

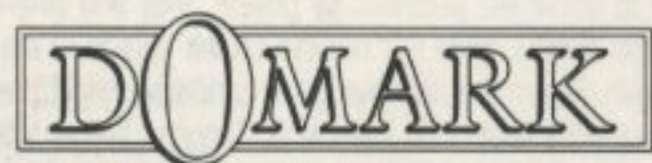


PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions playing this or any other Domark or Tengen games, please call a **Tengen game counselor** at

(408) 433-3999

Monday through Friday from 8:30AM-5:00PM Pacific Time.



Ferry House 51-57 Lacy Road Putney London SW15-1PR

Exclusively marketed and sold in America by



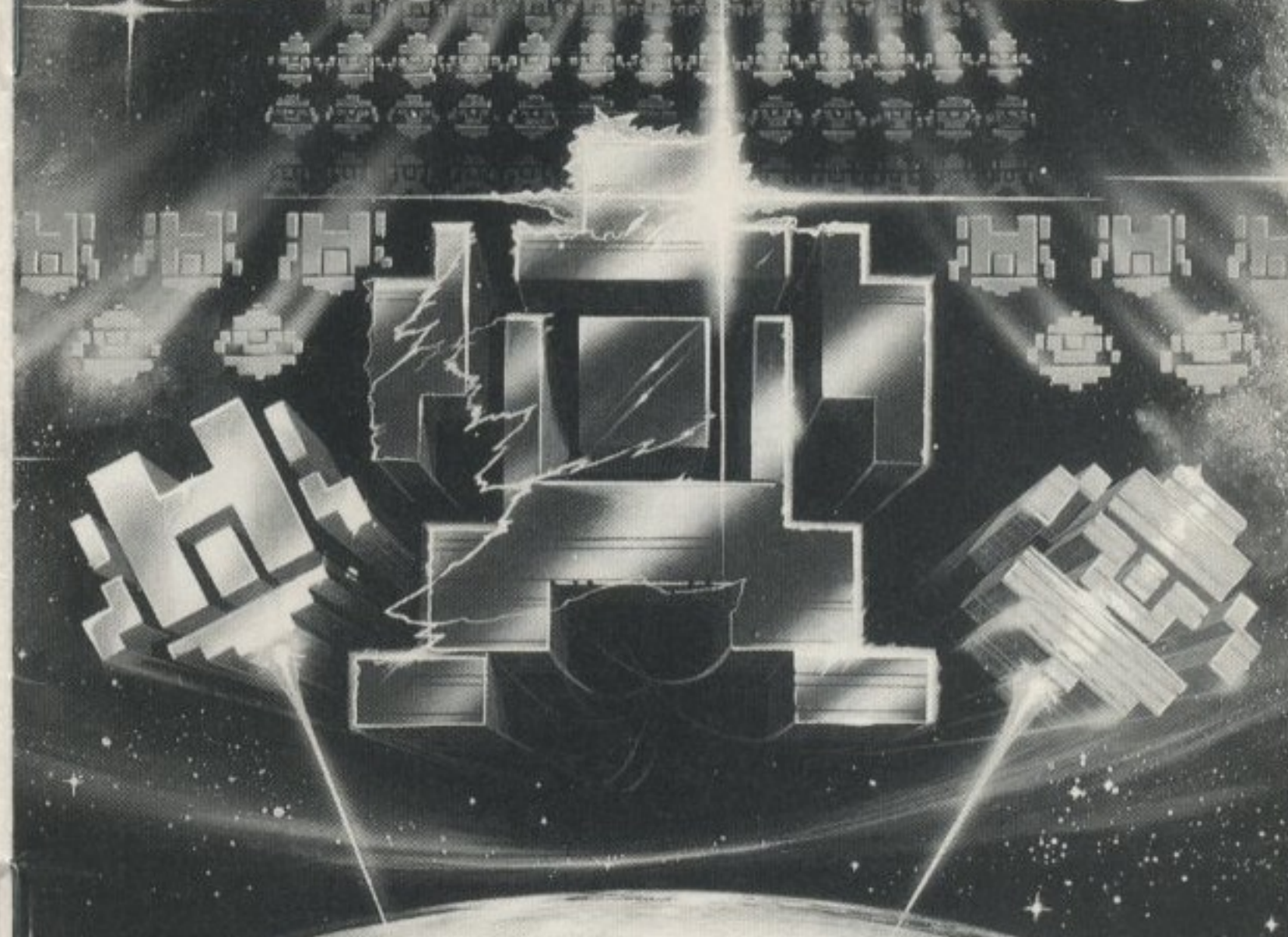
675 Sycamore Av., Milpitas, CA 95035

SUPER SPACE INVADERS: TM, ©1991 Taito Corp.
SEGA, GAME GEAR and GEAR-TO-GEAR are trademarks of Sega Enterprises Ltd.

