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 job.

### THE LOUNGE

Your best bet is to put the rocket in the fireplace and light the fire 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.

## 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 firing, strike it down with the club.

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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 BATHYSCAPH

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 starboard 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 worktop. 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 bin of Chili Egg Casserole already open. Take the one tin of chili that Candy can grab and store it safely in your inventory.

## THE KITCHEN, AGAIN

Near the stumped 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 plug you got earlier to connect them. Put the tin of chili on the cooker and turn the gas on too.

## 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 laughing stuff.

### THE DISSECTION ROOM

Now 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

Gorgias finds himself in the middle of a great big pile of dinosaur-skin Aked carcasses. Run your thumb through the pile and unhook the skull and the hide. Use the skull in the drooves full of acid to acid to HF form. This room leads with a precipice, but you can get out by walking along the wall carefully. Only bring Gorgias here once you have received all the Gorgon-remediations above. Stick to the ledge, Gorgias must reach the opening and go on the right-hand wall to continue. In your inventory, assemble the guts and the bone and throw this new object on the left side of the ledge. Gorgias plays at tennis but unfortunately doesn't manage to reach the ball on through the opening. He drops down and lands below. Advance a little in the opening, remove the wedge. A gorilla-like ape pushes Gorgias from the other side. Same ape - remove the wedge. Gorgias gets on the other side, but there's another ape near the roped opening. The only thing left to do is to grab 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 laid 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 throw the vertical pipe with the hook. The pipe smashes and the main fills with gas. Now go back to the large metal door and hit it with the hook.

### THE GINNY

Time to take smaller ideas of hardware—the good—with the

### IRON'S ROOM

of money. The robot is heavy, and hides his best egg under the storage room. Make sure from him and leave the party.

### THE TELEPORTATION ROOM

Now that you reach the 23rd to be teleported, deal with the computer 1, that will send you to the 2. Add up 1-2. You have 9. Remove the computer 3. You have 10. You go to the 5. To deactivate the next teleporter, use the two weapons from 2 and 3. Enter code 4. Enter 10. Enter the 13. Over 17 to 28.

### THE ROCK

Use the rock, look for a metal bar sticking out of the ground. Start by attaching the bar to the rock. Don't jump in yet, you'll still be suspended. The bar piece is too long. Use the skull you found in the previous room to cut it. Now you can at last jump in. The rock is just what you need.

### ROD IS THE KING OF BUNGIE JUMPING!



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# TECHNICAL SUPPORT and WARRANTY

Before contacting Ubi Soft Technical Support, please carefully read through this manual. Also, help is available online at <http://www.ubisoft.com/support>. If you are unable to find an answer to your question using the website or the manual, please contact us via one of the following methods:

## CONTACT US OVER THE INTERNET:

<http://www.ubisoft.com/support>

This site links you to the Ubi Soft Solution Center. Here you can ask for help (ask logs, or search the solution database for the most recently updated information), share the game's release, or, for faster email response, you can send in a request for Personal Assistance from a Technical Support Representative.

## CONTACT US BY E-MAIL:

For fastest response via email, please visit our website at:

[mailto:www.ubisoft.com/support](mailto:mailto:www.ubisoft.com/support)

From this site, you can enter the Ubi Soft Solution Center where you can send in a request for Personal Assistance from a Technical Support Representative. You can also contact our Ubi Soft Support by e-mailing them directly at: [support@ubisoft.com](mailto:support@ubisoft.com).

It may take anywhere from 24-72 hours for us to respond to your e-mail. Depending upon the volume of messages we receive and the nature of your problem.

## CONTACT US BY PHONE:

You can also contact us by phone by calling (772) 460-0378. Note that this number is for technical assistance only. We cannot give hints or tips over the Technical Support line. When calling our Technical Support line, please make sure you are at the game. Be advised that our Technical Support Representatives are available to help you Monday - Friday from 9am - 5pm (Eastern Standard Time, excluding holidays). While we do not charge our service, support, support, your personal charges apply. To avoid long download charges, or to contact a support representative directly after your game, please feel free to use one of the other support methods listed above. Email responses usually receive a response in less than 2 business days. If we receive your email, you will receive a response.

## CONTACT US BY STANDARD MAIL:

Please do not send letters directly to Ubi Soft without first contacting a Technical Support Representative. If you need to return a product, review the Return Request policy / Warranty in this manual.

## UBI SOFT TIPS LINE

All Ubi Soft Technical Support clients enjoy a complimentary 24-hour, toll-free, round-the-clock phone line for technical assistance. Please call our support line for warranty claims and tips for the game. All telephone calls are charged to our guests and there is a pay phone for 18 years of age. Please have your product's serial number before calling. Note: Technical support services are only available in the US. (959) 281-2583, 9:30am - 5:30pm (EST).

## UBI SOFT LIMITED WARRANTY

Ubi Soft warrants to the original purchaser of this product that the product would be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. Ubi Soft products are sold "as is" without any expressed or implied warranties of any kind, and Ubi Soft is not liable for any losses or damages of any kind resulting from use of its products. Ubi Soft reserves the right to modify this warranty at any time without notice. Ubi Soft warrants for a period of ninety (90) days to either replace defective copies free of charge or provide a refund if there is a defect. From each period, you will be allowed to return the product from which the product was originally purchased or to return or replace the defective product at its option. Free of charge, when a product is found to be a defective product, you will be offered a replacement or a refund of the purchase price. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be a result of your own negligence, misuse, modification or neglect of the product.

## LIMITATIONS

This warranty is in favor of all other warranties and no other representations or claims of any nature will be binding on, or obligate Ubi Soft. Any implied warranties applicable to Ubi Soft products, including warranties of merchantability and

fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubi Soft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubi Soft products. Some states do not allow limitations on how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

## NOTICE

Ubi Soft reserves the right to make improvements in its products at any time and without notice. Refunds for Ubi Soft cannot provide refunds or otherwise process returns for credits of any kind other than an identical product replacement. Any product returned request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only. Product / Communication Replacements Please contact Ubi Soft Technical Support before sending your product to us. In many cases, a replacement is not the best solution. Our support representatives will help you determine if a replacement is necessary or available.

## TO RETURN WITHIN THE 90-DAY WARRANTY PERIOD:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a sales receipt, then this 90-day warranty is considered void and you will accept to follow the instructions for repairs after the 90-day warranty period.

## TO RETURN AFTER THE 90-DAY WARRANTY PERIOD:

It does not mean the product (media only) along with a check or money order for the amount corresponding to your product. Our replacement fees may include payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

## ADDRESS:

Ubi Soft Representative  
2099 Hill of Cards, P.O. Box 130  
Merrillville, IN 46550  
Phone: 959-460-0378  
Hours: 9am - 5pm (EST), M-F

## REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list. WARRANTY ADDRESS AND CONTACT INFORMATION: Email: [product@ubisoft.com](mailto:product@ubisoft.com)

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-877-777-7772.

## PROOF OF PURCHASE

STUPID INVADERS  
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