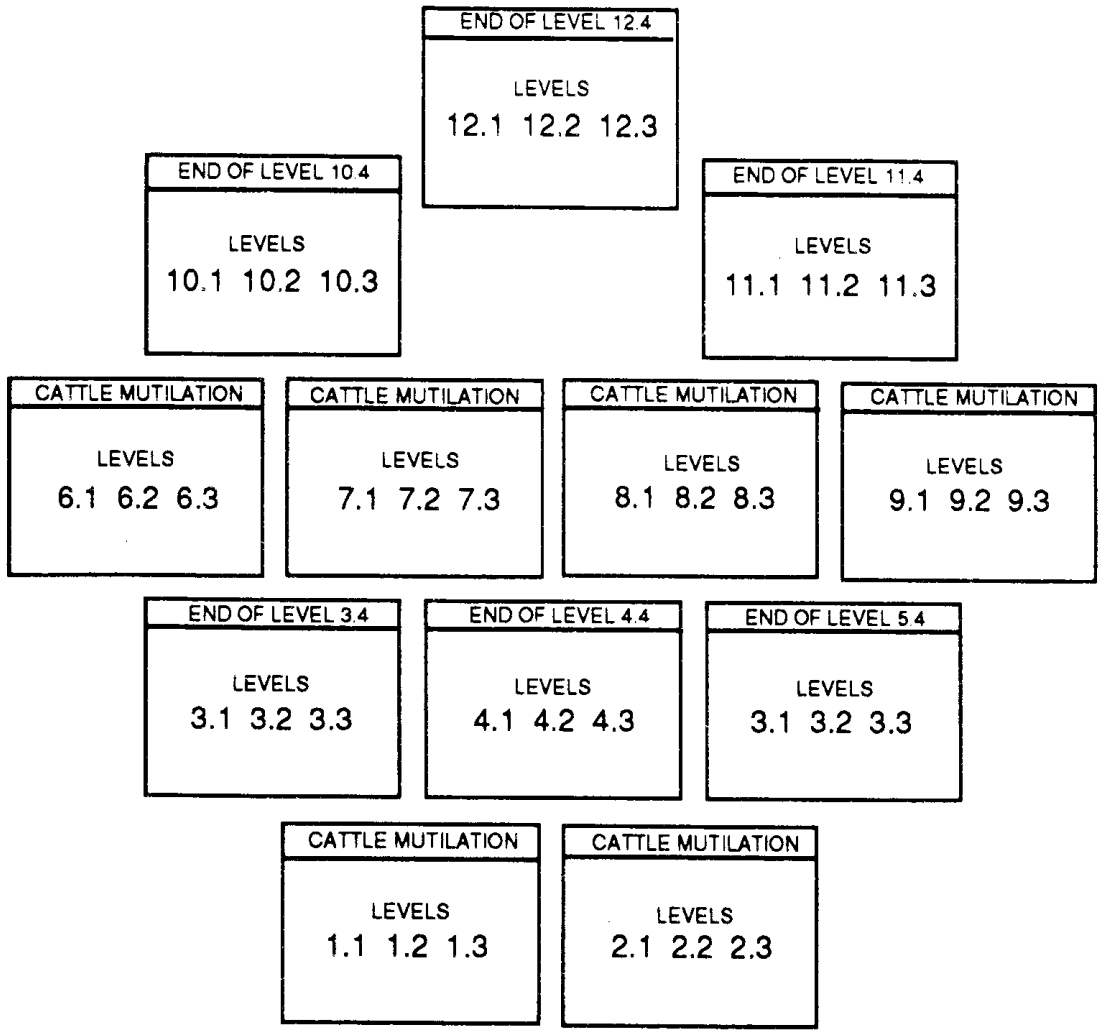
SUPER SPACE INVADERS™

THE INSIDE GUIDE

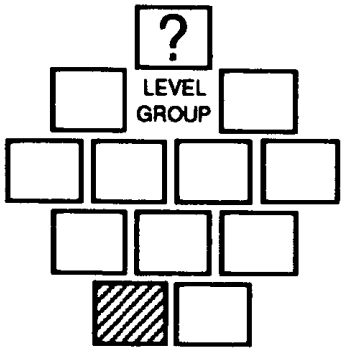
DOMARK

PROGRAM NOTES

SELECTION MAP

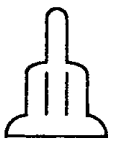


Original Program Notes by Andy Taylor
Produced by Indra Goonewardene-Jackson
Cover/ End of Level/ Extra Weapon Drawings by Jolyon Myers



SUPER SPACE INVADERS
LEVEL FORMATIONS

Ship Normal Base



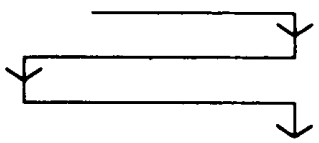
1.1 Standard Movement:

Greens & White

11 x 5 = 55 invaders

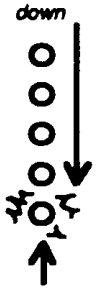
O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O

1.2 Standard Movement:



When you shoot a row of aliens, the others above it drop.

Move down

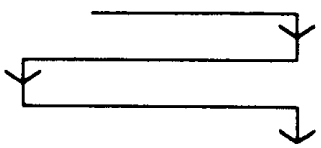


Shoot

11 x 5 = 55 invaders

O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O

1.3 Standard Movement:



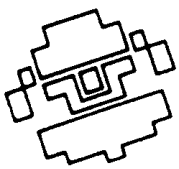
All non-shaded invaders expand in the x when hit, they then take a further 2 shots to kill.

