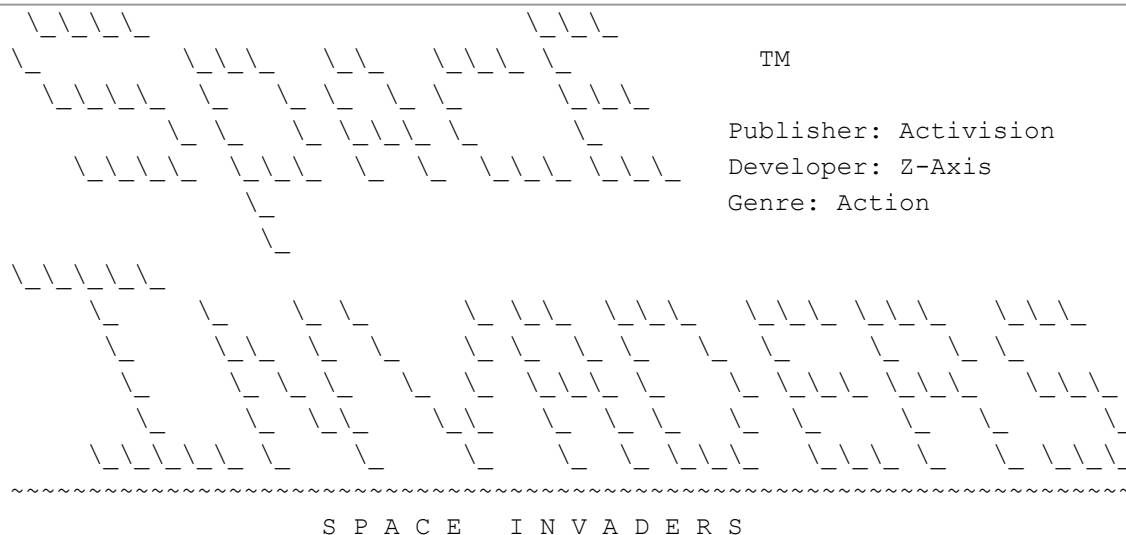


Space Invaders FAQ/Walkthrough

by CCajes

Updated to v1.9 on Jan 2, 2001

This walkthrough was originally written for Space Invaders on the PSX, but the walkthrough is still applicable to the PC version of the game.



"FAQ/WALKTHROUGH AND STRATEGY GUIDE"

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Hi, It's me again. wondering about way I made this Space Invaders thing? well I visit the WwW.GaMeFaQs.CoM and encountered seeing the Space Invaders Webpage and find it that no one is making a Faq/Walkthrough or a Strategy Guide for it. so when I think of my Dusted, never used or touched Space Invader CD, I decided to make some writing about this game.

At first When I played this Game I was bored and remember about the ancient console Family Computer. I remember the game like Galaga, Galaxian, and the Classical Space Invaders game or something?! thinking that makes me bored but fortunately the developer of this game make it more realistic than those in the primitive era games. they make new optional weapons power-up and tanks power-up and make some major bosses in each planet.

This happenings inside the game makes me try to beat the game even if it is less fun rate. without further more, here's the some of my tips in beating this game. I hope you'll enjoy reading.

CCajes

=====

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=====

1.) DISCLAIMER:

=====

This FAQ is not to be reproduce, edited, revised or reformed by anyone except by me. also this FAQ shoudn't be placed in a web site or homepage without proper permission by the author. THIS FAQ IS COPYRIGHT ©2000-2001 BY CHRISTOFFERSON CAJES [CCajes], If you want to use this FAQ e-mail me at (cyrus_viii@hotmail.com) and ask permission first before posting it and also give me the location of the website where you post this FAQ. I hope this is clear. =)

=====

2.) HISTORY OF REVERSION:

=====

VERSION 1.0

DATE: December 6, 2000

Make the title art of Space Invader then add the Disclaimer section. also made the color legend and made the walkthrough/strategy guide from planet Pluto level 1 to 10 and planet Neptune level 1 to 10. and include the UFO level and Boss level in the Pluto and Neptune planet.

VERSION 1.5

DATE: December 20, 2000

Make the Manual codes and Gameshark codes section. listed the Thank you's and credits section. made the table of contents for it's first update. finished writing the walkthrough/strategy guide from Uranus, Saturn, Jupiter, Mars, Venus, Earth plant level.

VERSION 1.8

DATE: December 25, 2000

Make and finished the Function and Menus section. anf finished writing the walkthrough/Strategy guide from Mercury to Alien world planet level.

VERSION 1.9

DATE: December , 2000

Added the Level Information and finish it. finish the Game Battle strategy section and update some missing informations.

=====

3.) FUNCTIONS AND MENUS:

=====

" MAIN MENU "

```
::::::'-----|
| < 1 PLAYER > | --> Begin the game with Classic, 1P or 2P
|   LOAD GAME   | --> Load a save game from the Memory card
| INSTRUCTIONS  | --> Teaches you what to do during the game
|   OPTIONS     | --> Show the optional Menus in the game
-----'::::::
```

" LAOD GAME MENU "

```
::::::'-----
|       SELECT SLOT          | -- Select Slot font
| 1: Alien Boss Level        | |-\
| 14292704 Points, 2 Lives   | | \
| 2: Venus Boss Level        | | \ Load Selections of the game
| 904940 Points, 18 Lives    | | /
| 3: Earth Boss Level        | | /
| 1065230 Points, 7 Lives    | |-/
-----'::::::
```

" OPTIONS MENU "

```
::::::'-----|
| SKILL LEVEL   | --> Skill Level title font
| < NORMAL >    | --> Skill Level Selector Easy, Normal, Hard
| VOLUME CONTROL | --> Controls the Music and Sound Volumes
| CONTROL CONFIG | --> Readjust/Adjust the Controllers buttons
| HIGHSCORES    | --> Records of All Players getting Highscores
| CREDITS       | --> Shows the developers and Publisher
| RESET DEFAULTS | --> Resest all changes and adjust to normal
-----'::::::
```

" VOLUME CONTROL MENU "

```
::::::'-----|
| MUSIC VOLUME | --> Ajust the music of the game
| ___|_____  | --> Adjustor
| |           |
| SOUND VOLUME | --> Adjust the sound of the game
| _____|__ | --> Adjustor
| |           |
-----'::::::
```

" CONTROL CONFIG MENU "

```
::::::'-----|
```

```

|     PLAYER-1      | --> Player-1 menu font
| LEFT      LEFT   | --> Move Left arrow changer
| RIGHT     RIGHT  | --> Move Right arrow changer
| FIRE      X      | --> Firing button changer
| SPECIAL   CIRCLE | --> Special Butoon changer
| VIBRATION ON     | --> Vibration Off, On selector
|-----':::::::

```

" HIGHSCORES MENU "

```

:~::~:-----|
| RANK      SCORE    LEVEL  NAME | --> Information font
| 1st      1129270   80    FER | -\
| 2nd      788820    60    FRG |  \
| 3rd      71200     30    SON |  > List of top scores
| 4th      68850     100   AAA |  /
| 5th      67490     80    CNC | -/
|-----':::::::

```

" CREDITS MENU "

```

:~::~:'-----|
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| | Bryant Bustamante | |
| | Brian Clarke* | |
| | Jay Halderman | |

-----'::~::~:

=====
4.) COLOR LEGEND:
=====

| | |
|-----------------------------------|--------------------------------|
| (B) - Blue alien species | (Y) - Yellow alien species |
| (R) - Red alien species | (G) - Green alien species |
| (S) - Sky Blue alien species | (P) - Purple alien species |
| (O) - Orange alien species | (L) - Light Blue alien species |
| (W) - Yellow Orange alien species | (V) - Violet alien species |
| (M) - Mercury Blue | (K) - Pink Alien species |

=====
5.) LEVEL INFORMATION:
=====

| "PLANETS" | "LEVELS" |
|-------------|----------|
| Pluto | 1 - 10 |
| Neptune | 11 - 20 |
| Uranus | 21 - 30 |
| Saturn | 31 - 40 |
| Jupiter | 41 - 50 |
| Mars | 51 - 60 |
| Venus | 61 - 70 |
| Earth | 71 - 80 |
| Mercury | 81 - 90 |
| Alien World | 91 - 00 |

=====
6.) GAME BATTLE STRATEGY:
=====

Take Note: This Game Battle Strategy is only applied in any Planet Levels except for the boss levels, because the boss level a seperately strategized in this Faq/Walkthrough and Strategy Guide.

- 1.) To win a certain Level(Planet Level 1 to 10), you must eliminate all colored enemy Alien species.
- 2.) During the battle in a level(Planet Level 1 to 10) while you are busy hitting the colored enemy alien species, there will be a time that a mothership will pass through in any both sides of the screen. Shot or hit the enemy mothership in order to acquire crystal power up.
- 3.) In the battle with the colored enemy Alien species, hit the same colored alien species four time in a row in order to have a power-up attack. after getting a certain power-up attack, read the discription of the attack skill and use it wisely in battle.
- 4.) In a certain level(Planet Level 1 to 10), there will be sometimes a temporary shield above your tank in a certain area. use the temporary shield in your advantage to avoid death.
- 5.) In the UFO level, lots of mothership will be passing by in the

screen. destroy or hit any motherships as much as possible to get extra life.

- 6.) Before starting in a Planet Level read the special abilities of the enemy alien species to avoid enemy surprizes.
- 7.) Before A certain Planet level Start, save first before fighting any level in the game. this makes you having a chance to repeat your mistakes.
- 8.) Lastly, stay alive to beat the whole game Okay!!!

[F][a][q][/][W][a][l][k][t][h][r][o][u][g][h]
[A][n][d]
[S][t][r][a][t][e][g][y] [G][u][i][d][e]

=====
7.) PLANET PLUTO:
=====

PROFILE NAME: Common
SIZE: 12 Feet
PROJECTILE: Standard
THREAT: Alpha

SPECIAL ABILITIES:

The most common species of aliens. while relatively harmless on their own, these aliens mount strong attacks through sheer numbers.

TIP:

Hit four like aliens in a row to receive a power up.

