

SEGA
GENESIS
16-BIT CARTRIDGE



SPACE INVADERS '91™

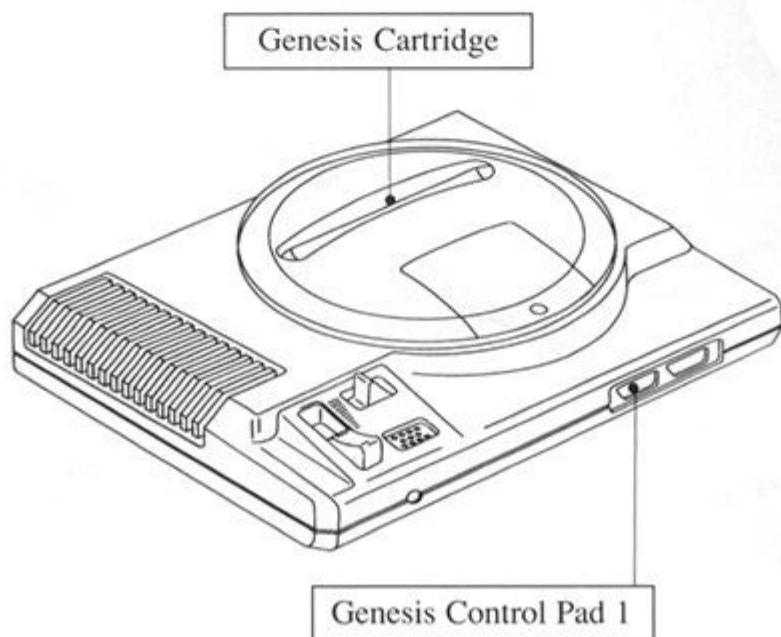
INSTRUCTION MANUAL

Loading Instructions/Starting Up:

1. Make sure the power switch is OFF.
2. Insert the game cartridge in the Genesis System (shown below) as described in your GENESIS SYSTEM.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion .

IMPORTANT: Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player: Press Start Button on Genesis Control Pad 1.



Story

Fearful invaders have suddenly appeared on our peaceful planet. They are a new type of invader who are not even listed in studies by international information bureaus. The attacking invaders rely on incredible speed and dizzying attack patterns. What's more, the battlefield extends from the Earth to the Milky Way and on to the outer reaches of the universe. Can you endure the fierce onslaught of these invaders?

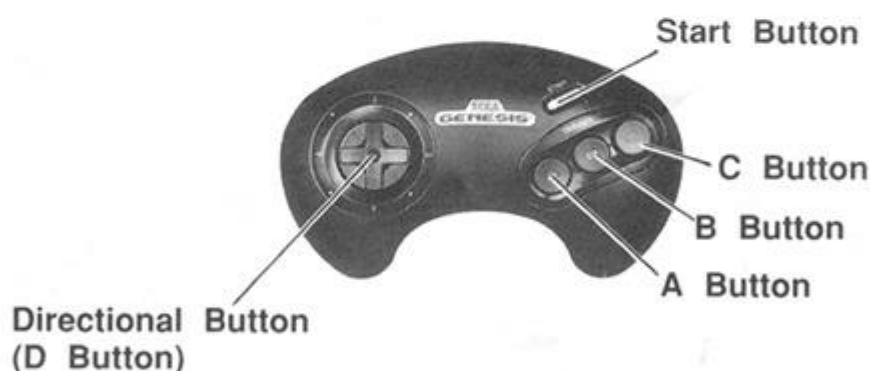
Now's the time to load your spaceship with attack and defense items, and use your bravery and wits to meet the challenge.

Take off bravely to adventure!



Using your Control Pad

The only thing you can trust in the unknown reaches of the universe is your own wits and bravery. And the source of that bravery is the ability to operate skillfully. Master the functions of the individual buttons on the controller and you'll have nothing to fear. While viewing the screen, see how quickly and accurately you can maneuver your spaceship for offensive and defensive actions.



Control Pad Buttons

1. Directional Button (D Button)

Use to move the player craft to the left and right.

2. Start Button

Use to start the game. Stops the action on the screen when pressed during the game. Press again to resume action.

3. A Button

A beam emission button lets you blow your enemy to smithereens if you know how to use it.

4. B Button

Use to obtain special items and increase your offensive power.