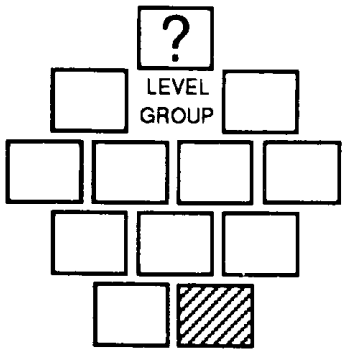
Shoot

They then expand

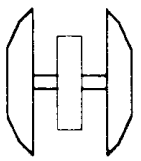
11 x 5 = 55 invaders

O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O
O O O O O O O O O O O



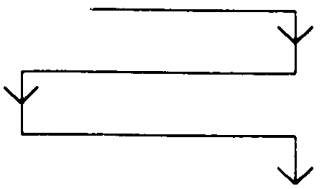


SUPER SPACE INVADERS
LEVEL FORMATIONS



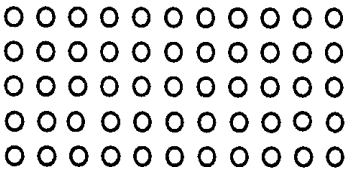
Ship " H - Wing"'

2.1 Standard Movement:



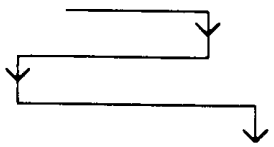
Blues

11 x 5 = 55 invaders



2.2 Polar Movement

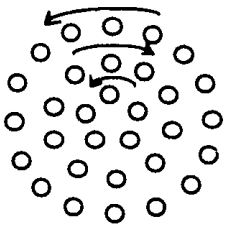
A centre point moves as standard-But the three rings move around that point, clockwise or anti-clockwise see formation diagram.



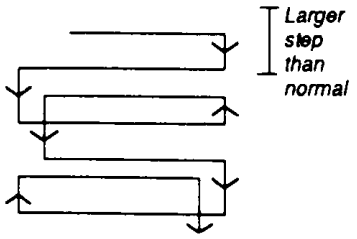
Outer Ring

Inner & Mid Ring

Outer Ring 16, Middle Ring 10



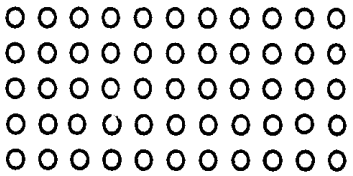
2.3 Movement

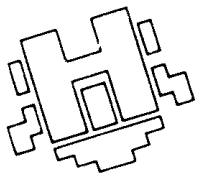


Moves accross then down twice, then across + up twice then across + down twice etc.

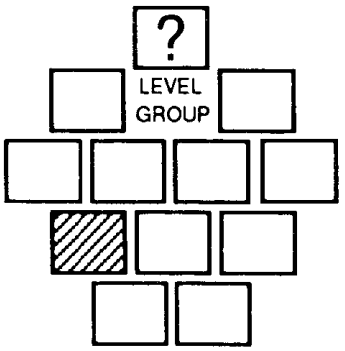
Reds & Greens

11 x 5 = 55 invaders

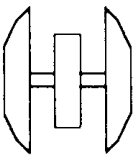




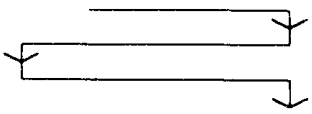
SUPER SPACE INVADERS
LEVEL FORMATIONS



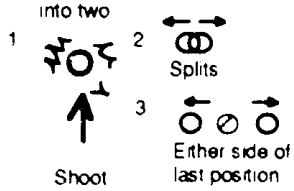
Ship " H - Wing "'



3.1 Standard Movement:

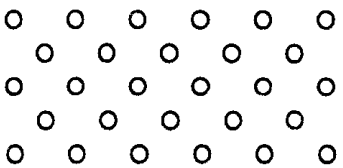


When an invader is shot it splits into two



White & Yellow

28 invaders (possible 56)

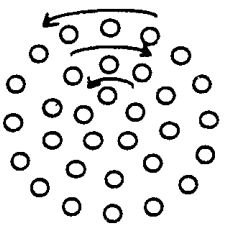


3.2 Polar movement

Same as level 2 2

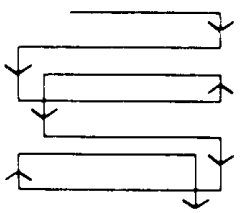
Greys & Greens

32 invaders



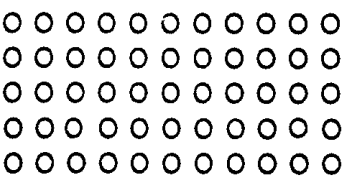
3.3 Up& down movement

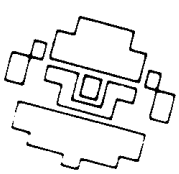
Same as level 2 3



Greens & Yellows

11 x 5 = 55 invaders

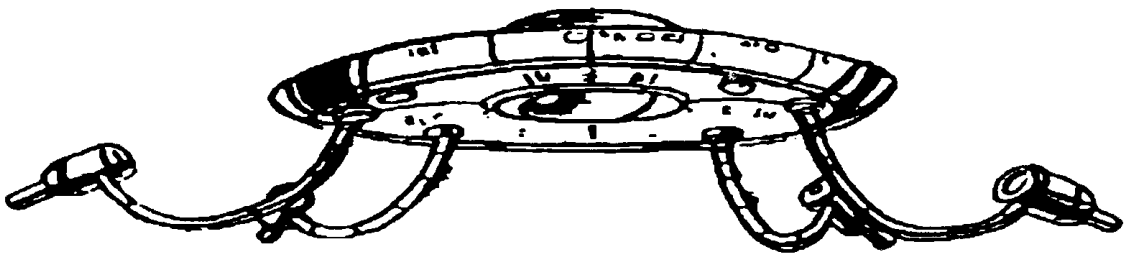




SUPER SPACE INVADERS
END OF LEVEL 3

MOTHER SHIP

All the time the saucer follows a figure of 8 pattern across the screen.



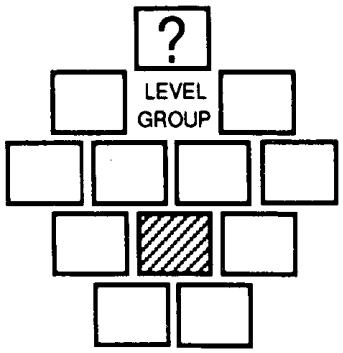
3.4 Movement

1 Each leg swings up & the guns point at your ship.

2 Saucer fires.

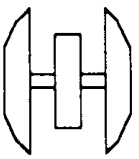
3 Arms swing in, then it fires.

