Bally® PROFESSIONAL **VIDEOCADE** 2008

SPACE INVADERS

VIDEOCADE 2008
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OPERATING INSTRUCTIONS

Insert Videocade 2008 into your unit and press the Reset button to get the game selection on your television screen.

SPACE INVADERS is a one-player game so you will be using the number one (1) hand control.

Press one (1) on the keypad to play SPACE INVADERS.

You will then be asked to:

"ENTER LEVEL"
Enter (1) — Novice
Enter (2) — Amateur
Enter (3) — Intermediate
Enter (4) — Professional

The difference in the above levels from novice to professional is the increase in the speed of the descending invaders and the frequency at which they drop their missiles.

HAND CONTROL
Trigger . . . . Fires your missiles
Joystick . . Moves your base left and right
Knob . . . . No function

The object of SPACE INVADERS is to score as many points as you possibly can by eliminating the invaders before they descend through your protective bunkers on top of you or drop their missiles and destroy your missile base.

You are allowed three (3) missile bases at the start of each game. You are also awarded one free base after you have accumulated 1,000 points. No other bases will be awarded after the 1,000 points have been achieved.

The point value of the invaders from top to bottom are:

First Row . . . . 40 points
Second Row . . 30 points
Third Row . . . 20 points
Fourth Row . . . 10 points

A space ship will appear randomly throughout the game and if hit will reward you with 100, 200, or 300 points.

SPACE INVADERS ends when you have cleared six complete racks of invaders, but just see if you can get through them all.

HINT: The invaders drop closer every time they make one horizontal pass across the screen. It would be to your advantage to try to slow the descent of the invaders.