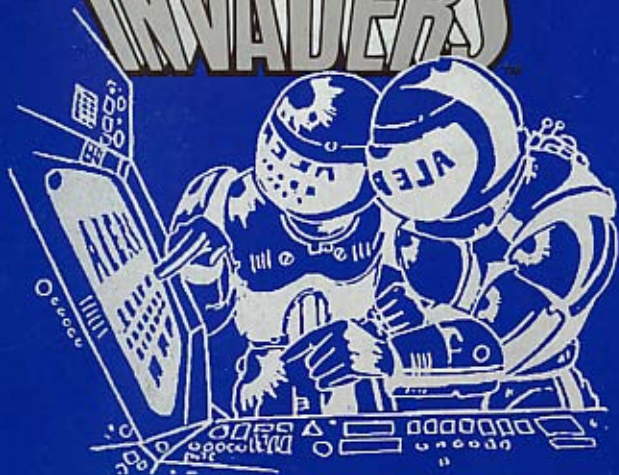


SUPER SPACE INVADERS

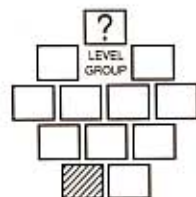


THE INSIDE GUIDE

DOMARK



1.1-1.3

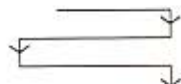


SUPER SPACE INVADERS LEVEL FORMATIONS

Ship Normal Base



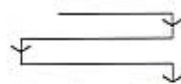
1.1 Standard Movement:



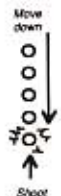
11 x 5 = 55 invaders



1.2 Standard Movement:



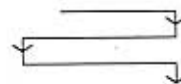
When you shoot a row of aliens, the others above it drop.



11 x 5 = 55 invaders



1.3 Standard Movement:



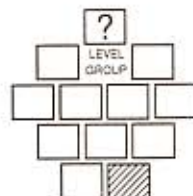
All non-shaded invaders expand in the x when hit, they then take a further 2 shots to kill.



11 x 5 = 55 invaders



2.1-2.3

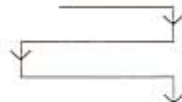


SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H - Wing"



2.1 Standard Movement:

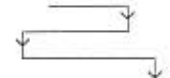


11 x 5 = 55 invaders



2.2 Polar Movement

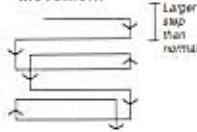
A centre point moves as standard. But the three rings move around that point, clockwise or anti-clockwise see formation diagram.



Outer Ring 16, Middle Ring 10



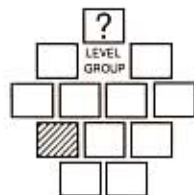
2.3 Movement



11 x 5 = 55 invaders

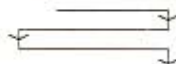


Moves across then down twice, then across - up twice then across - down twice etc.

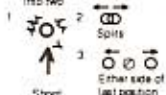


SUPER SPACE INVADERS LEVEL FORMATIONS

3.1 Standard Movement:



When an invader is shot it splits
into two.



Shoot:

Either side of
last position



White &
Yellow

Ship * H - Wing



28 invaders (possible 56)



3.2 Polar movement

Same as level 2.2



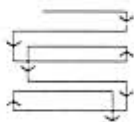
Grays &
Greens

32 invaders



3.3 Up & down movement

Same as level 2.3



Greens &
Yellows

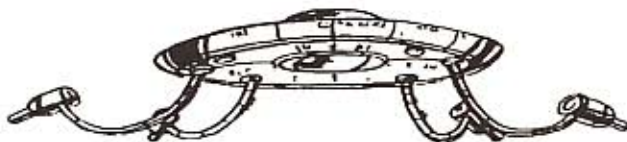
11 x 5 = 55 invaders



SUPER SPACE INVADERS END OF LEVEL 3

MOTHER SHIP

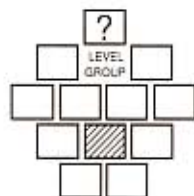
All the time the saucer follows a
figure of 8 pattern across the screen.



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.