~~~~~  
PLUTO: LEVEL 1  
~~~~~

ENEMY ALIENS: 20
GROUP COLOR: Red all
POSSIBLE POWER UP ATTACK: Vertical Burst

ENEMY FORMATION:

R R R R
R R R R
R R R R
R R R R
R R R R

~~~~~  
PLUTO: LEVEL 2  
~~~~~

ENEMY ALIENS: 32
GROUP COLOR: Blue all
POSSIBLE POWER UP ATTACK: Horizontal Left

ENEMY FORMATION:

```

-----
  B B B B B B B B
  B B B B B B B B

  B B B B B B B B
  B B B B B B B B
-----

```

~~~~~  
PLUTO: LEVEL 3  
~~~~~

ENEMY ALIENS: 24
GROUP COLOR: Green all
POSSIBLE POWER UP ATTACK: Horizontal Right

ENEMY FORMATION:

```

-----
    G G G G
  G G G G G G G G

  G G G G G G G G
    G G G G
-----

```

~~~~~  
PLUTO: LEVEL 4  
~~~~~

ENEMY ALIENS: 16
GROUP COLOR: Yellow all
POSSIBLE POWER UP ATTACK: Diagonal Burst

ENEMY FORMATION:

```

-----
    Y  Y  Y
  Y  Y  Y
  Y  Y  Y
 Y  Y  Y
 Y Y Y Y
-----

```

~~~~~  
PLUTO: LEVEL 5  
~~~~~

ENEMY ALIENS: 34
GROUP COLOR: 4 Red, 2 Yellow, 4 Blue, 24 Green
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,
 Vertical Burst

ENEMY FORMATION:

```

-----
  R R R G G G G G
  G B B B G G G G
-----

```

G Y Y G G G G
G R G G G G
G B G G G

~~~~~  
PLUTO: UFO LEVEL  
~~~~~

ENEMY MOTHERSHIPS: 12

Hit as much enemy Motherships as you can to gain up Points and
Extra life. Good Luck!!!

~~~~~  
PLUTO: LEVEL 6  
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 8 Red, 8 Yellow, 12 Blue, 12 Green

POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,
Vertical Burst, Diagonal Burst

ENEMY FORMATION:

G G G G B B B B
R R R R Y Y Y Y
R R R R Y Y Y Y
G G G G B B B B
G G G G B B B B

~~~~~  
PLUTO: LEVEL 7  
~~~~~

ENEMY ALIENS: 24

GROUP COLOR: 4 Red, 12 Yellow, 4 Blue, 4 Green

POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,
Diagonal Burst

ENEMY FORMATION:

Y Y Y Y Y Y
Y Y R R Y Y
Y Y
G G R R B B
G G B B

~~~~~  
PLUTO: LEVEL 8  
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 10 Red, 10 Yellow, 10 Blue, 10 Green

POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,
Vertical Burst, Diagonal Burst

ENEMY FORMATION:

```

-----
G G R R B B Y Y
Y G G R R B B Y
Y Y G G R R B B
B Y Y G G R R B
B B Y Y G G R R
-----

```

~~~~~  
PLUTO: LEVEL 9  
~~~~~

ENEMY ALIENS: 28
GROUP COLOR: 10 Red, 18 Yellow
POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst

ENEMY FORMATION:

```

-----
R   Y   Y   R
Y R   Y Y   R Y
Y   R   R   Y
Y Y   R R   Y Y
Y Y Y R R Y Y Y
-----

```

~~~~~  
PLUTO: LEVEL 10  
~~~~~

ENEMY ALIENS: 33
GROUP COLOR: 4 Red, 2 Yellow, 24 Blue, 4 Green
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,
Vertical Burst

ENEMY FORMATION:

```

-----
B B B B B R R R
B B B B G G G B
B B B B Y Y   B
B B B B R     B
B B B G       B
-----

```

~~~~~  
PLUTO: BOSS LEVEL  
~~~~~

ENEMY BOSS HP: 30
ATTACKS MOVES: 3

The Boss in this level is like a huge yellow space worm, at first it's attack is very simple. it's attack at first is the straight head butt move, by crushing you down in the ground. just stay away from the enemy boss when it tries to crush you and then attack it by firing your weapon, and after hitting the enemy boss 10 times the enemy boss will

change it's attack style and evolve it to a difficult move.

The next attack style will be the same as the first attack, but the difference is that after the enemy boss crushes down it will swim either to the left or right and if your too close to it you'll be destroyed. to avoid this just go to the most corner of the screen and you'll be fine and after you hit the enemy boss 10 times again, the enemy boss will change it's attacking move again and this is it's final attack.

The final attack of this enemy boss is similar to the first and second attacks, but the difference is that after the enemy boss crushes down then it will jump and crush down in a short height and either moving on the left or right depending on your position. after hitting the enemy boss for the last 10 times then you'll destroy it and complete the Pluto level.

=====
8.) PLANET NEPTUNE:
=====

PROFILE NAME: Switcher
SIZE: 13 Feet
PROJECTILE: Dual
THREAT: Alpha

SPECIAL ABILITIES:
The switcher has a protective shell which helps protect it during combat. the switcher fires bombs that take two shots to destroy.

TIP:
Hit four like aliens in a row to receive a power up.

~~~~~  
NEPTUNE: LEVEL 1  
~~~~~

ENEMY ALIENS: 40
GROUP COLOR: 8 Red, 6 Yellow, 8 Blue, 12 Green, 8 Sky blue
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,
VerticalBurst, Diagonal burst,
Swarm Missiles

ENEMY FORMATION:

G G R R R R G G
G G G Y Y B B B
G S S S S S S B
G G G Y Y B B B
G R R Y Y R R B

~~~~~  
NEPTUNE: LEVEL 2  
~~~~~

ENEMY ALIENS: 26
GROUP COLOR: 6 Red, 8 Yellow, 12 Sky blue

POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal burst,
Swarm Missiles

ENEMY FORMATION:

```
-----  
  S S S S  
  R Y Y R  
  S S S S  
  R R Y Y R R  
  S S Y Y Y Y S S  
-----
```

~~~~~  
NEPTUNE: LEVEL 3  
~~~~~

ENEMY ALIENS: 26

GROUP COLOR: 4 Red, 8 Blue, 6 Green, 8 Sky blue

POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,
Vertical Burst, Swarm Missiles

ENEMY FORMATION:

```
-----  
  S           S  
  S G       B B  
  S G       B B  
  G G G S S B B B  
  G S R R R R S B  
-----
```

~~~~~  
NEPTUNE: LEVEL 4  
~~~~~

ENEMY ALIENS: 30

GROUP COLOR: 6 Red, 8 Yellow, 6 Blue, 3 Green, 7 Sky blue

POSSIBLE POWER UP ATTACK: Horizontal Left, Vertical Burst,
Diagonal burst, Swarm Missiles

ENEMY FORMATION:

```
-----  
  S G G S R R B B  
  S G S Y Y Y Y  
  S S R R B B  
  S R R B B  
  Y Y Y Y  
-----
```

~~~~~  
NEPTUNE: LEVEL 5  
~~~~~

ENEMY ALIENS: 29

GROUP COLOR: 1 Red, 12 Blue, 9 Green, 7 Sky blue

POSSIBLE POWER UP ATTACK: Horizontal Left, Diagonal burst, Swarm Missile

ENEMY FORMATION:

```

-----
  G G G G G S S S
  S S S B S   R
      B B B B B
  G G G B G
      B B B B B
-----

```

~~~~~  
NEPTUNE: UFO LEVEL  
~~~~~

ENEMY ALIENS: 12

Hit as mush enemy Motherships as you can to gain up Points and
Extra life. Good Luck!!!

