EPYX®

INSTRUCTION MANUAL

for the Commodore 64® and 128™

Game Program Designed by Jon Leupp.

THE MOVIE MONSTER GAME™

HINT SHEET

* Moving cars and civilians (white humans) will not fire at you, but jeeps carrying guns, tanks and boats, as well as infantry units (green humans) will fire when they are near.

* In the LUNCH and DESTROY LANDMARK scenarios, your monster's theme song will play when you have completed your objective and should leave the city.

* The ATOMIZE (UP) action is another command you can use which may disintegrate flying objects passing overhead.

* Certain of your monster's actions are limited since they deplete energy. When a selected action turns blue, you cannot perform that action until it returns to yellow.

* To change the selected action without using it immediately, press the **SPACE BAR** instead of the FIRE BUTTON to cycle through the actions.

* You can press the **F1** function key at any time to pause the game.

Part No. 12207D-62

INTRODUCTION

Tokyo slumbers in the pre-dawn, its citizens oblivious to his approach. The long-dormant denizen of Earth's prehistory moves with a single purpose. Two days have passed since the undersea atomic blast returned him to life, yet he cuts through the sea in one, unerring direction. Finally the City appears and he quickens his pace. Before this moment he was without a name, but after today he will forever be remembered as...Godzilla©.

A monster movie is about to begin.

Not at the local theater. Not even on television.

This monster movie is going to start on your computer screen. A skyscraper-tall, fire-breathing monster will appear on the streets of a famous city. He'll be angry. Monstrously angry. He'll be ready to crunch buildings, flatten tanks and swallow every pesky little human who comes within reach.

But he'll be waiting...for *you*.

Because in this movie, *you're* the monster. You're the star of the show. Take Godzilla for example. Step into Godzilla's ample skin—that's right, just pull it on. There. How does it feel? A little loose? You'll grow into it.

Take a look around. Shake out those monument-sized legs. Now you're ready to move. Really move. Thunder down the streets of Tokyo. Chew up the Tower of London. Watch the humans scurry for shelter as you pulverize their pitiful buildings and swat their annoying jets from the sky. Hey, they've called out the National Guard! Now we're cooking. Soldiers make a great snack.

Looks like you might make a pretty good monster.

And Godzilla's only the beginning.

There's a world of monsters in *THE MOVIE MONSTER GAME*™. You can be a hulking meringue monster or a massive, scuttling tarantula. You can strap on the wings of Sphectra the giant wasp and dive-bomb the Empire State Building, or rise from the murky depths as a slithering slime. We've even included Mechatron, the king of robots—a monster of truly massive proportions.

With six terrific monsters to choose from and six different cities to squash, *THE MOVIE MONSTER GAME* has positively monstrous possibilities. We've also included five choices of objectives to give you hours of added enjoyment.

See you in the movies...

OBJECTIVE

THE MOVIE MONSTER GAME brings back the fun of the old Japanese monster movie classics by casting YOU as the monster, from Godzilla to the Glog. Rampaging through a famous city, you battle pesky humans using special abilities. Every monster is different—some can fly, others can swim and a few monsters can even breathe fire, all depending on the characteristics of the monster.

Choose from five different actions each time you play *THE MOVIE MONSTER GAME*, including destroying a landmark, escaping the city, satisfying your appetite, rescuing your young one, or just plain going berserk. The humans try to stop you with a variety of weapons including tanks, ships, helicopters, jets, and missiles.

GETTING STARTED

- Set up your Commodore 64®/128™computer as shown in the owner's manual. (**Note:** for Commodore 128, set system to C64 mode.)
- Plug your joystick into **Port #2.**
- Turn the computer and the disk drive **ON**.
- Insert your game disk into the disk drive with *THE MOVIE MONSTER GAME* label facing up and the oval cutout pointing towards the back. You will be instructed when to turn the disk over to the other side.
- Type **Load "*",8,1** and press the **RETURN** key.

With the **FAST LOAD CARTRIDGE**™:

- Turn the disk drive and computer on.
- Insert *THE MOVIE MONSTER GAME* disk with the label side facing up.
- Press and hold the **C =** (Commodore) key and the **RUN/STOP** key to load the program.

STARTING PLAY

After the program finishes loading, *THE MOVIE MONSTER GAME* marquee shows the monster, location and action selected for the next game. Use the joystick to change any or all of the options before starting play.