4 Back to 1.



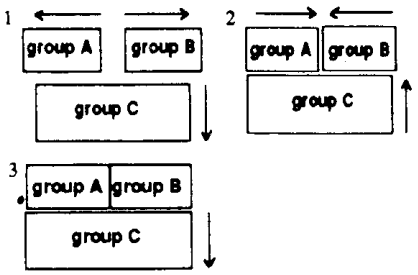
SUPER SPACE INVADERS
LEVEL FORMATIONS

Ship " H - Wing"'



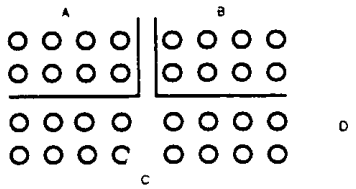
4.1 Movement

If you shoot the outside invaders of A or B they do not alter their pattern.



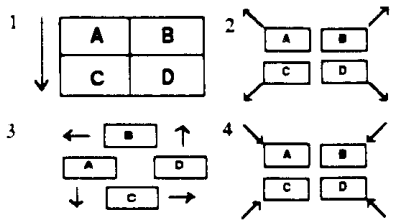
Reds & Yellows

8 x 4 = 32 invaders



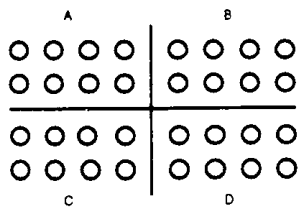
4.2 Movement

Same as 2.3 & 3.3 but moves down in larger steps.

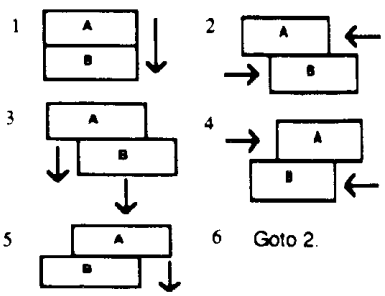


Turns into on 1st hit

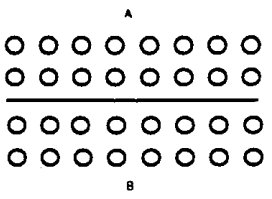
8 x 4 = 32 invaders



4.3 Same Graphics as 4.1

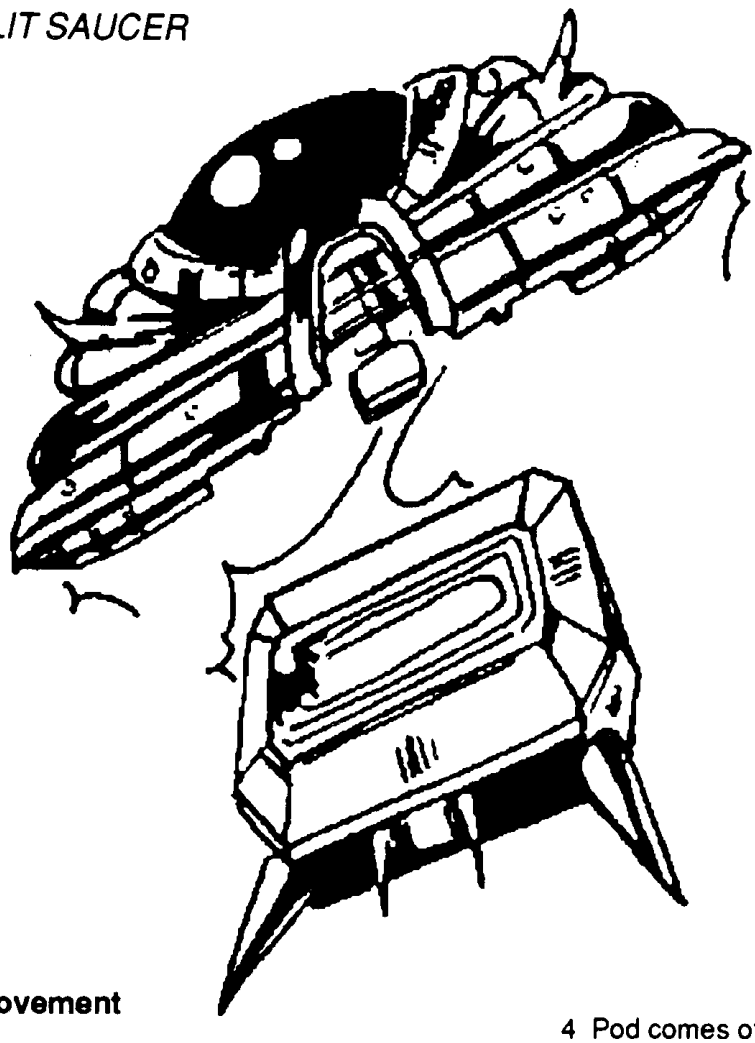


8 x 4 = 32 invaders



SUPER SPACE INVADERS
END OF LEVEL 4

SPLIT SAUCER



4.4 Movement

1 Moves left, moves right.

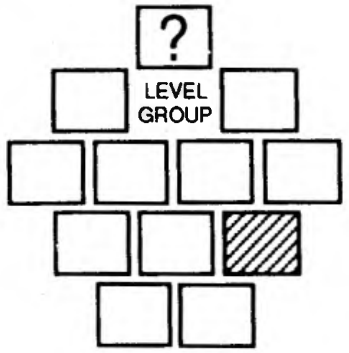
2 Moves to centre then up & down. (missiles pause.)

3 Moves left & right.

4 Pod comes off & bounces twice.

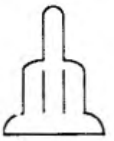
5 Moves left & right & fires shots.