~~~~~  
NEPTUNE: LEVEL 6  
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 8 Red, 8 Yellow, 8 Blue, 8 Green, 8 Sky blue
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,
Vertical Burst, Diagonal burst,
Swarm Missile

ENEMY FORMATION:

```

-----
  B B G G B B G G
  G G Y Y Y Y B B
  G G Y Y Y Y B B
  R R S S S S R R
  S S R R R R S S
-----

```

~~~~~  
NEPTUNE: LEVEL 7  
~~~~~

ENEMY ALIENS: 18

GROUP COLOR: 2 Red, 8 Yellow, 8 Sky blue
POSSIBLE POWER UP ATTACK: Diagonal burst, Swarm Missiles

ENEMY FORMATION:

```

-----
  R     S S     R
  S     Y Y     S
      Y         Y
  Y Y         Y Y
  E E         E E
-----

```

~~~~~  
NEPTUNE: LEVEL 8  
~~~~~

~~~~~  
ENEMY ALIENS: 40  
GROUP COLOR: 14 Yellow, 7 Blue, 13 Green, 5 Sky blue, 1 Red  
POSSIBLE POWER UP ATTACK: Horizontal Left, Diagonal burst,  
Swarm Missile

ENEMY FORMATION:

-----  
B G Y S Y G B G  
G B G Y S Y G B  
Y G B G Y S Y G  
Y Y G B G Y S Y  
R Y Y G B G Y S  
-----

~~~~~  
NEPTUNE: LEVEL 9
~~~~~

ENEMY ALIENS: 28  
GROUP COLOR: 8 Red, 20 Sky blue  
POSSIBLE POWER UP ATTACK: Vertical Burst, Swarm Missile

ENEMY FORMATION:

-----  
S S S S  
S R S R R S R S  
S S S S  
S R S R R S R S  
S S S S  
-----

~~~~~  
NEPTUNE: LEVEL 10
~~~~~

ENEMY ALIENS: 33  
GROUP COLOR: 7 Yellow, 16 Blue, 4 Green, 6 Sky blue  
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,  
Diagonalburst, Swarm Missiles

ENEMY FORMATION:

-----  
B B B B Y Y Y Y  
G S Y B B B B  
G S Y B B B B  
G Y S S S S  
G B B B B  
-----

~~~~~  
NEPTUNE: BOSS LEVEL
~~~~~

ENEMY BOSS HP: 35  
ATTACKS MOVES: 3



The boss in this level is like a red beetle bee shape, you'll notice that it's tail has a shield. destroy first the two red wings of the enemy boss, both of the with has an HP of 10 hits. at his time the enemy boss will fires it's weapon rarely an ammo of 5 to 10. and also it sometimes attacks you in the center and fires for 3 to 4 seconds and speading lots of ammo. just stay in the near corner of the screen to have time to dodge the approaching ammos.

And after you've destroy the two wings the shield on the enemy bosses tail will be gone. now the enemy boss changes it's firing style, it will fire ammos when it arrives each time in the two corners of the screen. attack the tail 10 times and then the tail will be destroyed.

After that the enemy boss will now attack you by crushing you down when you are in sight or in front to it. just keep away when it tries to crush you and attack the body of the enemy boss 5 times and the enemy boss will be destroyed and you'll head now the the next planet level.

=====  
9.) PLANET URANUS:  
=====

PROFILE NAME: Blocker  
SIZE: 14 Feet  
PROJECTILE: Standard  
THREAT: Beta

SPECIAL ABILITIES:  
The blocker is aremd with 2 metallic side pieces that catch fire and shot outward to the adjacent columns when the blocker is destroyed.

TIP:  
Hit four like aliens in a row to receive a power up.

~~~~~  
URANUS: LEVEL 1
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 10 Red, 4 Yellow, 13 Blue, 8 Green, 6 Pink  
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,  
Diagonal Burst, Vertical Burst, Laser Blaster

ENEMY FORMATION:

-----  
R R B B B B R R  
G G G P P B B B  
G G P P P P G G  
R G G G B B B R  
R R Y Y Y Y R R  
-----

~~~~~  
URANUS: LEVEL 2
~~~~~

ENEMY ALIENS: 28

GROUP COLOR: 12 Red, 8 Yellow, 8 Pink

POSSIBLE POWER UP ATTACK: Diagonal burst, Vertical Burst, Laser Blaster

ENEMY FORMATION:

```

-----
R R R Y Y R R R
  P P
  P Y Y P
  P R R R R P
P Y Y R R Y Y P
-----

```

~~~~~  
URANUS: LEVEL 3
~~~~~

ENEMY ALIENS: 32  
GROUP COLOR: 2 Red, 8 Yellow, 10 Pink, 8 Green, 4 Blue  
POSSIBLE POWER UP ATTACK: Diagonal burst, Laser Blaster,  
Horizontal right

ENEMY FORMATION:

```

-----
G P Y Y Y Y P B
G G          B B
G P   R R   P G
G P Y Y Y Y P G
G P   P P   P B
-----

```

~~~~~  
URANUS: LEVEL 4
~~~~~

ENEMY ALIENS: 21  
GROUP COLOR: 6 Pink, 3 Green, 12 Blue  
POSSIBLE POWER UP ATTACK: Laser Blaster, Horizontal Left

ENEMY FORMATION:

```

-----
B B B B B
B B B B
B B P          P
B P          P G
P          P G G
-----

```

~~~~~  
URANUS: LEVEL 5
~~~~~

ENEMY ALIENS: 29  
GROUP COLOR: 5 Red, 3 Pink, 4 Green, 17 Blue  
POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst,  
Horizontal right, Horizontal Left

ENEMY FORMATION:

```

-----
          R R R R R
        P P P G B   B
        B B B G B   B
        B B B G B   B
        B B B G B B
-----

```

~~~~~  
NEPTUNE: UFO LEVEL
~~~~~

ENEMY ALIENS: 12

Hit as much enemy Motherships as you can to gain up Points and Extra life. Good Luck!!!

~~~~~  
URANUS: LEVEL 6
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 8 Red, 6 Yellow, 10 Pink, 8 Green, 8 Blue  
POSSIBLE POWER UP ATTACK: Diagonal Burst, Laser Blaster,  
Horizontal right, Horizontal right,  
Vertical Burst

ENEMY FORMATION:

```

-----
        G G Y Y P P B B
        R R Y Y Y Y R R
        R R P P P P R R
        G G G G B B B B
        G G P P P P B B
-----

```

~~~~~  
URANUS: LEVEL 7
~~~~~

ENEMY ALIENS: 16

GROUP COLOR: 4 Yellow, 12 Pink  
POSSIBLE POWER UP ATTACK: Diagonal Burst, Laser Blaster

ENEMY FORMATION:

```

-----
        P   P       P   P
          Y         Y
        P   P       P   P
          Y         Y
        P   P       P   P
-----

```

~~~~~  
URANUS: LEVEL 8
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 10 Red, 14 Yellow, 16 Pink

POSSIBLE POWER UP ATTACK: Diagonal Burst, Laser Blaster,  
Vertical Burst

ENEMY FORMATION:

```

-----
P R Y P P Y R P
P R Y P P Y R P
R Y P Y Y P Y R
Y P Y R R Y P Y
P Y R P P R Y P
-----

```

~~~~~  
URANUS: LEVEL 9
~~~~~

ENEMY ALIENS: 30  
GROUP COLOR: 10 Red, 20 Pink  
POSSIBLE POWER UP ATTACK: Vertical Burst, Laser Blaster

ENEMY FORMATION:

```

-----
P P   R R   P P
P P   R R   P P
P P   R R   P P
P P   R R   P P
P P   R R   P P
-----

```

~~~~~  
URANUS: LEVEL 10
~~~~~

ENEMY ALIENS: 28  
GROUP COLOR: 5 Red, 3 Pink, 16 Green, 4 Blue  
POSSIBLE POWER UP ATTACK: Horizontal right, Horizontal Left,  
VerticalBurst

ENEMY FORMATION:

```

-----
R R R R R
      G B P P P
G      G B G G G
      G   G B G G G
      G G B G G G
-----

```

~~~~~  
URANUS: BOSS LEVEL
~~~~~

ENEMY BOSS HP: 10  
ATTACKS MOVES: 3

The Boss in this level is more like a huge blue clock, af first it will attack you using it's two small weapon on both left and right. this weapon two weapons will fire unlimited ammos, destroy the two weapons while dodging the live ammos. each weapon on both sides will be destroyed after you've hit it 3 times.

