

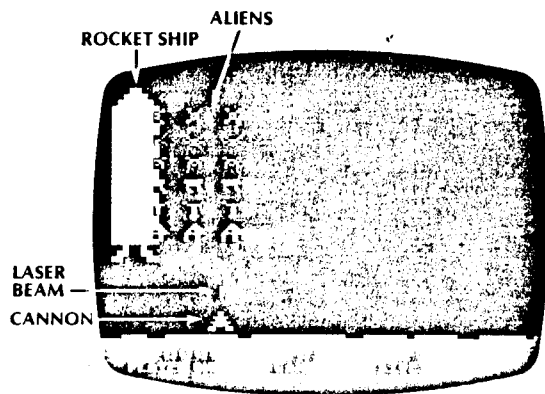
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I. INTRODUCTION AND GAME PLAY DESCRIPTION

You've made a mission to the moon, but so have the deadly **SPACE INVADERS***. Your objective is to protect yourself from the alien invaders and to prevent them from landing on the lunar surface by destroying them. Your long-term objective is to score as many points as possible. Points are scored each time you hit one of the **SPACE INVADERS** with a beam from your laser cannon.

The aliens march from the large rocket ship on the left side of the screen, as shown in the diagram. The Joystick Controller moves the cannon right or left, and the button on the Joystick fires laser beams that destroy the aliens upon contact (see **USING THE CONTROLLERS**).



If you destroy all 48 **SPACE INVADERS** before they reach the lunar surface, 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 surface until the large rocket ship actually touches the moon's surface. When this happens there will be a pause and you will be in for a surprise visit. After the pause the invaders will begin marching from the rocket ship again.

You have three or five 'lives' or turns, depending on the game number you're playing. Each time you are hit with an enemy laser you lose one life. The game ends when you have lost your last life, or, when any invader touches the lunar surface.

*Indicates trademark of Taito America Corp.

II. LOADING THE CASSETTE TAPE

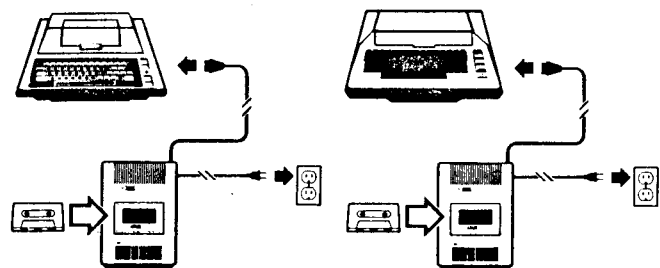
To load the **SPACE INVADERS** program from the cassette tape into the computer, use the following procedure:

1. Make sure that all power on all hardware equipment is **OFF**. Check to see that the cartridge slot or slots in the computer console are **EMPTY**.
2. Make sure the **ATARI 410™ Program Recorder** is properly connected to the computer console, and to a wall or power outlet. (See your **Program Recorder Owner's Manual** for further details if necessary.)
3. Use the **STOP (STOP/EJECT)** button on the **Program Recorder** to open the cassette door. Insert the cassette into the **Program Recorder**. Close the cassette door and **REWIND** the tape all the way to the beginning if it is not already at that position. Press **STOP** on the **Program Recorder**.
4. Turn your television on.
5. Turn the computer console **POWER** switch **ON** while holding the **START** button down on the computer console. You will hear a "beep" sound.
6. Press **PLAY** on the **Program Recorder**, then hit the **RETURN** key on the computer console.

The tape will start turning as the **SPACE INVADERS** game is loaded into the computer. After about 1 minute, 30 seconds, the game will appear on your television screen.

NOTE: If an **ATARI Disk Drive** is connected to the computer, the Disk Operating System and system software use almost 9K of available RAM (Random Access Memory). This overhead needs to be taken into account when calculating the amount of RAM required to run a program.

If you have problems loading the program, and if you have other peripherals in addition to the **Program Recorder** attached to the computer console, you should try disconnecting the other peripherals and connecting the **Program Recorder** directly into the console to help isolate the problem. If loading problems persist, consult the **ATARI 410 Program Recorder Operator's Manual**.

