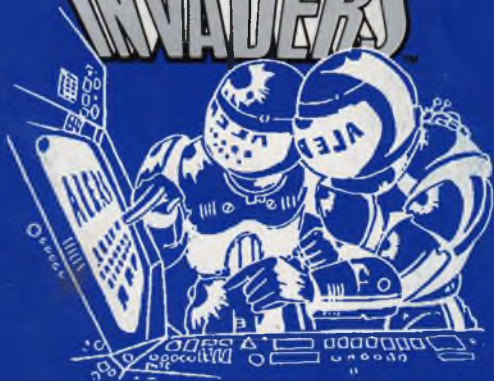


SUPER SPACE INVADERS



THE INSIDE GUIDE

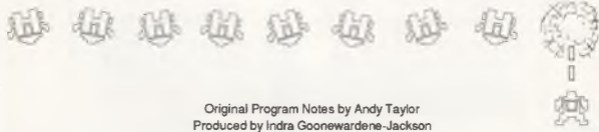
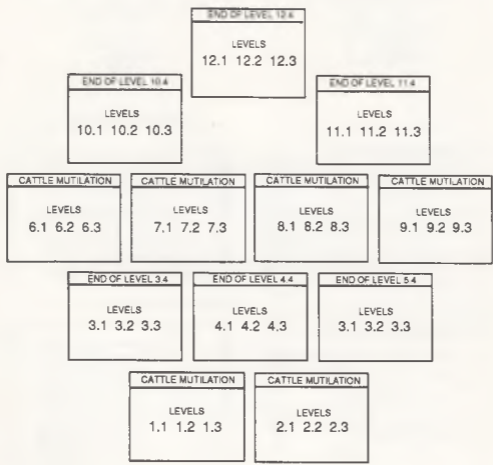
DOMARK





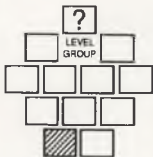
PROGRAM NOTES

SELECTION MAP



Original Program Notes by Andy Taylor
Produced by Indra Goonewardene-Jackson
Cover/ End of Level/ Extra Weapon Drawings by Jolyon Myers

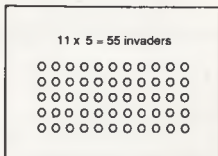
SUPER SPACE INVADERS LEVEL FORMATIONS



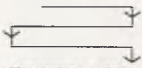
Ship Normal Base



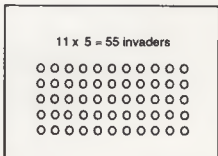
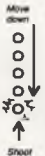
1.1 Standard Movement:



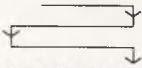
1.2 Standard Movement:



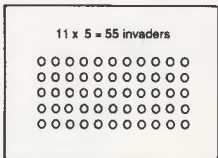
When you shoot a row of aliens,
the others above it drop.

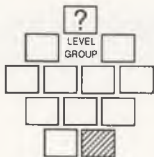


1.3 Standard Movement:



All non-shielded invaders expand
in the x when hit, they then take
a further 2 shots to kill.



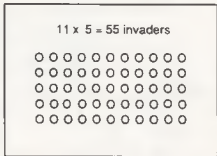


SUPER SPACE INVADERS LEVEL FORMATIONS



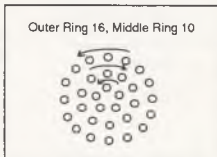
Ship "H - Wing"

2.1 Standard Movement:

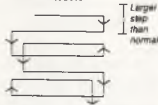


2.2 Polar Movement

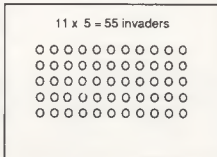
A centre point moves as standard-But the three rings move around that point, clockwise or anti-clockwise see formation diagram.



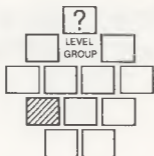
2.3 Movement



Moves across then down twice, then across + up twice then across + down twice etc

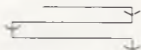


SUPER SPACE INVADERS LEVEL FORMATIONS

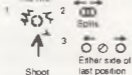


Ship " H - Wing "

3.1 Standard Movement:



When an invader is shot it splits
into two



Shoot

Either side of
last positionWhite &
Yellow

28 invaders (possible 56)



3.2 Polar movement

Same as level 2 2

Greys &
Greens

32 invaders

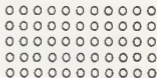


3.3 Up & down movement

Same as level 2 3

Greys &
Yellows

11 x 5 = 55 invaders





SUPER SPACE INVADERS END OF LEVEL 3

MOTHER SHIP

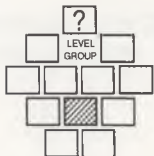
All the time the saucer follows a figure of 8 pattern across the screen.