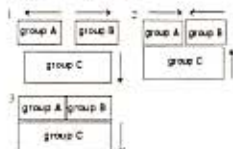
SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H-Wing"



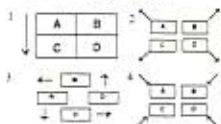
4.1 Movement

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

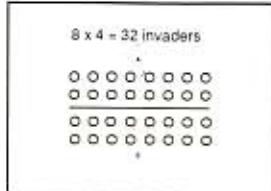
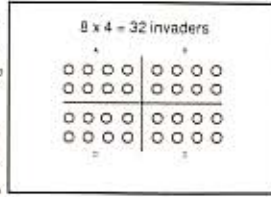
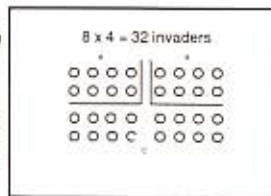
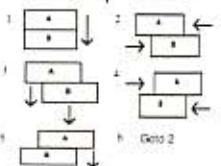


4.2 Movement

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



4.3 Same Graphics as 4.1



SUPER SPACE INVADERS END OF LEVEL 4

SPLIT SAUCER

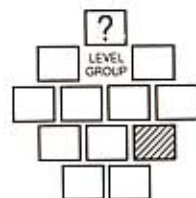


4.4 Movement

- 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.



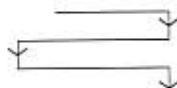


SUPER SPACE INVADERS LEVEL FORMATIONS

Ship Normal Base



5.1 Group A & B



Both have standard movement but are independent.

5.2 Standard Movement:



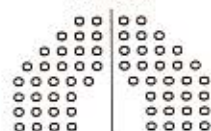
Every so often aliens "dive" bomb you, moving left & right along the screen before returning to the main group.

5.3 Column Movement:

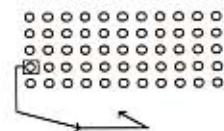
Same as 1.2 but move downwards in larger steps.



62 Invaders



11 x 5 = 55 invaders

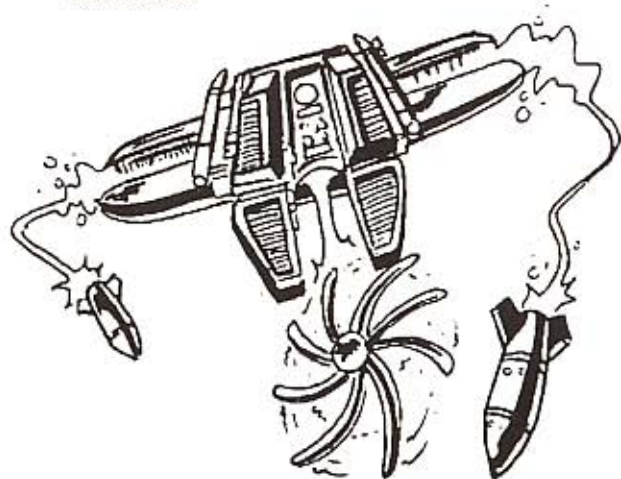


11 x 5 = 55 invaders



SUPER SPACE INVADERS END OF LEVEL 5

MOTHER SHIP



5.4 Movement

1 Fires missiles.

2 Fires star weapon.

3 Fires missiles.

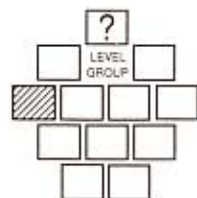
4 Fires star weapon.

5 Back to 1.





6.1-6.3



SUPER SPACE INVADERS LEVEL FORMATIONS



6.1 Column Movement

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



11 x 5 = 55 invaders



6.2 Up & Down Movement

Same as 2.5 & 3.3 but moves
down in larger steps.

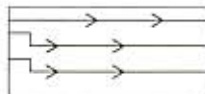


11 x 5 = 55 invaders



6.3 Movement

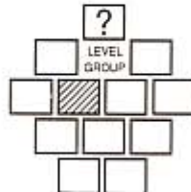
Screen wraps to the right,
invaders moving down as they
wrap.



14 x 5 = 70 invaders



7.1-7.3



SUPER SPACE INVADERS LEVEL FORMATIONS



7.1 Independent Movement

Same as level 5.1.



11 x 5 = 55 invaders



7.2 Column Movement

Same as 1.2 & 5.3.



11 x 5 = 55 invaders



7.3 "Dive-Bomb"

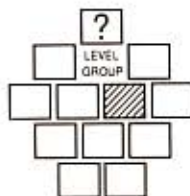
Same as level 5.2.



14 x 5 = 70 invaders



SUPER SPACE INVADERS LEVEL FORMATIONS

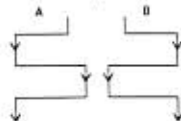


Ship "H-Wing"



8.1 Movement

A & B move independently in a standard pattern.



Reds & Blues

8.2 Split level

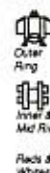
Same as level 3.1.



Cyan, Red & Yellow

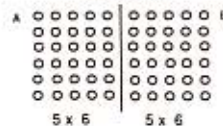
8.3 Polar movement

Same as levels 2.2 & 3.2.



