



NTSC U/C

PlayStation®

EVERYONE



SLUS-00928
1000914.221.US

SPACE INVADERS™

ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

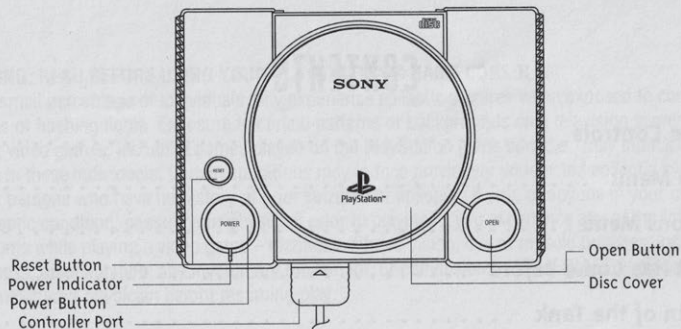
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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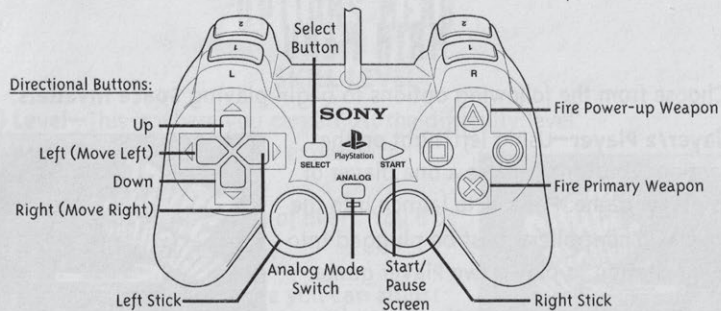


- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Space Invaders disc and close the disc cover.
- Insert game controller(s) and memory card and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

Space Invaders is compatible with the DUAL SHOCK™ controller in Analog and Digital modes.



To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the X button to accept. Screens without menus will list buttons to press at the bottom of the screen.

GAME RESET

To abort a game in progress, press the **Start** button to pause the game. Choose **Main menu** and then choose **Yes**. You will be given the option to save. Choose **Yes** if you wish to save your progress or **No** if you do not. You will then be returned to the title screen.

SOFT RESET

You can reset to the Space Invaders title screen at any time during gameplay by holding down **Select**, then pressing and holding **Start** for two seconds.

MAIN MENU

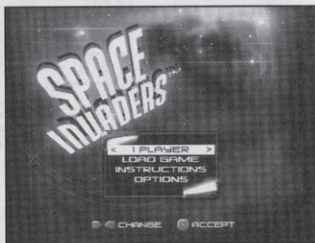
Choose from the following options to begin playing **Space Invaders**.

1 Player/2 Player—Using left/right on the directional buttons, choose a one player or two player game. Press X to launch into the game. Two controllers must be plugged into the PlayStation to play a two Player game.

Load Game—Choose this option to load a saved game.

Instructions—Choose this option to see a demonstration of how to play **Space Invaders**.

Options—Choose this to go to the Options menu.



LOAD GAME

Select this option to load a previously saved game from a memory card. You have the option to save at anytime during gameplay by pressing Start to pause the game, and then choosing the Save Game option from the Pause menu.

In order to load a saved game, select the name of the saved game you want to play using the directional buttons. When selected, press X to initiate the load. Loading a game will take you to the beginning of the last level at which you saved.

OPTIONS MENU

SKILL LEVEL

Skill Level—This is where you can adjust the difficulty level.

Normal—For the novice or experienced Space Invaders player.

Expert—Not for the weak of heart. You'll be lucky if you survive the first wave.

Volume Control—This is where you can adjust the volume level.

Music Volume—Use the left/right directional buttons to adjust the music volume.

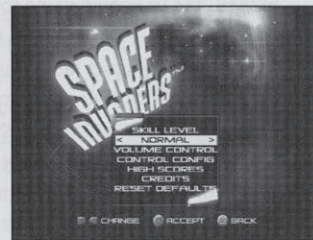
Sound Volume—Use the left/right directional buttons to adjust the sound effects volume.

