MICRO INVADERS

MICRO INVADERS
(C) 1979 by E S D Laboratory Co.
PROGRAMMA International, Inc.

MEMORY REQUIREMENT: Cass - 24K
                      Disk - 48K

        Similar to the popular arcade game, MICRO INVADERS
is an exciting, action-filled, high resolution game that
will give you hours of enjoyment whenever you play. The
object is to destroy as many Invaders as possible while
avoiding their deadly bombs.

        The player starts the game with three tanks. Paddle
zero controls left and right motion of the tank. When
the paddle is centered, the tank will remain stationary.
Paddle switch zero fires the shots, and after the first
game will fire repeatedly when held down. Each shot can
be fired only upon impact of the previous shot. Reaching
a score of 15ØØ will award a fourth tank.

        SCORING is as follows:

        SAUCER -   Valuable Mystery Score
        FIFTH Row Invaders   - 3Ø POINTS
        THIRD and FOURTH Row Invaders - 2Ø POINTS
        FIRST and SECOND Row Invaders - 1Ø POINTS

        Remember! The Invaders get closer with each pass
across the screen. The more Invaders that are destroyed,
the faster those remaining will approach. Have no
doubts! Shooting that last Invader will not be the end!!
There will be more...and then more...and more...
Pressing paddle switch zero will restart the game.

        MICRO INVADERS is written in machine language and
loads from cassette in the following manner:

                        *2ØØ.4ØØØR

Simply boot the disk version. On an Apple II Plus it
may be necessary to rewrite the greeting program in
Applesoft or to BRUN MICRO INVADERS.

                                        rev. 4/8Ø