

SPACE INVADERS[®]

ANNIVERSARY

Introduction
Game Controls
Navigating the Menus
Starting the Game
Option Menu
Save Data
Load Data
Pause Menu
Space Invaders Game Modes
Space Invaders Original
Space Invaders Part II
Space Invaders Two Player Game
Space Invaders Doubles
Space Invaders 3D
Space Invaders Vs Mode
Credits



COPYRIGHT TEXT

© Taito Corporation 1978, 2004. Space Invaders Anniversary is a trademark of Taito Corporation. Licensed from TAITO CORP. Published by Empire Interactive Ltd. "Empire" and "E" are trademarks or registered trademarks of Empire Interactive Europe Ltd. in the UK, Europe and/ or other countries. All rights reserved.



GETTING STARTED

INSTALLATION AND SETTING UP

To play Space Invaders, the game must be installed on your PC. Please ensure you have at least 100MB of free space on your Hard Drive.

1. *Insert the Space Invaders CD into your CD-ROM or DVD-ROM drive.*
2. *After a few seconds the Setup Language screen should appear. If no language screen appears please proceed to step 3 otherwise skip to step 4.*
3. *On the Windows Desktop, Double Click on the 'My Computer' icon. Double Click on the CD-ROM or DVD-ROM drive (typically this will be the D: drive), then double click on the Space Invaders CD icon.*
4. *From the language selection screen follow the on-screen instructions to complete installation.*
5. *You can run the game from the Start bar or the Space Invaders Anniversary icon on your desktop.*



INTRODUCTION

25 years ago, Taito launched the arcade game *Space Invaders* on an unsuspecting population. It became an instant worldwide hit and is fondly remembered as a classic, a title that revolutionised gaming. Now you can return to the arcade with an authentic recreation of the original version, allowing returning fans and younger generations alike to battle against the *Space Invaders*.

GAME CONTROLS

	PLAYER 1	PLAYER 2
Up	E	Up
Left	S	Left
Down	D	Down
Right	F	Right
Shoot	Space	KP-0
Menu/Shoot	Enter	
Super Shot	B	KP-1
View	V	KP-2
Credit	I	
Pause Menu	Esc	

NAVIGATING THE MENUS

All menus within *Space Invaders* are navigated in the same way.

To choose a game, use the left and right directional buttons in the Arcade, and then press the **ENTER** button to select it

In menu use the up and down directional buttons to highlight the item/option you wish to select/change. To select an item press the **ENTER** button. To change an option when it is selected (e.g. **BGM VOLUME**), use the left and right directional buttons. Select **Exit** to exit out of menus.

LANGUAGE SELECTION

Select your preferred language using the Console's Internal System Configuration Menu. Choose between English / French / German / Italian or Spanish.

STARTING THE GAME

Once the title screen appears press the **START** button to enter the Arcade. Select a game using the left and right directional buttons. Press the **ENTER** button to select the game and if necessary press the **NUMBER 1** button to insert coins. Then press the **ENTER** button to start the game.

OPTION MENU

In the service counter of the arcade in Main Menu, you can set your options.

EXTEND	Set a point score to receive an extra life
LIVES	Set a default number of lives
BGM	Select the background music
BGM VOLUME	Adjust the volume of the background music
SAVE DATA	Save option data
LOAD DATA	Load option data
EXIT	Go back to the Arcade

SAVE DATA

Saves your high scores and options.

LOAD DATA

Loads your high scores and options.

PAUSE MENU

To pause the game, press the **ESC** key.

To resume the game, press the **ESC** key again or select **Quit Game**.

BGM	Select the background music
BGM VOLUME	Adjust the volume of the background music
QUIT GAME	End the game and go back to the Arcade
RESUME GAME	Close the Pause Menu and resume the game

SPACE INVADERS SECRET FILES

A collection of rare documents related to Space Invaders.

