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GAME BOY®

DMG-SP-USA-1

SPACE INVADERS®*

INSTRUCTION BOOKLET

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Thank you for selecting the SPACE INVADERS®* Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

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MANEUVERS

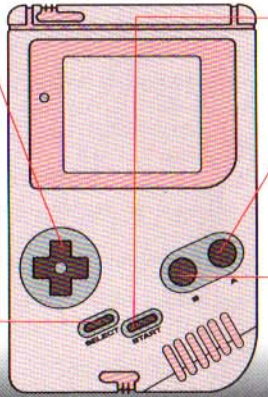
In this war between Humans and Space Invaders, you are captaining a manned and mobile laser, the Cannon.

Control Pad

Your Cannon will only glide to the left and right. Press the Control Pad left or right to move.

Select

Use Select in Two Player Mode to choose your number of Cannons.
Select is not used in One Player Mode.



Start

In One or Two Player Mode, push Start to begin the game, or to pause while playing.

A Button

When you have an Invader in the sights of your Cannon, press the A Button to fire.

B Button

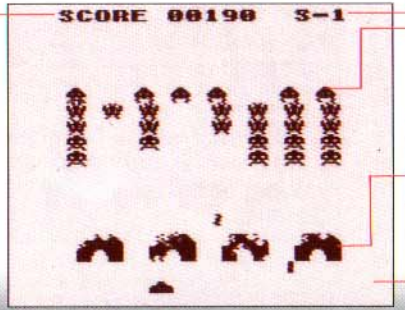
You can push either the A or B Button to fire your weapon. Use whichever is comfortable.

ONE PLAYER SCREEN

The Invaders drop from the top of the screen. Your Cannon moves at the bottom, under the barriers.

Score

This part of the screen displays how many points you've earned by destroying Invaders.



Cannons

You can find out how many replacement Cannons you have left by looking here on the screen.

Invaders

These ugly little Invaders advance in rows. You must destroy them before they reach the barriers.

Barriers

You can hide behind barriers, but they are damaged by laser fire.

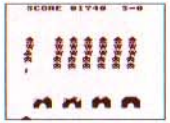
Cannon

Your Cannon was built with new age technology, designed to defend Earth from the attacking Space Invaders.

ONE PLAYER MODE

When you are alone in this war against the Invaders, there are some rules of battle you should know.

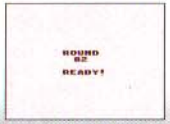
Your orders are to annihilate all of the invading aliens in your sector. Shoot them down before they land.



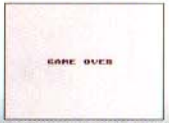
Once you earn 1500 points, you will receive an extra Cannon. You can get more Cannons by building your score.



Once you have defeated every Invader on the screen, the round ends. You will automatically move on to the next.



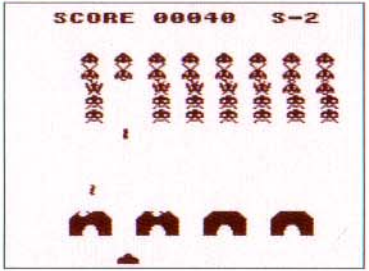
No cease fire will be called in this war. It only ends when you run out of Cannons.



ONE PLAYER STRATEGIES

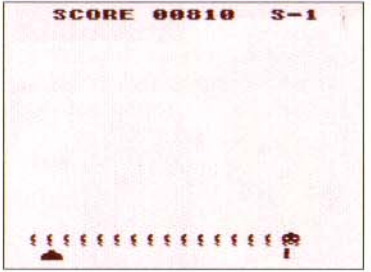
These tactics will not only help you achieve victory, they will add interest to the combat.

Return Fire



Once an Invader's missile hits the ground, fire back at the same Invader.

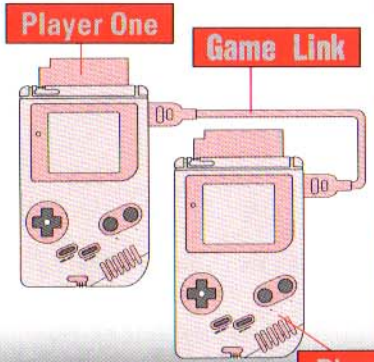
Alien Rainbow



Defeat all Invaders on the screen, except one 10-point alien, then watch the show!

TWO PLAYER SET-UP

Like Two-Player Mode in the arcade game, you will be fighting your opponent. But now you can shoot at him!



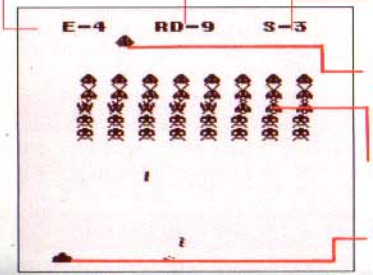
Insert a Game Pak in each Game Boy and turn them on. Wait for the Title Screen to appear on both before pushing buttons.

The player who pushes Start first will select either One or Two Player Mode. Each Game Boy can function in One Player Mode.

The player who chose the Mode of play is the only one who can begin the game or pause it by pushing the Start Button.

