

# SUPER SPACE INVADERS™

## The Potted History

*Space Invaders* – the game that launched a thousand space ships, was released to an unsuspecting world in 1978. Previously, **Atari's Pong** had introduced the public to coin ops, but **Taito** were determined to strike back and regain the number one spot. *Toshihiro Nishikado* was working in Taito's R&D department at the time. He looked at Atari's Pong and felt that recent microprocessor would allow him to develop a new kind of game. "I thought it would be fun to destroy targets on the screen and clear everything. I also planned to have enemies which attack the player and use diplomacy with human beings, this type of game did not exist before". He spent 10 months working on the project from September 1977 to June 1978 – "Everything was new, there were no existing tools or computers at the time, so we had to build everything ourselves. First I used tanks as targets, but because of the slow processing speed of microcomputers then, it was difficult to make targets turn around and move smoothly". Influenced by the **Star Wars** induced Space boom that was raging in Japan at that time, Nishikado decided to use space aliens as the targets.

*Space Invaders* was so new and so different that at first, Taito's game testers did not like it and Toshihiro was worried that it wouldn't be a hit. He needn't have worried – once released (after a name change from **Space Monster** to *Space Invaders* at the request of the sales department), it sold like wildfire. Production could not cope with the demand and the market was flooded by pirate copies. By Autumn 1979 it had peaked – *Invader* mania had gripped the world, children stole from their parents to play the game, executives stayed out at lunch all afternoon playing *Invaders* – it became a social problem.

Soon however many similar games were released which expanded the theme – **Galaxians**, **Gorf**, **Phoenix** and dozens of others as many video game manufacturers were born. Atari launched their **2600 VCS** system which gave (for the time), near arcade quality graphics on interchangeable cartridges. Atari became an overnight sensation selling literally tens of millions of VCS's all over America and Europe. Video games were here to stay.

Few games, if any, have managed to recreate the heart stopping excitement *Invaders* caused, the rhythmic thump – thumping as they advance down the screen getting quicker and quicker all the time, the pulse of the laser as you dart out from behind your ever crumbling shield to pick off another row of alien scum and blast that mother ship for maximum points.

Sadly, *Invaders* was Mr. Nishikado's first and last microprocessor videogame, the father of video games (now 47) moved departments within Taito to work on amusement machines and smart card systems.

Today he thinks games have moved on – "Graphically due to faster microprocessors, games have become very good, but I feel games themselves have not changed very much, they all look the same more or less, although occasionally some special games come out – I think **Tetris** is very good in this respect. I heard **Domark** are bringing out *Super Space Invaders* from Taito for personal computers and the **Sega Master System**. I think this game is very good because it has a lot of features and original game concepts. I hope *Super Space Invaders* will be as successful in Europe".

## The Game:

*Invaders* is a two player simultaneous shoot'em up with a host of new features that expand if from the original. You must destroy the advancing aliens while dodging their shots. Shoot the space ship that goes across the top of the screen to collect exciting additional weapons!

## Getting Started:

For those of you who are unfamiliar with *Invaders* (where have you been?), the object is to prevent the *Invaders* from landing at the bottom of the screen. They advance one row down each time they reach the edge of the screen. You can only have one shot on the screen at a time, (unless you have a power-up) so be accurate with your firing. Once you have cleared a screen ('Attack Wave') the *Invaders* regroup and will try a new tactic. There are literally dozens of these so take time to learn them all. The secret to success is the extra weapons. These are collected by shooting the saucer that traverses the top of the screen.

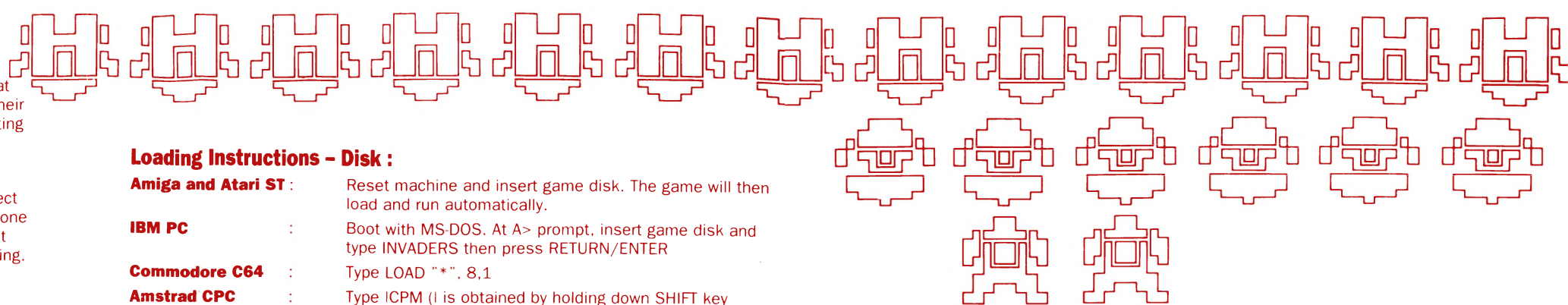
After each three waves you will encounter either the Cattle Mutilation bonus screen or the End of Level Guardian.

