

SPACE INVADERS COLLECTION

The cover art features a dark, atmospheric scene. In the foreground, a control panel with various buttons and a central light is visible. Two large, dark, alien-like figures with glowing red and orange accents are positioned on either side of the panel. In the background, a large, multi-tiered structure, possibly a space station or alien base, is illuminated with a blue light. The sky is dark, with a few small, distant spacecraft or planets visible.

ataricarc XYPE
OPCODE

FOR USE ONLY WITH
COLECO VISION™

Thank you for selecting the Space Invaders Collection
game cartridge for your Colecovision game system.

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

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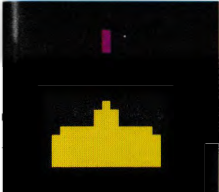
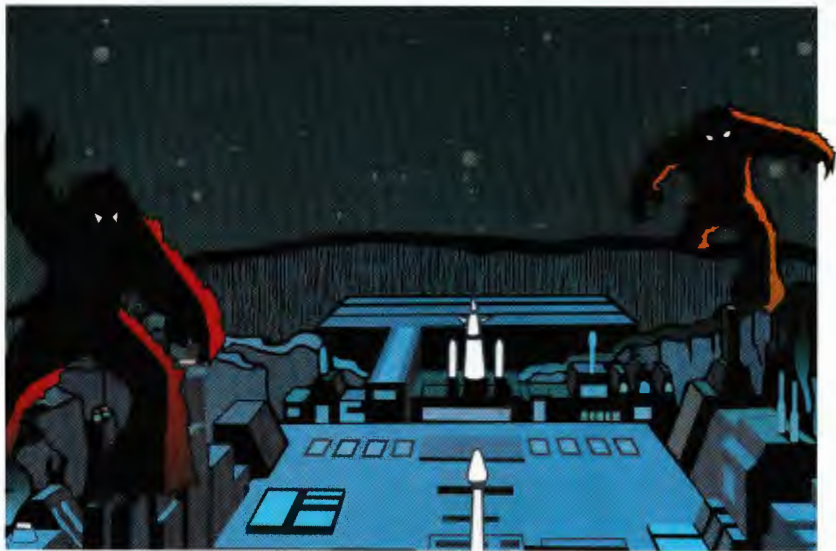


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1. A BRIEF HISTORY



Space Invaders was the creation of Toshihiro Nishikado, a programmer at the Japanese video game company Taito Corporation. The game's intense and demanding game play made it a huge success in Japan... in fact, the country suffered a shortage of hundred yen coins because players were putting them all in the Space Invaders machines! Taito quickly capitalized on the success of Space Invaders, releasing an improved sequel and selling the American distribution rights to Midway.

Twenty-five years later, Space Invaders is still well known in the video game industry. It is inspired dozens of sequels on systems ranging from the Atari 2600 to the Playstation. Both Taito and Midway are still in business... Taito continues to appeal to the Japanese market with such quirky games as Bust-A-Move and Densha de Go!, while Midway is the favorite of Americans with its controversial Mortal Kombat series.

2. PREPARE FOR ACTION!

Before you take on the invaders, you'll need to get your Colecovision game system ready for battle.

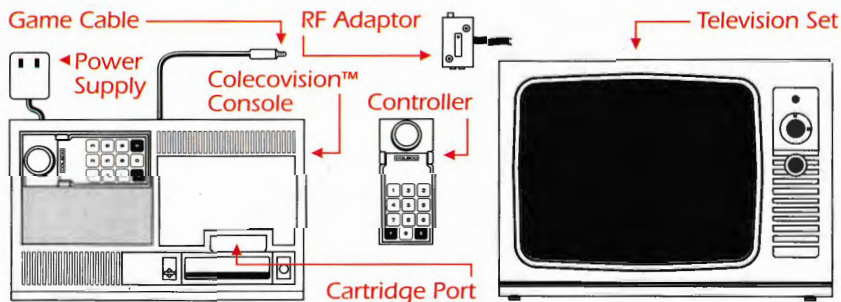
- Connect your system to a compatible television set using an RF adaptor. If you need help, please consult the manual included with your Colecovision game system.
- Insert the Colecovision power supply into an open power outlet.
- Connect your favorite controllers to your system. Space Invaders Collection is compatible with most game controllers that use a 9-pin D-shell connector*... simply insert this connector into the first controller port. If this controller wasn't specifically designed for the Colecovision, you will need a Colecovision compatible controller

with a numeric keypad in the second port to select options.

- Insert Space Invaders Collection into the cartridge port of your Colecovision, with the label facing you. Press the cartridge down firmly to lock it into place.
- Push the Colecovision power switch to the on position to begin playing.