After destroying the two weapons on both sides, the enemy boss will position itself up side down and now uses it's tail as a weapon like the first boss in Pluto level. And also it has another weapon, while the enemy boss fires some of the ammos in it's tail another weapon will charge up some energy and create a enery ball and fires it up in you're position so watch out.

Now hit the center body of the enemy boss 4 time and you'll destroy the enemy boss in this level and proceed to the next plant level.

=====  
10.) PLANET SATURN:  
=====

PROFILE NAME: Angler  
SIZE: 15 Feet  
PROJECTILE: Side Shot  
THREAT: Beta

SPECIAL ABILITIES:

Due to their lopsided body structure this is capable of firing shots at an angled trajectory making them difficult for tanks to track.

TIP:

Hit four like aliens in a row to receive a power up.

~~~~~  
SATURN: LEVEL 1
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 16 Red, 4 Yellow, 6 Blue, 4 Green, 10 Orange  
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,  
Diagonal Burst, Vertical Burst,  
Sine Wave Missile

ENEMY FORMATION:

-----  
B R O R R O R B  
R O R O O R O R  
R G O R R O B R  
R G G O O B B R  
R G Y Y Y Y B R  
-----

~~~~~  
SATURN: LEVEL 2
~~~~~

ENEMY ALIENS: 28  
GROUP COLOR: 10 Red, 12 Yellow, 6 Orange  
POSSIBLE POWER UP ATTACK: Diagonal Burst, Vertical Burst,



ENEMY FORMATION:

```

-----
  G O O O O G G G
  Y G           G R Y
  Y R G       G R Y
  Y   R G R   Y
  R     R     Y
-----

```

~~~~~  
SATURN: UFO LEVEL
~~~~~

ENEMY ALIENS: 12

Hit as mush enemy Motherships as you can to gain up Points and  
Extra life. Good Luck!!!

~~~~~  
SATURN: LEVEL 6
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 10 Red, 2 Yellow, 6 Blue, 6 Green, 16 Orange  
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,  
Vertical Burst, Sine Wave missile

ENEMY FORMATION:

```

-----
  O O Y Y R R O O
  G G G O O B B B
  G G G O O B B B
  O O R R R R O O
  O O R R R R O O
-----

```

~~~~~  
SATURN: LEVEL 7
~~~~~

ENEMY ALIENS: 22

GROUP COLOR: 10 Yellow, 12 Orange  
POSSIBLE POWER UP ATTACK: Diagonal Burst, Sine Wave missile

ENEMY FORMATION:

```

-----
      Y Y Y Y
  O O Y   Y O O
  O O       O O
        O O
  Y Y   O O   Y Y
-----

```

~~~~~  
SATURN: LEVEL 8
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 10 Red, 5 Yellow, 10 Blue, 5 Green, 10 Orange  
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,  
Diagonal Burst, Vertical Burst,  
Sine Wave missile

ENEMY FORMATION:

-----  
O G R B O R B Y  
Y O G R B O R B  
B Y O G R B O R  
R B Y O G R B O  
O R B Y O G R B  
-----

~~~~~  
SATURN: LEVEL 9
~~~~~

ENEMY ALIENS: 16  
GROUP COLOR: 8 Red, 8 Orange  
POSSIBLE POWER UP ATTACK: Vertical Burst, Sine Wave Missile

ENEMY FORMATION:

-----  
R R  
O R R O  
O R R O  
O O  
R O O R  
-----

~~~~~  
SATURN: LEVEL 10
~~~~~

ENEMY ALIENS: 28  
GROUP COLOR: 11 Yellow, 7 Blue, 7 Green, 3 Orange  
POSSIBLE POWER UP ATTACK: Horizontal Left, Horizontal Right,  
Diagonal Burst,

ENEMY FORMATION:

-----  
G Y Y Y Y Y Y Y  
B G O O O G B Y  
B G G G B Y  
B G B Y  
B Y  
-----

~~~~~  
SATURN: BOSS LEVEL
~~~~~

ENEMY BOSS HP: 40  
ATTACKS MOVES: 3



The boss in this level is like a ring structure, it has 3 weapon parts. there are two attacks executed by the enemy boss but before it could attack the center structure part must accumulate first energy. after getting enough energy the enemy boss could fire one of the two weapons. first, is the laser beam weapon on the right and second the missile launcher on the left. the laser beam will take space in the center screen when executed fire, while the missile launcher will fire homing missile and targets you in you're position.

Destroy the two weapons on both left and right by hitting each of them 10 times. after that the enemy boss will change tactics, now the center part structure will use the 5 cannons and this cannons will fire in any direction while the center structure moves from side to side. destroy the center structure by hitting it 20 - 25 times, and after that you'll clear out this level and go to the next planet level.

=====  
11.) PLANET JUPITER:  
=====

PROFILE NAME: Freezer  
SIZE: 15 Feet  
PROJECTILE: Beam  
THREAT: Beta

SPECIAL ABILITIES:

The Freezer will not remain in formation if it has a clear shot. the Freezer will fly down and fire a beam for two seconds at the ground.

TIP:

Hit four like aliens in a row to receive a power up.

~~~~~  
JUPITER: LEVEL 1
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 8 Green, 8 Blue, 12 Red, 12 Light Blue  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Acidic Cloud

ENEMY FORMATION:

-----  
G G G G B B B B  
R L R L L R L R  
R L R L L R L R  
R L R L L R L R  
G G G G B B B B  
-----

~~~~~  
JUPITER: LEVEL 2
~~~~~

ENEMY ALIENS: 32  
GROUP COLOR: 4 Red, 14 Light Blue, 14 Yellow  
POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst,  
Acidic Cloud

ENEMY FORMATION:

```

-----
  L R Y Y R L
 L R L Y Y L R L
  L Y Y Y Y L
    Y Y Y Y
 L L L Y Y L L L
-----

```

~~~~~  
 JUPITER: LEVEL 3
 ~~~~~

ENEMY ALIENS: 28  
 GROUP COLOR: 5 Green, 5 Blue, 18 Light Blue  
 POSSIBLE POWER UP ATTACK: Horizontal Right, Horizontal Left,  
                                   Diagonal Burst, Acidic Cloud

ENEMY FORMATION:

```

-----
  L L          L L
  L L          L L
 G L L      L L B
 G G L L L L B B
 G G L L L L B B
-----

```

~~~~~  
 JUPITER: LEVEL 4
 ~~~~~

ENEMY ALIENS: 28  
 GROUP COLOR: 4 Green, 4 Blue, 8 Light Blue, 12 Yellow  
 POSSIBLE POWER UP ATTACK: Horizontal Right, Horizontal Left,  
                                   Diagonal Burst, Acidic Cloud

ENEMY FORMATION:

```

-----
  G G G G Y Y Y B
    L Y Y Y B
    L Y Y Y B
    L Y Y Y B
    L L L L L
-----

```

~~~~~  
 JUPITER: LEVEL 5
 ~~~~~

ENEMY ALIENS: 39  
 GROUP COLOR: 4 Green, 28 Red, 4 Light Blue, 3 Yellow  
 POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
                                   Horizontal Left, Acidic Cloud

ENEMY FORMATION:

```

-----

```

G R R R R R R L  
G R R R R R R L  
G R R R R R R L  
G R R R R R R L  
R R R R Y Y Y

-----

~~~~~  
JUPITER: UFO LEVEL
~~~~~

ENEMY ALIENS: 12

Hit as much enemy Motherships as you can to gain up Points and  
Extra life. Good Luck!!!

~~~~~  
JUPITER: LEVEL 6
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 6 Green, 6 Blue, 6 Red, 8 Light Blue, 14 Yellow  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Acidic Cloud

ENEMY FORMATION:

-----

G R Y G B Y R B  
R G L Y Y L B R  
R G L Y Y L B R  
Y L Y G B Y L Y  
Y L Y G B Y L Y

-----

~~~~~  
JUPITER: LEVEL 7
~~~~~

ENEMY ALIENS: 16

GROUP COLOR: 9 Light Blue, 7 Yellow  
POSSIBLE POWER UP ATTACK: Diagonal Burst, Acidic Cloud

ENEMY FORMATION:

-----

Y Y Y Y Y L L L  
Y Y L L L

L L L

-----

~~~~~  
JUPITER: LEVEL 8
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 8 Green, 8 Blue, 8 Red, 8 Light Blue, 8 Yellow

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Acidic Cloud

ENEMY FORMATION:

-----  
R B Y G L R B Y  
B Y G L R B Y G  
Y G L R B Y G L  
G L R B Y G L R  
L R B Y G L R B  
-----

~~~~~  
JUPITER: LEVEL 9
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 16 Red, 24 Light Blue

POSSIBLE POWER UP ATTACK: Vertical Burst, Acidic Cloud

ENEMY FORMATION:

-----  
R L R L L R L R  
L R L L L L R L  
R L R L L R L R  
L R L L L L R L  
R L R L L R L R  
-----

