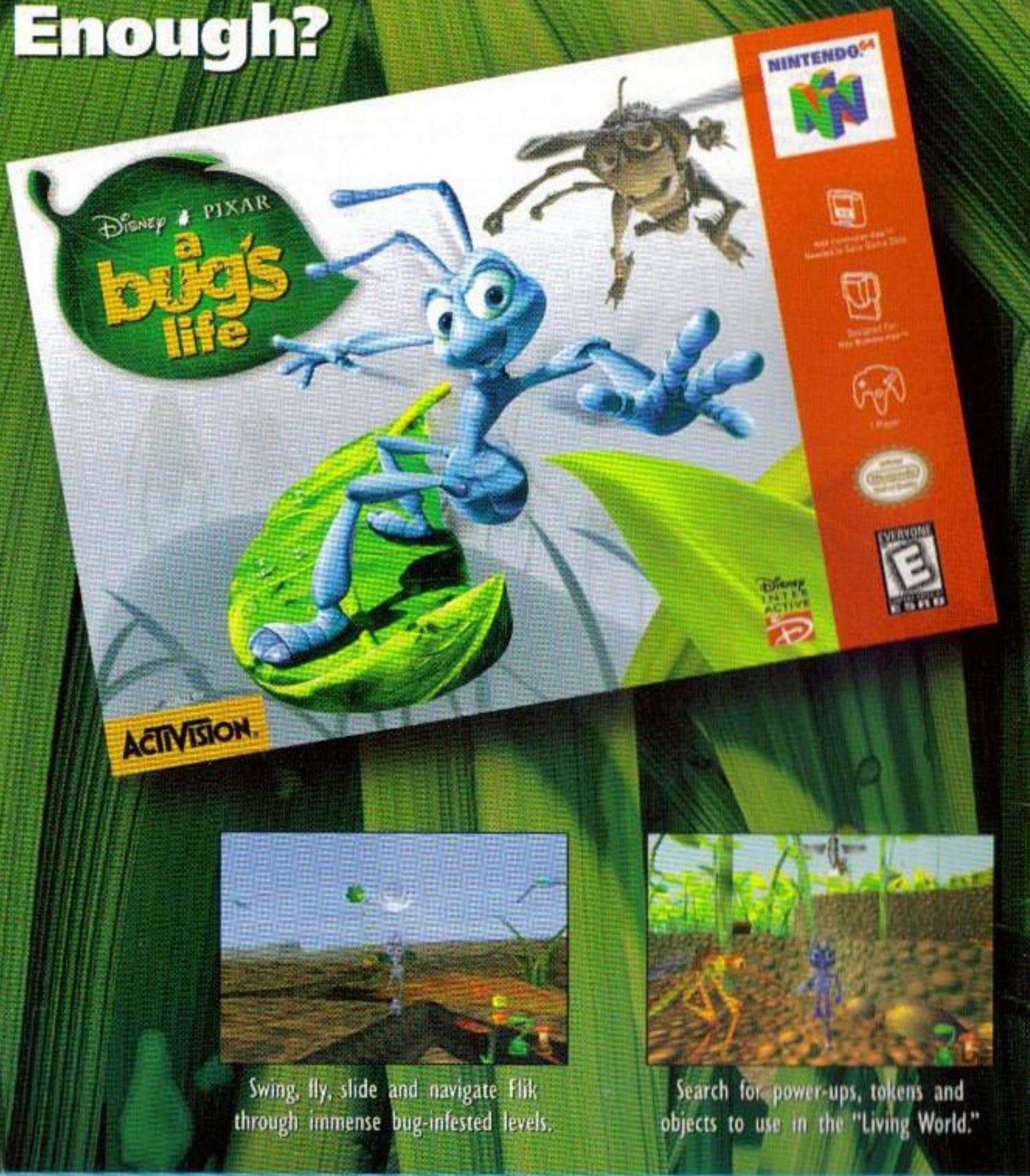


Are You Bug Enough?



Swing, fly, slide and navigate Flik through immense bug-infested levels.



Search for power-ups, tokens and objects to use in the "Living World."

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ACTIVISION.