Control Configuration—Select this option to change the button assignments for player one or two. You can also choose to turn DUAL SHOCK™ analog controller vibration on or off.

High Scores—The high score screen shows the best scores.

Credits—Choose this option to see all of the people behind the scenes.

Reset Defaults—Choosing this option will reset your control configuration as well as the music and sound volumes to the default settings.



WHAT HAS COME BEFORE

It was 1965 when humanity made its first attempts into space. The goal was both grand and simple: to go beyond the known world into the unknown.

In 1978, the unknown came to us...

First Contact occurred November 22nd, 1978. There were no little green men armed with cute, bug-eyed faces and funny walks. Instead there were attack ships, hordes of them. The fighting was fierce. They exhibited unnerving discipline. Wave after wave of tight-knit squads dropped on us with steady, malevolent intentions.

Initially, it seemed more than likely we would be overrun by the alien arsenal of powerful technology. If it were not for the capabilities of a then secret, experimental Tank, Earth would have surely fallen.

Our victory was hard won, countless scores of courageous Tank pilots sacrificed their lives to the cause. Once the celebration quieted down, life, for the most part, returned to normal.

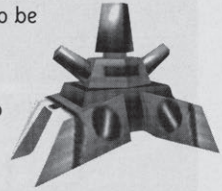
ORIGIN OF THE TANK

Before the Invasion of 1978, there were those who believed there was a government conspiracy to cover up knowledge of an alien race. They were entirely correct. An alien scout ship had crashed in the desert, one of many scout ships that had been sent to monitor the Earth. Even though there were many who had seen these ships for themselves, the governments of the world decided it was necessary to keep the reality hidden behind elaborate propaganda schemes designed to confuse the issues. They did so for the public's well-being and, in light of history, they did so successfully.

A very small, ultra-secret project was begun to design some kind of defense system. There was much debate over the design of this system. Thanks to Cold War military spending, the Pentagon already had plans for an advanced tank originally intended for conventional warfare here on earth. In the interest of time, it was decided to adapt these blueprints. A select few of the best minds from the aerospace industry were brought in to convert the Tank's design to be able to fire rockets into the upper atmosphere.

Referred to only as the "Tank" due to the air of secrecy surrounding the project, it was quickly designed and rushed into production. Frankly, it was little more than a mobile box with a very large cannon sticking out of it. The incredible firepower needed to successfully target the fringe of space greatly limited the maneuverability of the Tank. They were difficult to pilot and even more difficult to target with. When the aliens did arrive, we had little better than a small army of partially tested prototypes with which to defend ourselves.

It was the bravery and persistence of the Tank pilots as much as, if not more than, the Tank itself which saved us back in '78.



PRESENT DAY...

Based on wreckage recovered from the destroyed invaders, designs were begun on a new defensive unit. It took billions of dollars and decades to learn to use this new technology. A new Tank was born complete with hover capability, multi-adaptive hard-points, and an electromagnetic shielding system powered by a nuclear core. For sentimental reasons it is still called the Tank, however, this vehicle is as far from a conventional tank as a complex organism is from a single-celled being.

More than twenty years later, the aliens have yet to return. Most people hope and pray they never will. If they do, we should be ready...

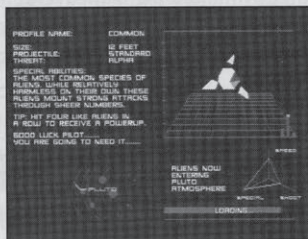
HUD

The Heads Up Display is in the upper left of the screen for player 1 or the upper right for player 2. The number of tanks remaining and score are tallied here. The power-up energy bar is also located on the HUD. (See Power-up Energy Bar for more info)



LOADING/BRIEFING SCREEN

Before beginning each new game episode, a briefing screen is displayed. This screen provides you with useful information about the planet that you are fighting on, as well as useful information about any new aliens that appear in that particular episode. Once the loading bar is completely full, begin the level by pressing X.