Licensed by
Sega Enterprises Ltd. for
play on the SEGA™ GAME
GEAR™ SYSTEM.

PRINTED IN JAPAN

SUPER SPACE INVADERS™



COLOR PORTABLE VIDEO GAME SYSTEM



1-2
PLAYERS



COLOR PORTABLE VIDEO GAME SYSTEM

To order other Domark and Tengen video game hits
with VISA or MasterCard, call toll-free:

1-800-2-TENGEN
(1-800-283-6436)



This official seal is your assurance that
this product meets the highest quality
standards of SEGA. Buy games and
accessories with this seal to be sure
that they are compatible with the
SEGA™ GAME GEAR™ SYSTEM.

This game is manufactured by Sega Enterprises, Ltd. for play on the SEGA™ GAME GEAR™ SYSTEM.
Sega and Game Gear are trademarks of Sega Enterprises, Ltd. Printed in Japan.

CONTENTS

Congratulations!	1
The <i>Invaders</i> History	2
Introduction	4
Starting Up	5
Take Control	6
Options Screen	7
Hints and Tips	8

CONGRATULATIONS!

You have just purchased **SUPER SPACE INVADERS™** a premium quality DOMARK game for play on your Sega™ Game Gear™ System. The incredible fun and adventure of the original arcade smash hit, plus more, is now at your fingertips, ready to provide countless hours of exceptional entertainment at home!

THE INVADERS 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 and had dominated the scene, but Taito was 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 a 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 with 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 had become a social problem.

Soon, however, other manufacturers released similar games which expanded the theme. And Atari launched their 2600 VCS system which gave near arcade quality graphics (for the time) and interchangeable cartridges. Atari became an overnight sensation selling literally tens of millions of 2600 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 gets faster and faster as the invaders advanced down the screen. The laser pulses. You dart out from behind your ever crumbling shield to pick off another row of alien scum. And then you blast that mother ship for maximum points!

Sadly, *Invaders* was Mr. Nishikado's first and last microprocessor video game. The father of video games changed 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 is 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 as the original."

INTRODUCTION

SUPER SPACE INVADERS is a one player, or two player simultaneous, shoot 'em up with a host of new features that expand it 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 special weapons!

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 special weapon), 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 tactics so take time to learn them all. The secret of success is the special weapons. These are collected by shooting the center of the saucer that flies across the top of the screen.

Every fourth wave you will encounter either the Cattle Theft bonus screen or the End of Level Guardian.

The Cattle Theft 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 an 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.

STARTING UP

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF, then insert the cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments the Title Screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted, then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

TAKE CONTROL

Directional Button

Press UP or DOWN to move between options.

Press LEFT or RIGHT to move across the screen.

Button 1

Press to fire weapon or cycle between game options.