ACTIVISION, INC.
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INSTRUCTION BOOKLET

SPACE INVADERS



ACTIVISION.



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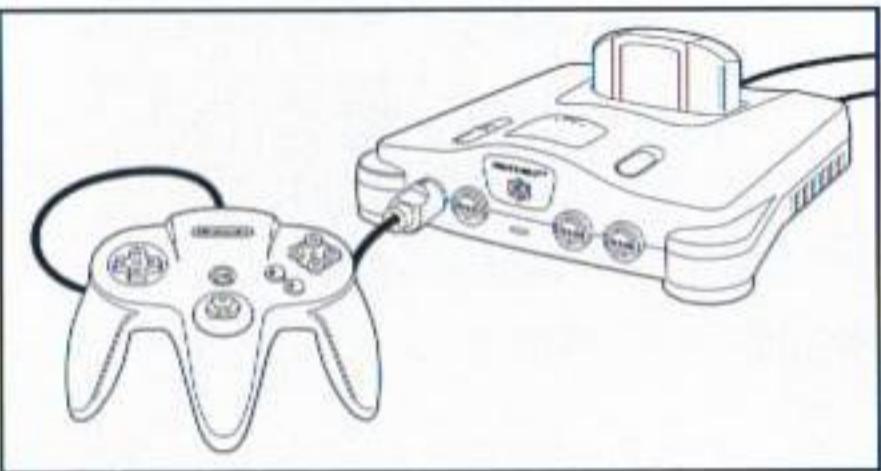


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GETTING STARTED

Connecting the Nintendo® 64 Controller



To play Space Invaders, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

Rumble Pak™/Controller Pak

The game, Space Invaders, is compatible with the Rumble Pak and Controller Pak accessories. Before using them, read the Rumble Pak and Controller Pak instruction booklets carefully.

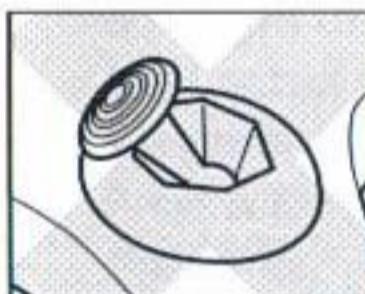
Any time you start a game, you will be prompted to insert your Rumble Pak or Controller Pak at that time. If you are not using a Rumble Pak or Controller Pak, you will see a message reminding you that the Rumble Pak or Save/Load features will not be available. Remember, it is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

Note: Space Invaders may not be compatible with all 3rd party accessories.

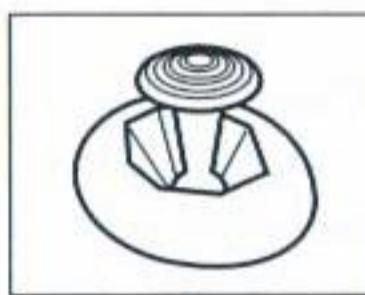
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



