VIDEOPAC+

Instructions for use

KILL THE ATTACKING ALIENS

KTAA

HOW TO PLAY KTAA

Congratulations! You have been selected as pilot to defend the planet earth and its moon colony against alien invaders. Your ship is equipped with a powerful quantum cannon and a strong defense shield. Your mission is to shoot all the aliens while trying to prevent the objects on earth from being bombed.

Starting the game

Set up your Videopac or Odyssey² as usual and turn it on. The normal `SELECT GAME` screen should appear. Press the key `1` to continue. If you own a Videopac+ G7400 and want to play the game without the additional background graphics then press the key `0` instead.
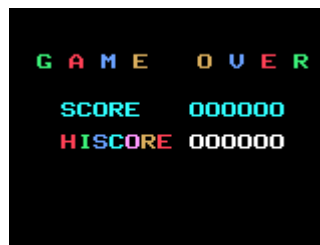
The title screen shows the name of the game and a scroll text. It alternates with the score display. The score display shows the score of the last game played and the highest score achieved so far. On the title screen press the action button of the right joystick to begin a new game. You see a screen which shows the level, score and current shield strength. Press fire again and the game starts.
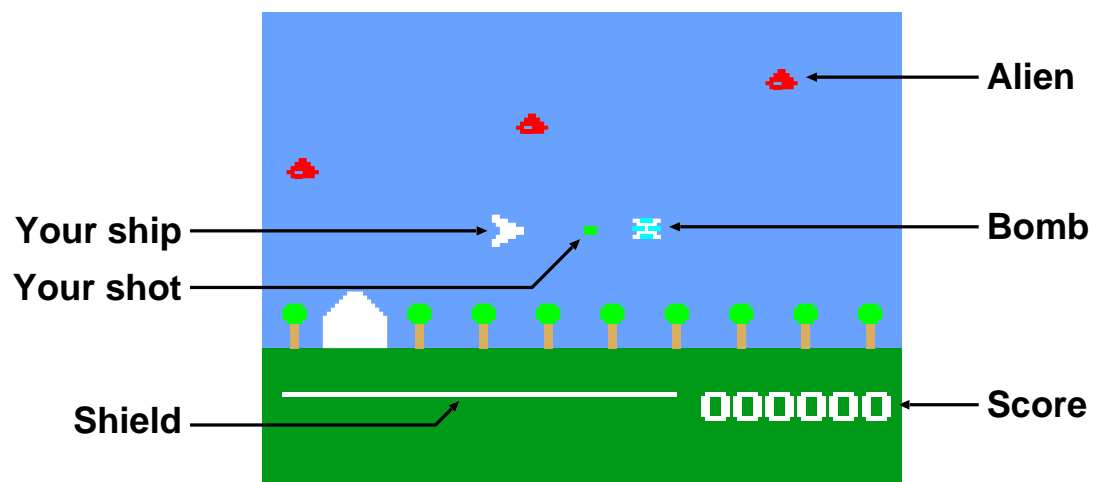
Move your ship with the joystick and press the action button to shoot at the aliens and their bombs. Avoid collisions with the aliens and the bombs, they reduce your shield strength. If you touch a bomb with your ship the bomb will explode, but the aliens have stronger shields, they survive direct ship contact.

If you hit an alien or a bomb a power-up may appear due to the quantum effects generated by your weapon. You can activate those power-ups by hitting them again with your cannon or by direct ship contact.

After you shot down all aliens in a level you get bonus points for the objects still intact. If you managed to save every object you get an additional 250 points bonus. After the bonus is counted the game advances to the next level.

After you have shot down all aliens in level 7, the moon level, the game starts again with level 1, but now your cannon shoots slower shots. The next wave of aliens will shoot more often every time you win level 7.

If your shield strength drops to zero your ship explodes and the game is over. The game is also over when all objects at the ground are destroyed by the alien bombs.

Tips for game play

Stay away from the positions where new aliens appear.

Try to safe all objects, the bonus is really worth it. If one object is shot down concentrate on preserving the objects with the higher bonus points.

Shoot down the more dangerous aliens first, leave the UFO and disc aliens for later.

Collect all power-ups. The most useful one is the alien slow down power-up. Be more aggressive and try to shoot as much aliens as possible while it is active.

In the levels with cyan boomerang aliens you need to move a lot to avoid collisions. Don't hide near the ground, sooner or later you will have to face the alien.

If you need to move across a pink random alien do it above the alien, that way it does not shoot at you.

If you have a strong shield and only one object left at the ground you can ram a bomb to destroy it as a last resort.

After you finish level 7 only shoot if you are sure to hit. If you miss you will have to wait until the shot leaves the screen until you can shoot again.

For emulator users

KTAA does use some features that are not used in any of the other games available for the Videopac, so these features are missing from earlier emulators. Even the most current version 1.01 of O2EM has some minor problems with the ground graphics in the street and pyramid level, but the game play is not affected. You can find O2EM in the Internet at http://o2em.sourceforge.net.