REMEMBER! Always turn the Colecovision off before removing or inserting game cartridges. Also, never turn on the system without inserting a cartridge first.

***CAUTION:** We recommend controllers designed for the Atari 2600, Colecovision, or Sega Genesis. Opcode is not responsible for damage resulting from the use of controllers not specifically designed for the Colecovision game system.



3. USING THE CONTROLLER

Move the joystick up or down during the menu screen to make option selections. Press the left or right action buttons to confirm these decisions.

Move the joystick left or right to change option selections in the options screen. Press the left or right action buttons to exit to the main menu.

During game play move the joystick left or right to move the base left or right across the bottom of the screen. Press the left or right action

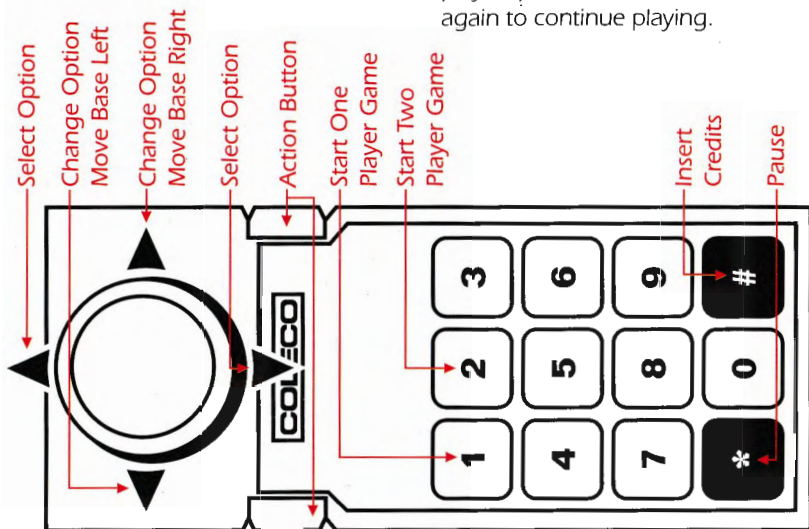
buttons to fire a missile at the invaders from the base.

Press **#** on the keypad to insert a credit (press twice to play a two player game)

Press **1** on the keypad to start a one player game (after a credit has been inserted)

Press **2** on the keypad to start a two player game (after two credits have been inserted)

Press ***** on the keypad during game play to pause the action. Press it again to continue playing.



4. THE BATTLE BEGINS



After the opening screens, you will be presented with the title screen and a menu. This menu contains the following three options:

SPACE INVADERS:

The original arcade game, first released in the 1970's but still popular today. See *SPACE INVADERS* on page 5 for details.

SPACE INVADERS PART II (SPACE INVADERS DELUXE):

This sequel introduces new challenges and surprises to the

Space Invaders series. For detailed differences, see *SPACE INVADERS PART II* on page 7.

OPTIONS: A list of options which allow the player to customize the games to their liking. Turn to page 10 for more information.

To select an option, move the invader next to the option of your choice by pressing up and down on the controller. Finally, press either action button to confirm your decision.

5. SPACE INVADERS

After many frustrating years, scientists have finally made contact with beings from another planet. That's the good news. The bad news is that these aliens are bent on conquering the galaxy one planet at a time. After discovering the existence of Earth, the aliens send troops to our world in the hope of enslaving it. These soldiers are determined to reach the surface of our planet, and if they succeed, the human race is doomed!

Fortunately, the people of Earth are prepared for this assault, building protective barriers over key military outposts and manufacturing powerful mobile cannons known as "bases". The bases are our best defense against the invaders, but beware. The enemy won't quit until they've won, and they'll destroy everything that stands in their way... including you!



You control the base at the bottom of the screen. The invaders loom while a set of four barriers is positioned between you. The right hand side of the screen contains important information including the number of bases remaining and your score.

Your mission is to destroy the invaders before they reach the Earth's surface or destroy all of your bases. To move your base, press left and right on your controller. To fire missiles at your enemies, press the action button.

The invaders inch toward the ground by first marching to the right edge of the screen, then dropping down and reversing direction. They start out slowly at first, but as you thin their ranks, the invaders will become faster and more desperate. As they march, the enemy drops bombs which erode your protective barriers and threaten to destroy your base.

Occasionally, a mother ship will fly overhead, sweeping from the left hand side of the screen to the right or vice versa. Fire a missile at this ship and you will receive a special point bonus for its destruction. This bonus is random, but the mother ship is always worth more points than any of the invaders.