SAVE GAME

To save a game make sure a memory card is inserted into memory card slot 1 of the PlayStation. **Space Invaders** only saves to memory cards inserted into memory card slot 1. The Save Game option is only available for a one-player game.

At any time during gameplay, press Start to pause the game, then choose Save Game from the Pause menu. Select one of the available slots by pressing up/down on the directional buttons. Press X to confirm your selection.



POWER-UP ENERGY BAR

Power-ups are earned when you fill the energy bar in the upper part of the screen. (See HUD.) The energy bar is filled by consecutively shooting aliens of the same type. It takes four aliens to fill the bar. If you shoot a different alien before filling the bar, the bar becomes empty and begins to fill again with the color associated with the new alien.

Once the bar is filled, you are awarded a power-up. The type of power-up is dependent on the color of the bar. When it is full, the bar will begin to flash and pulse, and the name of a power-up will appear next to it.

After the bar is filled, subsequent shots have no effect on the bar until the power-up is used.

The power-up can be activated by pressing the ▲ button. The energy bar is then reduced to zero. Aliens destroyed by the power-up count toward refilling the energy bar in the order they are killed.

If the Tank is destroyed, the energy bar is reset to empty. When the level ends, the bar will carry over to the next level.

POWER-UPS FROM ALIENS

Red aliens provide the Vertical Blast—Shoots a missile straight up through the formation taking out anything in its path.

Green aliens provide the Horizontal Burst Right—Shoots a missile straight up until it hits an alien, then it starts going to the right, taking out anything in its path.

Blue aliens provide the Horizontal Burst Left—Shoots a missile straight up until it hits an alien, then it starts going to the left, taking out anything in its path.

Yellow aliens provide the Diagonal Burst—Shoots a missile straight up until it hits an alien, then it starts going diagonally in a Y shape, taking out anything in its path.

Switcher aliens provide Swarm Missiles—Missiles target the alien type that has the greatest number on screen. Only the number of missiles needed to hit the aliens are launched, up to a maximum of eight. For example, if there are five blue aliens, three red, three green, and two unique, then five missiles will be launched that will target each of the blue aliens.

Blocker aliens provide the Fat Laser—Large two column-wide laser beam that destroys everything in its path.

Angler aliens provide the Boomerang Bomb—Launches a boomerang that follows a circular path around the screen and returns to the tank, destroying any aliens in its path.

Freezer aliens provide the Acidic Cloud—After a large explosion, the acidic cloud drifts slowly upward until it dissipates. Any aliens colliding with the cloud are destroyed. The Tank is unaffected.

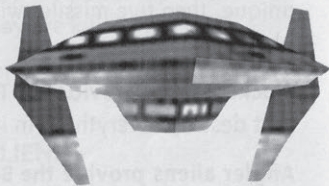
Burster aliens provide the Sine Wave Missile—The Sine Wave Missile moves in a left/right sine wave pattern.

Kamikaze aliens provide the Tank Kamikaze—The Tank rockets upward to the top of the screen and comes back down to the surface. Anything it collides with is destroyed.

Splitter aliens provide the Pyramid—Destroys three aliens in the first row hit, two in the second, and one in the third.

POWER-UPS FROM THE MOTHER SHIP

The Mother Ship—The Mother Ship travels across the battlefield, shipping supplies to various alien attack groups. It uses attacking alien forces to shield itself from enemy fire as it moves its cargo. If you manage to destroy one during battle, its cargo falls to the ground. This alien technology can be outfitted to your ship, enhancing its abilities.



Shields—Puts a shield over the Tank that protects it from fire. It takes only one alien shot to destroy the shield.

Double shot—Allows you to fire two shots on screen at the same time.

Timestop—Freezes the screen for five seconds. Aliens and their shots stop moving.

Max NRG—Fills energy bar to 100% of current color.

BLOCKADES

Blockades appear on some levels to aid in your battle against the alien nemesis. Hit the blockades with a round of fire to move them upwards into the aliens' path. Each time a blockade is shot, either by your tank or the alien fire, it is damaged. Eventually the blockades will be destroyed.