~~~~~  
JUPITER: LEVEL 10
~~~~~

ENEMY ALIENS: 39

GROUP COLOR: 9 Red, 10 Light Blue, 20 Green

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Acidic Cloud

ENEMY FORMATION:

-----  
L R R R R R L  
G L G G G G L R  
G L G G G G R L  
G L G G G G L R  
G L G G G G R L  
-----

~~~~~  
JUPITER: BOSS LEVEL
~~~~~

ENEMY BOSS HP: 10

(4)BLOCKERS HP: 10

ATTACKS MOVES: 1

The Boss in this level is like a thin robot body with no legs.

you'll see a four blockers in the center of the screen, this serve as the protection for the enemy boss because the enemy boss don't have high defensive capability. In other words, if you hit the enemy boss with one missile it would take a lot of HP out of him.

The enemy boss will transfer back and forth to the four blockers in the center screen while firing homing missiles. In order to get a clear shot to the enemy boss, destroy all 4 blockers in the center screen by hitting each of them 10 times. you can also damage the enemy boss while destroying the 4 blockers in the center screen, if you have a good aiming and timing. Watch out for the missiles coming at you K'.

After that, destroy the enemy boss by hitting it 10 times and after destroying the enemy boss you'll then proceed to the next planet level.

=====  
12.) PLANET MARS:  
=====

PROFILE NAME: Burster  
SIZE: 11 Feet  
PROJECTILE: Standard  
THREAT: Gamma

SPECIAL ABILITIES:

The Burster is most deadly after it is destroyed. when hit the burster explodes sending several energy burst hurtling to the ground.

TIP:

Hit four like aliens in a row to receive a power up.

~~~~~  
MARS: LEVEL 1
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 8 Red, 12 Blue, 6 Green, 6 Yellow, 8 Yellow Green  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Sine Wave Missile

ENEMY FORMATION:

-----  
G B B B B B B B  
G W W R R W W B  
G Y Y Y Y Y Y B  
G W W R R W W B  
R R G G B B R R  
-----

~~~~~  
MARS: LEVEL 2
~~~~~

ENEMY ALIENS: 20  
GROUP COLOR: 4 Red, 8 Yellow, 8 Yellow Green  
POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst,

Sine Wave Missile

ENEMY FORMATION:

```

-----
      W W
     W Y Y W
    R R Y Y Y Y R R
     W Y Y W
      W W
-----

```

~~~~~

MARS: LEVEL 3

~~~~~

ENEMY ALIENS: 32

GROUP COLOR: 14 Red, 5 Blue, 5 Green, 8 Yellow Green

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Sine Wave Missile

ENEMY FORMATION:

```

-----
    G R R W W R R B
    G R W      W R B
    G R          R B
    G G R      R B B
    R W W R R W W R
-----

```

~~~~~

MARS: LEVEL 4

~~~~~

ENEMY ALIENS: 30

GROUP COLOR: 6 Red, 9 Blue, 4 Green, 3 Yellow, 8 Yellow Green

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Sine Wave Missile

ENEMY FORMATION:

```

-----
    W W W W B B B Y
          R R R
    G G G G B B B Y
          R R R
    W W W W B B B Y
-----

```

~~~~~

MARS: LEVEL 5

~~~~~

ENEMY ALIENS: 30

GROUP COLOR: 8 Red, 11 Blue, 1 Green, 10 Yellow Green

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Left,  
Sine Wave Missile

ENEMY FORMATION:

```

-----
W W W W B W W W
      B   B
B B B B B W B W
W R R R B R B
R R R R G   B
-----

```

~~~~~  
MARS: UFO LEVEL
~~~~~

ENEMY ALIENS: 12

Hit as much enemy Motherships as you can to gain up Points and  
Extra life. Good Luck!!!

~~~~~  
MARS: LEVEL 6
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 12 Red, 6 Blue, 6 Green, 8 Yellow, 8 Yellow Green  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Sine Wave Missile

ENEMY FORMATION:

```

-----
R R G G B B R R
Y Y W W Y Y W W
G G R R R R B B
Y Y W W Y Y W W
R R G G B B R R
-----

```

~~~~~  
MARS: LEVEL 7
~~~~~

ENEMY ALIENS: 18

GROUP COLOR: 8 Yellow, 10 Yellow Green  
POSSIBLE POWER UP ATTACK: Diagonal Burst, Sine Wave Missile

ENEMY FORMATION:

```

-----
Y           Y
W   Y Y   W
Y   W W   Y
W   W Y Y W W
W           W
-----

```

~~~~~  
MARS: LEVEL 8
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 14 Red, 9 Blue, 4 Green, 6 Yellow, 7 Yellow Green

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Sine Wave Missile

ENEMY FORMATION:

```

-----
  G Y G Y B R W R
  Y G Y B R W R B
  G Y B R W R B R
  Y B R W R B R W
  B R W R B R W R
-----

```

~~~~~

MARS: LEVEL 9

~~~~~

ENEMY ALIENS: 24

GROUP COLOR: 8 Red, 16 Yellow Green

POSSIBLE POWER UP ATTACK: Vertical Burst, Sine Wave Missile

ENEMY FORMATION:

```

-----
      W W
     R W W R
    R W W W W R
   R W W   W W R
  W W R   R W W
-----

```

~~~~~

MARS: LEVEL 10

~~~~~

ENEMY ALIENS: 34

GROUP COLOR: 24 Red, 5 Green, 5 Yellow Green

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Diagonal Burst, Sine Wave Missile

ENEMY FORMATION:

```

-----
      R W W R W R
     R G R R R R R
    R G R R R R R
   R G R R R R R
  R G G R R W W
-----

```

~~~~~

MARS: BOSS LEVEL

~~~~~

(3)ENEMY BOSS HP: 30

ATTACKS MOVES: 3



In this level there are 3 enemy bosses, each of these bosses will fire two way laser in slanting angled. At first it is easy to dodge their lasers, just head to the center of the two way slanting angled laser. Destroy the first enemy boss by hitting it 30 times and after you've destroyed it, the remaining two bosses will now change their firing system.

The two enemy bosses will now swing their body slowly and fire the slanting angled lasers. Now there will be more lasers coming out and it will accumulate wide space in the screen. Destroy the second boss by hitting it 30 times and after that, the last remaining boss will change again its firing system.

The last remaining enemy boss will now its body move faster and fire the slanting angled laser in any direction downward. It is almost as if you will have no space to dodge. But still you can dodge this attack if you have fast hands and eyes. Again destroy the enemy boss by hitting it 30 times and after destroying the last of them, you'll go now to the next planet level.

=====  
13.) PLANET VENUS:  
=====

PROFILE NAME: Kamikaze  
SIZE: 9 Feet  
PROJECTILE: Standard  
THREAT: Gamma

SPECIAL ABILITIES:  
Alive the Kamikaze is quite harmless. Destroy one and you better out of the way fast for it will do its best to crash into your tank.

TIP:  
Hit four like aliens in a row to receive a power up.

~~~~~  
VENUS: LEVEL 1
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 8 Red, 4 Blue, 4 Green, 12 Yellow, 12 Violet  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Tank Kamikaze

ENEMY FORMATION:  
-----  
R Y Y Y Y Y Y R  
R V V V V V V R  
R Y Y Y Y Y Y R  
R V V Y Y V V R  
G G G G B B B B  
-----

~~~~~

VENUS: LEVEL 2

~~~~~

ENEMY ALIENS: 28

GROUP COLOR: 12 Yellow, 16 Violet

POSSIBLE POWER UP ATTACK: Diagonal Burst, Tank Kamikaze

ENEMY FORMATION:

```

-----
      V V V V
      V V V V
     Y Y V V V V Y Y
      Y V V Y
     Y Y V Y Y V Y Y
-----

```

~~~~~

VENUS: LEVEL 3

~~~~~

ENEMY ALIENS: 28

GROUP COLOR: 2 Red, 8 Blue, 8 Green, 10 Violet

POSSIBLE POWER UP ATTACK: Horizontal Right, Horizontal Left,  
Diagonal Burst, Tank Kamikaze

ENEMY FORMATION:

```

-----
     G G R V V R B B
     G V          V B
     V V G      B V V
     V G G      B B V
     V G G      B B V
-----

```

~~~~~

VENUS: LEVEL 4

~~~~~

ENEMY ALIENS: 24

GROUP COLOR: 4 Blue, 4 Green, 4 Yellow, 12 Violet

POSSIBLE POWER UP ATTACK: Horizontal Right, Horizontal Left,  
Diagonal Burst, Tank Kamikaze

ENEMY FORMATION:

```

-----
     V V V V
           Y Y Y Y
     V G V V V V B V
           B B B V
     V G G G
-----

```

~~~~~

VENUS: LEVEL 5

~~~~~

ENEMY ALIENS: 24

GROUP COLOR: 8 Red, 4 Blue, 4 Green, 4 Yellow, 4 Violet

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Tank Kamikaze

ENEMY FORMATION:

```
-----  
  G R R R R B V Y  
    G          B V Y  
      G        B V Y  
        G      B V Y  
          R R R R  
-----
```

~~~~~  
VENUS: UFO LEVEL
~~~~~

ENEMY ALIENS: 12

Hit as mush enemy Motherships as you can to gain up Points and  
Extra life. Good Luck!!!

