Nintendo

GAME BOY COLOR

DMG-AIVE-USA

SPACE INVADERS™

INSTRUCTION BOOKLET

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WHAT HAS COME BEFORE

It was 1965 when humanity made its first attempts into space. The goal was both grand and simple: to go beyond the known world into the unknown.

In 1978, the unknown came to us...

First Contact occurred November 22nd, 1978. There were no little green men armed with cute, bug-eyed faces and funny walks. Instead there were attack ships, hordes of them. The fighting was fierce. They exhibited unnerving discipline. Wave after wave of tight-knit squads dropped on us with steady, malevolent intentions.

Initially, it seemed more than likely we would be overrun by the alien arsenal of powerful technology. If it were not for the capabilities of a then secret, experimental Tank, Earth would have surely fallen.

Our victory was hard won, countless scores of courageous Tank pilots sacrificed their lives to the cause. Once the celebration quieted down, life, for the most part, returned to normal.

ORIGIN OF THE TANK

Before the Invasion of 1978, there were those who believed there was a government conspiracy to cover up knowledge of an alien race. They were entirely correct. An alien scout ship had crashed in the desert, one of many scout ships that had been sent to monitor the Earth. Even though there were many who had seen these ships for themselves, the governments of the world decided it was necessary to keep the reality hidden behind elaborate propaganda schemes designed to confuse the issues. They did so for the public's well-being and, in light of history, they did so successfully.

A very small, ultra-secret project was begun to design some kind of defense system. There was much debate over the design of this system. Thanks to Cold War military spending, the Pentagon already had plans for an advanced tank originally intended for conventional warfare here on earth. In the interest of time, it was decided to adapt these blueprints. A select few of the best minds from the aerospace industry were brought in to convert the Tank's design to be able to fire rockets into the upper atmosphere.

Referred to only as the "Tank" due to the air of secrecy surrounding the project, it was quickly designed and rushed into production. Frankly, it was little more than a mobile box with a very large cannon sticking out of it. The incredible firepower needed to successfully target the fringe of space greatly limited the maneuverability of the Tank. They were difficult to pilot and even more difficult to target with. When the aliens did arrive, we had little better than a small army of partially tested prototypes with which to defend ourselves.

PRESENT DAY...

Based on wreckage recovered from the destroyed invaders, designs were begun on a new defensive unit. It took billions of dollars and decades to learn to use this new technology. A new Tank was born complete with hover capability, multi-adaptive hard-points, and an electromagnetic shielding system powered by a nuclear core. For sentimental reasons it is still called the Tank, however, this vehicle is as far from a conventional tank as a complex organism is from a single-celled being.

More than twenty years later, the aliens have yet to return. Most people hope and pray they never will. If they do, we should be ready...

The bravery and persistence of the Tank pilots as much as, if not more than, the Tank itself which saved us back in '78.

STARTING UP

Turn off the POWER switch on your Nintendo Game Boy® System. Never insert or remove a Game Pak when the power is on.

Insert the Space Invaders Game Pak into the slot on the back of the Game Boy, label facing out. Press the Game Pak firmly to lock it in place.

Turn the Game Boy POWER switch on.

Moves the Ship Left & Right across the playing field



Fire Primary Weapon

Fire Secondary Weapon

Note: Super Game Boy is not supported.

GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration.

If you are not using a Game Boy Color, you will go straight to the Main menu.

Game Menus

To select menu options, use the Control Pad Up/Down to navigate through the menu options, highlight the option you want to select, and press Start to accept.

Game Reset

You can reset to the Space Invaders title screen at any time during gameplay by holding down Start, Select, A and B Buttons simultaneously. WARNING: You will abort your current game and lose all information from it.

TITLE SCREEN

The Title Screen will have three options: Play, Code and Options.

Up and Down on the Control Pad will select each option and START will confirm the selection.



Options Screen

The Option Screen will have four options: Credits, Skill, Sound and Done.

Up and Down on the Control Pad will select each option.

Credits

When Credits is selected, Left and Right on the Control Pad will toggle between the number of continues the player can have during a game: 1-9.

Three is the default setting for the number of Credits and the player will have three lives per Credit.



Skill

When Skill is selected, Left and Right will toggle between the difficulties: EASY, NORMAL and HARD.