In *THE MOVIE MONSTER GAME*, you choose one of six monsters to play in a monster movie of your own creation. You also choose the movie's setting—one of six famous cities. Even the "plot" of the game is yours to choose. It depends on the action YOU select.

If you choose the *ESCAPE* action on the marquee, the game becomes a thrilling chase as you try to escape from the city. On the other hand, going out to *LUNCH* requires a different approach (no ordinary meal will satisfy a monstrous appetite).

- Move the joystick **RIGHT** or **LEFT** to change the option category. The name of the category you've selected will flash. The categories are "starring," "location" and "action."
- Push the joystick **FORWARD** or **BACKWARD** to change the selection within a category. Hold the joystick to cycle through all the available selections for that option. Choose from six monsters, six locations and five actions.
- When you are satisfied with your choices, press the joystick **FIRE** button to begin play.

STARRING	*LOCATIONS*	*ACTIONS*
GODZILLA	*TOKYO*	*DESTROY LANDMARK*
MR. MERINGUE	*NEW YORK*	*ESCAPE*
SPHECTRA	*LONDON*	*LUNCH*
THE GLOG	*SAN FRANCISCO*	*SEARCH*
TARANTUS	*PARIS*	*BERSERK*
MECHATRON	*MOSCOW*	

Note: Difficulty level is selected by your selection of monster. Some monsters are very strong and therefore easier to win with. Refer to MASTER MONSTER CHART for characteristics.

GAME PLAY

To get started:

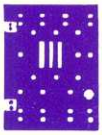
- Select a monster, location and action with your joystick
- Press the **FIRE** button to enter the movie theatre and view the special movie previews. The game will automatically begin after the previews, or you can press the **FIRE** button at any time to begin the game.

- Use the joystick to operate your monster (more detailed instructions are listed below)
- Try to accomplish your objective
- The game ends when the endurance indicator runs down or when you accomplish your chosen objective.

Actions

Each of the five actions creates new situations, leading to different strategies and game play alternatives as you pursue your objective. **To win,** you must reach and accomplish your objective before the humans send you to the Great Beyond (that's human talk — it means you get a free ticket to Monster Heaven) in the shortest amount of time possible. Monsters die when their endurance runs out, so keep one of those bulging reptilian eyes on the endurance indicator in the menu window.

- ***DESTROY LANDMARK*** — *Your objective is to destroy one of the city's famous landmarks. You've had many a sleepless night since they installed that irritating new radio transmitter atop the building's roof. The transmitter must be destroyed...and the building is going with it. A proximity indicator in the menu window continuously shows how close you are to the landmark you must destroy. The closer you are, the longer the bar in the indicator. You start at the edge of the city, make your way to the landmark, turn the building into rubble and then leave the city again. Ah, that's better. Now for a good night's rest...*



- ***ESCAPE*** — *Your objective is to escape from the city. You must have been sleeping, or daydreaming about eating Paris in the springtime, but those pesky human creatures caught you off guard. You were captured. But you're going to make the Great Escape. You've just broken free in the middle of the city—to escape, you must exit the screen at the edge of town in any direction as fast as you can. The safest path is away from the tanks, even if you have to crush a few buildings or other obstacles that get in your way.*

- ***LUNCH*** — *It's been weeks since your last square meal, and the MonsterBurger Drive-In just went out of business. You are ravenous. Your objective is to enter the city and gulp down everything in sight. Eat as much as you can before you're destroyed, so keep an eye on the hunger indicator as you munch away. Of course, if you don't want a ticket to Monster Heaven you can try to get out again, but only after your hunger indicator has dropped to zero. And look out, the National Guard has arrived*

and they can be a real headache. HOT TIP: Watch the hunger indicator whenever you eat something, and you'll soon discover the food monsters love best!

- ***SEARCH*** *— Those nasty humans have your young one, and you're going to turn the city upside down until you find him. Your objective is to enter the city and demolish everything in sight until you locate the little guy. Occasionally you can hear the young one's cry. The proximity indicator in the menu window will randomly appear during play to indicate how far away he is. When you've located the building he is in, knock it down quick. Needless to say, you'll make those humans think twice about ever stealing from monsters again. HOT TIP: When you scream, sometimes your young one will answer back!*

- ***BERSERK*** *— Cities are an incredible nuisance, and you'd like nothing better than to take revenge against those nasty humans. Your objective is to enter the city and destroy as much as you can before your endurance runs out. You will be awarded points for all buildings and objects that you destroy. There's also a bonus for exiting the city alive and in one piece.*

CONTROLS

Slipping into the role of a monster was never easier. You operate the monster with the joystick. The joystick controls movement directly, and you can use it to activate other actions from a menu at the bottom of the screen.