Reds & Whites

60 Invaders



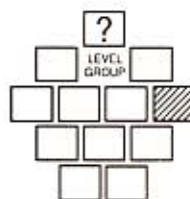
28 invaders (possible 56)



32 invaders



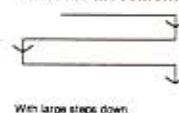
SUPER SPACE INVADERS LEVEL FORMATIONS



Ship Normal Base



9.1 Standard Movement:



With large steps down.



All Colours

9.2 Split level

Wrap around level same as levels 3.1 and 8.2



Greens

9.3 Standard Movement:

Wrap around level same as 8.3



Pinks & Yellows

11 x 5 = 55 invaders



11 x 5 = 55 invaders

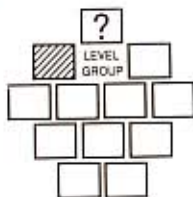


14 x 5 = 70 invaders





10.1-10.3



SUPER SPACE INVADERS LEVEL FORMATIONS



Ship * H - Wing™

10.1 Movement

A & B move independently in a standard pattern.



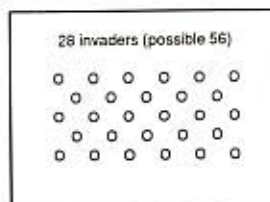
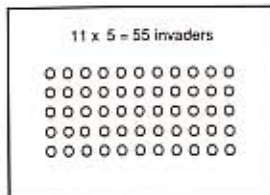
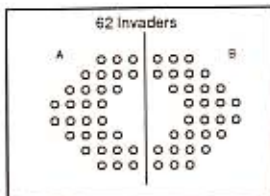
10.2 Polar movement

As level 2.2



10.3 Split Level

As level 3:



10.4

SUPER SPACE INVADERS

END OF LEVEL 10 SAME AS END OF LEVEL 3

EXTRA WEAPONS

FIRE FLOWER

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



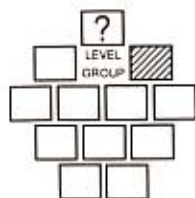
DESTROY BEAM

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





11.1-11.3



SUPER SPACE INVADERS LEVEL FORMATIONS

11.1 Up and down
Level same as levels
2, 3, 5 & 6



Greens
& Blues

11.2 Polar movement
As level 2



Outer
Ring
Inner &
Mid Ring

11.3 Split Level
As level 3



Reds &
Greens

Ship "H - Wing"



11 x 5 = 55 invaders



outer ring 16, middle ring 10



28 invaders (possibly 56)



11.4

SUPER SPACE INVADERS END OF LEVEL 11 SAME AS END OF LEVEL 4

HYPER LASER

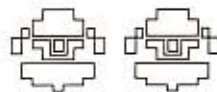
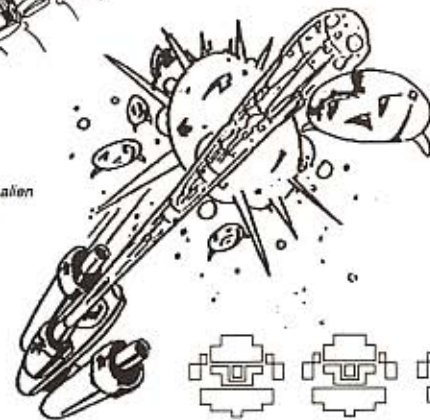
Horizontal Laser Beam that
kills one row of aliens.

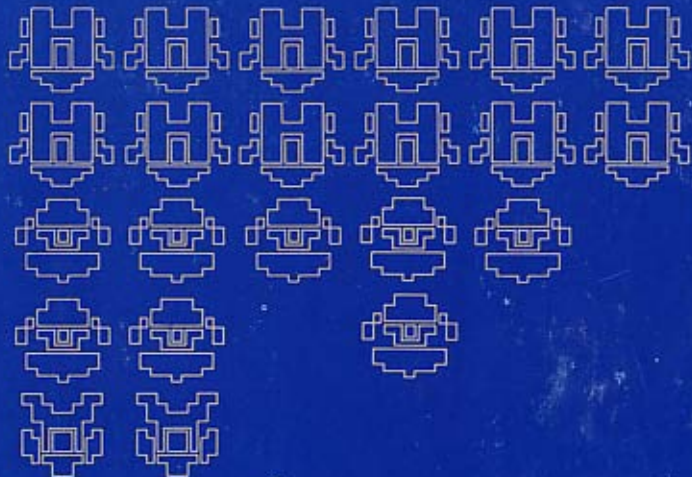
EXTRA WEAPONS



BUSTER LASER

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





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