~~~~~  
VENUS: LEVEL 6
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 4 Red, 8 Blue, 8 Green, 10 Yellow, 10 Violet  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Tank Kamikaze

ENEMY FORMATION:

```
-----  
  G V G Y Y B V B  
  Y G V G B V B Y  
  Y G V G B V B Y  
  V R G Y Y B R V  
  V R G Y Y B R V  
-----
```

~~~~~  
VENUS: LEVEL 7
~~~~~

ENEMY ALIENS: 26

GROUP COLOR: 2 Red, 6 Yellow, 18 Violet  
POSSIBLE POWER UP ATTACK: Diagonal Burst, Tank Kamikaze

ENEMY FORMATION:

```
-----  
  V   V R R V   V  
  V   V Y Y V   V  
      V V  
  V Y V   V Y V  
  V Y V   V Y V  
-----
```

~~~~~  
VENUS: LEVEL 8
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 7 Blue, 10 Green, 3 Yellow, 20 Violet  
POSSIBLE POWER UP ATTACK: Horizontal Right, Horizontal Left,  
Tank Kamikaze

ENEMY FORMATION:

-----  
Y Y V V G G V V  
Y V V G G V V B  
V V G G V V B B  
V G G V V B B V  
G G V V B B V V  
-----

~~~~~  
VENUS: LEVEL 9
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 14 Red, 26 Violet  
POSSIBLE POWER UP ATTACK: Vertical Burst, Tank Kamikaze

ENEMY FORMATION:

-----  
V R V V V V R V  
R V R V V R V R  
V R V V V V R V  
R V R V V R V R  
V R V V V V R V  
-----

~~~~~  
VENUS: LEVEL 10
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 8 Red, 4 Blue, 4 Green, 12 Yellow, 12 Violet  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Tank Kamikaze

ENEMY FORMATION:

-----  
V V V V G V V V  
G G G G G  
B G B B B  
G G G G G  
B B B B  
-----

~~~~~

VENUS: BOSS LEVEL

~~~~~

ENEMY BOSS HP: 25

ATTACKS MOVES: 3

The boss in this level is like a Gigantic worm, before the enemy boss attacks it will first charge up some energy and after getting enough charge it will then execute its various attacks. There are two kinds of attacks. first attacks is the seperation of its four bodies and its head, going into any direction in the screen. The second attack will be going across the screen vertically, horizontally or vertically. The other moves depends on what the enemy boss movements, it may go anywhere in the screen or go down in the screen. so becareful not to get in its way.

Destroy the enemy boss by hitting it 25 times anywhere and any part of its body or head. when the head or the 4 body parts of the enemy boss becomes Red it means it has no HP, so hit the other parts which are not red yet and after hitting all the parts of the enemy boss and becomes all red the i will explode and then you've beat this level and go now to the next planet level.

[1] [B][A][S][I][C] [F][I][N][A][L] [L][E][V][E][L]

=====

14.) PLANET EARTH:

=====

PROFILE NAME: Splitter  
SIZE: 15 Feet  
PROJECTILE: Double  
THREAT: Delta

SPECIAL ABILITIES:

The Splitter multiplies when hit by tank fires, this causes it to send smaller versions of it self in to every vacant spot surrounding it.

TIP:

Hit four like aliens in a row to receive a power up.

~~~~~

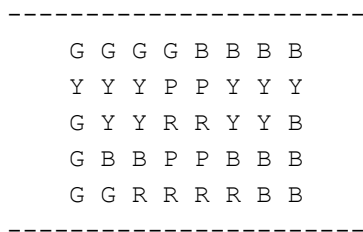
EARTH: LEVEL 1

~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 6 Red, 12 Blue, 8 Green, 10 Yellow, 4 Purple  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Pyramid Blast

ENEMY FORMATION:



~~~~~

EARTH: LEVEL 2

~~~~~

ENEMY ALIENS: 26

GROUP COLOR: 10 Red, 10 Yellow, 6 Purple

POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst,  
Pyramid Blast

ENEMY FORMATION:

```

-----
  Y R R Y Y R R Y
    R R
  R P P R
  Y P Y Y P Y
R P   Y Y   P R
-----

```

~~~~~

EARTH: LEVEL 3

~~~~~

ENEMY ALIENS: 28

GROUP COLOR: 4 Red, 8 Yellow, 4 Purple, 6 Green, 6 Blue

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Pyramid Blast

ENEMY FORMATION:

```

-----
  R Y Y Y Y Y Y R
  G G G Y Y B B B
  G G R   R B B
  G P     P B
  P       P
-----

```

~~~~~

EARTH: LEVEL 4

~~~~~

ENEMY ALIENS: 18

GROUP COLOR: 10 Red, 4 Yellow, 4 Purple

POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst,  
Pyramid Blast

ENEMY FORMATION:

```

-----
  R Y R R R R R R
    Y R R P
    Y R P
    Y P
    P
-----

```

~~~~~

EARTH: LEVEL 5

ENEMY ALIENS: 37

GROUP COLOR: 4 Red, 27 Green, 6 Purple

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,
Pyramid Blast

ENEMY FORMATION:

```

-----
  G P G G P G P G
  G P G G G G G G
  G P G G G G G G
  G P G G G G G R
  G R   R   R G
-----

```

EARTH: UFO LEVEL

ENEMY ALIENS: 12

Hit as mush enemy Motherships as you can to gain up Points and
Extra life. Good Luck!!!

EARTH: LEVEL 6

ENEMY ALIENS: 40

GROUP COLOR: 8 Red, 10 Blue, 10 Green, 8 Yellow, 4 Purple

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,
Horizontal Left, Diagonal Burst,
Pyramid Blast

ENEMY FORMATION:

```

-----
  R R R R R R R R
  Y Y B B G G Y Y
  Y Y B B G G Y Y
  G G B B G G B B
  G G P P P P B B
-----

```

EARTH: LEVEL 7

ENEMY ALIENS: 20

GROUP COLOR: 4 Red, 2 Blue, 4 Green, 4 Yellow, 6 Purple

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,
Diagonal Burst, Pyramid Blast

ENEMY FORMATION:

```

-----
  R P P R
  G G G G
-----

```

Y Y Y Y
B P P B
R P P R

~~~~~  
EARTH: LEVEL 8  
~~~~~

ENEMY ALIENS: 40
GROUP COLOR: 19 Red, 16 Yellow, 5 Purple
POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst, Pyramid Blast

ENEMY FORMATION:

Y R R Y P Y R R
R R Y P Y R R Y
R Y P Y R R Y R
Y P Y R R Y R Y
P Y R R Y R Y R

~~~~~  
EARTH: LEVEL 9  
~~~~~

ENEMY ALIENS: 14
GROUP COLOR: 8 Red, 6 Purple
POSSIBLE POWER UP ATTACK: Vertical Burst, Pyramid Blast

ENEMY FORMATION:

R P P R
P R R P
R P P R
R R

~~~~~  
EARTH: LEVEL 10  
~~~~~

ENEMY ALIENS: 8
GROUP COLOR: 8 Purple
POSSIBLE POWER UP ATTACK: Pyramid Blast

ENEMY FORMATION:

P P P P P P P P

~~~~~  
EARTH: BOSS LEVEL  
~~~~~

ENEMY BOSS HP: 30
ATTACKS MOVES: 5

The boss in this level is like a huge alien shadow beast. it will walk back and forth in the screen then it will jump out and turn until it becomes very small then it will appear again and throw a missile at you. this attack is easy to dodge.

After hitting the enemy boss 6 times, it will change its attack method. it will fire a scatter laser beams in tis eyes and throw a missile at you. dodge this attack while hitting the enemy boss.

After hitting the enemy boss 6 times again, it will change its attack method again. now it will fire the laser beams directly at you and throw a very huge missile. dodge this attack while hitting the enemy boss.

After hitting again the enemy boss 6 times, it will again changes it attack method. it will now fire the laser beams in a slanting angle and throws the very same huge missile. dodge this attack while hitting the enemy boss.

After hitting again the enemy boss 6 times, it changes its method again and now it will still fire the laser beams in a slanting angle position, but it will now throw a very very huge building at you. dodge this attack while hitting the enemy boss.

Lastly after hitting the enemy boss 6 times, you'll destroy the enemy boss and beat this level.

[2] [B][A][S][I][C] [F][I][N][A][L] [L][E][V][E][L]

=====

15.) PLANET MERCURY:

=====

PROFILE NAME: Leecher
SIZE: 10 Feet
PROJECTILE: Standard
THREAT: Beta

SPECIAL ABILITIES:

A devious species among the elite ranks of the alien fleet. get out of his way when the Leecher comes to town.

TIP:

Hit four like aliens in a row to receive a power up.