- Move the joystick in any direction you wish to move.
- Press and release the **FIRE** button at any time to cause the monster to do the action shown on the menu screen below (ie. breathe fire).
- To *change* actions, *press and hold* the **FIRE** button to activate the "actions" menu at the bottom of the screen.
- When the menu is activated, push the joystick **FORWARD** or **BACKWARD** to cycle through and change the action shown.
- Release the **FIRE** button to cause the monster to take the current action listed in the menu screen. Now every time you press the **FIRE** button, the monster will do the listed action until you change it.
- Each monster has a different set of actions. Depending on the monster's characteristics, actions may include BREATHE FIRE, JUMP, SCREAM, SPIN WEB, FIRE LASER and others.

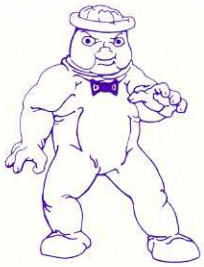
MONSTERS

You've seen all the monster movies from *Godzilla* to *Bambi Meets Frankenstein*. You've won every last "kill the monster" game ever made. You've zapped, fried, bombed and bamboozled every monster you've ever met. Now it's time to **be** a monster. Make your selection carefully. Try each one on for size, and pick the monster that's right for you. Each monster has specific characteristics. Strength indicates the ability to inflict damage, toughness is the ability to withstand damage, and recovery is the rate at which the monster recovers from damage. (Refer to MASTER MONSTER CHART for comparison on specific characteristics.)

Godzilla

Awakened from prehistoric slumber by a nuclear explosion off the coast of Japan, Godzilla first terrorized Tokyo on the silver screen 30 years ago. Starring in 16 films, the 400-foot tall dinosaur has battled monsters, robots, aliens and spies. Tested to the limits of his gargantuan endurance, he always manages to save the world.

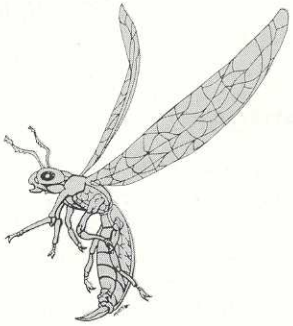
Godzilla's characteristics dictate a simple strategy. Strength equals destructive power. Don't hesitate to use it. Smash cities under your mighty feet. Bellow radioactive fire! Atomize helicopters in mid-air! As Godzilla, you won't count speed as an asset. But you'll definitely throw a lot of weight around and pack a wallop of a paralyzing scream.



Mr. Meringue

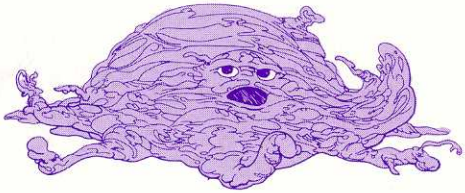
Try on the world's biggest meringue man for size. If he looks like a cream puff, don't be fooled. Mr. Meringue is a tower of power. A sultan of stomp. The captain of crunch. He's a tasty hunk of monster. And plenty dangerous. We roasted him up just for you.

Mr. Meringue is slow, but strong. He moves faster than Godzilla, but lacks the dinosaur's toughness and recuperative abilities. What is his secret weapon? He spits gooey globs of meringue, knocking out almost anything with a direct hit. But he also has one great weakness—he floats. He can walk into the water, but if you go too far from shore he'll start floating away...



Sphectra

When it comes to sheer terror, there's nothing like a giant wasp to frighten the populace. That's where Sphectra comes in. You haven't truly inspired wholesale fear in those pesky human creatures until you've buzzed the Eiffel tower on Sphectra's wings. That's right, stretch out those wings for just a second. Yep. We're talking wingspan. Sphectra is the fastest of all the monsters but also the weakest. He can outpace any monster, but will drown if he lands in the water. He has a sonic weapon capable of destroying anything within range, but has a slow recovery from damage.