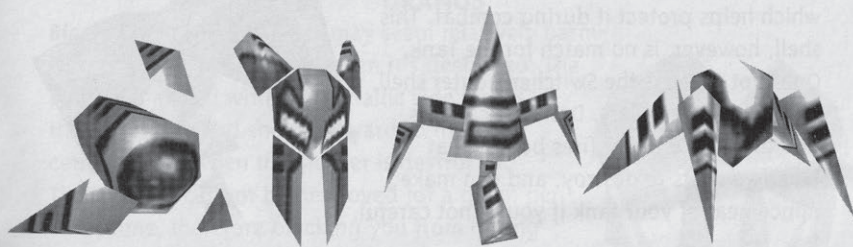
TO GET EXTRA TANKS

Earning 50,000 points will get you an extra tank. You can also earn extra tanks in the bonus stage.

THE ALIENS, BOSSES, AND PLANETS

PLUTO AND ALL OTHER PLANETS

Red, Blue, Green and Yellow Aliens—The most common species of the alien fleet. While relatively harmless on their own, these aliens mount successful attacks through sheer numbers. Remember, these aliens typically outnumber Tank pilots twenty to one, so take them out quickly and carefully, or they'll have no problem taking you out.

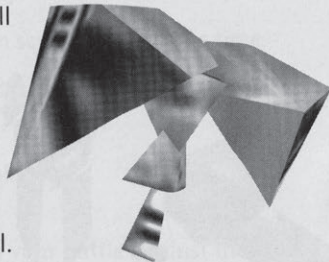


Crush Boss (Only on Pluto)—Composed of a large, heavy frame attached to two powerful jet engines, Crush patrols the terrain from above. When Crush senses that a Tank is below him, it will quickly throw itself to the ground, smashing whatever it hits. While this attack may seem primitive, don't underestimate Crush's power. Few have escaped an encounter with Crush, and no one has been able to destroy it throughout the entire alien encounter on Pluto.

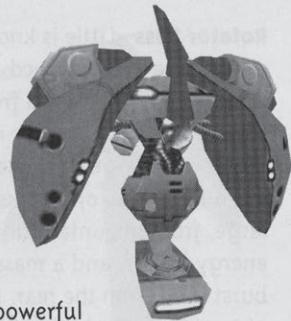


NEPTUNE

Switcher—One of the dominant species of the alien fleet, the Switcher has a protective shell which helps protect it during combat. This shell, however, is no match for the Tank. One shot shatters the Switcher's outer shell, leaving it defenseless. Don't be careless, though. The Switcher fires bombs that take two shots to destroy, and can make mincemeat of your tank if you're not careful.

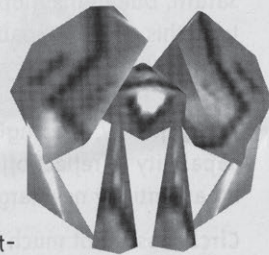


Shell Boss—A life form with a large number of cybernetic enhancements, Shell is a foreboding and versatile weapon of destruction. Traditionally, Shell engages its enemies from the air, using two large wings and engines to stay in flight. To attack, it uses a turret mounted on the bottom of its body which is capable of firing large, powerful energy bursts. Shell's turret has remained invulnerable to Tank fire throughout our encounters with it due to a powerful surrounding shield. However, military intelligence maintains the theory that if enough damage can be done to Shell, it should not be able to maintain power to the shield.

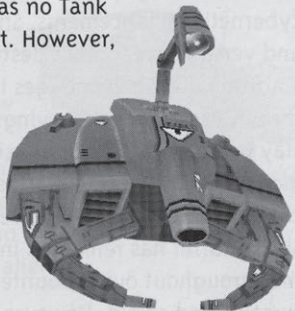


URANUS

Blocker—While the Blocker may seem relatively harmless, the real threat comes when it's destroyed. The Blocker is armed with two metallic side pieces that catch fire and shoot outward to the adjacent columns when the Blocker is destroyed. These pieces cannot be destroyed for a given period of time, therefore blocking you from hitting other aliens in that column. Although the pieces are only active for a few seconds before disintegrating, they will give the invading force a few more seconds to get closer to your Tank.