5. C Button

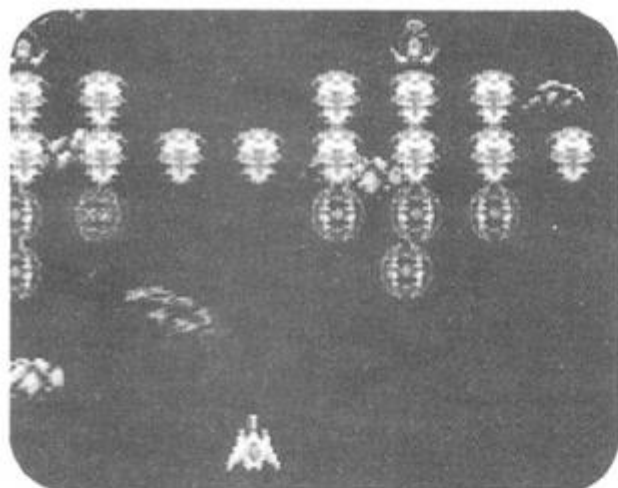
Use it like the A Button for standard offensives.

Taking off for the unknown universe

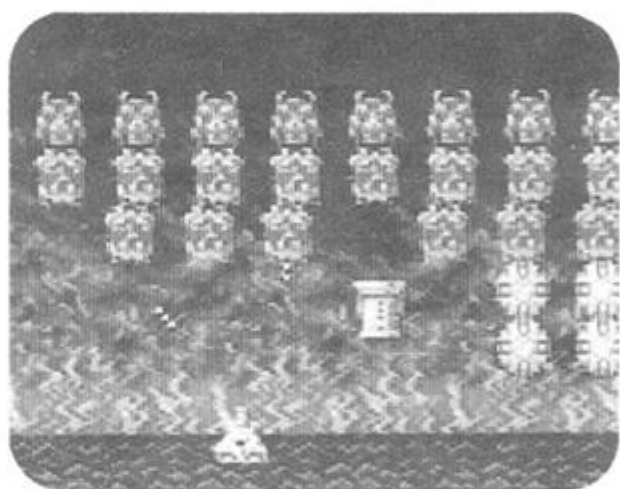
PLAY

Your mission is to protect the Earth from the nearly invincible invaders. Each time you destroy an invader you must face even stronger enemies (rounds). The scene of battle progresses from the Earth to the ends of the universe in a game filled with spectacle and thrills.

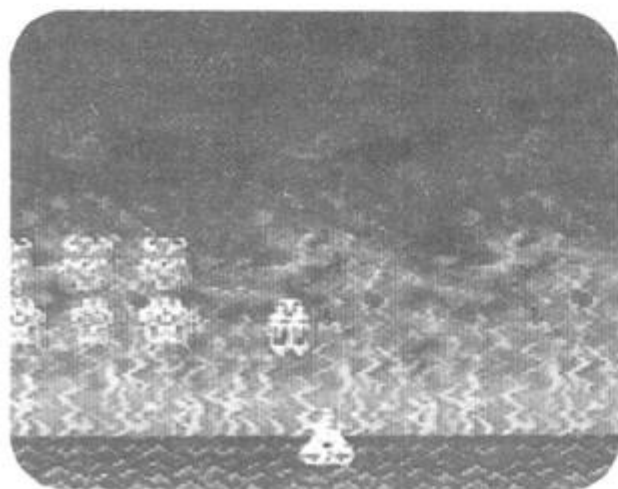
- Once you destroy the invaders that appear all over the screen and repeat this a second time, the first round ends and you advance to the second battle (round).
- To avoid Invader attacks, you manipulate the Direction Button to move your player spaceship.
- If the player spaceship receives more attacks than the remaining number of shields, your number of spaceships decreases by one. The game is over when you are totally out of spaceships.
- A single player spaceship has a maximum value of 10 shields. The value at Start time is 5. The number of shields increases by 2 each time you acquire an item.
- You can obtain powerful items by destroying UFO's.



CAUTION!
Your enemy is
very formidable.

