

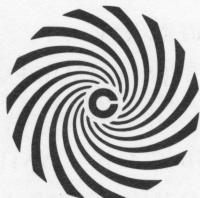
COMPUTER PROGRAM CASSETTE
Use with ATARI® 400/800™ COMPUTER SYSTEMS

 **COSMI**

Full Color Graphics • High Resolution



Contains one program cassette AC16-010 with instruction manual. Use with ATARI® 400™ or ATARI® 800™ Personal Computer System. Accessories required: 1. Joysticks 2. ATARI® 410™ cassette program recorder 3. Memory RAM 16K.



COSMI

SPIDER INVASION

by
Jerrold Arthur

An exciting, daring and skillfull game designed in 16K RAM
for the Atari® 400/800™ Personal Computer System.

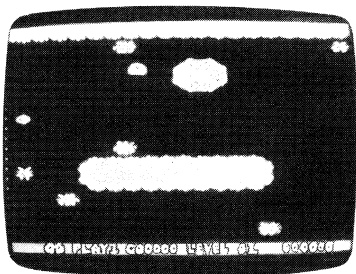
GAMES WORTH PLAYING

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INSTRUCTIONS



SPIDER INVASION

(One or Two Players – Ten Levels)

by Jerrold Arthur

OVERVIEW

You are a “spelunker,” (a person who explores caves). On one of your expeditions you hear curious “chirping” noises coming from deep within the earth. As you proceed downward you venture upon a vast underground cavern. To your amazement it is crawling with deadly spiders of all sizes and descriptions. You have happened into the central nest of the “Spider Invasion”! Within a series of large caves, deadly spider mutations are plotting the overthrow of the planet Earth. The insect kingdom has risen! Only your photon laser beam stands between mankind and total annihilation. You must destroy the spiders, their rapidly hatching eggs and, finally, the nest. But, beware the giant mother spider mutation who will aggressively attack you. If you are successful, additional caverns lie beyond. You must prevail!

SYSTEM REQUIREMENTS

- 1.) The SPIDER INVASION cassette or diskette.
- 2.) Atari® 400™ or Atari® 800™ computer (16K minimum).
- 3.) Atari® 410™ cassette recorder or Atari® 810™ disk drive.
- 4.) Joystick controller for each player.

LOADING THE PROGRAM

SPIDER INVASION is a machine language game program which requires at least 16K RAM. It is loaded by the following steps in exact order:

CASSETTE VERSION

- 1.) Turn off the Atari® 400/800™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the RAM modules.
- 2.) Connect the cassette recorder to the PERIPHERAL jack on the right hand side of the computer. (Make certain the recorder is as far removed from the TV set or monitor as possible.)
- 3.) Make sure that the cassette is completely rewound to the beginning of Side 1. (The tape pack should appear on the left side when looking down into the cassette window.) Place the cassette in the recorder and press the PLAY button. Note: If you experience any difficulty loading the program after completing step number 7, try again. A back up copy of the program is available on the other side if you flip over the cassette and rewind it to the beginning.
- 4.) Push the yellow START key on the right of the Atari® and KEEP IT DOWN.
- 5.) Turn on the computer. It will beep once to let you know it is ready to load the tape. When it beeps, release the START key.
- 6.) Press the RETURN key on the keyboard. The cassette player will begin to run and the program will load. It will take several minutes to complete loading because of the length of the program. If you like, you can turn up the TV volume to hear the loading process and verify that all is proceeding correctly.
- 7.) When the entire program is loaded, the cassette player will stop automatically and you will be ready to begin the game. You should rewind the cassette and put it back in the box.

DISKETTE VERSION

- 1.) Turn off the Atari® 400/800™ and remove all ROM program and game cartridges including the BASIC cartridge. Do not remove the RAM modules.
- 2.) Connect the disk drive to the PERIPHERAL jack on the right hand side of the computer. (Make certain the disk drive is as far removed from the TV set or monitor as possible.)
- 3.) Turn on the disk drive and insert the diskette. Close the disk drive door.
- 4.) Turn on the computer. The program will automatically load and run.

5.) When the entire program is loaded the disk drive will stop automatically and you will be ready to begin the game.

NOTE: It is essential with both versions of SPIDER INVASION that you start with the computer turned "off" and with no program cartridges in the computer.

USING THE JOYSTICK CONTROLLERS

Plug a joystick into jack 1 on the front of the computer for 1-PLAY or plug two joysticks into jack 1 and 2 for 2-PLAY. Hold the joystick with the red "fire" button in the upper left corner, towards the TV set. Your controller is capable of:

FIRING PHOTON LASER BEAMS by pressing the red "fire" button. These beams can be fired up or down depending upon which direction you are heading.

LEFT AND RIGHT MOVEMENT by moving the joystick handle to the left or right.

UP, DOWN OR DIAGONAL MOVEMENT by moving the joystick handle up, down or in the desired diagonal direction.

Note: The screen picture will begin to scroll (move) as you reach any edge of the TV set so that you may explore the entire cave. But be careful that you don't hit a wall as that will also "wipe out" one of your players.

PLAYING SPIDER INVASION FOR THE FIRST TIME

After the program has loaded into your computer, you will see the title. The title will stay on the screen for a few seconds and then you will see:

USE SELECT KEY
TO SELECT
1 OR 2 PLAYERS
THEN PUSH START
1 PLAYER (flashing)

If you wish to play in the 1 PLAYER mode, just press the START key and the action will commence.