~~~~~  
MERCURY: LEVEL 1  
~~~~~

ENEMY ALIENS: 40
GROUP COLOR: 10 Red, 4 Blue, 4 Green, 4 Yellow, 18 Mercury Blue
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,
Horizontal Left, Diagonal Burst,
Silo Missile Attack

ENEMY FORMATION:

```

-----
R B Y G G Y B R
R M M M M M M R
R M M M M M M R
R M M M M M M R
R B Y G G Y B R
-----

```

~~~~~  
MERCURY: LEVEL 2  
~~~~~

ENEMY ALIENS: 40
GROUP COLOR: 10 Red, 4 Blue, 4 Green, 4 Yellow, 18 Mercury Blue
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,
Horizontal Left, Diagonal Burst,
Silo Missile Attack

ENEMY FORMATION:

```

-----
M Y M M M M Y M
  M M
  M M M M
  M R M M R M
M R M M M M R M
-----

```

~~~~~  
MERCURY: LEVEL 3  
~~~~~

ENEMY ALIENS: 22
GROUP COLOR: 6 Blue, 6 Green, 10 Mercury Blue
POSSIBLE POWER UP ATTACK: Horizontal Right, Horizontal Left,
Silo Missile Attack

ENEMY FORMATION:

```

-----
M           M
B B G M M G B B
B G M     M G B
G M       M G
M           M
-----

```

~~~~~  
MERCURY: LEVEL 4  
~~~~~

ENEMY ALIENS: 28
GROUP COLOR: 3 Red, 4 Blue, 3 Green, 4 Yellow, 14 Mercury Blue
POSSIBLE POWER UP ATTACK: Horizontal Left, Diagonal Burst,
Silo Missile Attack

ENEMY FORMATION:

```

-----
M M M Y Y   M
G G G B B   M
M M M Y Y   M
R R R B B   M
M M M Y Y   M
-----

```

~~~~~  
MERCURY: LEVEL 5  
~~~~~

ENEMY ALIENS: 32
GROUP COLOR: 8 Red, 12 Blue, 4 Green, 8 Mercury Blue
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,
Horizontal Left, Silo Missile Attack

ENEMY FORMATION:

```

-----
M M M M B B M M
G G G G B B
R R R R B B
R R R R B B
B B B B M M
-----

```

~~~~~  
MERCURY: UFO LEVEL  
~~~~~

ENEMY ALIENS: 12

Hit as mush enemy Motherships as you can to gain up Points and
Extra life. Good Luck!!!

~~~~~  
MERCURY: LEVEL 6  
~~~~~

ENEMY ALIENS: 40
GROUP COLOR: 6 Red, 4 Blue, 4 Green, 6 Yellow, 20 Mercury Blue
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,
Horizontal Left, Diagonal Burst,
Silo Missile Attack

ENEMY FORMATION:

```

-----
M M R Y Y R M M
B B M M M M G G
B B M M M M G G
M M R Y Y R M M
M M R Y Y R M M
-----

```

~~~~~  
MERCURY: LEVEL 7  
~~~~~

~~~~~  
ENEMY ALIENS: 22  
GROUP COLOR: 2 Blue, 2 Green, 4 Yellow, 14 Mercury Blue  
POSSIBLE POWER UP ATTACK: Diagonal Burst, Silo Missile Attack

ENEMY FORMATION:

-----  
M G B M  
M M M M  
Y B G Y  
M M M M M M  
M Y Y M  
-----

~~~~~  
MERCURY: LEVEL 8
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 4 Red, 5 Blue, 5 Green, 6 Yellow, 20 Mercury Blue  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Diagonal Burst,  
Silo Missile Attack

ENEMY FORMATION:

-----  
B Y M M M M B Y  
Y G M M M M Y G  
G R M M M M G R  
R M M B Y M M B  
M M B Y G R M M  
-----

~~~~~  
MERCURY: LEVEL 9
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 16 Red, 24 Mercury Blue  
POSSIBLE POWER UP ATTACK: Vertical Burst, Silo Missile Attack

ENEMY FORMATION:

-----  
R M R M M R M R  
R M R M M R M R  
M M M M M M M M  
R M R M M R M R  
R M R M M R M R  
-----

~~~~~  
MERCURY: LEVEL 10
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 25 Green, 15 Mercury Blue  
POSSIBLE POWER UP ATTACK: Horizontal Right, Silo Missile Attack

ENEMY FORMATION:

```

-----
M M G G G G M M
G M M G G G G M
G M G G G G M M
G M M G G G G M
G G G G G G M M
-----

```

~~~~~  
MERCURY: BOSS LEVEL
~~~~~

ENEMY BOSS HP: 20  
ATTACKS MOVES: 1

In this level, your'll see that there are no such enemy boss but you'll encounter lots of huge Asteriods falling down at the screen. you can destroy an asteriod, when you you hit it twice with your attack.

After destroying 20 of the huge asteriods, you'll complete this level and beat the game.

[3] [B][A][S][I][C] [F][I][N][A][L] [L][E][V][E][L]

=====

16.) ALIEN WORLD:

=====

PROFILE NAME: Shifter  
SIZE: 18 Feet  
PROJECTILE: Standard  
THREAT: Delta

SPECIAL ABILITIES:

Unlike of the aliens, the Shifter has a unique sense of self preservation. it will try to dodge againts most tanks attacks.

TIP:

Hit four like aliens in a row to receive a power up.

~~~~~  
ALIEN WORLD: LEVEL 1
~~~~~

ENEMY ALIENS: 40  
GROUP COLOR: 10 Red, 5 Blue, 5 Green, 2 Yellow, 18 Pink  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
Horizontal Left, Radiant Burst

ENEMY FORMATION:

```

-----
B R R R R R R G
B K K K K K K G
B K K K K K K G
B K K K K K K G
R R B Y Y G R R
-----

```

~~~~~  
ALIEN WORLD: LEVEL 2
~~~~~

ENEMY ALIENS: 30  
GROUP COLOR: 8 Red, 8 Yellow, 14 Pink  
POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst, Radiant Burst

ENEMY FORMATION:

-----  
K R R K K R R K  
  Y Y  
R K Y K K Y K R  
K  K Y Y K  K  
R  Y K K Y  R  
-----

~~~~~  
ALIEN WORLD: LEVEL 3
~~~~~

ENEMY ALIENS: 32  
GROUP COLOR: 8 Red, 7 Blue, 7 Green, 10 Pink  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,  
                          Horizontal Left, Radiant Burst

ENEMY FORMATION:

-----  
R K          K R  
K B B B G G G K  
B K B      G K G  
B R K      K R G  
B R R K K R R G  
-----

~~~~~  
ALIEN WORLD: LEVEL 4
~~~~~

ENEMY ALIENS: 28  
GROUP COLOR: 4 Red, 4 Blue, 2 Green, 7 Yellow, 11 Pink  
POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Left,  
                          Diagonal Burst, Radiant Burst

ENEMY FORMATION:

-----  
Y Y Y Y      K B  
K K K K      K B  
          K R R  
          K K G R B  
K K Y Y Y G R B  
-----

~~~~~  
ALIEN WORLD: LEVEL 5
~~~~~

~~~~~  
ENEMY ALIENS: 34

GROUP COLOR: 4 Red, 8 Blue, 12 Green, 10 Pink

POSSIBLE POWER UP ATTACK: Vertiacal Burst, Horizontal Right,
Horizontal Left, Radiant Burst

ENEMY FORMATION:

B B G B B K K K
K K G K G G G G
G G G G G K K K
R R G K B B B B
R R K

~~~~~  
ALIEN WORLD: UFO LEVEL  
~~~~~

ENEMY ALIENS: 12

Hit as mush enemy Motherships as you can to gain up Points and
Extra life. Good Luck!!!

~~~~~  
ALIEN WORLD: LEVEL 6  
~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 8 Red, 8 Blue, 8 Green, 4 Yellow, 12 Pink

POSSIBLE POWER UP ATTACK: Vertical Burst, Horizontal Right,
Horizontal Left, Diagonal Burst,
Radiant Burst

ENEMY FORMATION:

R R B B G G R R
K K B B G G K K
B B R R R R G G
K K Y Y Y Y K K
K K B B G G K K

