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SPACE INVADERS*

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE GAME PLAY INSTRUCTIONS

GAME SELECT MATRIX
Section 7

HELPFUL HINTS
Section 6

* Indicates a trademark of Taito America Corp.

NOTE: Always turn the console **power** switch **off** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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1. GAME PLAY

Each time you turn on **SPACE INVADERS*** you will be at war with enemies from space who are threatening the earth. Your objective is to destroy these invaders by firing your "laser cannon." You must wipe out the invaders either before they reach the earth (bottom of the screen), or before they hit you three times with their "laser bombs."

Your long-term objective is to score as many points as possible. Points are scored each time you hit one of the **SPACE INVADERS**. They are worth different amounts of points, depending on their initial position on the screen. (*See* **SCORING**).

If you destroy all 36 **SPACE INVADERS** before they reach the earth, a new set of invaders will appear on the screen. Each time the invaders are reset on the screen they will start from a position closer to the earth until they reach the closest position possible. The **SPACE INVADERS** can be reset on the screen indefinitely during a game.

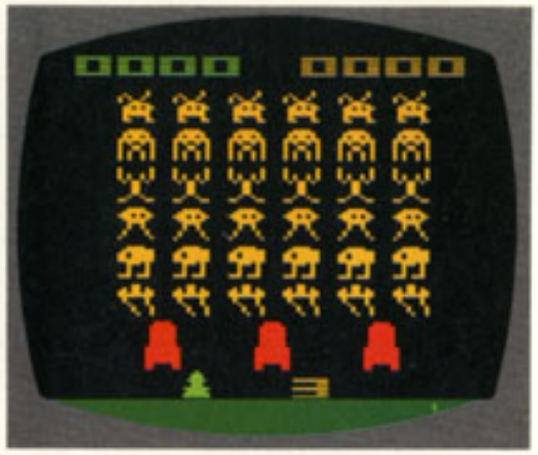
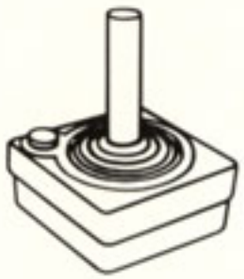


Figure 1

** SPACE INVADERS is a trademark of Taito America Corp.*

2. USING THE CONTROLLERS



Use your Joystick Controllers with this ATARI® Game Program™ cartridge. Be sure the Joystick Controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your ATARI Video Computer System™ game. For one-player games, use the Joystick Controller plugged into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen.
See Section 3 of your Owner's Manual for further details.

Move the Joystick right or left to maneuver your laser cannon across the bottom of the screen. Do this to avoid being hit by the laser bombs, which the invaders will continually drop from the sky, and to aim your own "laser beams." Each time your cannon is hit by one of the laser bombs the game pauses temporarily, and the number of hits you have remaining is displayed at the bottom of the screen.

Press the red controller button to fire your laser cannon. Each time you fire the cannon you may not fire it again until you hit a target, or until the laser beam disappears off the top of the screen.

3. CONSOLE CONTROLS

GAME SELECT/ GAME RESET SWITCHES

Depress the **game select** switch to choose the game you wish to play. The game variation number is displayed at the top, left side of the screen. The number opposite on the top, right side of the screen represents the number of players for each game.

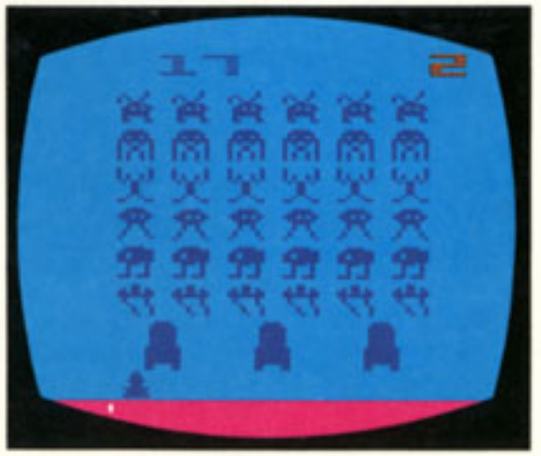


Figure 2

Since there are 112 game variations to **SPACE INVADERS**, a quick look at the **GAME SELECT MATRIX**, is helpful when choosing or locating a game.