If you want to play with 2 PLAYERS, press the SELECT key and the screen will change and flash 2 PLAYERS. You may now begin the game by pressing the START key. The game is now "live" and you will see your player in pink at the lower

center of the screen. By controlling your joystick you may now move in any direction. You shoot your laser photon beams either up or down, depending upon the direction you are moving, by pressing the red "fire" button. As you begin your search in Level 1 you will find twenty-five blue spiders and green eggs. Be sure you get all the stationary eggs in time, before they hatch and release more spiders. By the time you reach Level 5 you will be chasing 125 spiders and eggs! You must destroy all the spiders and eggs in order to advance to the next level. But beware! Not only can the spiders and eggs destroy you but the walls are covered with deadly spider venom which is also lethal and, within each cave is a giant mother spider and her nest. Although you can only elude the "mother" (and you will hear her coming before she shows up on the screen) you can destroy her nest if you can find it and "hit" it in the appropriate areas nine times with your photon laser beam. After you have destroyed all the deadly mutations in the first cave (LEVEL 1), you will automatically be transferred to the next cavern where more spiders, eggs and nests await you. Each "spelunker" (contestant) is allowed five players to complete all ten caves (levels). However, each time you earn 10,000 points you will be given an additional "bonus" player. Each time you lose a player the screen will be "reset" and you will be returned to the entrance of the cave. If you are in the 2 PLAYERS mode, when you lose a player your opponent will be given his opportunity to explore his own cave and compete against you for total points. When your opponent loses a player, you will return to action exactly where you left off. Good luck; we're all counting on you!

SCORING

At the bottom of the screen you will see:

PLAYERS	PLAYER #	000000	LEVEL 01	025	2000
REMAINING	1 OR 2	PLAYER SCORE	PLAYING LEVEL	SPIDERS REMAINING	BONUS POINTS

PLAYERS REMAINING: The number of additional players you have remaining in addition to the player you currently have on the screen. It is decremented by one each time you lose a player in combat.

PLAY #1 OR #2: Indicates the player number currently in action.

PLAYER SCORE: (000000) Automatically calculates each player's score as follows:

SPIDERS – 100 POINTS

EGGS – 100 POINTS

NEST – 900 POINTS (9 HITS REQUIRED)

PLUS bonus points earned for completing each level in minimum amount of time. You receive an additional player for each 10,000 points you accumulate.

PLAYING LEVEL: (01 to 99) Indicates which of 99 Levels you are currently playing.

SPIDERS REMAINING: (1 to 125) Indicates the number of spiders and eggs remaining to be destroyed before you can advance to the next cave (level). Each advancing level increases the number of spiders and eggs to be destroyed by twenty-five. You begin with twenty-five in Level 1 and reach 125 in Level 5.

BONUS POINTS: (2000 to 0000) These are bonus points you receive after the successful completion of each level. The countdown begins at 2000 points and continues to decline until you have destroyed all the spiders and eggs in the level you are playing. To score well, you must be quick and efficient!

END OF GAME

When both players (or one player in the 1 PLAYER mode) have been eliminated, the screen will display:

GAME
OVER

TOP 000000

PLAY 1 000000 PLAY 2 000000

TOP is the high score achieved during any series of games. The highest score will continue to be displayed and remain in the computer memory as long as the computer power switch remains ON. When the computer is turned OFF, the high score (TOP) is reset to "0." PLAY 1 and PLAY 2 indicate the total scores achieved by Player 1 and Player 2. This score is a combination of points earned through destruction of spiders, eggs and nests PLUS the bonus points remaining at the completion of each LEVEL. If either score is also the high score of the

series, it will be displayed after TOP. The maximum score any player can receive is 999,999.

If you wish to play another game of SPIDER INVASION, press the START key and the game will be reset to the beginning.

SYSTEM RESET KEY

DO NOT PRESS THIS KEY with only 16K memory or the game must be reloaded from the beginning. This key, when pressed with over 16K memory will cause the HIGH SCORE to be reset to zero and the title display will appear.

IF YOU CANNOT LOAD THE PROGRAM

- 1.) Check your equipment carefully to be sure that all cables and connections are correct.
- 2.) Re-read the section in the manual about loading machine code programs from cassette tape and diskette. Try to load again.
- 3.) If you can adjust the volume and tone settings on your recorder, try different settings.
- 4.) If possible, load another program from a tape or diskette you know works on your computer. This will prove that your equipment works. Try once more to load your game.
- 5.) The normal reason cassette tapes will not load is tape recorder head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to load tapes made on a different recorder for this reason. Be sure that your tape recorder heads are properly aligned. Your local computer store or dealer can help with this.
- 6.) If the program still cannot be loaded, send the cassette or diskette, with a description of the problem (what the computer displays on the screen, if anything, when you try to load the cassette or diskette or play the game) and what you did to try to correct the problem.

Defective cassettes or diskettes will be replaced at no charge.

Note: Your computer has an automatic protection device to prevent any damage to your TV set. Periodically, the screen may turn to subdued shades of color. Depressing the space bar will reset the normal colors automatic-

ally. No damage has occurred to your set, and continued play will not cause any problem.

WARRANTY

This article will be replaced if found to be defective in material and/or workmanship within 90 days of purchase. This shall constitute the sole remedy of purchaser and the sole liability of manufacturer. To the extent permitted by law, the foregoing is exclusive and in lieu of all other warranties or representations whether expressed or implied, including any implied warranty of merchantability or fitness. In no event shall manufacturer be liable for special or consequential damages.

PROGRAMMER BIOGRAPHY – Jerrold Arthur

Jerry is a systems analyst. He spends all his time working with giant mainframes. Right? . . . Wrong! Jerry has a young son who got him involved in arcade games. Once he was bitten by the “bug” (remember, he is the creator of Spider Invasion) he decided to spend some of his time with COSMI. Now, Jerry has only one problem. He can design super games, but his son always beats him when they play. Maybe he will put an age limit on his next blockbuster “Caverns of Khafka.”

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