6 Pod joins back up & goes back to 1.

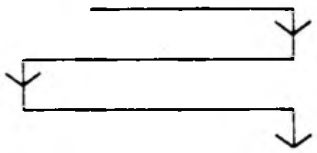


SUPER SPACE INVADERS
LEVEL FORMATIONS

Ship Normal Base



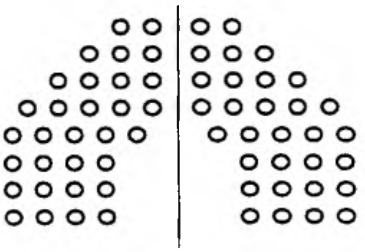
5.1 Group A & B



Both have standard movement but are independent.

Yellows & Reds

62 invaders

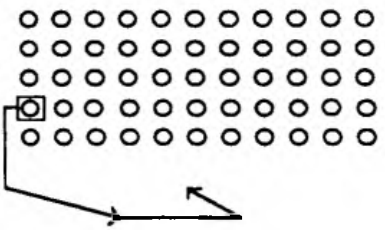


5.2 Standard Movement:

Every so often aliens "dive" bomb you, moving left & right along the screen before returning to the main group.

Greys & Whites

11 x 5 = 55 invaders

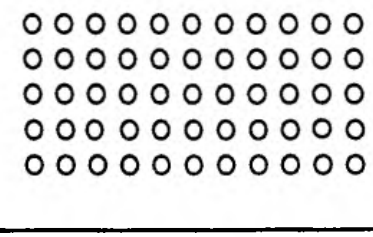


5.3 Column Movement:

Same as 1.2 but move downwards in larger steps.

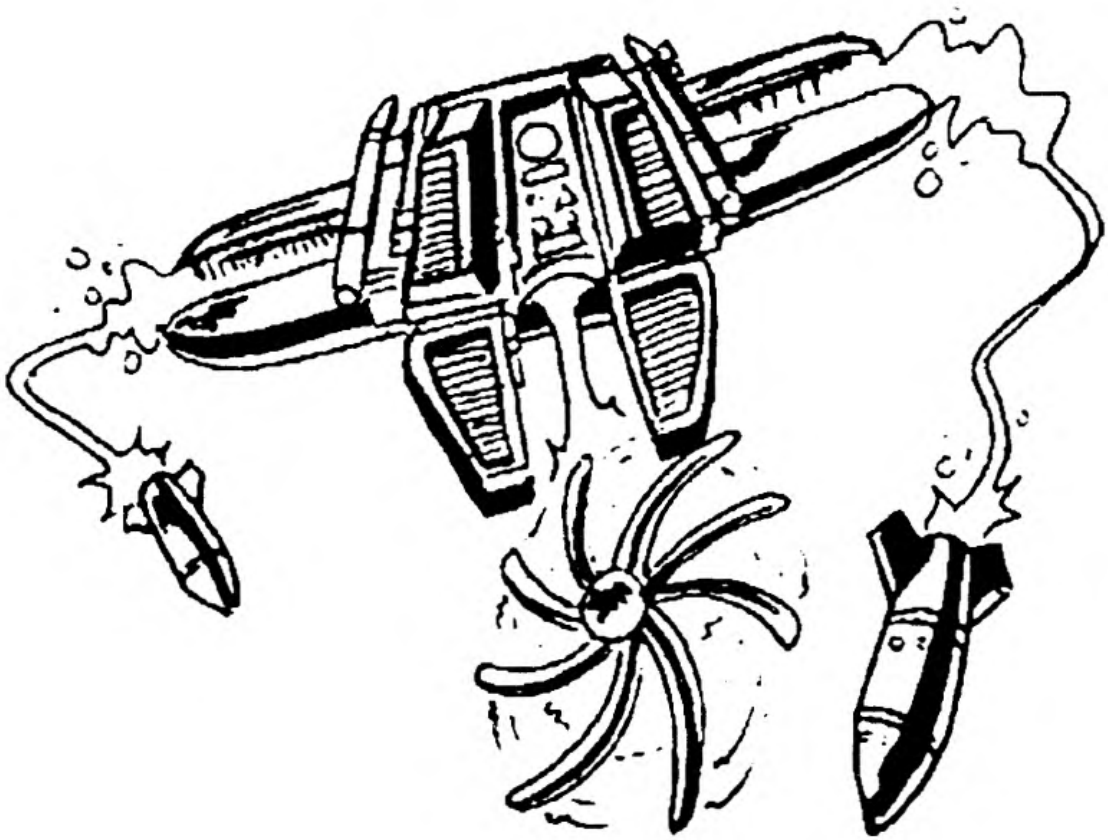
Yellows & Whites

11 x 5 = 55 invaders



SUPER SPACE INVADERS
END OF LEVEL 5

MOTHER SHIP



5.4 Movement

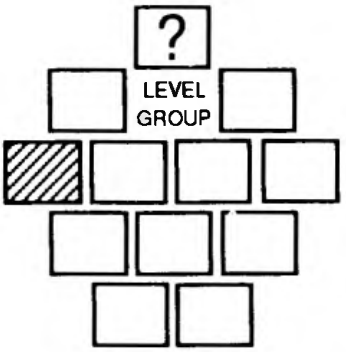
1 Fires missiles.

2 Fires star weapon.

3 Fires missiles.

4 Fires star weapon.

6 Back to 1.



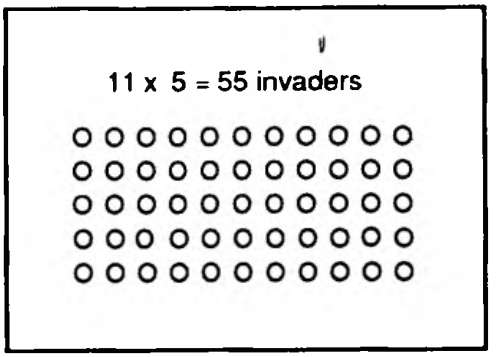
SUPER SPACE INVADERS
LEVEL FORMATIONS

Ship " H - Wing"'