The Cattle Mutilation is zany fun as you attempt to prevent your cows from being kidnapped (cow-napped?) by those pesky aliens. As this is a bonus level, you cannot be killed, but you can earn extra bonus by destroying all the alien saucers and saving all the cows.

The Guardians are very tough customers indeed. Try and get some extra fire-power before entering this level or you will almost certainly be destroyed. Each Guardian has a soft spot where he can be damaged by a direct hit but it is up to you to discover where this is.

## Hints and Tips:

- Get double or triple shot for the End of Level Guardians
- There is a pattern that determines which weapon is dropped by the Saucer.
- On expanding *Invaders* shoot alternate columns to prevent them expanding to triple widths.
- On the Cattle Mutilation level, the cow that is about to be picked up zips left and right as he feels the tractor beam.
- Also on this level the higher you let the saucer take the cow before shooting it, the higher the bonus.
- Watch out for hidden levels!



## Loading Instructions – Disk :

- Amiga and Atari ST :** Reset machine and insert game disk. The game will then load and run automatically.
- IBM PC :** Boot with MS-DOS. At A> prompt, insert game disk and type INVADERS then press RETURN/ENTER
- Commodore C64 :** Type LOAD "\*", 8,1
- Amstrad CPC :** Type ICPM (I is obtained by holding down SHIFT key and '@' key).
- Spectrum +3 :** Use LOADER option from the startup menu.

## Loading Instructions – Cassette:

- Commodore C64 :** Hold down the SHIFT key and press RUN/STOP key.
- Amstrad :** Hold down the CTRL key and press ENTER. If you have a disk drive attached type ITAPE first.
- Spectrum 48K :** Type LOAD "" and press ENTER key.
- Spectrum 128K :** Use LOADER option.

## Controls:

- Atari ST/Amiga** Player 1 – Joystick in port 1 or Keyboard.  
Player 2 – Joystick in port 2 or Keyboard.
- Commodore C64** Player 1 – Joystick in port 1 or Keyboard.  
Player 2 – Joystick in port 2 or Keyboard.
- Spectrum** Use Sinclair Joystick 1 or 2, or Keyboard.
- Amstrad Joystick** Use Joystick or Keyboard.
- Left – Push left on stick.  
Right – Push right on stick.  
Fire – Push fire button.  
Down – Fire special weapon.

## Keyboard

- |                                |                                |
|--------------------------------|--------------------------------|
| Player 1                       | Player 2                       |
| <b>Z</b> – Move Left           | <b>N</b> – Move Left           |
| <b>X</b> – Move Right          | <b>M</b> – Move Right          |
| <b>Q</b> – Fire                | <b>O</b> – Fire                |
| <b>A</b> – Fire Special Weapon | <b>K</b> – Fire Special Weapon |



# PIT-FIGHTER™

## The Game :

Pitfighter – The World’s favourite illegal sport, is back for another season. This time in more locations and more popular than ever before. Join TY, KATO and BUZZ in a no holds barred brawl against eight different opponents, all of whom have their own techniques and methods of foul play.

## Getting Started :

A game for one or two players, Pitfighter is a battle to the death in an attempt to become the new Pitfighting world champion. You have the choice of being one of three fighters :

TY – Kickboxer. His greatest asset is agility, whilst his special moves are the spin kick, the flying kick and the roundhouse.

KATO – 3rd Degree Karate Black Belt. His greatest asset is speed, whilst his special moves are the Combo Punch, the Flip Kick and the Backhand.

BUZZ – Ex pro Wrestler. His greatest asset is power, whilst his special moves are the body slam, the head butt and the piledriver.

You can select your chosen fighter from the title screen in the game. In a two player game you may, if you wish, select the same two fighters.

Your task is to defeat each of the seven different fighters who stand between you and the final duel, the Championship Match, against the Ultimate Warrior. Every third match you face is a grudge match, where in two player mode you will fight the second human player, in one player mode you must face a computer controlled clone of yourself.

Bonus points are awarded at the end of each round for Knock Outs. A KO is awarded to the player who delivers the final blow to the opponent.

