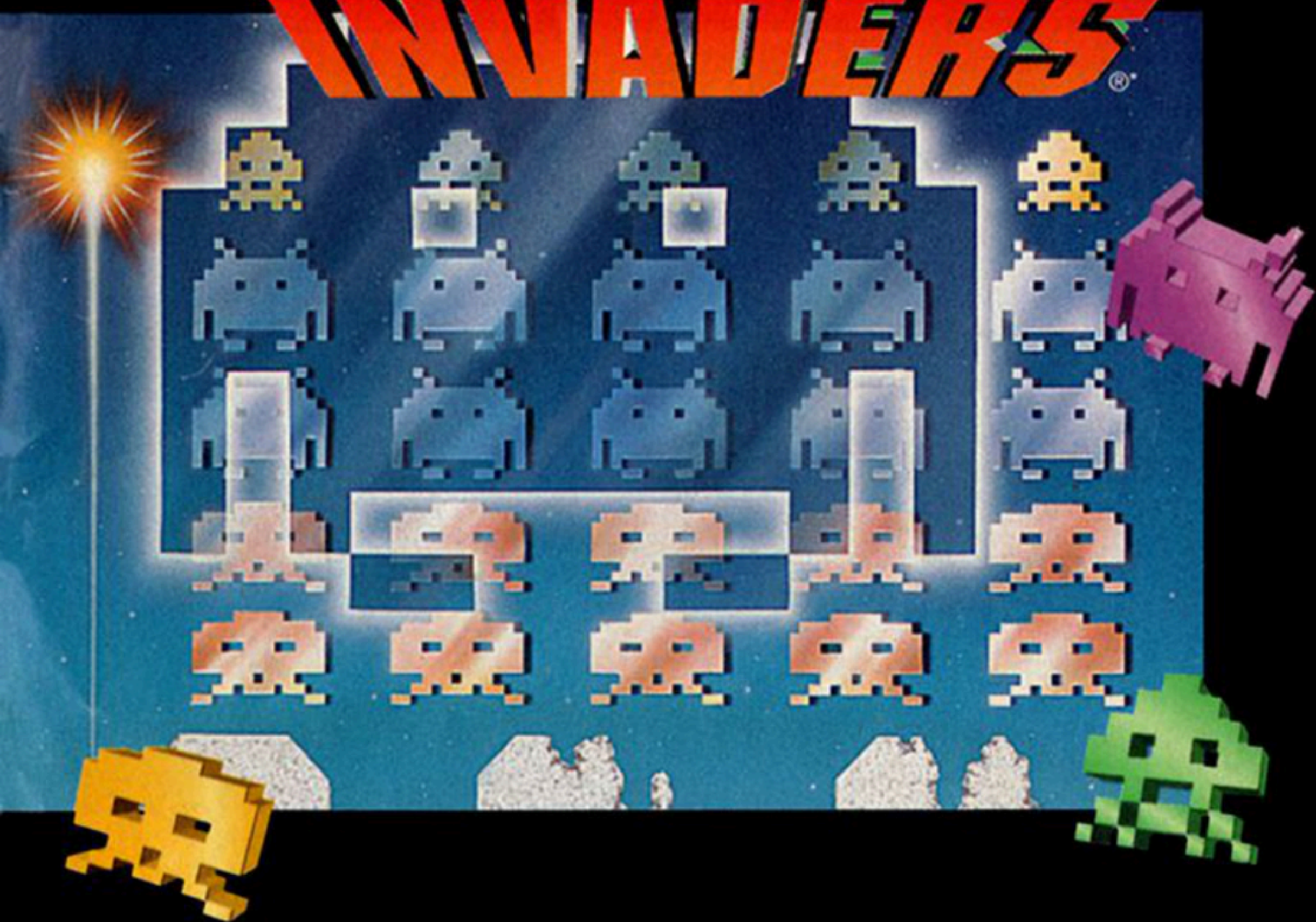


# SPACE INVADERS®



INSTRUCTION BOOKLET

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

*This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.



