

# SPECTRAL ASSOCIATES

QUALITY MICROCOMPUTER SOFTWARE



## PLANET INVASION

Planet Invasion is the best Defender type game available. Destroy waves of alien invaders before you are hit by one of their bombs while maneuvering your ship around the planet's surface. Defend and protect planets' precious supply of Caloxin crystals as the mighty Praetorian empire throws its full strength at you. Be careful - if you lose all of your Caloxin crystals, you will be forced to leave the planet's surface to fight in space. Written in machine language with highest resolution color graphics and fantastic sound.

Planet Invasion utilizes the highest possible resolution graphics with a realistic outerspace type black background and three other colors.

### Requires:

16K NON - EXTENDED BASIC and joysticks

### Features:

HIRES GRAPHICS  
FAST ACTION  
LONG RANGE SCAN  
HYPERSPACE  
SMART BOMBS  
CHASERS  
MACHINE LANGUAGE  
DYNAMITE SOUND  
EASY TO USE JOYSTICK CONTROL  
PLANET SURFACE RUGGED - NOT FLAT  
REALISTIC EXPLOSIONS

### **SPECTRAL ASSOCIATES**

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## PLANET INVASION

**METHOD OF PLAY:** A wave of Praetorian invaders attack the planet's surface and you must destroy them all before they get you. You start the game with 3 ships and 3 smart bombs and you lose a ship each time you are destroyed.

**LOADING INSTRUCTIONS:** Load tape into the computer by typing CLOADM and hit ENTER. Then type EXEC and hit fire button. To load from disk type LOADM"INVASION".

### CONTROLLING YOUR SHIP:

1. Right Joystick
  - A. Up and down joystick movement controls ship elevation.
  - B. Moving joystick left or right moves ship in corresponding direction. The further right or left you move your joystick, the faster you fly. To stop your ship completely, put joystick in center position.
2. Right Button  
Rapid fires evenly spaced shots in the direction the ship is facing.
3. Space Bar  
Will explode one Smart Bomb if one is available. The Smart Bomb will destroy all aliens on the screen.
4. "H" Key  
Will cause your ship to move into hyperspace.

**PLAYING FIELD:** The playing field of PLANET INVASION extends beyond the display screen, so the long range scan above the regular screen shows the location of all the Praetorian ships on the playing field. Beware - if all of your Caloxin crystals are destroyed you will have to fight in the outer reaches of space far from the planet's surface. Every fourth wave of invaders will give you a new set of crystals to defend. The wave number is displayed to the right of the LONG RANGE SCAN.

**BONUS:** Every 10,000 points you will receive a bonus ship and Smart Bomb. At the end of each wave a bonus will be given of 100 X the number of men X the number of the wave.

### SCORING:

GRABBERS - 150 points

GRABBERS capture your Caloxin crystals and if they reach the top of the screen with Caloxin they will merge to form a KILLER (150 points). Shooting a GRABBER with captured Caloxin kills the GRABBER and the Caloxin will fall. If it falls from low elevation it will not be destroyed when it hits the ground (250 points). You can save the Caloxin when it falls from a high elevation by catching it with your ship (500 points).

CHASERS - 250 points

These appear if you take too much time to destroy a wave of invaders. They will track your ship in a semi-smart way. They don't have to be destroyed to finish a wave.

MINERS - 250 points

These leave mines that can destroy you as they move along.

BEAMERS - 1000 points

When hit, BEAMERS split into 3 BERSERKERS (150 points each).

STRATEGY: Two players - one person flies the ship and fires on the invaders with the right joystick. The other person operates the keyboard using hyperspace and Smart Bombs. One player - Use left hand on joystick and right hand for keyboard.

NEW GAME: To start each new game after you have lost all three of your ships hit fire button after waiting a few seconds to view score.

SAVE TO DISK INSTRUCTION: Load the tape into the computer with the disk attached. Do not type EXEC. Insert diskette into the drive and type: SAVEM"INVASION",&H1COA, &H3F00, &H1COA.

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We will gladly assist the customer with any problems he encounters in understanding or using our computer programs. If the tape should ever be accidentally erased or become unusable for any reason, Spectral Associates will replace the tape for \$1.50 if the original tape is returned postpaid.

If you enjoyed PLANET INVASION, you will want to try out other machine language, arcade quality games. They all have fast action and use the highest resolution graphics with great sound.