

# **SUPER VADERS**

## **With Sound**

written by Larry Ashmun  
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### **16K MOD I or MOD III Tape Goes To Disk**

**SUPER VADERS** is a fast action game based on the "Space Invaders" arcade game.

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**TO LOAD MOD III** answer "CASS?" H, place cassette in recorder, press play and type "System" (enter) "?Vader" (enter). When "?" appears, type "/".

**TO LOAD MOD I** use back side of cassette, place cassette in recorder, press play and type "System" (enter) "?Vader" (enter). When "?" appears, type "/".

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To hear the sound, hook the plug from the cassette cable that would normally go in the "aux" plug to an audio amplifier. For the best sound, use a good amplifier with a quality speaker.

Each "game", on this version of Super Vadrs (except Blitz) consists of four waves of invaders (a wave is one screen of 49 invaders).

To win the game you must destroy all of the invaders in each "wave" before they reach you.

If you are hit by a bomb four times by any one of the "waves" the game is terminated (you are allowed three hits for each wave).

On any level of play each "wave" will be a little harder to destroy than the previous "wave".

Blitz (option Ø) is different than any other level as there are no maximum number of screens of invaders. This is the fastest level of play on any "Space Invaders" game known at this time.

There are ten levels of play, with level 1 being the easiest. Level 9 is almost impossible to beat and Ø, Blitz, is impossible!

The right and left arrows move your laser cannon across the bottom of the screen in their respective directions and the space bar fires it.

### **Now you can fire and move at the same time!**

Holding the space bar down will give you multiple shots but only one shot can be in the air at a time. In other words— if you should hold down the space bar a second shot will not be fired until the first shot hits something or goes off the screen.

Holding either of the two arrow keys will move the cannon until the key is released.

Hitting the (break) key will reset the game completely. All scores will be zeroed.

Only one bomb will be dropped at a time but it will always be dropped in the vicinity of the cannon. It won't always be aimed right at the cannon but then sometimes it will be. You'll have to decide whether to move or not.

As the level of play is increased the bombs are dropped more often and fall at a faster speed. The invaders will also move faster and speed up faster.

Scoring is as follows:

- large invaders - 50 points
- small invaders - 75 points
- invader at the top of the screen - 100 points
- bomb hit on the way down - 150 points
- missed shot - minus 20 points

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