Thank you for selecting the Space Invaders®\* Game Pak for your Super Nintendo Entertainment® System.

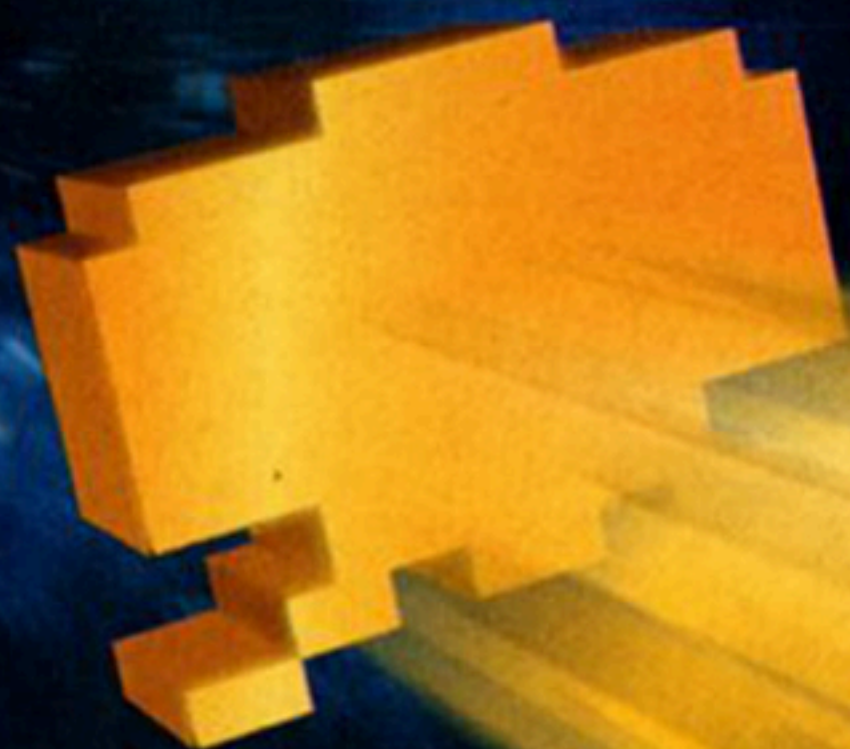
Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

## TABLE OF CONTENTS

<b>BEFORE STARTING THE GAME</b>	<b>2</b>
<b>USING THE CONTROLLER</b>	<b>3</b>
<b>ORIGINAL GAME MODE</b>	<b>4</b>
<b>VS GAME MODE</b>	<b>6</b>
<b>OPTIONS</b>	<b>7</b>



## BEFORE STARTING THE GAME

Insert the Game Pak into the Super NES Control Deck and turn the POWER switch to the ON position. When the title screen appears, press START to begin play. If you do not press START, a demonstration will begin. Press any button to return to the title screen. On the title screen, if you press any button, the mode select menu will be displayed.



## MODE SELECT MENU OPTIONS



### ORIGINAL GAME MODE

There are four different Screen-Type modes that can be played by one player. For details regarding each, see "ORIGINAL GAME MODE" on page 4.

### VS GAME MODE

The VS Game Mode allows you to play Space Invaders against a friend. See page 6 for details.

### OPTIONS

The Options menu will let you change some preferences. Turn to page 7 for more information.

# USING THE CONTROLLER



## **A, B, X and Y Buttons**

Fire

## **L and R Buttons**

Add credits

## **+ CONTROL PAD**

Move left and right

Select menu items

## **START**

Start the game\*

Enter menu selections

Pause

\* A 2-Player Original Mode game is started using Controller Two.

## **RESET**

During the game, you can reset the game to the Mode Select screen by pressing START, SELECT and the L and R Buttons simultaneously.

## ORIGINAL GAME MODE

After selecting the Original Game Mode, you must choose a screen type. The difference between the four types is only visual; it does not affect the game play. Select the one that you like best, the one that reminds you of the first time you played, or possibly even the one on which you "owned" the high score.