THE LEVELS
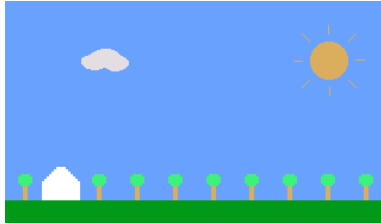
The forest level is the first and easiest level. You have to defend a house in a forest. The only alien is the slow and predictable red UFO alien.

Your next job is to defend a small island and two submarines in rainy weather. You will meet a new type of alien, the green disc alien. It is more difficult to hit and shoots more often than the UFO alien.

Now you have to defend a street with two lanterns and 3 cars at night. Most of the aliens are UFO and disc aliens, but there is again a new type, the blue bomber alien. It is very fast and throws lots of bombs in rapid sequence. The bombs are faster than the normal bombs, too.

In this level you have to defend several pyramids in the desert. Again you will encounter a new alien type, the yellow attack alien. It is very fast and it is aiming at targets, its bombs will never miss, so you have to shoot them. You will also meet more UFO, disc and bomber aliens. **The big pyramid can collide with your ship!**

Now you have to defend a castle and 3 vans in the snow. In this level you will meet the pink attack alien for the first time. It is shooting at your ship if you are under it, so be careful where you move. You will also meet UFO, disc and bomber aliens again.

Here you have to defend a train against the alien attackers. Here you will meet the most difficult type of alien: the cyan boomerang alien. It is following your ship around and will try to ram it. You will also meet UFO and disc aliens, but no bombers this time.
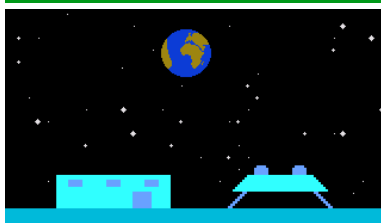
Finally you have to defend the main space port on the moon colony. You will meet lots of boomerang, random and disc aliens.

ALIENS AND POWER-UPS

This is the first alien, the red UFO alien. It moves from left to right and back again all the time while staying at the same height.

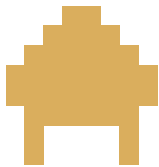**5**

The green disc shaped alien moves in a zig-zag course over the whole screen. It shoots more often than the read UFO alien.

10

The blue bomber alien moves very fast along the screen while shooting as often as possible. Even the bombs are faster than the bombs of the other aliens.
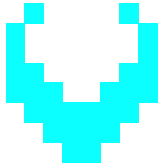
50

The yellow attack alien flies in a fast zig-zag course at the top of the screen. From time to time it will pick an object as its target, fly down to it and shoot at it.
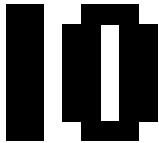
15

The pink random alien flies in across the screen with random directions changes. If it sees the players ship under it it shoots at the ship.
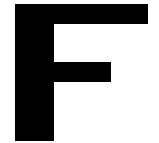
20

The cyan boomerang alien is the most annoying one. It will follow the players ship and try to ram it from the side. The ship is only safe in the lower screen parts.
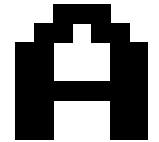
25

This power-up just adds 10 points to your score. It is the most common type of power-up.
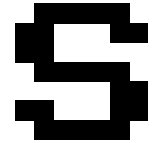
10

The fast shot power-up increases your shot speed for a short time. The shield display turns red while this power-up is active. If you collect another one while it is active the time restarts.

0

The alien slow down power-up slows down the aliens and their bombs for a short time. If you collect another one while it is active the time restarts.

0

The shield power-up refreshes one unit of shield strength. If your shield has already full power nothing happens. This power-up is the most seldom one.

0

BONUS POINTS

	Tree, often found in groups	**5**
	House	**25**
	Submarine in the water	**50**
	Small house on an island	**25**
	Street lantern	**50**
	Car, also in other colors	**25**
	Big pyramid	**100**
	Middle sized pyramid	**50**
	Small pyramid	**30**
	Tiny pyramid	**25**
	Castle in the ice	**100**
	Van on the ice	**30**
	Train car	**75**
	Train engine	**100**
	Space port	**200**
	Space ship	**150**

CREDITS

Several people helped me with ideas and testing during the development of KTAA. Without their work KTAA would be much worse or even never finished.

René van den Enden did lots of testing and had many suggestions to improve KTAA.

Rafael Cardoso suggested the train level.

The O2EM emulator was a great help during development, its internal debugger made debugging much easier. So I want to thank Daniel Boris for creating O2EM and André Rodrigues de la Rocha for maintaining and improving it.

I also want to thank all those people who sent me encouraging mails, they showed me that it was worth finishing KTAA.