NOTE: Holding the **game select** switch down will cause the game number to increase continually on the screen. However, to increase the game number rapidly, depress and hold down both the **game select** and **game reset** switches. As you near the desired game number, release the **game reset** switch and bring up the game number you want using only the **game select** switch.

Press the **game reset** switch to begin a game.

DIFFICULTY SWITCHES

The **difficulty** switches control the size of the laser cannons on the screen. In the **b** position, the cannon is smaller, and therefore easier for the beginning player to use. In the **a** position, the cannon is twice as large, and therefore more susceptible to enemy fire.

In a one-player game, use the **left difficulty** switch to control the size of the cannon. In two-player games the left player uses the **left difficulty** switch, and the right player uses the **right difficulty** switch to control the cannon size.

4. SCORING

The **SPACE INVADERS** are worth 5, 10, 15, 20, 25, and 30 points in the first through sixth rows respectively. *(See diagram.)* The point value of each target stays the same as it drops lower on the screen. Each complete set of **SPACE INVADERS** is worth 630 points.

Although scoring can be infinite, there is only room for four digits on the display, so that the highest score any player will ever see on the screen is 9999. This does not represent the highest score possible, but rather the highest score that can be displayed on the screen.

In a one-player game the score is displayed at the top, left side of the screen. In a two-player game the left player's score is on the left; the right player's score is on the right. The score or scores disappear when the **COMMAND ALIEN SHIP** flies across the screen, then reappear when the ship leaves the screen or is hit.



5. GAME VARIATIONS

There are several game variations programmed into **SPACE INVADERS.** Again, check the **GAME SELECT MATRIX** for a specific breakdown of the variations for each game number. The variations are intended to challenge the experienced player, as well as to provide variety in general.

The variations include:

Moving Shields – the **SHIELDS** move back and forth on the screen, as opposed to remaining in a fixed or stationary position. Using them for protection becomes hazardous.

Zigzagging Laser Bombs – the laser bombs "zigzag" back and forth as they come down the screen. It is difficult to know exactly where they are going to land, and thus, stay out of their path.

Fast Laser Bombs – they drop quickly and are much more difficult to avoid. (When the laser bombs are both zigzagging AND fast, even the experienced players will have their hands full.)

Invisible Invaders – the invaders are invisible on the screen after game play begins. Each time one is hit, the remainder of the invaders appear momentarily on the screen, and then disappear until one is hit again.

NOTE: When you're in the mood for a serious challenge, try **Game 16.**

In addition to the **game variations**, there are several ways in which one or two players may play **SPACE INVADERS.**

A. **The "normal" or basic game for one player. (Game 1-16)** **GAME VARIATIONS** are optional, but one player always competes against the computer.

B. **Two opposing players taking alternating turns. (Games 17-32)** Left player goes first (starts on left side of screen), then right player takes a turn (starting from right side). The screen display changes so that each player has his or her own set of invaders. The **SHIELDS** are completely restored for each new turn. The **COMMAND ALIEN SHIP** is worth 200 points.Play ends for each player after three enemy hits, or when invaders reach the earth. Highest score wins.

C. **Two opposing players competing at the same time. (Games 33-48)** Both players fire away simultaneously and compete for a higher score. The **COMMAND ALIEN SHIP** is worth 100 points. Whenever you are hit, your opponent is awarded 200 points. Play ends after three hits are taken between the two players, or when the invaders reach the earth.

D. **Two opposing players competing at the same time, taking alternating shots. (Games**

49-64) If you wait too long, your laser cannon is fired automatically and your opponent can set up a shot. All other game play characteristics are the same as **C** above.