Eliminate every invader and you will be given a new round with a more dangerous army of aliens. Game play continues until all your bases have been struck by enemy fire or when an invader reaches Earth. If even one invader touches the planet's surface, the game ends regardless of the number of bases you have remaining. Finally, play alternates in a two-player game; when one player loses a base, the other player assumes control.

If your score at the end of the game beats the current high score, it will be recorded until the Colecovision is turned off.

SPACE INVADERS SCORE ADVANCE TABLE

10 POINT INVADER



20 POINT INVADER

30 POINT INVADER



7 POINT MOTHER SHIP

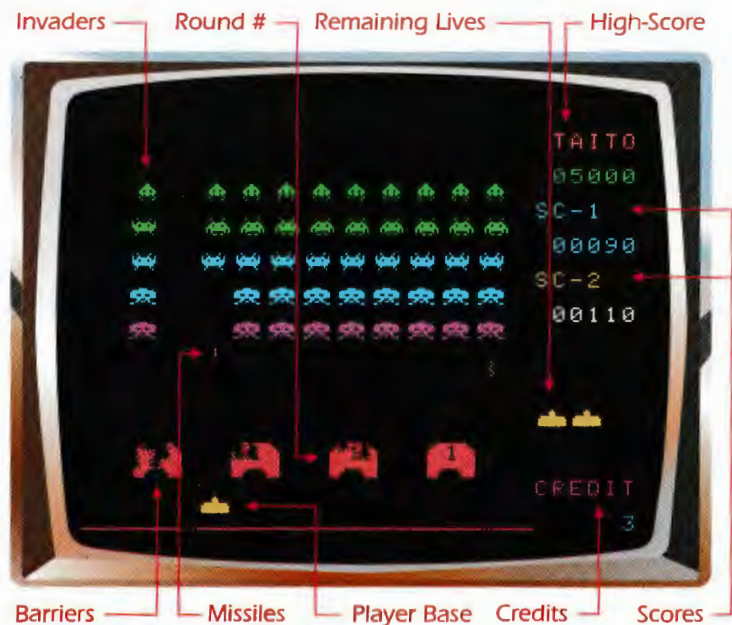
6. SPACE INVADERS PART II

After a humiliating defeat, the invaders are back, less arrogant and better prepared than before. They're using new tactics, new soldiers and new technology to assure that their next invasion of Earth will be a success. The only thing that stands between them and their goal is you... and this time, the aliens won't be so easily beaten.

Again, you control the base at the bottom of the screen. New

formations of invaders loom overhead, while a set of four barriers, each marked with the current round, is positioned between you. The right hand side of the screen contains important information including the number of bases remaining and your score.

Your mission is to destroy the invaders before they reach the Earth's surface or destroy all of your bases. To move your base, press left



and right on your controller. To fire missiles at your enemies, press the action button.

The invaders once again attack by marching to the edge of the screen, dropping downward, and then reversing direction. However, starting with the fourth round (or the second if you're playing Space Invaders Deluxe, US version), the aliens use different formations and introduce an entirely new invader which splits in half when hit with a missile. Both halves become smaller invaders which shrink and expand as they move, making them very difficult to hit



There are new mother ships as well. In addition to the standard ship worth a random number of points, there is a special ship using a primitive cloaking device. This craft "blinks" as the cloak turns on and

off... while the cloak is on, the ship is impossible to hit. This ship is worth a fixed number of points... 500 in the Japanese game, and 200 in the US version.

From the fourth round onward, mother ships will replace slain invaders with new soldiers, dropping them into the top row of the formation. This prolongs the battle and strengthens the invader army, so it is strongly recommended that you destroy the mother ships as quickly as possible.



Eliminate all invaders and a single survivor will retreat, only to return with a more dangerous army of aliens. Game play continues until all your bases have been destroyed or when an invader reaches Earth. If even one invader touches the planet's surface, the game ends regardless of the number of bases