Skill affects the speed of the enemy fire. In Easy mode the enemy fire will be relatively slower than Normal mode and in Hard mode the enemy fire will be faster than Normal mode.

Normal mode is the default Skill setting.

Sound

When Sound is selected, Left and Right on the Control Pad will toggle between ON and OFF.

The default volume setting for Sound will be ON.

Code Screen



The Code Screen allows the player to begin the game after the last completed episode. When a new episode begins, a code reflecting the status of the game (lives, ship type, episode number, etc...) is displayed on screen. This code can be entered in the code screen by using the Left/Right/Up/Down Buttons on the Control Pad. When the entire code is entered, press START to begin the game.

GAMEPLAY

Controls

The ship will use the following controls:

A Button - Fire Primary Weapon

B Button - Fire Secondary Weapon

START - Pause and Unpauses gameplay

D Pad - Moves the players ship left and right across the playing field.

The Dash - The Dash is performed by the player double tapping in either direction. This is purely an evasive maneuver and will move the ship a short distance in a split second.

Select Ship Screen

There will be 3 ships to choose from, each with varying statistics that will make a difference during gameplay.

Selecting Play at the Title Screen will advance the player to the Select Ship Screen.



The Select Ship Screen will consist of a header: "Select Your ship." Each ship will be displayed on screen one at a time along with the ships name and statistics.

Left and Right on the Control Pad will scroll through the three available ships and the START or A Button will select the ship. When a ship is selected the game will start.

Defender:

- Benefits from a blend of average speed and armor.
- Can maintain Weapon upgrades for six seconds.
- Moves at normal speed.
- Shots move at a normal speed.
- Needs to collect one Armor pickup to fill all of the Armor Upgrade slots.

Stinger:

- Benefits from exceptional speed
- Can maintain Weapon Upgrades for nine seconds.
- Moves slightly faster than the Defender.
- Shots move faster than the Defender's.
- Needs to collect two Armor pickups to fill all of the Armor Upgrade slots.

Juggernaut:

- Benefits from exceptional armor.
- Can maintain Weapon Upgrades for three seconds.
- Moves slightly slower than the Defender.
- Shots move slower than the Defender's.
- Juggernaut begins the game with full armor slots.

Ship Upgrades

Armor Upgrades

If the player collects a shield pickup they can fill an armor slot and upgrade their armor. When a ship's armor slots are full and the player collects an additional shield pickup, they will become invulnerable for a limited period of time.

Weapon Upgrades

Weapon upgrades are achieved when the player collects a weapon pick up. The duration of the upgrade will vary from three seconds to nine seconds depending on the Weapon handling of the ship.

Secondary Weapon

In addition to the upgrades there will also be a Secondary Weapon. The secondary weapon is a shield boost that, when activated, radiates a local shockwave on either side of the ship, to defend laterally. This weapon is linked to the shield slots and can only be activated when the user has a full shield slot.

The main function of the Secondary Weapon is to tackle lateral attacks from enemies. It will be activated by pressing the B Button.

LEVELS AND ENEMIES

There are 10 different environments (planets), each containing 15 levels. The last level of each planet is a boss encounter.

Mercury



Class 1 Invader = 5 points



Class 4 Invader = 5 points



Class 4 Invader = 5 points



Class 5 Invader =5 points



Class 3 Invader = 5 points



Class 6 Invader = 5 points

Venus



Bomber Class Invader = 10 points

Characteristics: The shots create a small explosion on impact with ground that can kill the player.

Earth



Seeders Class Invader = 15 points

Characteristics: Drops bombs that transform to small worm-type creatures on impact with the ground.

Mars



Cloaker Class Invader = 20 points

Characteristics: Standard attacks. At random intervals it will cloak itself and will no longer be visible. It can still attack while cloaked and can still be destroyed.

Jupiter



X Class Invader = 25 points

Characteristics: Is only vulnerable in the center where a core joins four bodies together.

Saturn



Berserker Class Invader = 35 points

Characteristics: Requires two shots to destroy. One shot to make it berserk and the next shot to destroy it (while berserk). When berserk it will turn red and start shooting rapidly. A further shot from the player will destroy it or it will return to normal after two seconds.

Uranus



Kamikaze Class Invader = 40 points

Characteristics: When attacked will fly down directly in a final attempt to kill player.

Neptune



Dodger Class Invader = 45 points

Characteristics: Will dodge player shots if there is room on either side of it.