Along the way you will find various different objects strewn around the floor of the ‘pit’ which you may pick up and use against your opponent :- you can even try picking up and throwing your opponents.

Objects you will find in the ‘pit’ are :

## Throwing Stars / Crates / Kegs and Barrels

– Stand a distance from your opponent and use the “punch” move to throw the weapon, they can be used only once, unless they miss their intended receiver, in which case they will fall to the floor to be used again.

**Sticks** – Use the “punch” move to crack the stick against your opponent. The stick will break after a few hits.

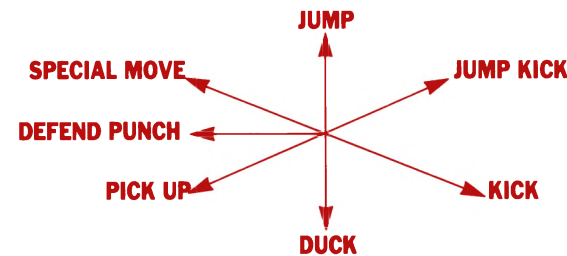
On 16-bit versions there are also **Motorbikes** on the later levels which can be hurled at your fellow fighters.

Inside some of the barrels you will find power pills. When you see one of these fall out grab it immediately. The lucky owner of the power pill will have, for a limited time only, extra powers which double the power of their blows and halve the power of their opponents blows.

At the end of each round you will be awarded bonus points according to how you performed in that round. The bonus’ are a **Fight Purse**, a standard amount awarded for each round, a **KO Bonus**, for how many KO’s you achieved in the round and a **Brutality Bonus** for how brutal you were in the round.

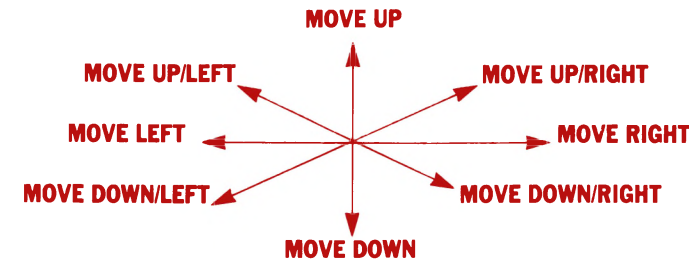
## CONTROLS

### WITH FIRE PRESSED :



These moves apply when you are facing right. The controls are reversed when facing left.

### WITHOUT FIRE PRESSED :



Double tap the joystick in the direction you are currently facing to EVADE, very useful for getting out of tight spots.

## MACHINE SPECIFIC CONTROLS

### ATARI ST & AMIGA

Player 1 – Joystick in Port 1

Player 2 – Joystick in Port 0 (mouse port)

Pause – H

Unpause – Any key

Quit – Escape

Start 1 Player/ 2 Player Game – Follow onscreen instructions.

### COMMODORE 64/128

Player 1 – Joystick in Port 2

Player 2 – Joystick in Port 1

Pause – H

Pause/Unpause – RESTORE

Quit – Q, whilst paused

Start 1 Player/ 2 Player Game – Follow onscreen instructions.

### SPECTRUM/AMSTRAD

Player 1 – Joystick or keys.

Player 2 – Joystick or keys.

In two player game, one player must play on the keyboard, one on the joystick.

### Keyboard Controls

Up –

Down –

Left –

Right –

Fire –

Q

A

O

P

Space Bar

Pause/Unpause – H

Quit – R , whilst paused

Start 1 Player/ 2 Player Game – Follow onscreen instructions.

## LOADING INSTRUCTIONS

### DISK

Atari ST/Amiga : Reset Machine and insert game disk.

Spectrum +3 : Place disk in drive and use “LOADER option from startup menu.

Commodore 64/128 : Type LOAD”\*”,8,1

Amstrad : Type RUN”DISC

IBM PC & 100% Compatibles : At A: prompt type “PIT”

### ATTENTION DISK USERS :

Due to the size of Pitfighter, a multi-load system has been incorporated to load additional data at certain points in the game. Please ensure that the game disk is left in the drive at all times during play. Swap disks when prompted on-screen.

### CASSETTE :

Spectrum : Type LOAD “” and press enter, then start tape.

Commodore 64/128 : Press Shift and the RUN/STOP key.

Amstrad : Press CTRL and small ENTER key. If you have a disk drive attached, first type ITAPE. (lis obtained by pressing the SHIFT and @ keys simultaneously)

### ATTENTION CASSETTE USERS :

Due to the size of Pitfighter, a multi-load system has been incorporated to load additional data at certain points in the game. Please leave the game tape in at all times. Start and stop the tape according to the on-screen instructions.

**TENGEN**  
**DOMARK**

