

SPACE INVADERS



7800™ Game Manual

Blast the Aliens

Hordes of alien invaders are threatening to invade planet Earth, descending from the skies in countless numbers. You must destroy them with your laser cannon before they land. In the meantime, you must avoid getting hit by alien laser bombs.

The fewer of those battle-crazed monsters are left in the sky, the faster they move, unleashing more of their deadly laser bombs! Even when you think they've all been destroyed, another set of invaders appear. The battle is on again!

Concentrate—you must be fast and accurate to save the world!

Getting Started

- 1 Insert the Space Invaders[®] cartridge into your ATARI[®] 7800[™] ProSystem as explained in your Owner's Manual, and turn on your console.
- 2 Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
- 3 Move the controller handle forward or backward to select a game option. The COMMAND ALIEN SHIP will appear on the option line you wish to change. Move the controller handle left or right to change an option.
- 4 Press [Reset] or the left controller button to start the game.
- 5 Press [Pause] to pause the game; press it again to resume play.

Using The Controllers

Depress the game select switch to choose the game variation you wish to play. Depress the game reset switch to begin a game.

Move the Joystick to the 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.

Playing The Game

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)

n Invaders!!!!

If you destroy all 55 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.

Periodically during a game, the COMMAND ALIEN SHIP will fly across the top of the screen (sometimes from left to right, sometimes right to left).

The COMMAND SHIP is worth 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.

There are SHIELDS 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 as the INVADERS move through them.

If the lowest SPACE INVADERS reach the earth (bottom of the screen), the game ends.

Game Variations

There are several GAME VARIATIONS programmed into SPACE INVADERS, chosen at the OPTIONS screen. 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.

No Shields- you have no protection between you and the INVADERS!

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.

No Laser Bombs- this variation is meant for beginners and/or children players. The INVADERS do not fire! They can still reach the bottom of the screen, though, so be careful.

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 Fast & Zigzagging Laser Bombs, Moving Shields, and Invisible Invaders!

One Player / Two Player Options

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

- The "normal" or basic game for one player (1 PLAYER). GAME VARIATIONS are optional, but one player always competes against the computer.
- Two opposing players taking alternate turns (2 PLAYER ALT). Left player goes first (starts on left side of the screen), then the 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. Play ends for each player after three enemy hits, or when invaders reach the earth. Highest score wins.
- Two opposing players competing at the same time (2 PLAYER COMP). Both players fire away simultaneously and compete for a higher score.

Color Options

Being that there were many color overlays on the various versions of Space Invaders in the arcade, we have included 4 of the most common color variations. You can select the different colors just like you would any other option on the Option Screen. The changes in color will be immediately noticeable.

Scoring

The SPACE INVADERS are worth 10, 20, or 30 points in the first through fifth rows respectively. The point value of each target stays the same as it drops lower on the screen. Each complete set of SPACE INVADERS is worth 990 points. The ALIEN COMMAND SHIP can be worth anywhere from 50, 100, 150, or 300 points. The player is awarded a bonus laser cannon at 1500 points.

 = ? MYSTERY

 = 30 POINTS

 = 20 POINTS

 = 10 POINTS

A BIG thank you to ZylonBans, Trebor, vdub_bobby, NE148, supercat, Rybags, Nathan Strum, Allan, and kenfused for helping me tweak the game and making it as close to the arcade as I could get it. Also another big thank you to Schutztruppe for the original inspiration.



Every effort has been made to ensure the accuracy of the product documentation in this manual.

However, because we are constantly improving and updating our computer software and hardware, we are unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, and omissions.

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Programmed by Robert DeCrescenzo

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