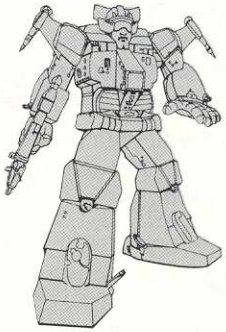
The Glog

The most devilish denizen to dribble downtown in decades, the mighty Glog was born when acid rain fell on a radioactive waste dump in the California desert. This glop of goo is a tough customer. As tough as they come, in fact.

The Glog is tops in endurance, because he can withstand plenty of damage and recover even faster than Godzilla. With moderate speed and only average strength, the Glog must rely on his secret weapon to fend off attackers and destroy buildings—he's made of acid, so everything he touches corrodes on contact!

Tarantus

This guy is all legs, and as mean as they come. Tarantus gives new meaning to the word "scuttle." When those legs scuttle down Broadway, nobody calls the Rockettes — they alert the White House! The fastest monster on legs (only Sphectra is faster), Tarantus has two special weapons that make him a very destructive monster in spite of his average strength. He can shoot webs that retract and catch anything they contact, or scream, hypnotizing the enemy temporarily.



Mechatron

Mechatron is the king of robots. A mountain of metal. The dean of destruction. Give Mechatron a whirl. Whoa! Don't whirl quite so fast—you might get dizzy. Mountainous men of metal have to watch their step. And speaking of steps, Mechatron gets his kicks from wasting skyscrapers. With his big toe.

Capable of moderate speed, Mechatron's strength is equal to Godzilla's—the two of them share equal ability to inflict damage by striking with fists and feet. Mechatron also has a laser weapon; use it to destroy attackers before they come within reach. Now the bad news: the king of robots is very tough (he was made using the strongest Titanium alloy), but he escaped before his programming was complete and he can't repair damage. He also can't enter the water—it would destroy his circuitry.

Master Monster Chart

	Speed	Strength	Toughness	Recovery	Special Weapon
Godzilla	very slow	powerful	exceptional	medium	Breath weapon, walks in water, paralyzing scream.
Sphectra	very fast	weak	weak	slow	Sonic weapon, flies, drowns if lands on water.
Mr. Meringue	slow	strong	average	slow	Spits meringue globs, floats in water.
Mechatron	average	powerful	exceptional	doesn't recover	Laser weapon, cannot enter water.
The Glog	average	average	high	fast	Touch corrodes (acid).
Tarantus	fast	average	average	medium	Shoots a web and retracts to capture. Paralyzing scream.

CITIES

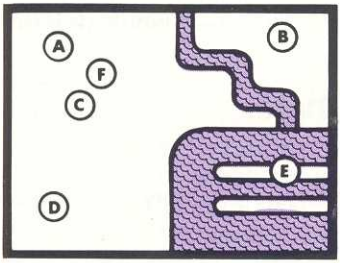
Choosing a city to demolish is like reading a menu at a great restaurant—everything looks delicious. But ordering isn't a simple matter when you're a giant tarantula or behemoth meringue man. It takes a lot of nourishment to satisfy a monster's appetite.

Six cities await your arrival. Each city has its own distinctive "flavor" — and its unique pitfalls, as well. Refer to map for location of landmarks.

TOKYO

Tokyo is the capital of Japan, and the largest city in the world. The city's location on a level plain at the edge of the sea helped it become a center of population and the seat of an empire. Tokyo has a rich and colorful history filled with warriors, *shoguns*, great battles and violent earthquakes — a great earthquake and fire destroyed more than half of the city in 1923. Today, with an excellent port, extensive railroads and highways, Tokyo is the economic, cultural and industrial center of Japan. Situated on the Pacific coast of the island of Honshu, the city is also a popular destination for tourists and has many museums, theaters and religious shrines.