3.4 Movement

- 1 Each leg swings up & the guns point at your ship.
- 2 Saucer fires.
- 3 Arms swing in, then it fires.
- 4 Back to 1.





SUPER SPACE INVADERS LEVEL FORMATIONS

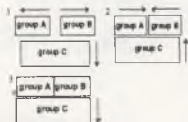


Ship "H-Wing"

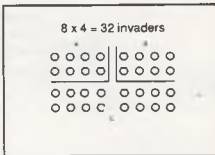
4.1

Movement

If you shoot the outside invaders of A or B they do not alter their pattern.



Race B Yellow



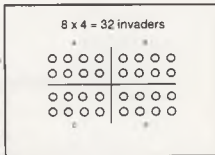
4.2

Movement

Same as 2.3 & 3.3 but moves down in larger steps.

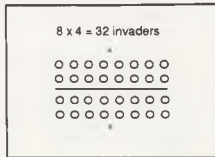
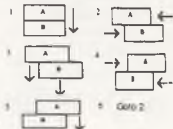


Turns into on 1st hit



4.3

Same Graphics as 4.1





SUPER SPACE INVADERS END OF LEVEL 4

SPLIT SAUCER



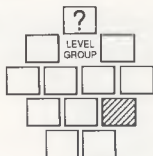
4.4 Movement

- 1 Moves left, moves right.
- 2 Moves to centre then up & down. (missiles pause.)
- 3 Moves left & right.

- 4 Pod comes off & bounces twice.
- 5 Moves left & right & fires shots.
- 6 Pod joins back up & goes back to 1.



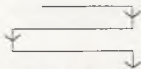
SUPER SPACE INVADERS LEVEL FORMATIONS



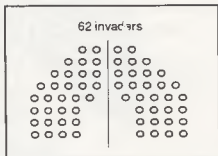
Ship Normal Base



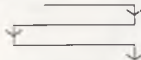
5.1 Group A & B



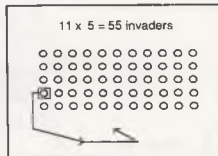
Both have standard movement
but are independent

Yellows
& Reds

5.2 Standard Movement:

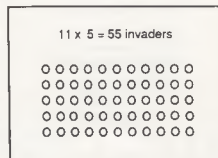


Every so often aliens "dive" bomb
you, moving left & right along the
screen before returning to the main
group

Greys
& Whites

5.3 Column Movement:

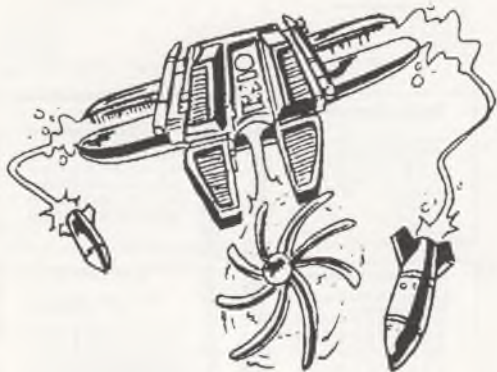
Same as 1.2 but move downwards
in larger steps

Yellows
& Whites

SUPER SPACE INVADERS

END OF LEVEL 5

MOTHER SHIP



5.4 Movement

1 Fires missiles.

2 Fires star weapon.

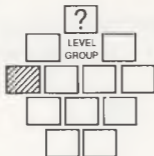
3 Fires missiles.

4 Fires star weapon.

6 Back to 1.



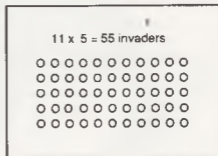
SUPER SPACE INVADERS LEVEL FORMATIONS



Ship "H - Wing"

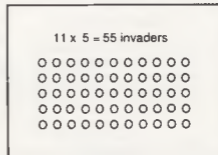
6.1 Column Movement

Same as levels 1.2 & 5.3 but
moves down in larger steps.

Greens
& Reds

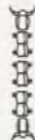
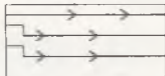
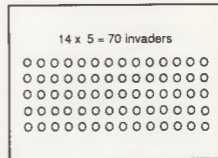
6.2 Up & Down Movement

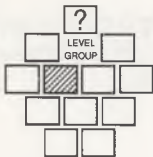
Same as 2.3 & 3.3 but moves
down in larger steps.

Yellows
& Whites

6.3 Movement

Screen wraps to the right,
invaders moving down as they
wrap.

Reds &
Yellows



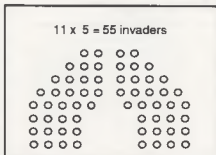
SUPER SPACE INVADERS LEVEL FORMATIONS



Ship "H - Wing"

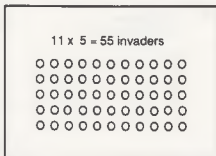
7.1 Independent Movement

Same as level 5.1.



