

APPLE INVADERS

APPLE INVADERS
(C) 1979 by E S D Laboratories
PROGRAMMA International, Inc

Memory Requirement: 24K

Similar to the popular arcade game, APPLE INVADERS is an exciting, action-filled, high resolution game that will give you hours of enjoyment whenever you play. The object is to destroy as many invaders as possible while avoiding their deadly bombs.

You will start the game with three tanks. Left and right motion of the tank is controlled by paddle zero. The center paddle position holds the tank stationary. Paddle switch zero fires the shots and, after the first game, will fire repeatedly when held down. Each shot can be fired only upon impact of the previous shot. Reaching a score of 1500 will award a fourth tank.

SCORING is as follows:

SAUCER -	Valuable Mystery Score
FIFTH row Invaders	- 30 POINTS
THIRD and FOURTH row Invaders	- 20 POINTS
FIRST and SECOND row Invaders	- 10 POINTS

Remember! The invaders get closer with each pass across the screen. The more invaders that are destroyed, the faster those remaining will approach. Have no doubts! Shooting that last invader will not be the end!! There will be more...and then more...and more....

Pressing paddle switch zero will restart the game.

APPLE INVADERS is a machine language program and loads in the following manner:

*200.4000R

(Boot the disk version.)

PROGRAMMA
PRODUCT
DESCRIPTION