6.1 Column Movement

Same as levels 1.2 & 5.3 but moves down in larger steps

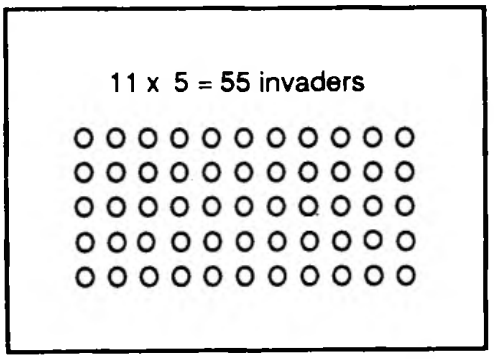
Greens & Reds



6.2 Up & Down Movement

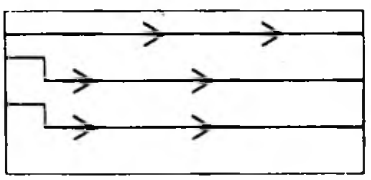
Same as 2.3 & 3.3 but moves down in larger steps

Yellows & Whites

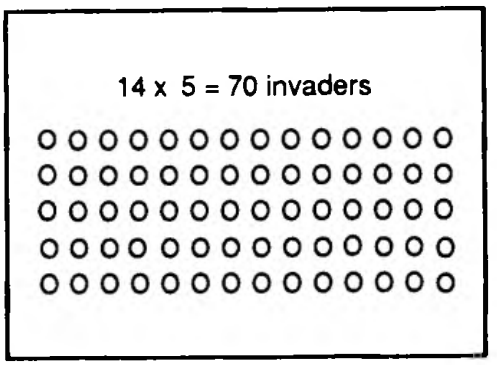


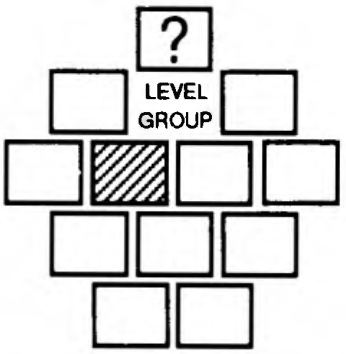
6.3 Movement

Screen wraps to the right, invaders moving down as they wrap



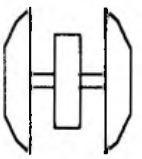
Reds & Yellows





SUPER SPACE INVADERS
LEVEL FORMATIONS

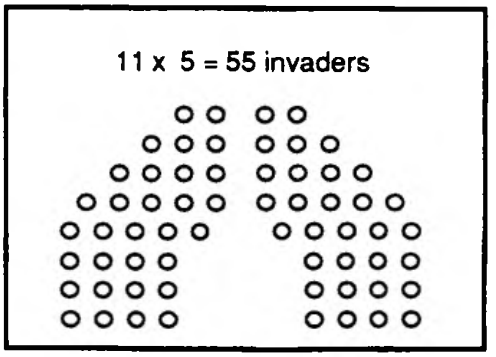
Ship " H - Wing"'



7.1 Independent Movement

Same as level 5.1.

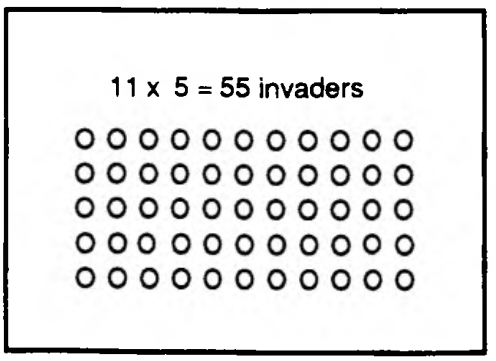
Blues & Whites



7.2 Column Movement

Same as 1.2 & 5.3.

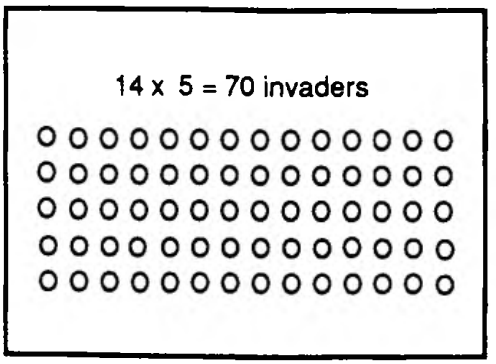
Greens & Yellows

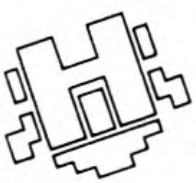


7.3 "Dive-Bomb"

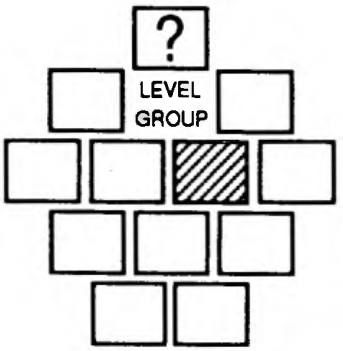
Same as level 5.2.

Light Blue



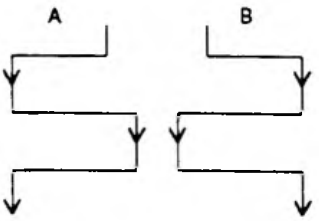


SUPER SPACE INVADERS
LEVEL FORMATIONS



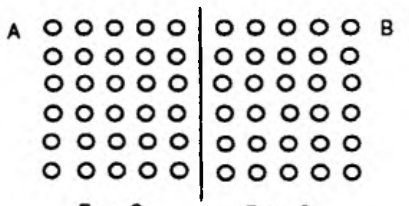
Ship " H - Wing"'

8.1 Movement
A & B move independently in a standard pattern.



Reds & Blues

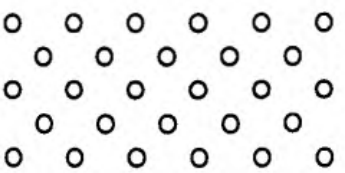
60 Invaders



8.2 Split level
Same as level 3.1.

Cyan, Red & Yellow

28 invaders (possible 56)



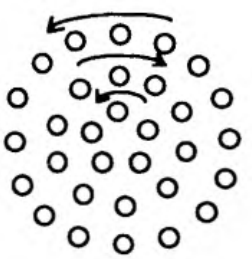
8.3 Polar movement
Same as levels 2.2 & 3.2.