Famous landmarks:



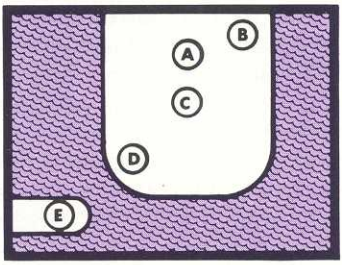
A Torri
B Yasuda Kasai Building (Fire Insurance)
C Tokyo Tower
D Zojoji Temple
E Asahi Newspaper Building
F Diet Building

NEW YORK

New York, the largest city in the United States, is located at the mouth of the Hudson River in southeastern New York state. Discovered in 1524, the area began attracting fur-trading settlers early in the 17th century. In 1624, Peter Minuit purchased Manhattan Island from the local Algonkian Indians with trinkets worth about $24 and founded the settlement of New Amsterdam. The town received its present name after being captured by England in 1664. Today, New York is the commercial hub of the United

States. With over 750 miles of shoreline, the city also is the largest and busiest port in the country. New York is a center for television and publishing, and has many museums, colleges and theaters.

Famous landmarks:

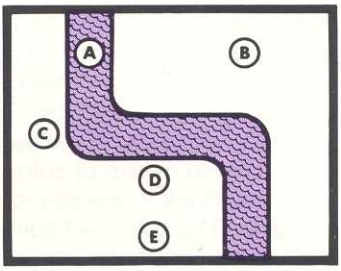


A Plaza Hotel
B Epyx's
C Empire State Building
D World Trade Center
E Statue of Liberty

LONDON

London is the capital of Great Britain and a major world port and commercial center. Founded as the city of Londinium by invading Romans in 43 AD, present-day London is one of the largest cities in the world. With its busy harbor, the city is a hub for commerce, banking, and industry. Its educational institutions, libraries and museums also make it an important cultural and intellectual center. Located on the Thames River about 40 miles from the North Sea, London had only one bridge until the 18th century. Since then, Londoners have crisscrossed the river with dozens of bridges and tunnels — but the city's trademarks are her double-decker buses, taxis and the dense London fog.

Famous landmarks:

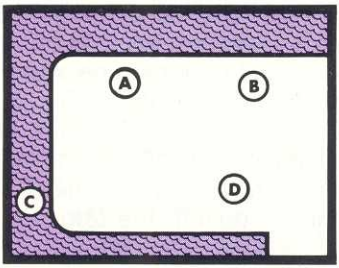


A Tower Bridge
B Royal Naval College
C Tower of London
D Big Ben
E Epyx House

SAN FRANCISCO

Located on the west coast of the United States, San Francisco is a major cultural, financial and trading center visited by hundreds of thousands of people every year. The hub of one of America's largest population centers, the city is situated at the entrance to San Francisco Bay. A Spanish expedition discovered the bay in 1769 by mistake — the explorers had sailed northward past Monterey Bay, their intended destination, without recognizing it. Seven years later, colonists established the settlement that later became San Francisco. The city's colorful history spans the years of the California gold rush, the devastating 1906 earthquake and the social upheavals of the 1960's. Tourists love all of the city's sights, from Fisherman's Wharf to Chinatown, but San Francisco is best known for cable cars and the Golden Gate Bridge. The world-famous bridge was completed in 1937 at a cost of more than $35,000,000.

Famous landmarks:

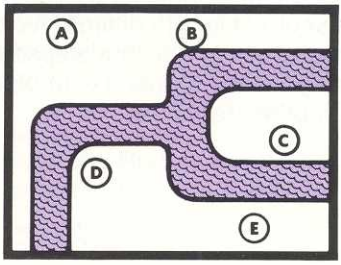


A Coit Tower
B Transamerica Building
C Golden Gate Bridge
D Epyx World Headquarters

PARIS

Paris, the capital of France, is one of the largest and most beautiful cities in the world. Because of its ideal location on the Seine River, the city grew as a trade and industrial center, eventually becoming the center of a kingdom and an empire. Today, Paris is a romantic and exciting city, famous for its art collections and architectural landmarks. It is a world center of culture and learning, and a mecca for tourists who flock to the city to enjoy its sights and experience its charm. The city itself covers about 40 square miles on a level plain in the heart of northern France, and is the world's seventh largest metropolitan area.

Famous landmarks:

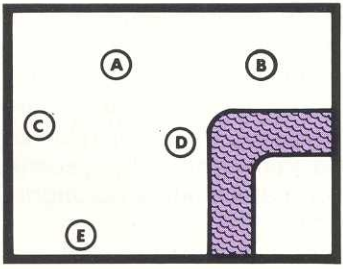


A Arc de Triomphe
B Louvre
C Notre-Dame Cathedral
D Eiffel Tower
E Maison D'Epyx

MOSCOW

Moscow is the capital of the Soviet Union and the largest city in the country. More than 800 years old, Moscow has long been one of the world's great cultural centers. Home of the famed Bolshoi Theater of Opera and Ballet, the city also boasts 150 museums and exhibits of culture. The heart of Moscow is the Kremlin, a fortress surrounded by red stone walls — inside the walls are palaces, cathedrals and buildings housing the seat of the Soviet government. At one time the Kremlin was the residence of the Czars, but their rule ended with the Communist takeover of Russia in 1917. Present-day Moscow is an important political, industrial and commercial center.