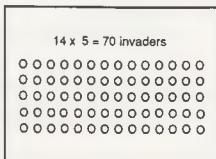
7.2 Column Movement

Same as 1.2 & 5.3.

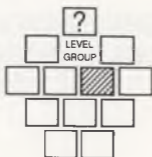


7.3 "Dive-Bomb"

Same as level 5.2.

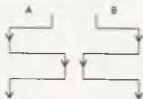
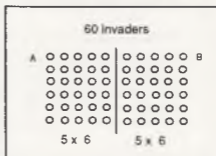


SUPER SPACE INVADERS LEVEL FORMATIONS



Ship " H - Wing "

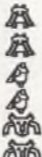
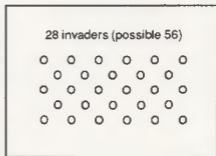
8.1

MovementA & B move independently
in a standard pattern.Reds
& Blues

8.2

Split level

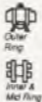
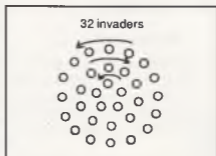
Same as level 3.1.

Cyan, Red
& Yellow

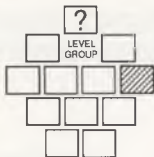
8.3

Polar movement

Same as levels 2.2 & 3.2.

Reds &
Whites

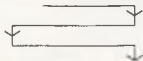
SUPER SPACE INVADERS LEVEL FORMATIONS



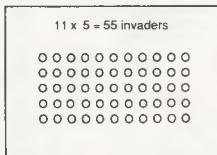
Ship Normal Base



9.1 Standard Movement:



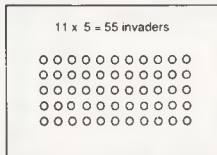
Win large steps down

All
Colors

9.2 Split level

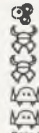
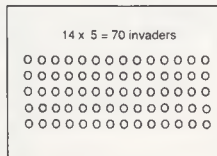
Wrap around level same as levels 3.1
and 3.2

Greens



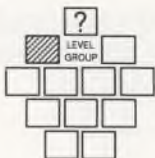
9.3 Standard Movement:

Wrap around level same as 6.3

Pinks &
Yellows



SUPER SPACE INVADERS LEVEL FORMATIONS



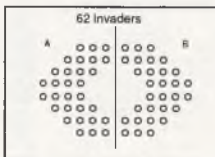
10.1 Movement

A & B move independently
in a standard pattern.

Ship "H-Wing"



Cyan
White
Yellow

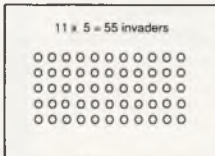


10.2 Polar movement

As level 2.2.



Blue &
Yellow

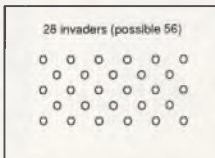


10.3 Split Level

As level 3.1



White &
Yellow





SUPER SPACE INVADERS

END OF LEVEL 10 SAME AS END OF LEVEL 3

FIRE FLOWER

Huge fire explosion - Wipes out most of the aliens on screen at once.

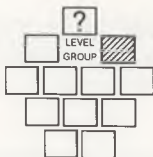
EXTRA WEAPONS



DESTROY BEAM

4 Laser Beams that continue to whizz around the screen until they lose power.





SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H - Wing"



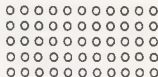
11.1 Up and down

Level same as levels
2.3, 3.3 & 6.2



Greens
& Blues

11 x 5 = 55 invaders



11.2 Polar movement

As level 2.2



Outer
Ring



Inner &
Mid Ring

outer ring 16, middle ring 10



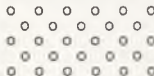
11.3 Split Level

As level 3.1



Reds &
Greens

28 invaders (possibly 56)



SUPER SPACE INVADERS

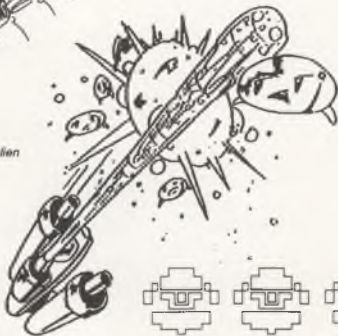
END OF LEVEL 11 SAME AS END OF LEVEL 4

HYPER LASER

Horizontal Laser Beam that
kills one row of aliens.

**EXTRA WEAPONS****BUSTER LASER**

Straight Laser beam -
Vertical - Destroys any alien
in its path.





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