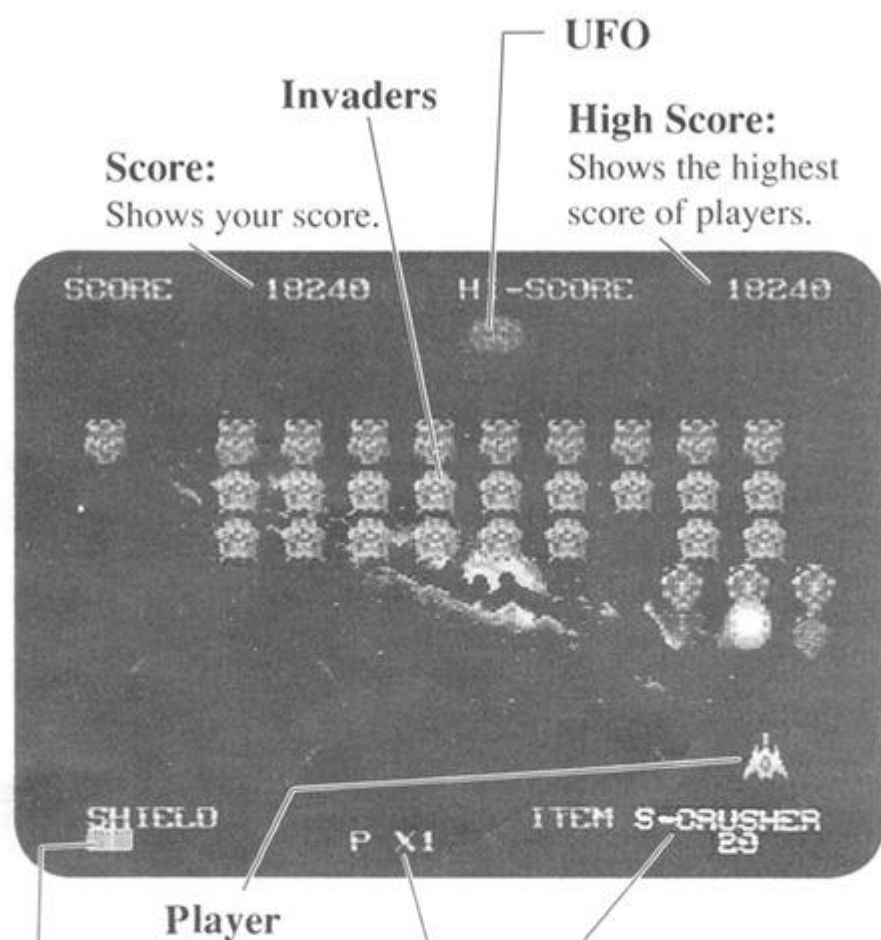


You can obtain
powerful items.



Each time you
obtain a recover
shield you
strengthen your
defensive shield.

Viewing the screen



Score:

Shows your score.

UFO

High Score:

Shows the highest score of players.

SHIELD

Shield:

Don't forget to check this. It shows the number of player spaceship shields remaining.

Player

P x1

P x 1:

Shows the remaining number of player spaceship(s).

ITEM S-CRUSHER 29

Item:

Shows the items you are presently using.

Special weapons and forming scrimmages

To meet the attack of the incredibly strong Invaders, you can't simply rely on conventional beams. If you combine these items with scrimmages, you're ready for anything!

There there is no one in the universe who can defeat you. These are all special weapon items with tremendous power. They greatly increase your offensive and defensive strength.

Rundown of items

- By combining the items obtained by beaming and destroying UFO's with your player spaceship, it is possible to obtain these various items.
- It is not possible to use the item in the following round (although it is possible with Recover Shield). However, it is possible to use the item in the next scene of the same round.
- When a player spaceship is destroyed, you lose the effectiveness of the items it was using.
- There are usage limits for the items. The limits are expressed in the amount of remaining energy, time, and number of uses.
- When you use a standard beam to destroy a UFO while holding an item, another item may appear. When this happens, the item you held up to then lose the effectiveness and you can use the power of the newly acquired item.

Offensive Items

Hyper-Laser (H-LASER)

When a laser hits a single Invader, it causes an explosion on both sides which creates an explosive wave on an entire horizontal line. Can be used a maximum of two times.



Homing Bomb (H-BOMB)

A fireball hits an enemy on "Lock-On". Possible to shoot a maximum of 20 times.

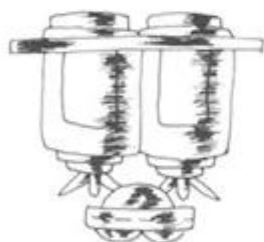
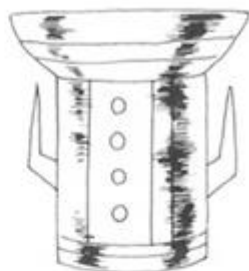
Buster Laser (B-LASER)

Emits a long-distance laser directly upward from the player spaceship. Effective until the energy runs out.