### SCREEN TYPES



### UPRIGHT CABINET

This screen type was found in upright-style arcade machines. Its picture was produced by reflecting a black and white CRT (cathode ray tube) image onto a mirror. The color moonscape was a simple cardboard cutout.

### BLACK & WHITE

The simplest of screens, the Black & White produced a two-color image directly on the CRT.



### B & W WITH CELLOPHANE

Screens that used the "black and white with cellophane" method of image display were not actually color, but really only simple black and white screens overlaid with colored cellophane. While not really a color image, they at least gave that impression.



### COLOR

Due to the additional cost of a color CRT, very few machines had color screens. This type of screen had a color palette of a whopping eight colors (counting black and white)!



## How To Play

The Arcade Game Mode demonstration will begin. After coining the machine the required number of times, press START on Controller One to begin a one-player game, or press START on Controller Two for a two-player game.

**Note:** The machine will have zero credits when you begin and must be coined with the L or R Button.



2 OR MORE CREDITS=1-P OR 2-P  
1 CREDIT=1-PLAYER ONLY

When the game begins, the screen will be filled with rows of alien invaders. Using the barriers for cover, shoot down all of the invaders to advance to the next round. Should you set the high score, it will be stored until the game is turned off.



## Points

The points that you earn depend on the invader type that you shoot. Points are assigned as follows:



? (Mystery)



20



30



10

## VS GAME MODE

In addition to the original two-player arcade mode, you now have the ability to play Space Invaders in a new head-to-head VS Game Mode. This highly competitive game involves new strategies. Simply blasting everything on the screen might not lead to success.



### SELECT A MATCH POINT

- ▶ 1 POINT MATCH
- 3 POINTS MATCH
- 5 POINTS MATCH


RETURN TO MODE SELECT

## HOW TO PLAY

On the Mode Select screen, choose VS GAME MODE and press START. Select the number of points that your match will be, then press START. When the handicap screen appears, Player-1 and Player-2 must each choose their difficulty levels and number of ships.

When each player has finished, they both must press START to begin.

## RULES

1. The first player to shoot down all of the invaders on his side wins.
2. A player loses one ship each time his/her base is overrun.
3. If a player depletes all of his ship stock, he loses. If the ship stock is set to Infinity, this rule does not apply. 
4. Each time a player destroys a complete row of invaders, that row will be sent to the top of his opponent's side.
5. If a player shoots down the UFO, the invaders will switch sides.



## COLORED INVADERS

In this mode, some of the invaders are colored. Periodically, they will cycle to a different hue. The invader's color when hit will cause different things to happen.

Green: Clears that row of any remaining invaders.



Pink: Will randomly have the effect of shooting either green, blue, yellow or red.

Blue: Drops your opponent's invaders one level.



Yellow: Drops the invaders on your side one level.



Red: Drops both side's invaders two levels.



## OPTIONS

The options mode allows you to change three optional preferences. Use the + Control Pad to select and alter the settings. To exit, select RETURN TO MODE SELECT and press START.

OPTIONS	
▶ PLAYER STOCK	3
EXTEND	1500PTS
SOUND	STEREO
RETURN TO MODE SELECT	

### PLAYER STOCK

This is the number of ships with which you will start. Select your choice of either 3, 4, 5 or 6.

### EXTEND

Changing this setting will alter the point level at which you will receive a bonus ship. Your choices are 1000 or 1500 points. You can earn only one bonus per game.

### SOUND

To match your system's sound setup, select either Stereo or Mono.

## IMPORTANT:

REV - B

**WARNING:** Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

**For further information or assistance, please contact:**

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

# WARRANTY AND SERVICE INFORMATION:

REV - J

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER<sup>SM</sup>. Please do not send any products to Nintendo without calling us first.

## HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

## GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

## SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

## WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

**NEED HELP WITH INSTALLATION, MAINTENANCE,  
OR SERVICE? CALL 1-800-255-3700.**



Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

[www.nintendo.com](http://www.nintendo.com)

PRINTED IN JAPAN