

SiriusTM
presents

SPIDER-CITYTM



Game Design By David Lubar

Spider City™

To Begin — Atari 400, 800 & 1200:

Set up your computer system as instructed in your owner's manual. Plug the joystick into controller jack #1. Turn the power OFF and insert the Spider City game cartridge. Turn the power ON. Press the START key or joystick button to leave the game demonstration and begin the game.

To Begin — VIC-20:

Set up your computer system and joystick as instructed in your owner's manual. Turn the power OFF and insert the Spider City game cartridge. Turn the power ON. Press the Space Bar or joystick button to leave the game demonstration and begin the game.

Keyboard Control — VIC-20 Only:

I = Up	K = Right	SPACE BAR = Fire
M = Down	J = Left	

Convenience Controls — VIC-20 Only:

RESTORE Key = Returns you to the game demonstration.
RUN STOP Key = Pauses and resumes the game at anytime during play.
CURSOR Keys = Can be used to center the image on the TV screen.

Convenience Controls — Atari 400, 800 & 1200 Only:

START Key = Start new game at anytime.
OPTION Key = Pauses and resumes Spider City at anytime during play.

Joystick Control: VIC-20 and Atari 400, 800 & 1200:

Tilt the joystick to maneuver your Rocket Ship through the city's tunnels. Use the joystick button to shoot the enemy.

The Objective:

Many dedicated Spacemen have entered Spider City but none have ever been heard from again. It is up to you to rescue any surviving Spacemen and to conquer this hideous city of tunnels. Spider City is conquered when all of its Hatching Pods are eliminated. It doesn't hurt to blast a few Generators or enemy Patrol Ships while you're there.

Screen Display:

The lower half of your screen shows a map of the city's tunnels. The city is a closed system, so when you move through the passageways at either edge of the screen, your Rocket Ship will reappear at the opposite side of the map. Your Ship is represented on the map by a small horizontal line. The vertical lines on the map are Hatching Pods which contain the Spider Warriors. The crosses represent Disruptors.

The upper portion of the screen is a close up view of what is happening in the city. Your score is shown at the top of the screen. Extra Ships are displayed at the bottom left and in the bottom right corner the number of cities conquered is shown.

Scoring Bonuses:

- 10 Points = Debris
- 25 Points = Patrol Ship
- 70 Points = Rescued Spaceman
- 100 Points = Disruptor Generator
- 100 Points = First Spider Warrior shot from any hatching. You receive 200 points for the second, 300 for the third, and so on.

– 1000 Points = Penalty for shooting a Spaceman

Each time a City is conquered an extra Ship is awarded. Up to nine bonus Ships can be shown on the screen at a time although you may have even more than nine in reserve. Bonus points are also awarded after conquering a City. You will receive 10 points for each Spaceman rescued by the current Ship, multiplied by the number of Cities you have conquered. If a Ship is destroyed before the end of any level, any bonus it has accumulated is lost.

Objects:

HATCHING PODS, SPIDER WARRIORS & SHIELDS: Your primary task is to destroy Warriors. First you need to touch one of the Hatching Pods shown on the map with your Rocket Ship. This causes the Pods to hatch, releasing the Warriors. The young Warriors will try to flee and so you must shoot them before they escape. If you succeed in shooting five warriors from any hatching, you will absorb enough power to establish a temporary shield which protects from harm. When the shield is on, you can run into the enemy to destroy them. Two beeps will warn that the shield is about to disappear.

Also, whenever a Ship is destroyed, the replacement Ship is given temporary shields. This gives you a chance to escape any tight situation you may find yourself in.

DISRUPTERS: These are represented on the map by large crosses. Disrupters cannot be destroyed. Although you cannot see where a Disrupter begins or ends in the top portion of the screen, you sure can tell when you are in the middle of one! You will find yourself surrounded by deadly Debris. Avoid contact with the Debris and try to get out of the Disrupter as quickly as possible. Shooting one of the Disrupter's Generators will help you to escape safely. This temporarily freezes the Disrupter so that you can continue on through the tunnel without being followed.

PATROL SHIPS: Lone Patrol Ships in the tunnels are hazardous to your Ship should you accidentally collide with one. Shoot as many as you can.

SPACEMEN: Part of your mission is to rescue Spacemen who have been stranded in Spider City. To rescue a Spaceman, touch him with your ship. Avoid shooting them. A true hero would never do a thing like that!



Patrol
Ship



Spider
Warriors



Spaceman



Disrupter
Generator



Debris

Difficulty Levels/Conquering A City:

Spider City game play gets more and more difficult as each new city is destroyed. As soon as you have eliminated all of the Hatching Pods from the City Map and reach a place in the tunnel free of enemy objects, you will advance to the next level. You cannot advance while inside a Disrupter. Up to 39 conquered Cities can be displayed on the screen at once, although you can continue to rid the universe of Spider Warriors for as long as you wish.

Hints From David Lubar . . .

The key is to try and maintain shields at all times. Once you have shields, go to another Hatching Pod right away. You can use the shielded Ship to quickly destroy the Spider Warriors.

When the Disrupters speed up at the higher levels, it is almost essential to shoot a generator in order to escape.

Learn to use both displays. The City Map is your only clue to where you are and to where the Pods are.

Limited One Year Warranty:

Sirius will replace any defective cartridge at no charge if the original cartridge and proof of purchase are returned to Sirius within 90 days of purchase. After 90 days, and up to one year from the date of purchase, Sirius will replace any defective cartridge for \$5.00 provided the original cartridge is returned. For those outside the U.S.A., please include enough funds to cover return postage.

This warranty is not applicable and shall be void if the defect has arisen through misuse, tampering, modifications or excessive wear. Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you.

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Atari 400, 800 & 1200 Cartridge:

Alpha Shield

Final Orbit

Fantastic Voyage

Worm War I

Squish 'Em

Fast Eddie

Capture the Flag

Turmoil

VIC-20 Cartridge:

Plasmania

Type Attack

Final Orbit

Deadly Duck

Squish 'Em

Snake Byte

Fast Eddie

Turmoil

For more information or a more current listing, contact your local Sirius™ dealer or write us at 10364 Rockingham Drive, Sacramento, CA 95827.



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Atari versions programmed by Tom McWilliams

VIC-20 version programmed by Leonard Bertoni

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Sacramento, California 95827

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