SPACE INVADERS PART II SCORE ADVANCE TABLE

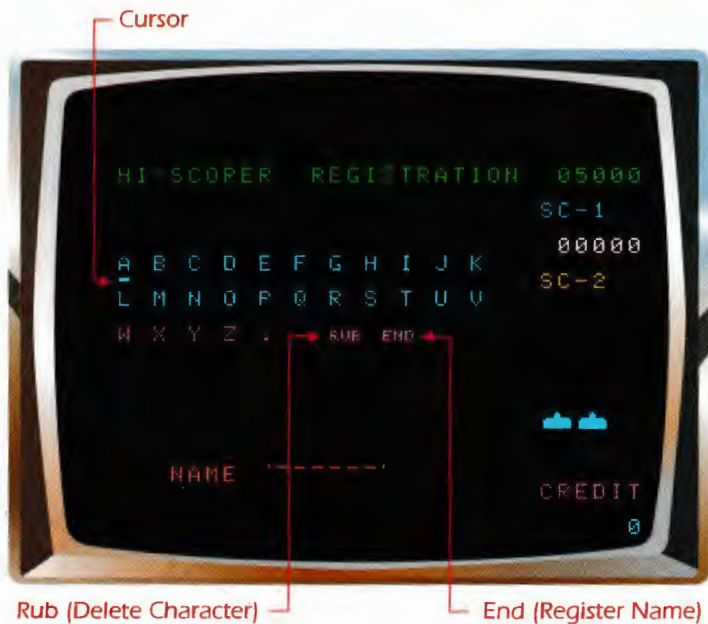
10 POINT INVADER			20 POINT INVADER
30 POINT INVADER			30 POINT INVADER
7 POINT MOTHER SHIP			500 POINT UFO*

*worth 200 points in US version

you have remaining. Finally, play alternates in a two-player game; when one player loses a base, the other player assumes control.

If your score tops the high score at the end of the game, it will be recorded and you will be given the chance to enter your name. Press left and right on the controller to select letters, and press an action button to confirm your choice. If you've made a mistake, select **RUB** and press an action button to delete the last letter entered. When finished, select **END** and press an action button to

register your name. Both the high score and your name will be recorded until the Colecovision is turned off.



7. OPTIONS

If the invaders are too much of a challenge, or if you'd just like to give the game a new look, you can do it all and more in the options menu. Many of the options offered here are the same as those available in the arcade games. Simply press up and down to move the invader next to the option of your choice, then press left or right to change that option to your personal preference. When you're finished, press the action button to return to the title screen.



Japanese Version



VERSION: The Japanese and American versions of Space Invaders have subtle differences. The default selection, JAPAN, credits Taito for both games and gives the player more points for destroying a flashing UFO in Space Invaders Part II. The alternate selection, USA, credits Midway for both games and gives Space Invaders Part II a new name,

US Version



SPACE INVADERS DELUXE VARIATION CHART

JAPANESE TAITO PART II

500 POINT FLASHING UFO
4TH RND NEW FORMATIONS
4TH RND SPLITTING INVADERS

US. MIDWAY DELUXE

200 POINT FLASHING UFO
2ND RND NEW FORMATIONS
2ND RND SPLITTING INVADERS

SCREEN TYPE: By default, the game is set to COLOR, though a BLACK & WHITE option is available, though a BLACK & WHITE option is available. The color used in COLOR mode depends on the version selected... JAPAN mode offers a full color display, while US mode simulates a monochrome display enhanced with a color overlay.

LIVES: This option lets you select the number of lives you'll receive at the start of each game. The default option, 3, gives the player three lives per credit, just like in the arcade version. You may also choose to start each game with 4, 5, or 6 lives. Five and six lives are only available in the original Space Invaders... in Space

Invaders Part II, selecting five lives will give you three instead, and selecting six lives will give you four.

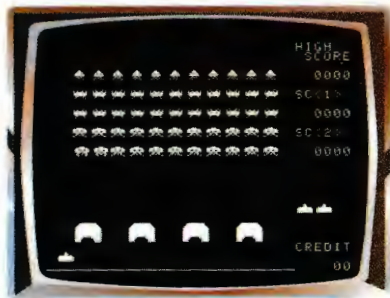
BONUS LIFE: The original Space Invaders awards players with an extra life after reaching a target score. That target score is set to 1500 points by default, but it can be changed to 1000 points for an easier game. This option is not available in Space Invaders Part II.

COIN INFO: By default, both Space Invaders and Space Invaders Part II will display the number of credits needed to begin the game. Setting this to NO will hide this information.

Color (Default)



Black and White (Optional)



8. HINTS AND TACTICS

- Your base can only fire one missile at a time. If you miss the invaders, you'll have to wait until the missile leaves the screen before you can fire another. Make those shots count!
- The barriers are most effective when used creatively. Peck a hole through a barrier with your shots, then continue to fire to hit invaders while guaranteeing your safety.
- As you continue to play, you'll discover strategies which slow the invaders down and prevent them from reaching your base. Try blasting every enemy in the bottom row of the invader fleet, or all the aliens in the left or right most column.
- You can sometimes use your own missiles to intercept the invaders' shots, but don't rely on this too often... it's not completely reliable.
- Don't be afraid to experiment! You might find something new if you target the right Invaders, or press the right buttons.

9. CREDITS

PROGRAM: Eduardo Mello (Arcade version by Toshihiro Nishikado for Taito Corp. Japan.)

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VERY SPECIAL THANKS: Joe Santulli and Digital Press

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