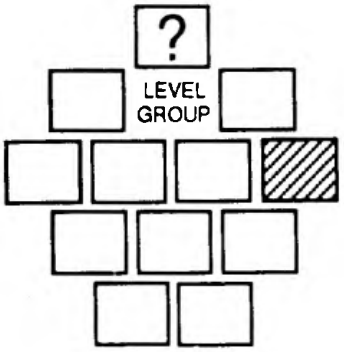
Outer Ring

Inner & Mid Ring

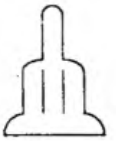
Reds & Whites

32 invaders



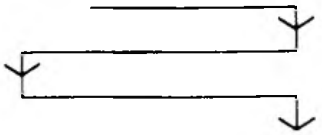


SUPER SPACE INVADERS
LEVEL FORMATIONS



Ship Normal Base

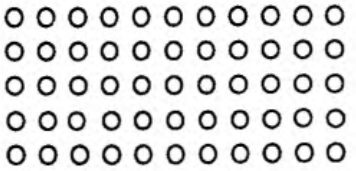
9.1 Standard Movement:



With large steps down

All Colours

11 x 5 = 55 invaders

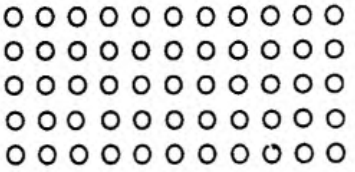


9.2 Split level

Wrap around level same as levels 3.1 and 8.2

Greens

11 x 5 = 55 invaders

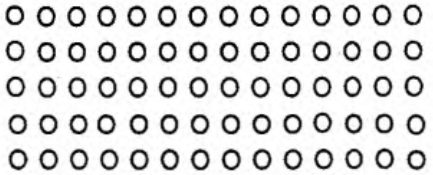


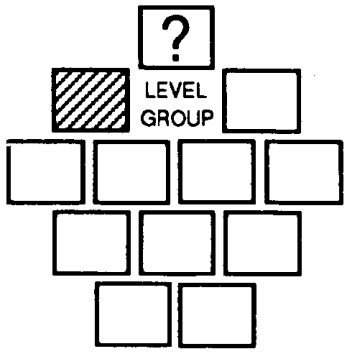
9.3 Standard Movement:

Wrap around level same as 6.3.

Pinks & Yellows

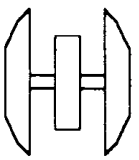
14 x 5 = 70 invaders





SUPER SPACE INVADERS
LEVEL FORMATIONS

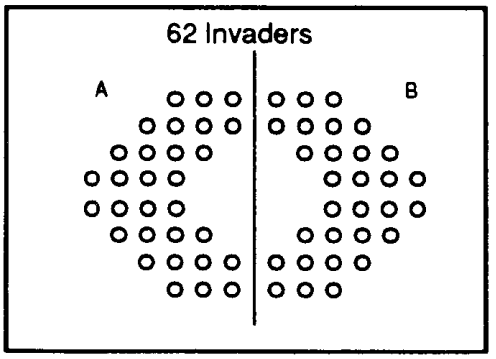
Ship " H - Wing"'



10.1 Movement

A & B move independently in a standard pattern.

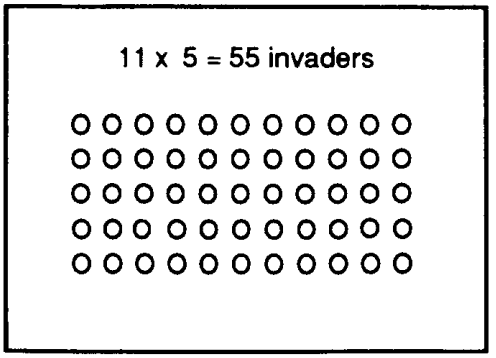
Cyan
White
Yellow



10.2 Polar movement

As level 2.2.

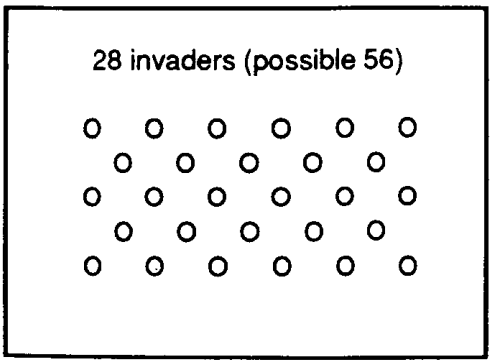
Blue &
Yellow



10.3 Split Level

As level 3.1.