SPACE INVADERS GAME MODES

SPACE INVADERS ORIGINAL

This is the original Space Invader game that debuted in 1978. It is a legend in Japan where the game was rumored to have caused a temporary coin shortage countrywide. There are 4 types of cabinets: **MONOCHROME**, **CELLOPHANE**, **COLOR** and **UPRIGHT**.



GAME SCREEN



1. Score Your current score
2. Hi Score The highest score so far
3. UFO The UFO frequently passes across the top of the play area. The score for shooting it changes, depending on the number of shots you have fired.
4. Invaders The Space Invaders themselves

5. Laser Base Your ship
6. Base Shelter Avoid attacks by hiding behind these
7. Laser Base Lives The game is over when all of your Laser Bases are destroyed.

SPECIAL TECHNIQUES

There are some special techniques in Space Invaders. Aim to be a Space Invaders master and clock the game at 9990 points!

NAGOYA ATTACK (ALSO KNOWN AS THE WALL OF DEATH)

When a line of invaders is on the second to last row (the row before the invaders land), the Laser Base becomes impervious to the invaders' attacks. Take advantage of this by shooting the invaders in the front row only, one after another.

You can also take advantage of this technique in Space Invaders Part II.

RAINBOW

Originally this was a bug in the game that left an unexpected visual phenomenon named the RAINBOW. When the player shoots all but one  invader, the last invader leaves a streak as it moves.

UFO MAXIMUM POINTS

The point score that you get for shooting the UFO varies from 50, 100, 150 and 300 points. If you are a Space Invaders master you should be able to get 300 points every time.

To accomplish this feat, at the start of every level begin counting the number of shots fired from your base. Fire 22 shots and wait for the UFO to cross the screen. Use the 23rd shot to hit the UFO and you will receive 300 points. Start counting your shots again. This time, count to 14 shots and shoot the UFO with your 15th shot. Start the shot count again, again using the 15th shot to shoot the UFO.

You can also take advantage of this technique in Space Invaders Part II!



SPACE INVADERS PART II

This first appeared in 1979 as a sequel to Space Invaders. It has a number of new game features such as the flashing UFO that can only be shot when it is visible, splitting invaders, invader army reinforcements and the Rainbow Shower.

RULES

Game rules are the same as Space Invaders Original.

BONUS LIFE

Complete a screen using 55 shots or less and you will receive an extra laser base.

RAINBOW SHOWER

Originally a bug of the original Space Invaders, in the sequel it produces a great visual effect and gives you a large score bonus! You must kill the  invader last! The way to achieve this objective is to clear the screen of all but one complete column of invaders. Then by firing fractionally ahead of the column it is possible to hit the invaders above the  invader on the lowest row.

SPACE INVADERS TWO PLAYER GAME

It is possible to play a two-player game of the Space Invaders Original or Space Invaders Part II. Each player takes turns to play. First press the credit button twice to insert two coins.

SPACE INVADERS DOUBLES

DOUBLES is a two player only game.

RULES

Laser Base lives are shared between Player 1 and Player 2. Help each other to stop the invasion! The Space Invaders receive reinforcements each time they move down a line.

SPACE INVADERS 3D

This is an evolved version of Space Invaders that takes place in 3D space and includes power-ups.

RULES

Power ups can be obtained every time you shoot the UFO. The first power up increases ship speed. The second power up allows the Laser Base to shoot two shots at a time. At maximum level, the Laser Base receives a shield that can withstand one attack.

SPACE INVADERS VS MODE

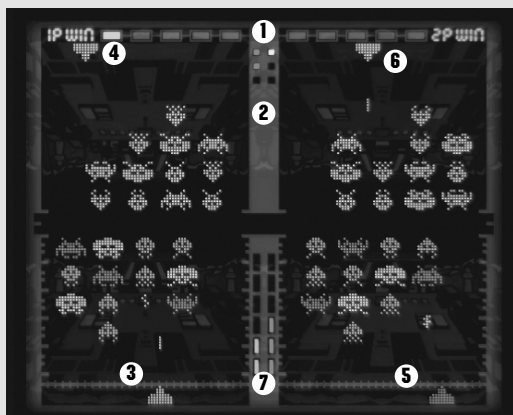
VS Mode lets you play matches against another opponent. Your opponent can be controlled by the computer or another player.