Pluto



Ice Class Invader = 50 points

Characteristics: Shoots ice shots that do not destroy or damage the player but will freeze the player on the spot.

Alien Homeworld



No Intelligence On This Particular Alien Class = 50 points

Characteristics: Not much is known about this hidden alien class. It is up to you to discover this hideous creature.

All Levels

Mother Ships = Slow 20 points/ Fast 30 points
Characteristics: The purpose of this enemy is to provide pickups and a high score bonus, if destroyed. Does not attack.

PICKUPS

These are the Weapon upgrades that you get from the mother ships. Each one will only last for a limited amount of time.



Shield – Increases the players shields by one unit.



Full Shield – Increases the players shields to maximum capacity.



Bonus Ship – Awards the player with an extra life.



Laser Boost – Gives the default shot a boost allowing two shots on screen at a time.



Trident – Releases a shot that splits into two on impact.



Bolt – Releases a bolt of electricity that jumps from one enemy to another. Will take out a total of eight enemies.



Solar Flare – A flash of energy that paralyses all on screen enemies for 10 seconds.



Hammerhead – This powerful shot passes through all aliens.



H Blast – Releases a shot that creates a horizontal blast on contact with one of the aliens. Destroys all the aliens in the row.



Shuriken — Fires a shuriken that slices the alien in half. The two separated halves fly apart and kill anything they hit.



Bubble Up — Shoots bubbles that trap enemies and takes them to the top of the screen. When they reach the top of the screen, the bubble bursts and the enemy falls helplessly into the alien formation, killing whatever it hits.



Shuttle Raid — Collecting this pickup calls on your fleet for aid. A shuttle flies across the top of the screen and disposes of as many aliens as it can.



Maximum Shot — A single shot will destroy all onscreen enemies.

POINTS SYSTEM

Points are awarded for every alien that is destroyed and are listed for each enemy in the Enemy section of this document. For every 5000 points that the player achieves they will be rewarded with an extra life.

