



Proudly Presents



For the Commodore 64 / 128

HEALTH AND SAFETY WARNING

This game contains flashing strobe effects to match the sound and music. This special feature may harm viewers and/or players who suffer from conditions such as epilepsy or similar conditions. If you are sensitive to strobe-light effects, it is recommended that you disable the strobe effects by pressing 'Y' on the health + safety warning screen. Otherwise press 'N' to keep the effects intact.

LOADING THE GAME

This game comes in Disk and Tape formats.

SAVING TO TAPE:

To save the game to a real tape. Copy the tape master .D64 and place it into your 1541Ultimate 2 (1541U2+), Chameleon, SDIEC or standard C64 floppy disk drive. Insert a tape into your C64 tape deck then:

LOAD "TAPEMASTER",8

Then type RUN. Then follow on-screen prompts.

NOTE: The master is not compatible with SOME hardware fastloaders, such as Cyberpunx Retro Replay. If this problem persists, please use the standard KERNAL/BASIC loading method.

LOADING FROM TAPE:



Insert your mastered tape into the tape deck. Press SHIFT+RUN/Stop. The program will load with a fast turbo tape loader. After a short time, the program will play the loading music, display a loading picture and then ask you to press SPACEBAR to continue.

LOADER INFO:

Should a load error occur, due to misalignment of the tape heads or bad duplication of the tape in general, the border will turn red and the tape will stop. Then you need to REWIND the tape slightly, then Press play. Loading is only successful after the PRESS SPACEBAR prompt has appeared.

LOADING FROM DISK:



Insert your disk into the disk drive and type in the following command:

LOAD "*" ,(device) and then type in **RUN**

After running, a screen prompt will then ask if you wish to use an IRQ DISK TURBO loader. If you are using SDIEC, best select 'N'. Otherwise if your hardware is IRQ fast load compatible, select 'Y'.

'Y' will load and play music, whereas 'N' will load the program normally with no music. Music will play during turbo load, and also after the loading has finished. The PRESS SPACE prompt will appear in the loading picture. Press the SPACEBAR to de-crunch and run the game.

Story:

4th December 2077: Earth has successfully made contact with alien life forms. Luckily, most of them are friendly and welcoming. Humans and aliens are working together on several planets of the Solar System to bring about a peaceful galaxy and a better worlds for all.

One year later, an unidentified giant mother ship approaches planet Earth. Scientists work hard to establish communication with the giant ship. The translation of the strange alien signal is successful... but it brings bad news. The new visitors have not come to Earth to help out. They are very greedy and want to invade all planets. Planet Earth is at the top of their list.

A message from Planet Earth is sent back to the alien leader: Earth will fight back! The mother ship beams out a psychedelic vortex field, and spits out hordes of aliens... ready for the invasion. Planet Earth beams mobile military bases, and prepares to do battle with the aliens inside the vortex field.

Instructions

This is a fast-paced “Space Invaders”-style game with a psychedelic sound+vision twist. You fight aliens inside a moving void, with optional in-game trance music or in-game sound effects. The aliens can be selected as either transparent (made of checked squares) or solid (blocky aliens). Select the preferred sound and graphics options from the title screen, then press FIRE to play.

The object of the game is to shoot wave after wave of alien invaders inside a vortex field. Move your mobile military base at the bottom of the screen, and shoot laser beams at the aliens. The more aliens you shoot, the faster each remaining alien will move. Your scoring depends on which alien you hit. The Title Screen displays a list of points awarded for certain aliens. The points are based on alien type, not colour.



During each wave, after the aliens have moved to their sideways limit, they will move down towards you. However, if you shoot rows of aliens to the very right or the very left, the remaining aliens will NOT make a complete move across the playing area. They will instead move downward, after they have moved their own set horizontal distance. The aliens also drop bombs on your base. Speed and timing is crucial to your success!

The levels:

After you have completed a wave of aliens, you will be moved on to the next level, and a new wave of aliens will appear on screen. The level setup is as follows:

Levels 1 to 5 – All aliens require one hit to destroy (EASY). Only red, green and blue aliens appear on-screen.

Levels 6 – 10 – Two hits to kill an alien (QUITE EASY). A medium shade of red, green and blue aliens will appear. Their colours are pink, light green light blue.

Levels 11 – 15 – Three hits to kill (MODERATE). The light coloured aliens will appear. They appear as (yellow, white, cyan). The darker invaders will also be on-screen.