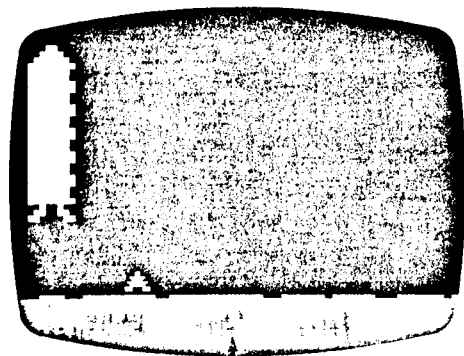


SPACE INVADERS

III. TO BEGIN PLAY

A. OPTION

After the game has been loaded from the cassette tape into the computer (see **II. LOADING THE CASSETTE TAPE**), you're nearly ready to begin. There are 12 different game variations to **SPACE INVADERS**, each one with its own game number. To cycle through the games, press the **OPTION** button on the computer console. You will see the game number change at the bottom of the screen. For a detailed description of the variations, see **V. GAME VARIATIONS**.



GAME NUMBER

B. SELECT

Use the **SELECT** button on the console to choose a one or a two-player game. Each game (1-12) may be played by one or two players. When the game first appears, game 1 for one-player will be on the screen. Press the **SELECT** button and a **PLAYER 2** display will appear at the bottom, right side of the screen. Press the **SELECT** button again to return to a one-player game.

Players alternate turns in a two-player game. Player one starts. (See **IV. USING THE CONTROLLERS**.)

C. START

Press **START** to begin the invasion. The **START** button may be used to begin a new game, or to reset a game at any time.

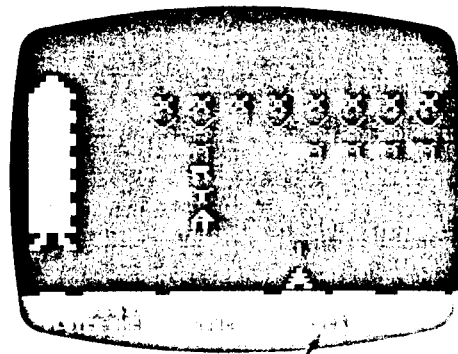
IV. USING THE CONTROLLERS

Use your Joystick Controllers with this cassette game. Plug the controllers firmly into the number 1 and 2 jacks at the front of your **ATARI 400™** or **ATARI 800™** console. Hold the controller with the button to your upper left toward the television screen.

For one-player games use the Joystick plugged into the number 1 jack. In two-player games, the left or first player uses the Joystick plugged into the number 1 jack; the right or second player uses the number 2 Joystick.

Move the Joystick right or left to maneuver your laser cannon right or left across the bottom of the screen. Do this to avoid being hit by enemy laser beams, which the invaders will continually drop from the sky, and to aim your own laser beams.

Each time you are hit by one of the laser beams from an invader, the game pauses temporarily, and the number of turns or lives you have remaining is displayed at the bottom, right side of the screen (**LIVES**).



REMAINING TURNS

Press the controller button on the Joystick to fire your laser beams. Each time you fire a laser beam you cannot fire again until you hit a target, or until the laser beam disappears off the top of the screen. The number of laser beams you can fire is unlimited.

V. GAME VARIATIONS

GAME 1: This is the basic **SPACE INVADERS** version. The enemy laser beams are slow and you have five lives or turns.

GAME 2: In this version the enemy laser beams alternate between slow and fast, and you have five lives or turns.

GAME 3: All of the enemy laser beams are fast and you have five lives or turns.

GAME 4: This version is identical to Game 1, except that you have three lives instead of five.

GAME 5: This game is the same as Game 2, except that you have three lives instead of five.

GAME 6: Identical to Game 3, except that you have three lives instead of five.

GAME 7: This version is like Game 1. The enemy laser beams are slow and you have five lives. The only difference is that the invaders' laser beams have a tendency to "home in" on you.

GAME 8: This version of **SPACE INVADERS** is like Game 2. The enemy laser beams alternate between slow and fast and you have five lives. As in Game 7, the laser beams from the enemy have a tendency to home in on you.

