INVADERS FROM SPACE

HOW TO LOAD

Rewind the cassette, and adjust the volume on your cassette recorder to that which you normally use for your Pegasus. Power up the Pegasus, and type M to enter the Monitor.
When the ⟩ shows, type L. The screen should then go blank.Now play the cassette until the screen image returns.

HOW TO START

Press the return key to return to the menu, then INVADERS 1.1 should appear in the menu, type I to start your game.

AIM

When the game is running, there are seven rows of invaders which slowly move sideways and downwards, your aim is to kill all of the invaders before they reach the bottom of the screen and invade, or before you lose all of your four lives (by being hit by bombs)

HOW TO PLAY

When invaders is entered the playing will not start until you press the G key (to go).When you press g you will notice that you have four tanks which represent your lives. One of these tanks becomes your gun which remains below the protection barrier.
You can move this gun left, and right with the K, and L keys and fire a bullet with the F key. The bullets, like the bombs, can't directly pass through the barriers but rather the erode them until there is no barrier left, there are however gaps in the barriers which you must avoid if you are not to perish. As the number of invaders decreases, you will find that the surviving enemy speed up largely, also the no. of bombs that each one drops will increase. Finally, there is a U.F.O. which occasionally traverses the top row of the playing area, if you manage to hit this you will gain 500 points.
The score for the upper two rows of invaders is 100points/enemy 50 points/enemy for the next two rows of invaders, and 25 points/ invader for the bottom three rows. If you manage to eradicate the complete army the game will restart with all 4 tanks but your score will continue to increase.

INVADER #1: @100 points   TANKS :

INVADER #2: @ 50 points   BARRIER :

INVADER #3: @ 25 points   BOMB :

U.F.O. : @500 points   BULLET :