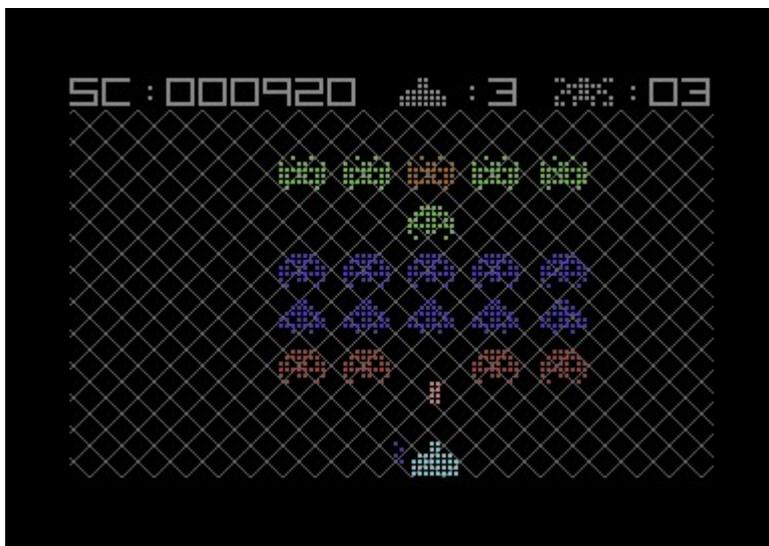
Levels 16 – 20 – 1 hit to kill, with faster alien bullets

Levels 21 – 25 – 2 hit to kill, with faster alien bullets

Levels 26 – 30 – 3 hits to kill, with faster alien bullets

Levels 31 – 40 – Mixed, and even tougher

Power-Ups and Extra Lives:



Due to the fast-paced nature and high difficulty levels in later levels (especially when aliens become super-fast), there are special aliens that give you power ups:

If you shoot an orange alien, you'll be rewarded with power-ups / power-downs. It is compulsory that every alien is shot in each level, including the orange and purple aliens. The power-ups are as follows:

Default Base: A power-down, which will restore the player's base to default power.

Faster Base: Speeds up the mobility of your base. Once the player's base has been boosted to maximum speed, the next similar power-up will not take effect.

Faster Bullets: Speeds up the firepower of your base. Once the player's base has been boosted to maximum firepower, the next similar power-up will not take effect.

Super Shield: This power-up shields your player from enemy bullets. The power-up is temporary, and can be lost when an invasion occurs.

Tranced Out: Freezes the aliens for a short time. Their bullets will still drop.

Blackout: Removes the void for a temporary amount of time, to make aliens (from transparent mode) easier to see while you battle against them.

Smart Bomb: Temporarily armed to the player's base. When the base changes colour, pull DOWN to destroy all aliens.

Extra Lives: Purple aliens will award you with extra bases. However, you cannot exceed 9 bases.

LOSING A BASE:

You will lose one of your bases if any of the following occurs:

- Your base is hit by an alien bullet
- An invasion occurs (i.e. an alien reaches the very bottom of the screen).

Hints and tips:

- If you get faster bullets, try to avoid being hit, otherwise you will lose the power-up. Later levels may require this power-up, unless an alien mischievously gives you the DEFAULT weapon, where all is lost apart from the base.
- If you are awarded a Smart Bomb, when nearly finished on the first level, save it for the next level.
- Blast the aliens as quickly as possible. On later levels, try to find a way to weaken the top row of aliens first. There are gaps in between the aliens to make this possible.
- Survive and win!

Can you complete all 40 levels of 'Let's Invade', and defeat the aliens for good?

Hi Score saver: (Only applies to the disk version)



Let's Invade consists of a high score feature. Should your score be one of the best scores in the table, you will appear in the TOP 20 Hall of Fame. Use up/down with a joystick in Port 2 to select the letters for your 3-character initials. Press FIRE to skip to the next character (or use left/right). On the very last character initial, pressing FIRE will leave the hi-score name entry screen and then store the hi-score to the table. The disk version has a hi-score saver and loader system. The Tape version doesn't use this feature.

If you use the disk version of this game and wish to remove the current hi-score list, then it is advised that you use a disk/d64 dir editor to delete the file, and then re-load the game once more to store a default table.

Controls:

Use Joystick in Port 2.

Title Screen Options:

- **UP** - set alien mode to retro transparent
- **DOWN** - set alien mode to retro solid/block
- **LEFT** - select in-game music
- **RIGHT** - select in-game sound effects

- **SPACEBAR** – view High Scores (Pressing FIRE will return you to the title screen)

Game:

- **LEFT** - Move base left
- **RIGHT** – Move base right
- **FIRE** – Fire laser
- **DOWN** – Activate smart bomb (if active)

- **RUN/STOP** – Pause game
- **Q** (While paused) – Quit game and return to the title screen

CREDITS:

Programming, graphics, sound effects and music by

Richard Bayliss

Original IRQ Disk + Tape turbo loader and mastering source

Martin Piper

Loading bitmap drawn by

Igor Errazking

Testing, feedback and tech support by

Dirk Schmitt and Simon Quernhorst

Proofreader:

Alf Yngve

Copyright (C) 2016 The New Dimension.

This software is free to copy, but may NOT be sold in any form or by any means without express permission from THE NEW DIMENSION.

Downloaded from: <http://tnd64.unikat.sk>