~~~~~  
ALIEN WORLD: LEVEL 7  
~~~~~

ENEMY ALIENS: 20

GROUP COLOR: 2 Red, 2 Blue, 2 Green, 8 Yellow, 6 Pink

POSSIBLE POWER UP ATTACK: Diagonal Burst, Radiant Burst

ENEMY FORMATION:

K Y Y K
Y G G Y
Y Y Y Y
K B B K

K R R K

~~~~~

ALIEN WORLD: LEVEL 8

~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 7 Red, 6 Blue, 5 Green, 7 Yellow, 15 Pink

POSSIBLE POWER UP ATTACK: Vertical Burst, Diagonal Burst,
Horizontal Right, Horizontal Left,
Radiant Burst

ENEMY FORMATION:

R B G K K Y R B
Y R B G K K Y R
K Y R B G K K Y
K K Y R B G K K
K K K Y R B G K

~~~~~

ALIEN WORLD: LEVEL 9

~~~~~

ENEMY ALIENS: 40

GROUP COLOR: 16 Red, 24 Pink

POSSIBLE POWER UP ATTACK: Vertical Burst, Radiant Burst

ENEMY FORMATION:

R K K R R K K R
K R K K K K R K
R K R R R R K R
K K K K K K K K
R K K R R K K R

~~~~~

ALIEN WORLD: LEVEL 10

~~~~~

ENEMY ALIENS: 31

GROUP COLOR: 5 Red, 12 Blue, 4 Green, 10 Pink

POSSIBLE POWER UP ATTACK: Radiant Burst, Horizontal Right,
Horizontal Left, Vertical Burst

ENEMY FORMATION:

K K K K B K K K
K K B G B B B B
K B G B B B B
R G R R R R
G B

~~~~~  
ALIEN WORLD: BOSS LEVEL  
~~~~~

ENEMY BOSS HP: 30
ATTACKS MOVES: 1

The boss in this level is the alien specie in the Classic Space Invaders, but this time you'll be fighting a huge one.

Once you attack and hit the enemy boss, it will be come small and smaller and then it will also the same time it will increases its speed by the time you hit the enemy boss again and again. The firing Projectiles of the enemy boss will increase when you hit the enemy boss.

Destroy the enemy boss by hitting it 30 times. and after that you now beat this level.

=====
17.) DROP POWER UPS:
=====

The drop power ups are the colored crystal balls dropped by the passing mother ships while destroying the enemy aliens in each level, their are different colors and each color has it's own unique attribute.

.....

| COLORS | ATTRIBUTES |
|------------------------|---------------|
| VIOLET COLORED CRYSTAL | - Shield |
| YELLOW COLORED CRYSTAL | - Time Stop |
| GREEN COLORED CRYSTAL | - Max Energy |
| BLUE COLORED CRYSTAL | - Double Shot |

.....

=====
18.) ATTACK POWER UPS:
=====

The attack power ups are based on the enemy aliens you've hit in each level. when you hit an enemy aliens with the same color four times then you'll recieve a certain special shot, each shot has a different capabilities.

.....
GREEN POWER UP:
.....

Horizontal Right Shot - Fires a missile and when it hits the enemy alien it goes to the right horizontaly and destroys all enemy aliens within that column.

.....
YELLOW POWER UP:
.....

Diagonal Burst Shot - Fires a two small boomerang and hits all the enemy aliens diagonally in both sides.

.....
BLUE POWER UP:
.....

Horizontal Left Shot - Fires a missile and when it hits the enemy alien
it goes to the left horizontally and destroys
all enemy aliens within that column.

.....
RED POWER UP:
.....

Vertical Burst Shot - Fires a missile and hits the all enemy aliens
vertically straight up.

.....
GRAY POWER UP:
.....

LV 1: Swarm Missiles

- Fire lots of missiles and hit the enemy aliens with
the color and most near and many to have easy another
power up.

LV 2: Laser Blaster

- Fires a Laser beam vertically for 2 seconds and destroy
any enemy aliens within it's path.

LV 3: Boomerang Shot

- Fires a huge green Boomerang and goes in a circle path
and returns back to you.

LV 4: Acidic Cloud

- Fires yellow lightning cloud and raises up and destroys
all enemy aliens near it's way.

LV 5: Sine Wave Missile

- Fires a missile that goes in a "S" path wave or
Zigzag wave and destroys enemies in its path.

LV 6: Tank Kamikaze

- Makes your tank fly vertically and crash any enemy
aliens blocking your way.

LV 7: Pyramid Blast

- Fires a missile and when it hits an enemy alien, it
will scatter a small green boomerang in a Pyramid Shape.

LV 8: Silo Attack

- Fires a 8 silo missiles from the ground heading up
towards the enemy aliens.

LV 9: Radiant Burst

- Fires 5 yellow radiant balls in a seperate way and hits
the enemy aliens in the way.

=====
19.) MANUAL CODES:
=====

"Classic Space Invader, Ending & Credits"

Enable Select level code and successfully complete level 00, then

Hold Right button when you are choosing players in the game at the main menu to play the Classic Space Invaders.

"Rapid 5 shots"

Pause game and quickly press:

Down, Left, Circle, Down, Right, Right, Right

"Get 9 lives"

Pause game and quickly press:

Right, Right, Right, Down, Circle, Left, Down

"Select level"

Press Circle in the new game at the menu, instead of X.

=====
20.) GAMESHARK CODES:
=====

SOURCE: www.cmgsccc.com

Space Invaders
1st-10th by ViperByte
11th-12th by Robb

Codes Made & Tested on 3.2 Version Cheat Device

| | | |
|---|----------|------|
| 1J Joker Command P1 | D00E0C8C | ???? |
| 2J Joker Command P2 | D00E0CAC | ???? |
| 1 P1 Max Score | D00EF6CC | 0000 |
| | 800EF6CC | FFFF |
| 2 P1 Infinite Lives | 800EF6C8 | FF63 |
| 3 P1 Invisibility | 800EF6C0 | 004A |
| 4 P2 Max Score | D00EF798 | 0000 |
| | 800EF798 | FFFF |
| 5 P2 Infinite Lives | 800EF794 | FF63 |
| 6 P2 Invisibility | 800EF78C | 004A |
| 7 Add A Life (Both Players) | 8005DB30 | 0001 |
| 8 Infinite Lives (Both Players) | 8005DB3A | 2400 |
| 9 Infinite Continue Time | 8003DF36 | 2400 |
| 10 Enable Classic Mode | 800A3A96 | 0100 |
| 11 Always On Planet Modifier [Note 1] | 300D8AE5 | 00?? |
| 12 Always On Planet Level Modifier [Note 1] | 300D8AE6 | 00?? |

Quantity Digits to Accompany Planet Modifier Code

00 - Pluto
01 - Neptune
02 - Uranus
03 - Saturn
04 - Jupiter
05 - Mars
06 - Venus
07 - Earth
08 - Mercury
09 - Alien World

Quantity Digits to Accompany Level In Planet Modifier Code

00 - Level 10
01 - Level 1
02 - Level 2

- 03 - Level 3
- 04 - Level 4
- 05 - Level 5
- 06 - Level 6
- 07 - Level 7
- 08 - Level 8
- 09 - Level 9

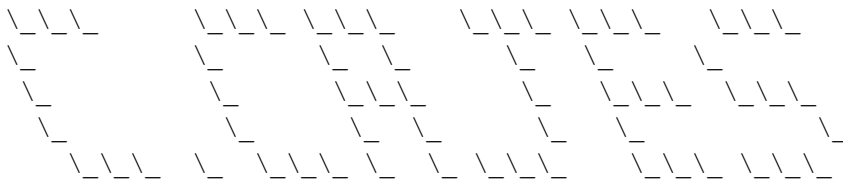
=====
21.) DISCLAIMER:
=====

This FAQ is not to be reproduce, edited, revised or reformed by anyone except by me. also this FAQ shoudn't be placed in a web site or homepage without proper permission by the author. THIS FAQ IS COPYRIGHT ©2000-2001 BY CHRISTOFFERSON CAJES [CCajes], If you want to use this FAQ e-mail me at (cyrus_viii@hotmail.com) and ask permission first before posting it and also give me the location of the website where you post this FAQ. I hope this is clear. =)

=====
22.) THANK YOU'S & CREDITS:
=====

- > Thanx to ME for making this Work and trying very hard to make it as complete as possible.
- > Thanx to CJayC(WwW.GaMeFaQs.CoM) for posting this and for the good work he has done for all Gamers. Gamefaqs is the best from the rest!!!

This dócùmènt is cópyright 2000



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END OF FAQ - END OF FAQ - END OF FAQ - END OF FAQ - END OF FAQ  
~~~~~