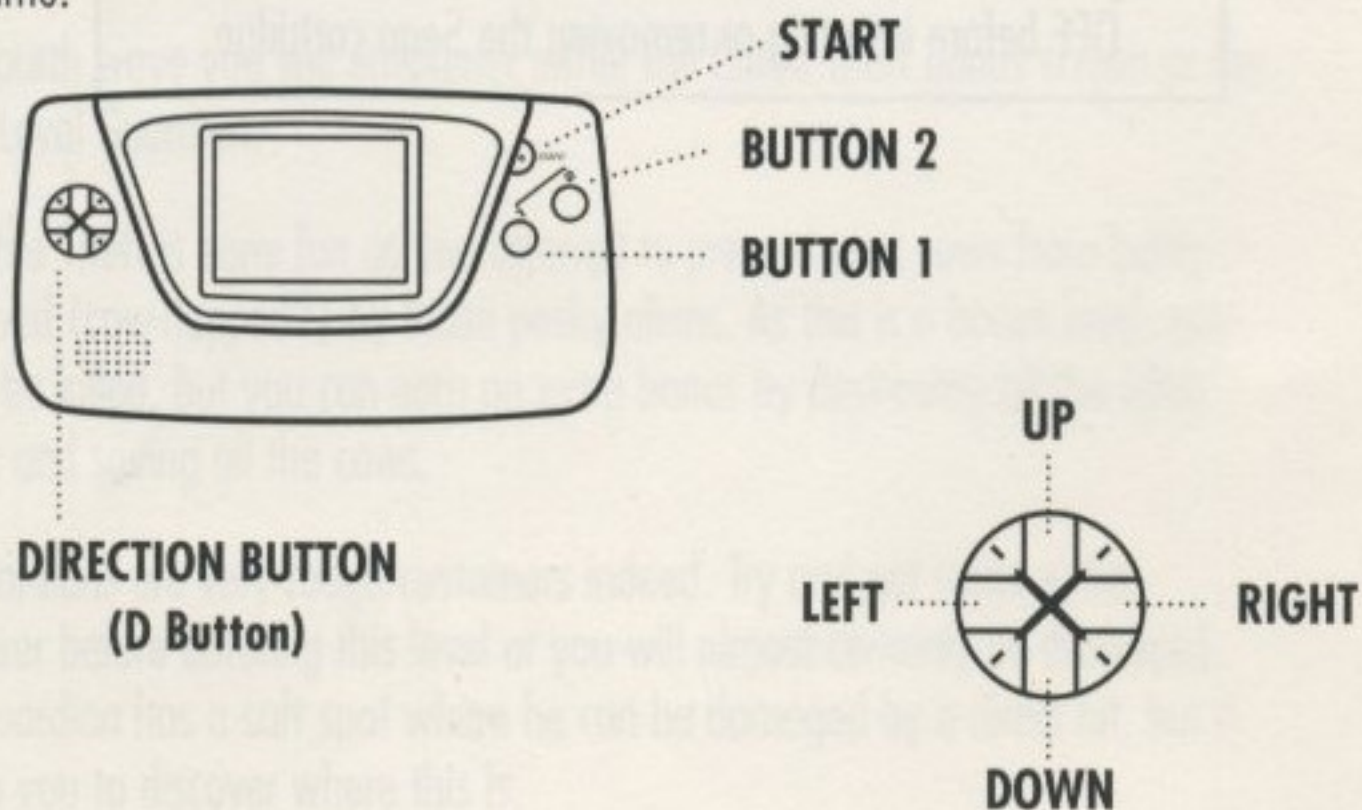
Button 2

Press to fire special weapon (if you have one).

Start

Press during game play to pause the game, then press it again to un-pause.

During the start-up sequence press BUTTON 1, BUTTON 2 or START to start the game.



OPTIONS SCREEN

1-Player Game

You are on your own to fight the aliens.

Link

Two players can join forces to fend off the attackers by connecting their Game Gears with a Sega Gear-to-Gear Cable.

Game Type

Choose between normal or advanced.

Difficulty

You have the choice of easy, normal and hard.

Sound FX

This will allow you to have the sound effects on or off.

HINTS AND TIPS

- ▶ Get double or triple shots for the End of Level Guardians.
- ▶ There is a pattern that determines which weapon is dropped by the saucer.
- ▶ On the Cattle Theft 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!



HANDLING THE SEGA™ GAME GEAR™ CARTRIDGE

- The Sega Game Gear Cartridge is intended exclusively for the Sega Game Gear System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Do not leave game paused for a long period of time as the image may "burn" into the screen.

DOMARK 90-DAY LIMITED WARRANTY

DOMARK warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. DOMARK agrees to either repair or replace at its option, free of charge, any DOMARK software product. **Before any returns are accepted you must call our warranty department (408/473-9400) for a return authorization number.** You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL DOMARK BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Address all correspondence regarding this DOMARK game to:

TENGEN Inc., Warranty Department, P.O. Box 360782, Milpitas, CA 95036-0782

REPAIRS AFTER EXPIRATION OF WARRANTY: If your DOMARK game cartridge develops problems after the 90-day warranty period, you may contact Tengen at 1-408-473-9400. If the Tengen customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective game cartridge to Tengen. Return the defective game cartridge, freight prepaid, to Tengen at the address below. Enclose a check or money order for \$12.00, payable to "Tengen." Tengen will, at its option, subject to the conditions above, repair the cartridge or replace it with a new or repaired cartridge. If replacement cartridges are not available, the defective cartridge will be returned and the \$12.00 payment refunded.

TENGEN Inc., 675 Sycamore Drive, Attn: Customer Service, Milpitas, CA 95035-0782

SUPER SPACE INVADERS: TM, ©1991 Taito Corp.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;

Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)