Famous landmarks:



A Gum Department Store
B Ministry of Epyx
C Red Square
D Pokrovsky Cathedral
E Kremlin

SCORING

Points are awarded in *THE MOVIE MONSTER GAME* for destroying various military units and buildings, as well as achieving your objective (action) in the shortest length of time. A clock displayed in the menu window keeps track of the time elapsed in the current game. The less time you take to reach your objective and to exit the city, the higher your score will be.

CONTINUING PLAY

To restart *THE MOVIE MONSTER GAME* at any time during play, press the **RUN/STOP** and **RESTORE** keys at the same time. The program will return to the main menu (marquee selection screen). You may change the selections and then press the **FIRE** button to begin a new game.

THE MOVIES

Beast From 20,000 Fathoms

The first monster movie of the 1950's, *Beast From 20,000 Fathoms* launched a decades-long trend in the motion picture industry — one that is still alive today. This film revived the techniques used more than twenty years earlier to create the first cinematic monster, King Kong, and improved the technology to bring a new kind of film star to life. Called a "Rhedosaurus," the *Beast* looked realistic, but was actually a fictitious creature combining the characteristics of several dinosaurs. The plot was simple, and would be repeated many times in later monster movies: in the wake of a nuclear test, the monster emerged from the ocean to go on a rampage in New York, stampeding the population and causing no end of trouble. In the epic closing scene, a radioactive isotope fired from a grenade launcher brought down the beast at an amusement park.

The Blob

Steve McQueen starred in this 1958 horror-movie classic featuring a shapeless mass of goo that bedevils a small town in America, dissolving living material on contact. Oozing into life as a little piece of glop, the nightmarish Blob quickly grows large enough to consume arms, legs, small animals and finally adults in a single gulp (urp). Playing a ne'er-do-well teenager, McQueen manages to avoid becoming a meal for the Blob, and helps the hapless adults bring about the creature's eventual demise.

Ghidra, The Three-Headed Monster

Created by Inoshiro Honda (who also directed *Godzilla* and *Rodan*), *Ghidra, the Three-Headed Monster* introduced King Ghidra, a three-headed dragon from outer space. A meteor brings Ghidra to Earth, where he spits lightning bolts to incinerate several Japanese cities. Three other monsters also appear in this film: Godzilla, Rodan and Mothra. The trio comes to Japan's rescue, bringing the high-flying alien invader to an inglorious end.

Godzilla

Released in Japan in 1954 (U.S. release, 1956), the motion picture *Godzilla* gave birth to the world's best-loved monster, as well as creating the Japanese monster movie genre. Raised from hibernation in the depths of the ocean by an atomic bomb test, the prehistoric monster Godzilla sinks a flotilla of ships and levels the city of Tokyo. A scientist finally offers a secret weapon that leads to the monster's demise. The device destroys all the oxygen in the water of Tokyo Bay and Godzilla is reduced to a heap of bleached bones. During the course of the plot, the giant dinosaur fights off the Japanese army, navy and air force.

Scenes featuring Raymond Burr were added for the film's American release. The new scenes muddled the plot, but the producers hoped Burr's presence would improve the film's appeal for American audiences. They underestimated Godzilla's appeal. Towering over Tokyo's skyscrapers, Godzilla became a cinematic legend. The further adventures of Godzilla included *King Kong vs. Godzilla, Son of Godzilla, Destroy all Monsters,* and *Godzilla vs. the Smog Monster*. In Japan, Godzilla is known as Gojira, a combination of the words gorilla and kujira (whale).

Godzilla 1985

The monster's popularity led to a 1985 remake of the original movie starring Raymond Burr and Keiju Kobayashi. *Godzilla 1985* repeated the plot of the first picture, but was filmed in color and featured improved dubbing in the English version. Once again awakened from his sleep at the ocean floor, Godzilla comes ashore and destroys most of Tokyo. This time the great fire lizard is tricked into an erupting volcano leading to his demise. The film's release coincided with the 30th anniversary of Godzilla's "birth" in the mid-1950's.