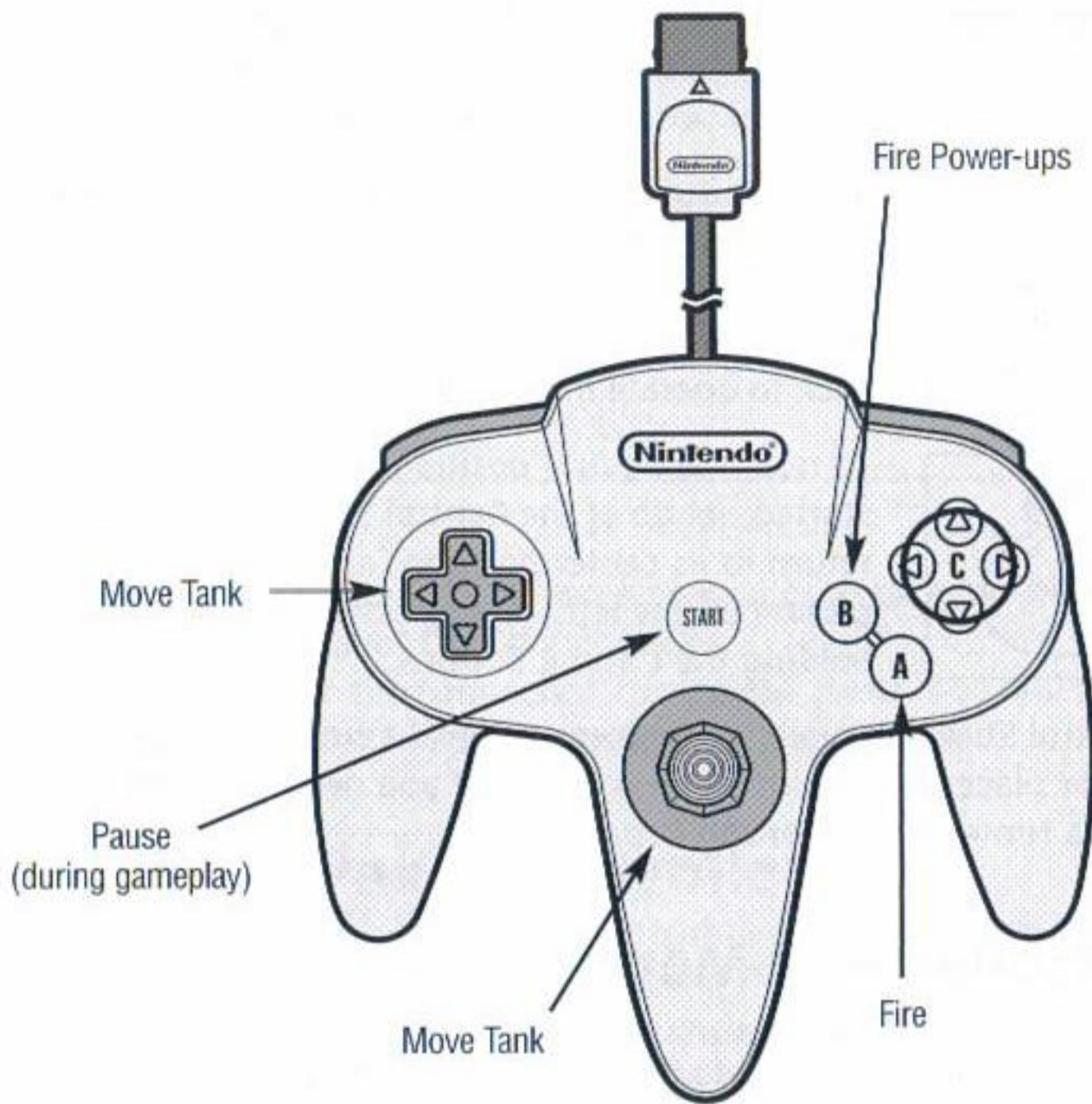
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

Controller Pak Menu

Press and hold Start upon powering up or reset to access the Controller Pak menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete Notes.

SPACE INVADER CONTROLS



Menu Selections

- Control Pad or Control Stick Up, Down, Left or Right to highlight options.
- Press the A Button to select option.
- Press the B Button to go to the previous menu.

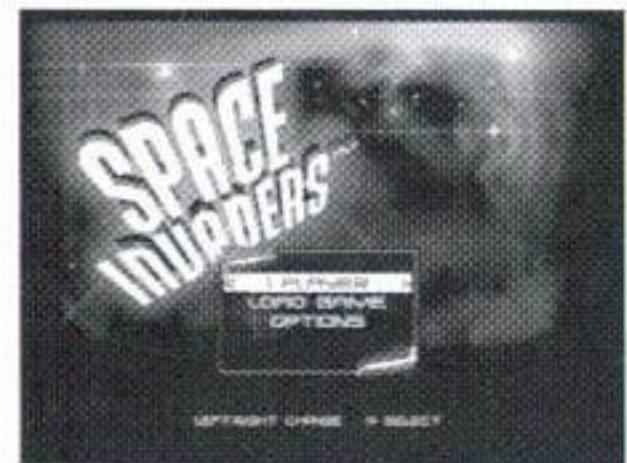
Press START during the game to pause or exit and access the Options Menu (see Options, on page 5).