E. **Two-player partnership game. (Games 65-80)** Both players control a common laser cannon. Each player can move the cannon in one direction only. Right player moves the cannon to the right, left player moves it to the left. Either player may fire. Otherwise, this version is like a one-player "normal" game (one score display, **COMMAND SHIP** = 200 points, etc.)

F. **Two-player partnership game with alternating firing and control of the cannon. (Games 81-96)** The left player starts and may move the cannon in either direction. After ONE shot by the left player, the right player then has control and fires one shot. Both players are striving for a common (high) score, as in the **E** version above.

G. **Two-player partnership game with one player controlling cannon movement and the other player firing laser beams. (Games 97-112)** Left player moves the cannon, right player fires. Otherwise, this version is the same as the other "partnership" games.

6. HELPFUL HINTS

By now you know that you must hit and eliminate the **SPACE INVADERS** before they reach the earth, or, bottom of the screen. You also know that you must evade their falling laser bombs in order to save the earth and keep the game going.

Here are some other bits of information which will help you to play **SPACE INVADERS**.

Periodically during a game, the **COMMAND ALIEN SHIP** will fly across the top of the screen

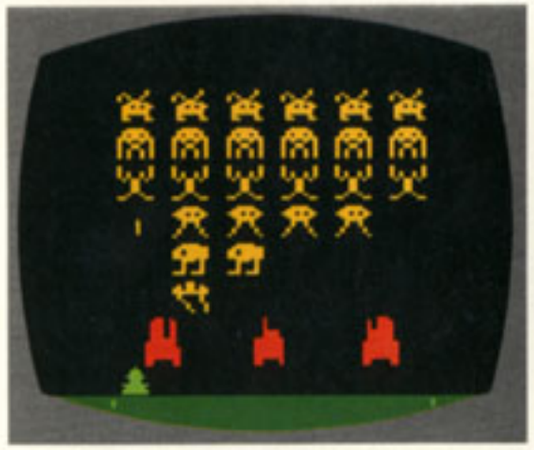


Figure 3

(sometimes left to right, sometimes right to left).

The **COMMAND SHIP** is worth 200 points* whenever you hit it, which is considerably more than any other target *(see* **SCORING***)*. You will be pleased to know that the **COMMAND SHIP** does not drop laser bombs or anything else, and is therefore harmless to you and your laser cannon. The **COMMAND SHIP** is simply a bonus if you are able to hit it. Be careful not to concentrate so much on hitting it that you get hit with an enemy laser bomb.

* In games "C" and "D" the **COMMAND SHIP** is worth 100 points. *(See* **GAME VARIATIONS***)*

There are **SHIELDS** *(see* **Figure 3***)* positioned on the screen between your laser cannon and the **SPACE INVADERS**. At the outset you are safe behind the **SHIELDS**. However, as you and the enemy hit the SHIELDS, they become damaged, allowing laser beams from your cannon and laser bombs from the enemy to pass through them. As the **SPACE INVADERS** get close to the **SHIELDS** on their way to the earth, the **SHIELDS** disappear altogether.

Remember, if the lowest **SPACE INVADERS** reach the earth (bottom of the screen), the game ends.

The small lines or bars at the bottom of the screen *(see* **Figure 3***)* indicate the farthest points to which you may move to the right or to the left. Be careful not to get caught at the edge of these points when hemmed in by enemy fire.

7. GAME SELECT MATRIX

		One-Player															
Basic Game	A.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
		Two Opposing Players															
Alternating Turns	B.	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
Competing at Same Time	C.	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
Competing at Same Time Alternating shots	D.	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
		Two-Player Partnership Games															
One Player Moves Right Other Player Moves Left	E.	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
Alternating Firing & Control	F.	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96
One Player Moves Other Player Fires	G.	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112
MOVING SHIELDS																	
ZIGZAGGING BOMBS																	
FAST BOMB																	
INVISIBLE INVADERS																	