1. INTRODUCTION

Group Ivan’s “Space

Invaders Rip-Off”T.M. is a skill-based video game designed for single player. During the

game 55 invaders appear in 5 rows of 11 across. These invaders are constantly moving either to the left or right of the 1080 x 720 window.

The object of the game is to destroy as many invaders as possible. Invaders advance step by step against the player as they move left and right. As the number of invaders decrease, they move faster.

The point value of the invaders is 1000 points and -5000 for the trapped ally drifting across the screen from time to time. When 10 or 45 or more aliens are killed, there will be a change in music.

1. **GAME INSPECTION**

Group Ivan’s “Space

Invaders Rip-Off”T.M. is ready to play when received. However, careful software inspection is needed to ensure your game is in good condition. Please verify the following instructions before starting the game.

* Having a functional computer
* SDL Plotter is installed and included
* SDL Mixer is installed and included
* A compiler is installed
* Make sure the language is C++

If any problems occur or technical assistance is needed contact our customer service department TOLL FREE 972-787-nope (except Texas)

Finally, turn on the game and look at the screen, The video monitor is properly adjusted and there should be no need for adjustments.

1. **GAME INSTALLATION**
2. **Power Requirements**

Group Ivan’s “Space Invaders Rip-Off”T.M is ready for operation at least 5V, 2.5A and has a power consumption of approximately at least 1W.

1. **Location Space Requirements**

Temperature Range

32o – 92o

Storage size

At least 1.4mb

1. **Precautions**

The game does not work near black holes or very strong industrial magnets

1. **OPTIONAL SETTINGS**
2. **Termination and Volume control**

These options should be built into the

Computer. For Mac users, it should be in the settings and sounds. For Windows users, it should be in the bottom right, unless you have disabled it. Which in that case is in settings, sounds, system sounds. For Linux users, you already know.