GAME MENUS

Main Menu

Choose from the following options to begin playing Space Invaders.

- 1 Player/2 Player — Using left/right directional arrows on the Control Pad, choose a one player or two player game. Press A Button to launch into the game.
- Load Game — Choose this option to load a saved game.
- Options — Choose this to go to the Options menu.



About the Load Game Option

Select this option to load a previously saved game. You have the option to save at anytime during gameplay by pressing **START** to pause the game, and then choosing the **Save Game** option from the Pause menu.

In order to load a saved game, select the name of the saved game you want to play using the directional keys. When selected, press **A** Button to initiate the load. Loading a game will take you to the beginning of the last level at which you saved.

Options Menu

Skill Level — This is where you can adjust the difficulty level.

- Normal: For the novice or experienced Space Invaders player.
- Expert: Not for the weak of heart. You'll be lucky if you survive the first wave.



Volume Control — This is where you can adjust the volume level.

- Music Volume: Use the left/right Control Pad to adjust the music volume.
- Sound Volume: Use the left/right Control Pad to adjust the sound effects volume.

Control Configuration — Select this option to change the Control Pad assignments for player one or two. You can also choose to use the Control Stick instead of the Control Pad.

High Scores — The high score screen shows the best scores.

Credits — Choose this option to see all of the people behind the scenes.

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.

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...

HUD

The Heads Up Display is in the upper left of the screen for player 1 or the upper right for player 2. The number of tanks remaining and score are tallied here. The power-up energy bar is also located on the HUD.

POWER-UP ENERGY BAR

Power-ups are earned when you fill the energy bar in the HUD. The energy bar is filled by consecutively shooting aliens of the same type. It takes four aliens to fill the bar. If you shoot a different alien before filling the bar, the bar becomes empty and begins to fill again with the color associated with the new alien.

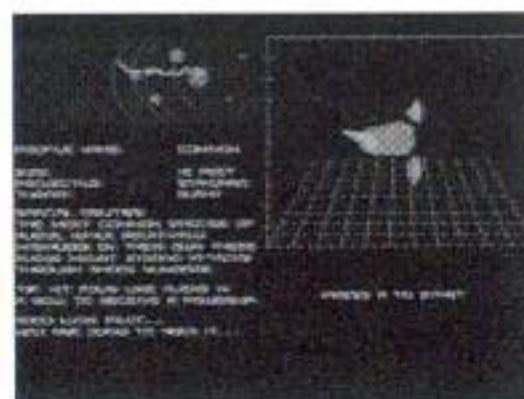
Once the bar is filled, you are awarded a power-up. The type of power-up is dependent on the color of the bar. When it is full, the bar will begin to flash and pulse, and the name of a power-up will appear next to it. After the bar is filled, subsequent shots have no effect on the bar until the power-up is used.

The power-up can be activated by pressing the B Button. The energy bar is then reduced to zero. Aliens destroyed by the power-up count toward refilling the energy bar in the order they are killed.

If the Tank is destroyed, the energy bar is reset to empty. When the level ends, the bar will carry over to the next level.

LOADING/BRIEFING SCREEN

Before beginning each new game episode, a briefing screen is displayed. This screen provides you with useful information about the planet that you are fighting on, as well as useful information about any new aliens that appear in that particular episode. Begin the level by pressing A.



SAVE GAME



At any time during gameplay, press **START** to pause the game, then choose **Save Game** from the Pause menu. Select one of the available slots by pressing **up/down** on the Control Pad. Press **A** Button to confirm your selection.

Power-ups from Aliens

Red aliens provide the Vertical Blast — Shoots a missile straight up through the alien formation, taking out everything in its path.

Green aliens provide the Horizontal Burst Right — Shoots a missile straight up until it hits an alien, then it starts going to the right, taking out everything in its path.

Blue aliens provide the Horizontal Burst Left — Shoots a missile straight up until it hits an alien, then it starts going to the left, taking out everything in its path.

Yellow aliens provide the Diagonal Burst — Shoots a missile straight up until it hits an alien, then it starts going diagonally in a Y shape, taking out everything in its path.