TWO PLAYER SCREEN

Each player will see his Cannon at the bottom of the screen and his opponent at the top, as a UFO.



Enemy UFOs
This shows how many UFOs (Cannons, on his screen) your opponent has left.

Round Number
In Two Player Mode, the war lasts 10 rounds. This shows the round.

Your Cannons
This part of the screen displays how many Cannons you have left.

Enemy (UFO)
Your opponent's Cannon is a UFO at the top of your screen

Invaders
The Space Invaders are the same, and must still be defeated.

Your Cannon
As in One Player Mode, your Cannon appears under the barriers.

FLEET SELECT SCREEN

In Two Player Mode only, you can choose how many Cannons you want in your fleet during the game. For example, if you choose three, you must be destroyed by the Invaders three times before the war will end.



1 Cannon

Veterans of the Space Invader wars only need one Cannon. They can win without being hit once by the enemy.

3 Cannons

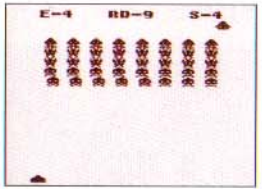
Those who have some experience with battling the Invaders should try winning with just three Cannons.

5 Cannons

New recruits to the war ought to begin with five Cannons to gain experience and avoid starting over all the time.

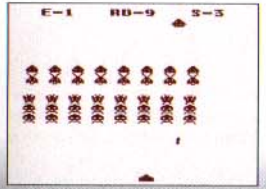
CANNON/UFO

In Two Player Mode, your opponent's Cannon will appear at the top of your screen in the form of a UFO.



UFO Movements

The movements of the UFO at the top of your screen match the movements of your opponent's Cannon. Fire at the UFO—when you hit it, your opponent's Cannon is

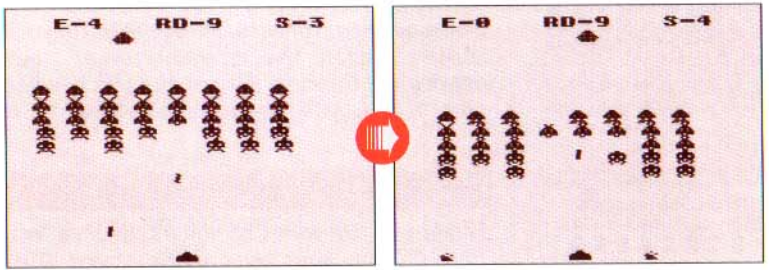


Double Attack

When you fire your Cannon at the Invaders, the UFO on your opponent's screen fires down at him. This works the other way, too, so you must watch for attack from the UFO.

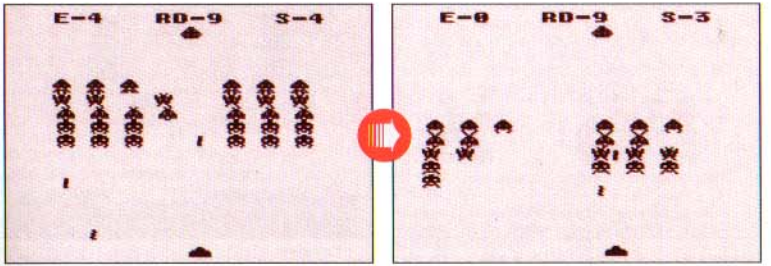
TWO PLAYER STRATEGIES

While you are battling the Space Invaders, keep in mind these three tips. The first is that you must watch for beams fired down by the UFO.



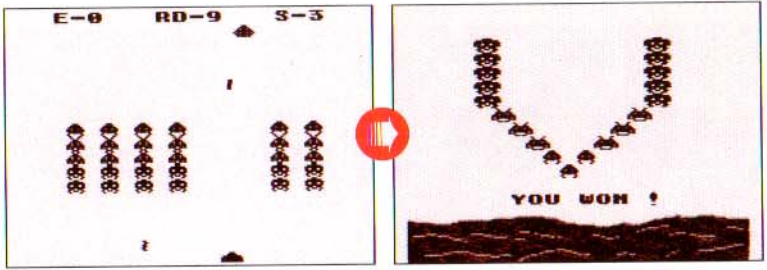
In Two Player Mode you are being attacked by two types of foe, one is the Invaders, the other is the UFO. The beams from the UFO will pass right through the Invaders, but they will destroy you. So keep your eyes on all of your enemies at once!

The second tip is that you should learn to use your weapon as a method of defense. Your Cannon's beam is as powerful as that fired by the UFO.



When the UFO shoots at you, position your Cannon directly in the path of the beam and fire your weapon. This will stop the UFO's beam. If you can time your shot to hit an Invader when the beam
is passing through it, you will destroy both beam and Invader.

The third tip helps you get the edge on your opponent. Try to destroy the UFO, and thereby your opponent's Cannon, to make him use up his fleet.



When you destroy the UFO, it will briefly disappear from your screen while the new Cannon is being moved into place. During this break, you can concentrate entirely on wiping out the Space Invaders, and so earn more points than your opponent.

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REV-E

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