

ABDUCTION BIT

Abudakushon Bitto アブダクションビット



INSTRUCTION MANUAL

URBAN MYTHS ABOUT ABDUCTION BIT:

Abduction Bit was originally released in 1982 but considered too realistic (or inconvenient) for publishing it like an arcade game and so to bring it to the masses, this game reveals the truth about alien abduction.

Fortunately the SEEP team have found a prototype suite of arcade versions and are working on it!

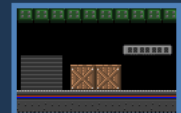


STORY:


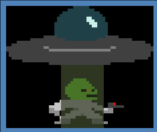


Two aliens must catch many humans for some experiments in four stages: construction, hotel, military base and laboratory.

To catch the humans the aliens use a sci-fi gun that paralyses the target for a number of seconds, during which time they destroy their memory so they cannot remember the incident.

Once the humans are caught they are shaved and stripped of their clothes to be teleported to the UFO.



COMMANDS:

- Use the left and right Arrow Keys to move the alien. 
- Use up and down Arrow Keys near the UFO Light to move the alien to the bottom or top. 
- Use **Z** to Jump (**H** for 2P) 
- Use **X** to shoot (**J** for 2P) 

press
to pause
the game



STRUCTURE OF THE GAME:

You can select a pack of levels in "Game Option". Every pack has 20 levels to complete. We recommend you start with the "Easy Pack".

▶ SET LEVELS : EASY PACK

GOAL:

You must capture all the humans in a stage.





HOW TO CAPTURE A HUMAN:

You have to shoot at an enemy to freeze him - once he is stunned you need to approach and capture him.

Warning: the enemy will remain stunned only for a few seconds after being shot.



WHEN YOU LOSE:

PLAYER 1:  PLAYER 2: 

You lose a life when humans strike you. You can also lose a life when you fall into a trap. You lose the game when you have zero lives left.



1UP:



SCORE:

You can gain an extra 1UP every time you collect 10,000 points in the Score .

Every time you catch a human or pick a Coin your Score increases. The Score is shared for 1P and 2P.



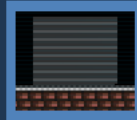
UFO LIGHT:

The UFO Light allows you to reach platforms on the top or bottom.



THE DOORS:

When the stage seems clear other enemies can emerge from the doors.



BONUS STAGE:

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Every five stages you can play at a bonus stage where you can collect a lot of money.



SAVE STATE:

Once a bonus stage is complete the game will automatically be saved. You can load the game from the main menu.

SECRET TRICKS FROM AREA 51:

- Observe and learn the pattern of movement of the enemies first to attack them.
- Be careful when you're jumping.
- Not all platform are the same...
- Stay away from the doors.
- When you're falling you can use the UFO Light.
- Use shoot to freeze an enemy to gain time to strike another enemy.
- In two player mode it is highly recommended you cooperate.
- You can use "autofire" to jump and shoot.

DATABASE:

Civilians:



WORKER



BOY



RECRUIT



SCIENTIST

Special Enemies:



HAN IN BLACK



SOLDIER



HAD SCIENTIST

Traps:



FIRE



SPIKE
DOWN



TOXIC FIRE



SPIKE
TOP



ALARM
CAM
SECURITY

Vehicles:



CAR



FIGHTER BOMBER