RULES

To win, you must destroy your opponent's laser base a set number of times. You lose a point if your laser base is destroyed, or the invaders reach the bottom of your screen. Your opponent's invaders block your laser shots. Aim between them in order to hit your opponent's laser base.

GAME SCREEN



- | | |
|-------------------|--|
| 1. Number of Wins | <i>The number of games won by each player.</i> |
| 2. Invaders Shot | <i>The colours of invaders the player has shot down.</i> |
| 3. Player 1 | |
| 4. Player 2 | <i>Seen from Player 1's Perspective</i> |
| 5. Player 2 | |
| 6. Player 1 | <i>Seen from Player 2's Perspective</i> |
| 7. Super Shots | <i>The number of Super Shots available to each player.</i> |

SPECIAL TECHNIQUES

To have the best chance of winning familiarise yourself with the information below.

SHOOT INVADERS OF THE SAME TYPE!

Shoot 3 invaders of same type in succession and receive special effects.

SUPER SHOT!

Shoot specific invaders in succession or shoot a UFO and you are awarded with a Super Shot. The Super Shot passes through any objects in its the way. To shoot a Super Shot, press the **SUPER SHUT** button

YELLOW x 3 in succession	Invaders in the player's area retreat by 1 line
PINK x 3 in succession	Invaders in the opponent's area advance by 1 line
BLUE x 3 in succession	Invaders in the opponent's area advance by 2 line
GREEN x 3 in succession	Receive a Super Shot
PURPLE UFO x 1	Receive a Super Shot

CREDITS

EMPIRE INTERACTIVE EUROPE LIMITED

PRODUCER

Mark Kloczek

QA MANAGER

Dave Cleaveley

ASSISTANT QA MANAGER

Steve Frazer

STUDIO

Jayshree Mistry

Tom Hodge

MARKETING

Mark Cook

Paul Benjamin

PR

Nina Jenkins

Doug Johns (1-Up Media)

DISCLAIMER

By installing, copying, or otherwise using this Software product, you agree to be bound by the limitations set out below.

LIMITED WARRANTY: Empire Interactive warrants that the software will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the software are limited to ninety (90) days, unless the effect of this clause has been specifically excluded by applicable law.

CUSTOMER REMEDIES: Empire Interactive's entire liability and your exclusive remedy shall be, at Empire Interactive's option, either (a) return of the price paid, or (b) replacement of the software or hardware that does not meet this Limited Warranty and which is returned to the place of purchase with a copy of your receipt. This Limited Warranty is void if failure of the software has resulted from accident, abuse, or misapplication. Any replacement software will be warranted for the remainder of the original warranty or thirty (30) days, whichever is longer.

NO OTHER WARRANTIES: To the maximum extent permitted by applicable law, Empire Interactive and its suppliers disclaim all other representations, warranties, conditions or other terms, either express or implied, including, but not limited to implied warranties and/or conditions of merchantability and fitness for a particular purpose, with regard to the software and the accompanying written materials.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES: To the maximum extent permitted by applicable law, in no event shall Empire Interactive or its suppliers be liable for any damages whatsoever (including without limitation, direct or indirect damages for personal injury, loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use this product, even if Empire Interactive has been advised of the possibility of such damages. In any case, Empire Interactive's and its suppliers' entire liability under any provision of this agreement shall be limited to the amount actually paid by you for the software, unless the effect of this clause has been specifically excluded by applicable law.

Any unauthorised copying, reproduction, rental or broadcast of the information contained on the accompanying disc is a violation of applicable laws.

This Software Licence Agreement is governed by the law of England.