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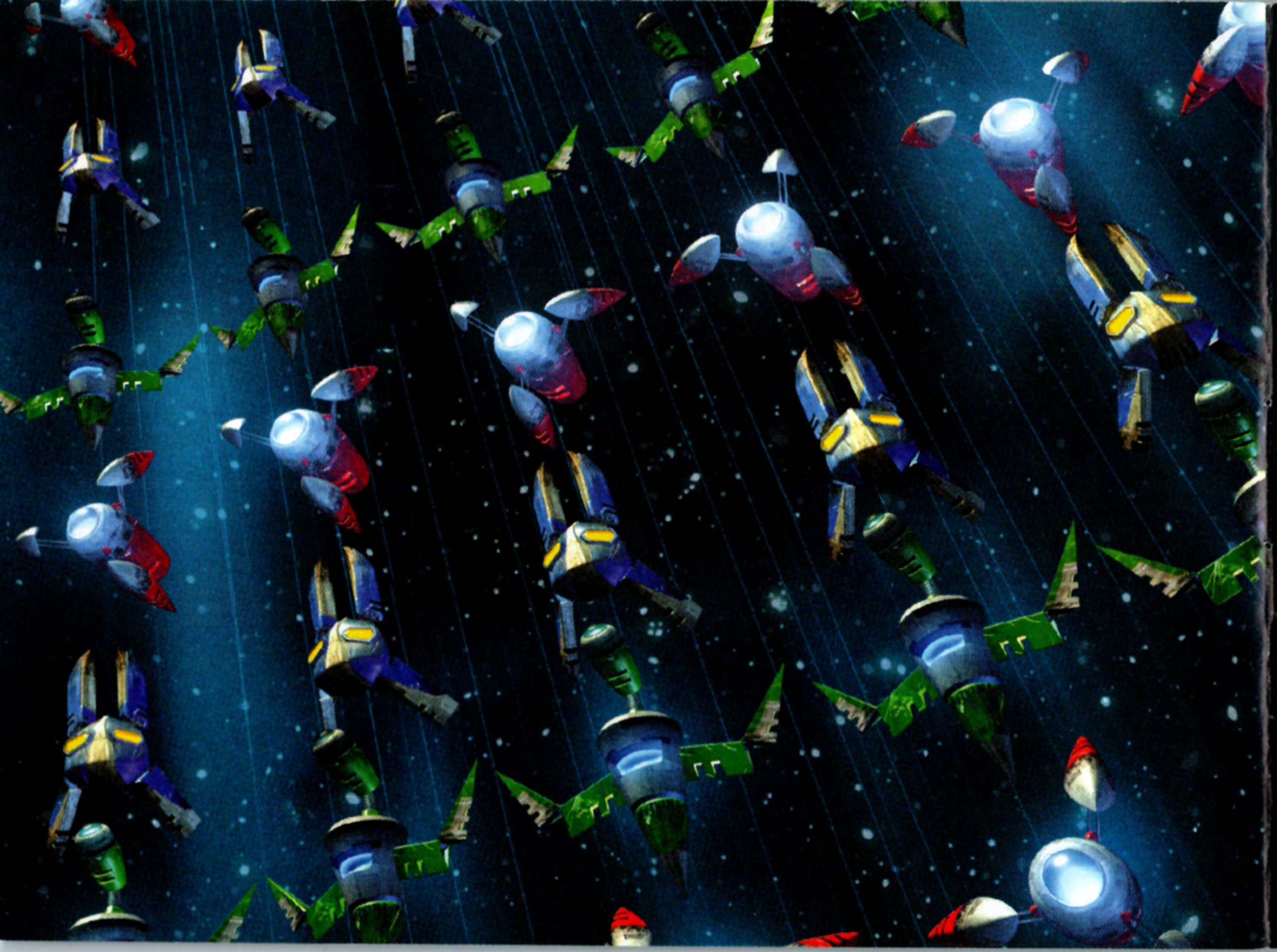
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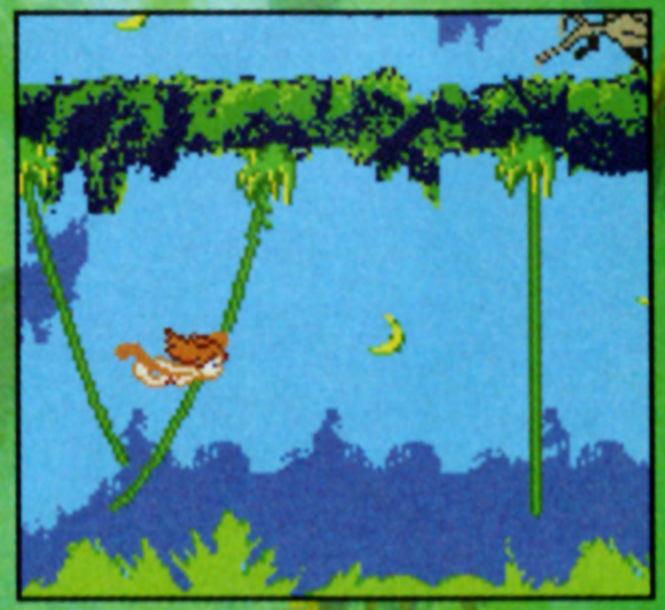
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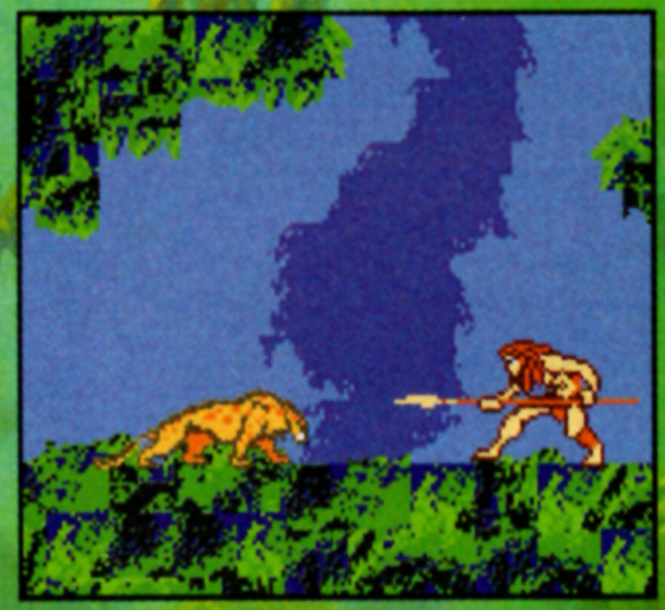


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