Switcher aliens provide Swarm Missiles — Missiles target the alien type that has the greatest number on screen. Only the number of missiles needed to hit the aliens are launched, up to a maximum of eight. For example, if there are five blue aliens, three red, three green, and two unique, then five missiles will be launched that will target each of the blue aliens.

Blocker aliens provide the Fat Laser — Large laser beam that destroys everything in its path.

Angler aliens provide the Boomerang Bomb — Launches a boomerang that follows a circular path around the screen and returns to the tank, destroying any aliens in its path.

Freezer aliens provide the Acidic Cloud — After a large explosion, the acidic cloud drifts slowly upward until it dissipates. Any aliens colliding with the cloud are destroyed. The Tank is unaffected.

Burster aliens provide the Sine Wave Missile — The Sine Wave Missile moves in a left/right sine wave pattern.

Kamikaze aliens provide the Tank Kamikaze — The Tank rockets upward to the top of the screen and comes back down to the surface. Everything it collides with is destroyed.

Splitter aliens provide the Pyramid — Destroys three aliens in the first row hit, two in the second, and one in the third.

Power-ups From the Mother Ship

The Mother Ship — The Mother Ship travels across the battlefield, shipping supplies to various alien attack groups. It uses attacking alien forces to shield itself from enemy fire as it moves its cargo. If you manage to destroy one during battle, its cargo falls to the ground. This alien technology can be outfitted to your ship, enhancing its abilities.



Shields — Puts a shield over the Tank that protects it from fire. It takes only one alien shot to destroy the shield.

Double Shot — Allows you to fire two shots on screen at the same time.

Timestop — Freezes the screen for five seconds. Aliens and their shots stop moving.

Max NRG — Fills energy bar to 100% of current color.

To Get Extra Tanks

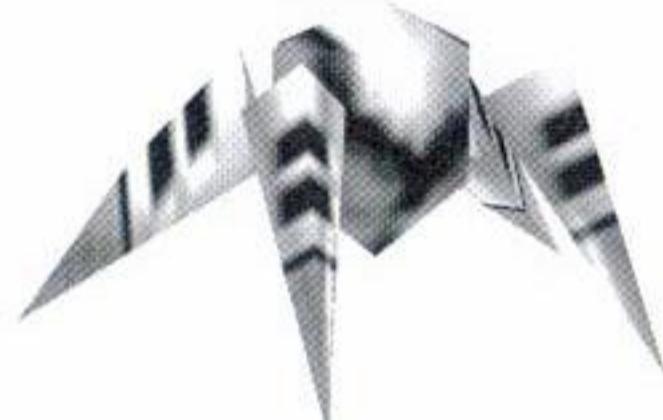
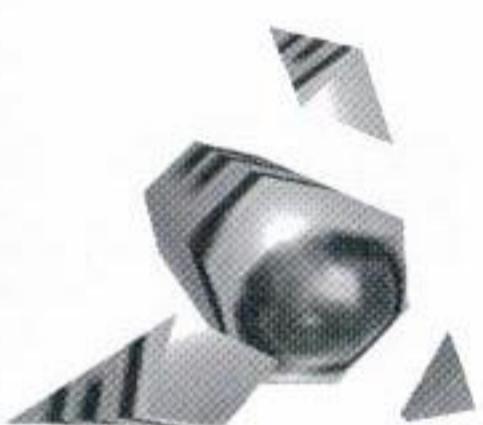
Earning 50,000 points will get you an extra tank. You can also earn extra tanks in the bonus stage.

THE ALIENS, BOSSES AND PLANETS

Pluto and All Other Planets

Red, Blue, Green and Yellow Aliens

The most common species of the alien fleet. While relatively harmless on their own, these aliens mount successful attacks through sheer numbers. Remember, these aliens typically outnumber Tank pilots twenty to one, so take them out quickly and carefully, or they'll have no problem taking you out.