GAME 9: Like Game 3 - fast enemy laser beams and five lives for you. As in Games 7 and 8, the enemy laser beams home in on you.

GAME 10: This one is almost the same as Game 4. The enemy laser beams are slow, and you have three lives. The difference is that the invaders' laser beams home in on you.

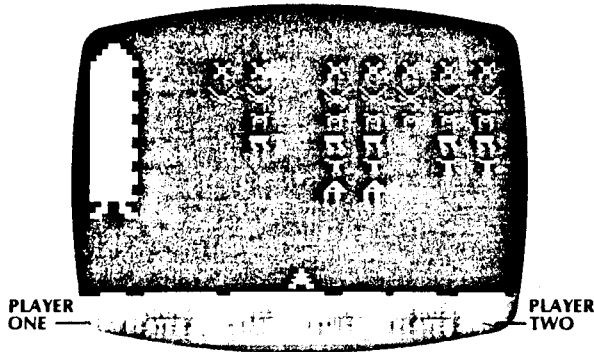
GAME 11: The same as Game 5, except that the enemy laser beams home in on you. (Three lives)

GAME 12: The same as Game 6, except that the enemy laser beams home in on you. (Three lives)

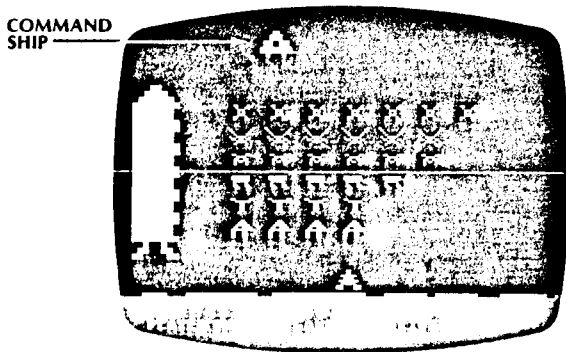
See the **GAME MATRIX** for a quick lookup reference to the **SPACE INVADERS** game variations.

VI. SCORING

Your score is displayed at the bottom of the screen. **PLAYER ONE** is on the left, **PLAYER TWO** is on the right. The **SPACE INVADERS** are worth two points each until they advance one level lower on the playfield, at which time they are worth four points each.



The **SPACE INVADERS** Command Ship which periodically flies across the top of the screen is worth 18 points when hit by one of your laser beams.



VII. GENERAL INFORMATION

Although the invaders continuously drop attacking laser beams as they advance, they become even more hostile under certain conditions. For example, as the large rocket moves closer to the lunar surface, the alien's laser beams become more centered on your laser cannon.

Do your best to protect the lunar surface from the invasion of these interplanetary enemies. See you in space.

NOTE: To suspend play at any time, press **CTRL** and then **1** (while holding **CTRL**). Use the same procedure to continue game play.

GAME MATRIX

Game Number	1	2	3	4	5	6	7	8	9	10	11	12
Five Lives												
Three Lives												
Slow Laser Beams												
Fast Laser Beams												
Slow & Fast Laser Beams												
"Home-In" Laser Beams												

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ATARI, INC. ("ATARI") warrants to the original consumer purchaser that this ATARI Program Cassette (not including computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty is discovered during this 90 day warranty period, and you have timely validated this warranty, ATARI will repair or replace the Cassette, at ATARI's option, provided the cassette and proof of date of purchase is delivered or mailed, postage prepaid, to an authorized ATARI Service Center.

This warranty shall not apply if the Cassette (i) has been misused or shows signs of excessive wear, (ii) has been damaged by playback equipment or while being used with any products not supplied by ATARI, or (iii) if the purchaser causes or permits the Cassette to be serviced or modified by anyone other than an authorized ATARI Service Center. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

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ATARI shall have no liability or responsibility to a purchaser, customer, or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer programs sold by ATARI. This includes but is not limited to any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of such computer programs.

The provisions of the foregoing warranty are subject to the laws of the state in which the Cassette is purchased. Such laws may broaden the warranty protection available to the purchaser of the Cassette.