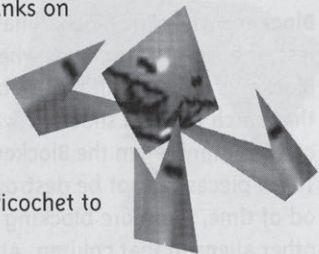


Rotator Boss—Little is known about Rotator, as no Tank pilots have ever survived an encounter with it. However, what we have gathered from radio transmissions and flight recorder information is that Rotator is a large, UFO shaped being. It has a multitude of attacks, including two large, front-mounted turrets which fire energy bursts, and a massive energy burst fired from the rear. Rotator is capable of tracking a Tank's position fairly well, so keep moving. Stay still and your Tank is history.



SATURN

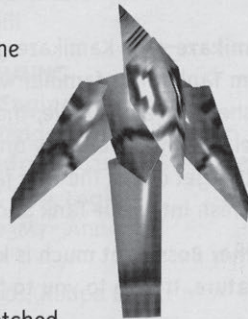
Angler—Use extreme caution when you encounter this enemy, as they have destroyed countless Tanks on Saturn. Due to their lopsided body structure, this alien is capable of firing shots at an angled trajectory, making them difficult for Tank pilots to track. Adding to this difficulty, the Angler's laser has the capability to reflect off of walls. Shots can ricochet to hit an entirely new target.



Circle Boss—Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.

JUPITER

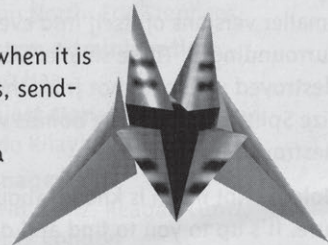
Freezer—One of the more aggressive aliens in the invading forces, the Freezer will not remain in formation if it has a clear shot at a Tank. Instead, the Freezer will fly down and fire a continuous beam at the ground, taking only seconds to recharge. A pilot must have excellent skill in maneuvering his or her Tank in order to survive a Freezer's attack.



Turret Boss—Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.

MARS

Burster—The Burster is most threatening when it is destroyed. When hit, the Burster explodes, sending several energy bursts hurtling to the ground. Exercise caution when firing on a Burster. Contact with one of these energy bursts will lead to a very quick death.

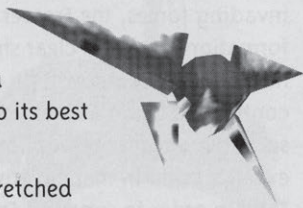


Pulse Boss—Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.

VENUS

Kamikaze—The Kamikaze gets its name from Tank pilots familiar with alien skirmishes on Venus. Alive, the Kamikaze is relatively harmless. Destroy one however, and you better get out of the way fast. The alien will do its best to crash into your Tank and take you with it.

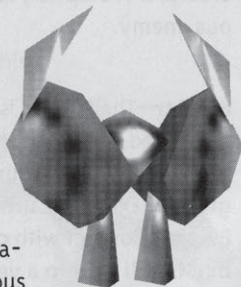
Slither Boss—Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.



EARTH

Splitter—In order to ensure its own survival, the Splitter multiplies when hit by Tank fire, sending smaller versions of itself into every vacant spot surrounding it. These smaller versions can be destroyed with one shot from the Tank. A full-size Splitter drops large bombs which cannot be destroyed by Tank fire.

Golem—Not much is known about this wretched creature. It's up to you to find and destroy this dangerous enemy.



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- Phone** Call our 24-hour voice-mail system for answers to our most frequently asked questions at (310) 255-2050. Or contact a customer service representative at the same number between the hours of 9:00 a.m. and 5:00 p.m (Pacific Time) Monday through Friday, except holidays.

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