Crush Boss (Only on Pluto)

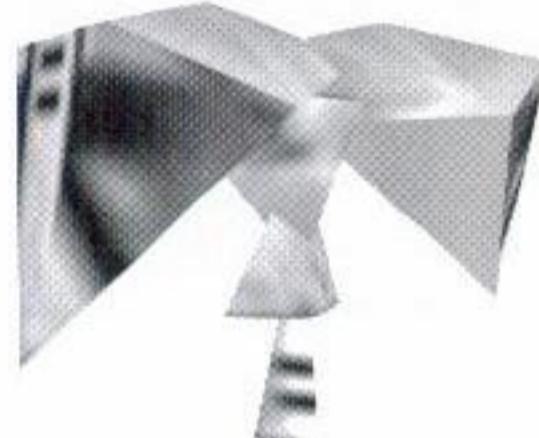
Composed of a large, heavy frame attached to two powerful jet engines, Crush patrols the terrain from above. When Crush senses that a Tank is below him, it will quickly throw itself to the ground, smashing whatever it hits. While this attack may seem primitive, don't underestimate Crush's power. Few have escaped an encounter with Crush, and no one has been able to destroy it throughout the entire alien encounter on Pluto.



Neptune

Switcher

One of the dominant species of the alien fleet, the Switcher has a protective shell which helps protect it during combat. This shell, however, is no match for the Tank. One shot shatters the Switcher's outer shell, leaving it defenseless. Don't be careless, though. The Switcher fires bombs that take two shots to destroy, and can make mincemeat of your tank if you're not careful.



Shell Boss

A life form with a large number of cybernetic enhancements, Shell is a foreboding and versatile weapon of destruction. Traditionally, Shell engages its enemies from the air, using two large wings and engines to stay in flight. To attack, it uses a turret mounted on the bottom of its body which is capable of firing large, powerful



energy bursts. Shell's turret has remained invulnerable to Tank fire throughout our encounters with it due to a powerful surrounding shield. However, military intelligence maintains the theory that if enough damage can be done to Shell, it should not be able to maintain power to the shield.

Uranus

Blocker

While the Blocker may seem relatively harmless, the real threat comes when it's destroyed. The Blocker is armed with two metallic side pieces that catch fire and shoot outward to the adjacent columns when the Blocker is destroyed. These pieces cannot be destroyed for a given period of time, therefore blocking you from hitting other aliens in that column. Although the pieces are only active for a few seconds before disintegrating, they will give the invading force a few more seconds to get closer to your Tank.



Rotator Boss

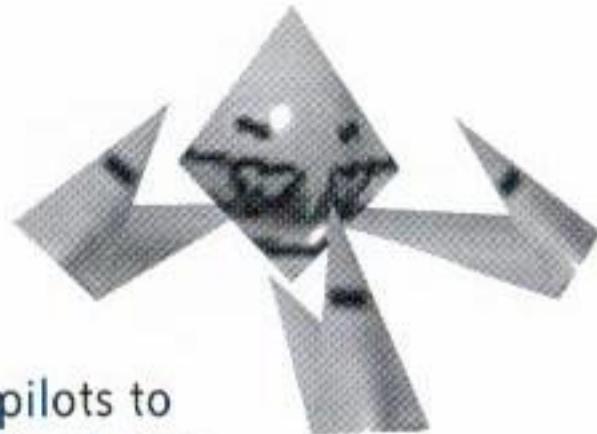
Little is known about Rotator, as no Tank pilots have ever survived an encounter with it. However, what we have gathered from radio transmissions and flight recorder information is that Rotator is a large, UFO shaped being. It has a multitude of attacks, including two large, front-mounted turrets which fire energy bursts, and a massive energy burst fired from the rear. Rotator is capable of tracking a Tank's position fairly well, so keep moving. Stay still and your Tank is history.



Saturn

Angler

Use extreme caution when you encounter this enemy, as they have destroyed countless Tanks on Saturn. Due to their lopsided body structure, this alien is capable of firing shots at an angled trajectory, making them difficult for Tank pilots to track. Adding to this difficulty, shots can ricochet to hit an entirely new target.



Circle Boss

Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.

Jupiter

Freezer

One of the more aggressive aliens in the invading forces, the Freezer will not remain in formation if it has a clear shot at a Tank. Instead, the Freezer will fly down and fire a nearly continuous beam at the ground, taking only seconds to recharge. A pilot must have excellent skill in maneuvering his or her Tank in order to survive a Freezer's attack.



