SPACE INTRUDERS

PROGRAMMING BY NICHOLAS MARENTES

TANDY COLOR COMPUTER

CAT NO. 26-9676
LOADING
1. Turn on disk drive, computer and TV (or monitor).
2. Insert "Space Intruders" disk into drive 0.
3. Type "LOADSPACE" and press the ENTER key.
4. Program will load and auto start.
5. Remove disk and store in a safe place.

CONTROLS
2. Move cannon: Left/Right arrow keys in keyboard mode.
   Joystick lever: Left/Right in Joystick mode.
5. Abort game: Press CTRL and A simultaneously.

SCORING
1. 20 points for any Intruder in the bottom two rows.
2. 30 points for any Intruder in the next two rows.
3. 40 points for any Intruder in the top row.
4. 100, 200, 300, 400 or 500 points for UFO.
5. Extra laser attack at 5000 points.

DANGERS
1. When laser cannon is hit by enemy missile, it is destroyed.
2. When all laser cannons destroyed, game is over.
3. If any Intruder reaches ground level (invasion), game is over.
4. If mother ship (Wave 9) reaches ground level, game is over.

BONUS
UFO scoring is random except for every 25th shot of your cannon.
Saving the 25th shot (from start of each wave) for the UFO will always earn you 800 points.
You can achieve a 1000 point Super-Bonus at the end of each wave by making sure that the last Intruder you destroy is one from the original bottom row.

STRATEGY
The waves move from side to side, advancing down each time it reaches either extremity of the screen, destroying the outer column of Intruders allows faster downward propagation.
Intruders cannot fire missiles when they are one level away from ground level (invasion).
Don't randomly destroy the Intruders but try keeping them tightly together. The less Intruders left, the faster they move. Things can get a little "sloppy" especially in the later waves.
REQUIREMENTS

- Tandy 1020-012X Color Computer 3
- Disk Drive
- Television or monitor
- Joystick (optional)

SCENARIO

Enemy alien creatures have been identified entering our solar system, their destination, our home planet. Their goal, the total annihilation of our race. They must not be allowed to land.

As you position yourself at the helm of a giant particle beam laser cannon, you sense that sinister heartbeat rhythms of the Space Invaders as they break through the cloud cover. You immediately unleash the awesome power of your cannon destroying them one by one as they descend towards the planet surface.

Suddenly a report comes to your from control headquarters. A gigantic alien vessel has also entered the solar system. Could it be the grand alien superior?!

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Space Invaders is an action arcade game featuring high quality 16 colour graphics and sound effects for your Tandy Color Computer 3.

Programming Copyright 1986 by Nickolas Mareses

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