It Came From Beneath the Sea

A mutant octopus menaces the city of San Francisco in this 1955 Hollywood creature classic. Brought to life by an underwater atomic bomb test, the giant sea monster rises from the depths of the Pacific Ocean to demolish the Golden Gate Bridge. After the mammoth mollusk menaces innocent people for several days, a military solution returns peace to the populace. The U.S. Navy saves the city by the bay with a well-aimed torpedo that sends the monster to its final resting place in the briny deep.

Monster From Green Hell

One of many films inspired by the classic *Them!* (see below), this nuclear-mutant insect movie featured a 30-foot queen wasp that terrorized unsuspecting innocents until its eventual demise. *Monster from Green Hell* was a member of a well-populated family of science fiction movies capitalizing on the fear of insects. Other entries in the insect genre included *The Spider, The Black Scorpion* and *The Fly*.

Mothra

This 1961 (U.S. release) film from the makers of *Godzilla* told a slightly different story than the usual Japanese monster movie. A giant caterpillar spins a cocoon on a remote Pacific island and emerges as an even more gigantic moth. Unfolding its gigantic wings, Mothra takes to the air and wreaks the usual havoc in Tokyo. But here's the twist. Mothra has an ear for music — the music of a specific set of singing twin sisters. They call the monster from its lair and prove once and for all that music soothes the savage beast.

The Mysterians

The makers of *Godzilla* produced *The Mysterians* in 1957. In a departure from their earlier monster movies, the film-makers chose a science-fiction plot. Descending from a moon base set up by aliens from the planet Mysteroid, giant robots level Tokyo, Osaka and Yokohama. Once the robots' death rays have destroyed the cities, the Mysterians themselves arrive to enslave the rest of the human race. The combined strength of Earth's military forces finally sends the aliens packing.

Rodan

Rodan (1956) was the second Japanese monster epic starring prehistoric beasts — this time giving the public two monsters for the price of one. The Rodans are a pair of huge pteranodons who fly at supersonic speed, creating gale force winds that destroy Tokyo. Rising to the occasion as usual, Japan's scientists unleash a storm of missiles on the monsters' lair, triggering a volcanic eruption that proves too much for the twin beasts.

Tarantula

In this 1955 monster classic, an ordinary spider gets an accidental dousing in a biochemistry lab. Covered with growth serum, the once-small arachnid grows to immense proportions, breaks a couple of test tubes and terrorizes citizens and scientists alike. This well-acted film winds its way through several suspenseful scenes before the tarantula finally evades the hapless humans and escapes into the desert. A cut above the average monster movie, *Tarantula* was filmed in black-and-white by director Jack Arnold.

Them!

Killer ants grown to huge proportions invade Los Angeles, munch on a few humans and do battle with the U.S. Army in this landmark 1954 thriller. The ants owe their giant size to nuclear testing in the New Mexico desert, and they take their act on the road in three states before the army shows up with a batch of deadly poison gas. After most of the offending insects are dispatched with gas bombs, soldiers enter the creatures' underground lair and kill the last two ants with flamethrowers in one of the film's most memorable scenes.

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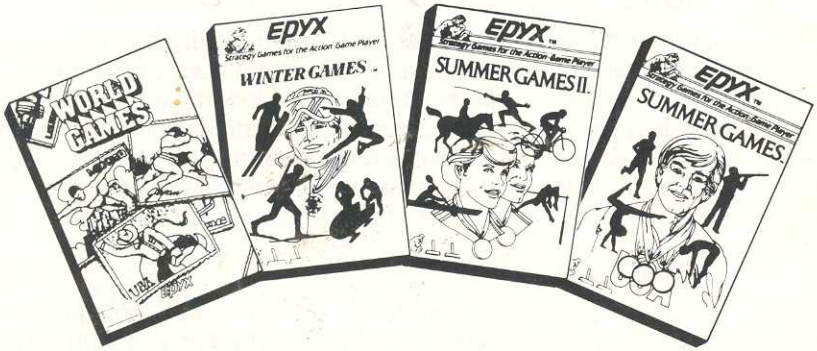

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