Turret Boss

Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.

Mars

Burster

The Burster is most threatening when it is destroyed. When hit, the Burster explodes, sending several energy bursts hurtling to the ground. Exercise caution when firing on a Burster. Contact with one of these energy bursts will lead to a very quick death.



Pulse Boss

Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.

Venus

Kamikaze

The Kamikaze gets its name from Tank pilots familiar with alien skirmishes on Venus. Alive, the Kamikaze is relatively harmless. Destroy one however, and you better get out of the way fast. The alien will do its best to crash into your Tank and take you with it.



Slither Boss

Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.

Earth

Splitter

In order to ensure its own survival, the Splitter multiplies when hit by Tank fire, sending smaller versions of itself into every vacant spot surrounding it. These smaller versions can be destroyed with one shot from the Tank. A full-size Splitter drops large bombs which cannot be destroyed by Tank fire.



Golem

Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.

CREDITS

Art

Lead Artist: Vince Castillo
Art Director: Lara Norman-Stowers
Character Design: CJ Guzman
Character Art & Animation: Pete Davis
Background Art: Enluminant Creative Media Group
(Tom Griffin, John Barrows)
Additional Art: Dave Renneker, Matt Donino, Carlos Mann, Maurine Starkey

Audio

Audio Direction: Sergio Bustamante II
Audio Programming: David Grace

Additional Music: Angela Hill

Programming

Game & Engine: Michael Tedder, Mark Billington, Larry Landry, Sebastien St. Laurent
Design & Boss Logic: Dedan -o3M7- Anderson
Tools: Nick Torkos, Roopa Das
Additional Programming: Brett Bourbin, Alex Villagran
Testing: Donn North, Eric Stephens
System Administration: Greg Haa
Project Manager: Karlo Kilayko
Management: David Luntz, Reagan Luntz, Randy Condon
A Special Thanks To: Gordon Bellamy, Rowena Policar, Jim Connelley

Activision Production

Producer: Chris Archer
Associate Producer: Brian Bright

Production Coordinator: Todd Q. Jefferson
Production Tester: Dan Atkins
Senior Vice President, Studios: Steve Crane

Quality Assurance

QA Manager: Marilena Morini
QA Senior Project Lead: Aaron Casillas
Project Lead: Jon Virtes
Floor Lead: Mike Harris
Senior Testers: John Sherwood, Ron Weibel, Ben de Guzman
Testers: Chad Siedhoff, Dave Marling, Richard Kurnadi, Tim Harrison, Chris Toft, Jeremy Luyties, Nicholas Staff, Don Lewis, Tomas Hernandez, J.L. Centeno

Marketing

Product Manager: William Kassoy
Associate Product Manager: Brad Carraway
Marketing Associate: Serene Chan
Director, Console Marketing: Mark Metis

Publicity

Senior Publicist: Julia Roether

Creative Services

Designer: Erik Jensen
Copywriter: Veronica Milito
Documentation Manger: Mike Rivera
Documentation Layout: Sylvia Orzel

Other Services

Lead Designer: Offshore Design Group
Artistic Consultation: Larry Paolicelli
Cinematic Artwork and Animation: Albert Co
Interactive Sound Programming: Gary Jesdanun
Artistic Consultation: Larry Paolicelli

Cinematic Artwork and Animation: Albert Co
Cinematic Music and Audio: Brian Bright
Additional Artwork: Mondo Media
Vivian Barad, Melissa Kangetter, Britnell Anderson, Goose

Special Thanks

Mitch Lasky, Ron Doornink, Jean Powell, George Rose, Thaine Lyman, Barry Plaga, Jennifer Mellios, Mondo Media, Murali Tegulapalle, Dave Stohl, Adam Goldberg, Bryant Bustamante, Brian Clarke, Jay Halderman, Jim Summers, Eric Zala, Jason Wong, Tanya Langston, Gary Bolduc, Gene Bahng, Masaaki Ohzuno-Taito, Grant L. Freerks-Taito, Bill Swartz, Takehisa Abe, Joe Favazza, Glenn Ige

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