

**SPECTRAL ASSOCIATES**



**SPACE  
INVADERS**



## COLOR SPACE INVADERS

**HOW TO PLAY:** A "rack" of invaders (8 wide  $\times$  6 deep) will appear on the screen. You must destroy them all before they drop a bomb on you or they reach the earth (bottom of the screen). You start the game with four bases and lose one every time you get hit by a bomb.

You score points for each invader destroyed: 10 points each for invaders in the bottom two rows, 20 points for invaders in the middle two rows, and 30 points for invaders in the top two rows. A 500 point bonus is scored for each rack destroyed.

Invaders are destroyed by firing missiles from your base. The base is moved with right and left arrow keys and the missiles are fired by hitting the space bar.

**LEVEL OF DIFFICULTY:** At the beginning of the game you select the level of difficulty you wish to play. As the level of difficulty increases, you have fewer missiles to fire, the invaders move faster at the end of the game.

**SHIELD:** The shield is the blue line just above the castles. Missiles will go through the shield but bombs will explode when they hit it. When hit by a bomb, the shield will be inoperative for about three seconds. The "1" and "2" keys control the motion of the shield.

**MYSTERY INVADER:** The mystery invader appears and disappears at random intervals. It always appears on top of an existing invader and is worth 100 points. The invader it appears on top of must be shot before you can get the mystery invader.

**HYPERSPACE:** Pressing the "Y" key will cause the base to move into hyperspace.

**DEMO MODE:** Type enter to escape this mode.

**JOYSTICKS:** The joysticks may be used to control the movement of the base and shield. Pressing the "X" key will activate the joysticks. Pressing it again will return control to the keyboard. The joysticks operate as follows:

RIGHT JOYSTICK — BASE MOVEMENT  
LEFT JOYSTICK — SHIELD MOVEMENT  
RIGHT BUTTON — FIRE MISSILE  
LEFT BUTTON — HYPERSPACE

**LOADING INSTRUCTIONS:** Load using CLOADM. If you have installed a RAMCHARGER in the computer you will have to type EXEC after loading.

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## SPACE TRILOGY

The same high quality fast action and high resolution graphics of COLOR SPACE INVADERS is available in the companion games of the Space Trilogy:

**METEORIODS** just like the Asteroids arcade game.

**SPACE WAR** you command the last remaining combat Viper and must break through the defenses of the Death Star while avoiding the Black Hole.

## COLOR SPACE INVADERS

Color Space Invaders is an exciting, arcade quality game designed especially for the TRS 80 Color Computer. It is written entirely in machine language to obtain the fastest possible action, uses the highest resolution color graphics available and does not require Extended Basic.

You must defend the earth from the attacking invaders while dodging their bombs. Just when you think you've got them beaten, they speed up and come at you faster.

Color Space Invaders has all of the features of the arcade game plus two exciting new ones - a mobile defensive shield will help defend you against the invader's bombs and a mystery invader which zooms in and out of hyperspace.

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