Power Beam (P-BEAM)

By storing up beam energy and using it for attacks, it is possible to shoot the beam over a wide area. If you are attacked while storing energy, the energy decreases and you are unable to emit a beam. It is only possible to store energy while the B Button is depressed. Energy is emitted when the button is released.



Super Crusher (S-CRUSHER)

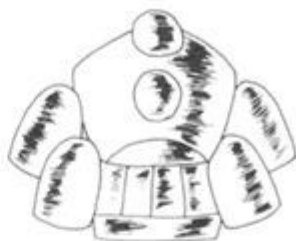
Two options appear beside the player spaceship so that it looks like as if there are three spaceships making triple attacks.

It is available for only 15 seconds.

Defensive Items

Speed Up (SPEED-UP)

The speed of the player spaceship is increased to double the normal speed. Effective until the player spaceship is destroyed.

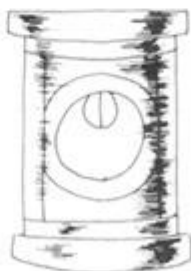


Recover Shield (RECOVER-S)

An addition of two to the present remaining energy of the shield.

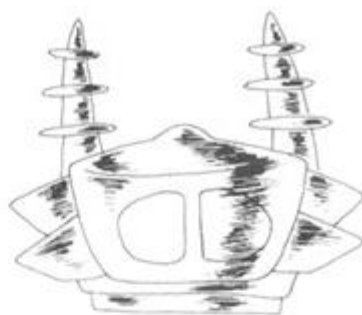
Time Stop (T-STOP)

Completely stops the movement of invaders for a total of 10 seconds.



Hyper Shield (H-SHIELD)

A shield appears for 20 seconds and it is impossible during that period for the enemy to inflict damage (although this does not defend you against enemy homing devices and lasers).



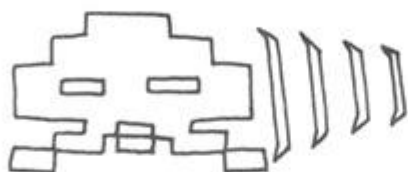
Psychic Shield (PSYCHIC-S)

An improved version of the Hyper Shield. Appears for 20 seconds during which time you are invincible.

Try to get bonus points!

• Rainbow Bonus

When you finally reduce to one the number of Invaders appearing at the lowest level of the screen, it starts to move while creating an afterimage. This is known as a "Rainbow Phenomenon" and there is a chance at this time to gain bonus points.



[When the enemy is in the capsule]

100 points for each afterimage that is left.

[When the enemy is not in the capsule]

50 points for each afterimage that is left.

• Perfect Bonus

If you clear one scene with a number of shots equal to the number of appearing Invaders (i.e., 55 shots for 55 units), you receive an extra 10,000 points.



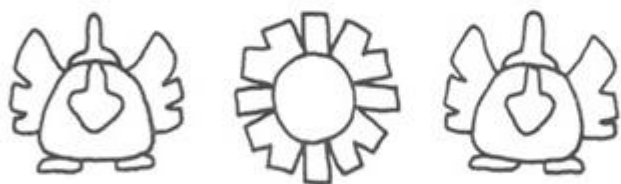
- **Crags**

If you succeed in shooting down with 3 shots the crags that appear in rounds 6 and 16, you receive an extra 3,000 points for each crag.



- **Special Bonus**

When there is only one special capsule left, something good will happen!



- **Item Bonus**

You receive an additional 1,000 points each time you obtain an item.

- **Resupply of shields**

If you score a hit on the direct center of the group of Invaders at the start of a round, the number of your shields returns to the full amount.

Increase the number of allied spaceships!

$\Delta 1$ UP conditions

Each time you achieve the following scores, the total number of your player spaceship increases by one.

- | | | | |
|-------|-------|---------|--------|
| * 1st | time: | 30,000 | points |
| * 2nd | time: | 60,000 | points |
| * 3rd | time: | 120,000 | points |
| * 4th | time: | 240,000 | points |

- * The number of remaining spaceships does not increase beyond the fourth time.

Game Continue

When Next Mission appears on the screen, select OK when you want to continue playing and then press the Start Button.

- Continue is based on the number of repetitions.
- It is possible to continue up to three times.
- It is possible to increase the number of Continue times by destroying the Special Capsule that is a special item.

If you choose OK, Continue becomes possible.
Press the Start Button to commence play.

If you press NO, the screen goes to GAME OVER.
When you want to stop the game, turn the Direction Button to NO and press the Start Button.

Scorebook

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

Date			
Name			
Score			

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