White &
Yellow

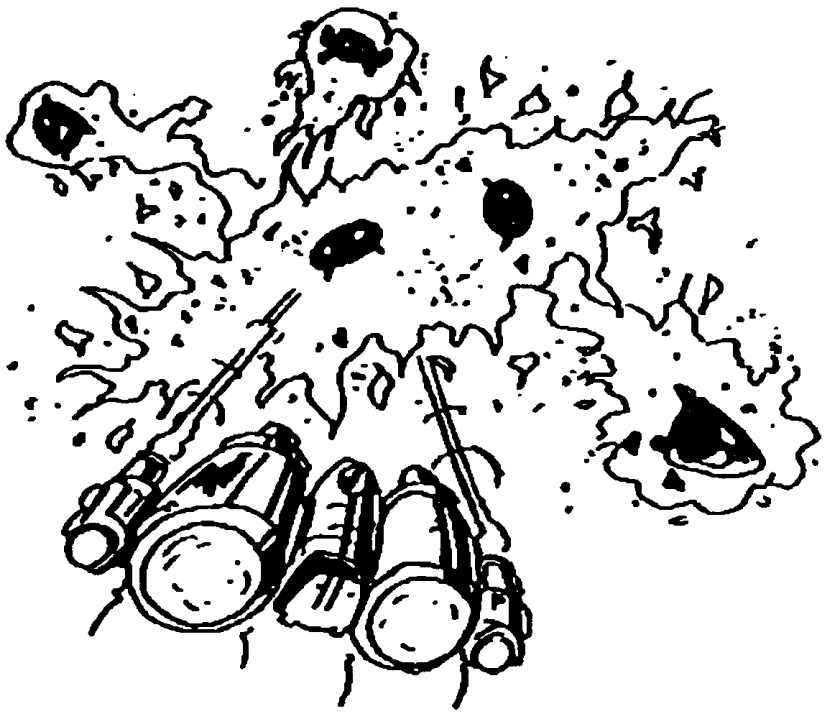


SUPER SPACE INVADERS

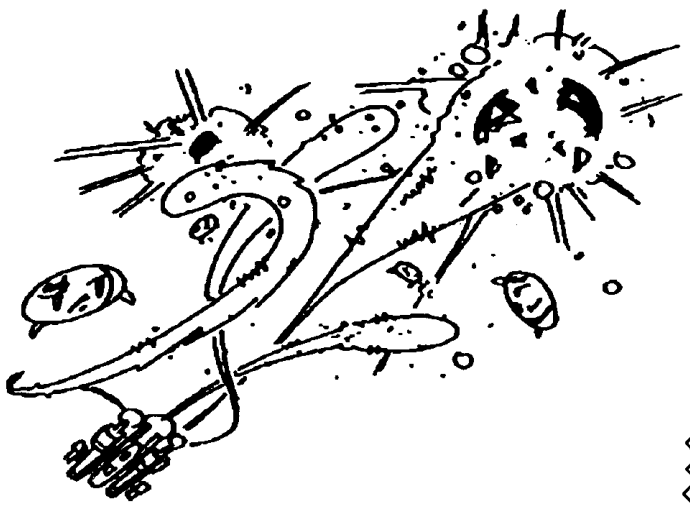
END OF LEVEL 10 SAME AS END OF LEVEL 3

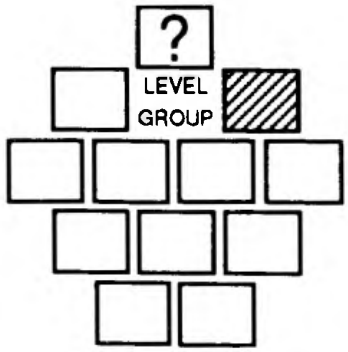
EXTRA WEAPONS

FIRE FLOWER
Huge fire explosion - Wipes out most of the aliens on screen at once.



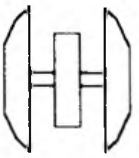
DESTROY BEAM
4 Laser Beams that continue to whizz around the screen until they lose power.





SUPER SPACE INVADERS
LEVEL FORMATIONS

Ship " H - Wing"'

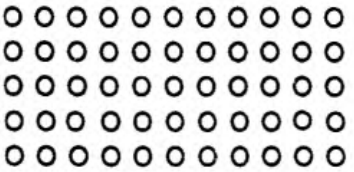


11.1 Up and down

Level same as levels 2.3, 3.3 & 6.2

Greens & Blues

11 x 5 = 55 invaders



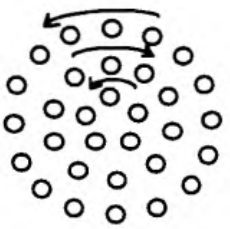
11.2 Polar movement

As level 2.2.

Outer Ring

Inner & Mid Ring

outer ring 16, middle ring 10

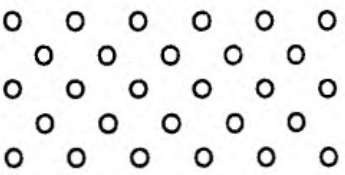


11.3 Split Level

As level 3.1.

Reds & Greens

28 invaders (possibly 56)

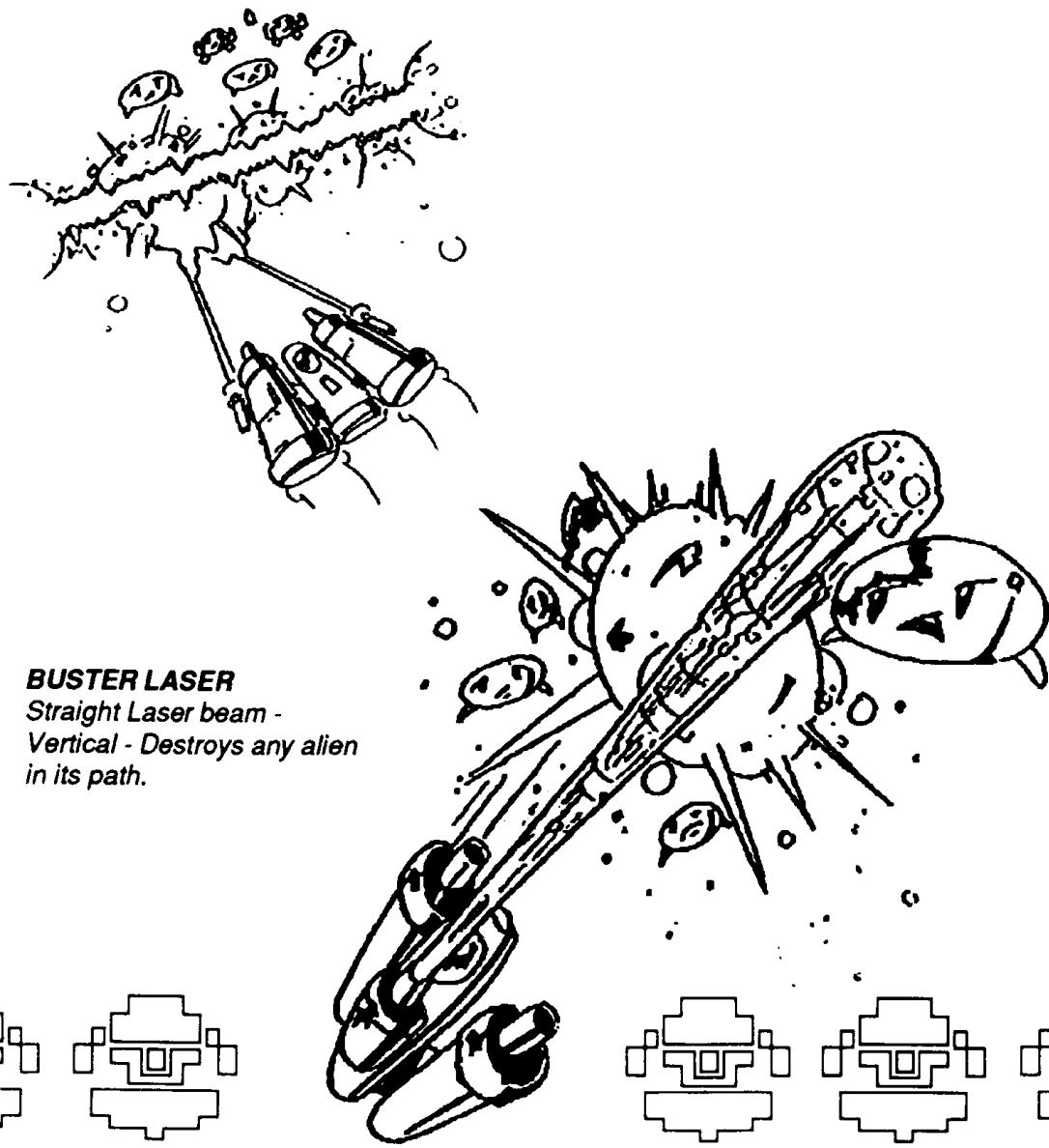


SUPER SPACE INVADERS

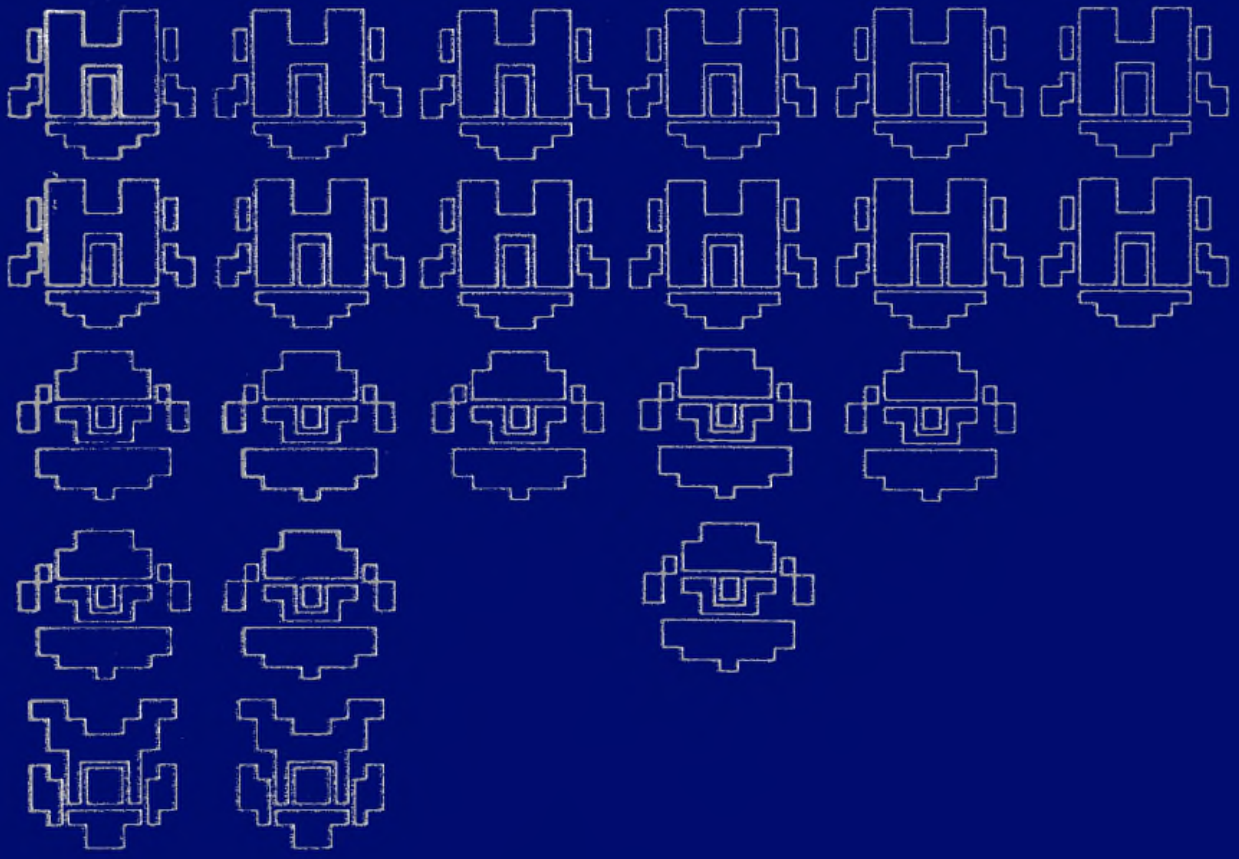
END OF LEVEL 11 SAME AS END OF LEVEL 4

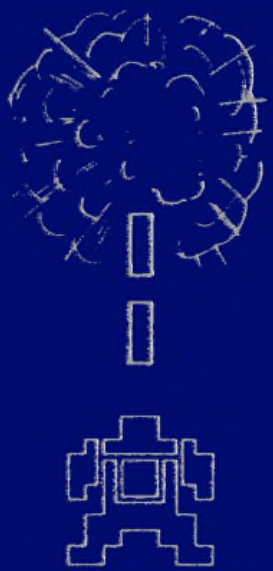
EXTRA WEAPONS

HYPER LASER
Horizontal Laser Beam that kills one row of aliens.



BUSTER LASER
Straight Laser beam - Vertical - Destroys any alien in its path.





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