

# MARTIAN INVADERS™

*AN EXCITING ACTION GAME  
FOR THE EXIDY SORCERER*

Written in machine language

By James Albanese

A  
product  
of



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## LOADING INSTRUCTIONS

MARTIAN INVADERS will run on an 8K or larger Sorcerer computer. It is not necessary to have the BASIC ROM PAC inserted into your Sorcerer to load or play MARTIAN INVADERS. To run MARTIAN INVADERS, turn on your Sorcerer and with the tape in the cassette recorder, follow these instructions.

If you are in BASIC, type

BYE (RETURN)

to enter the Sorcerer Monitor. Rewind the tape and fast forward about one second. Type LOG, press play on the recorder, and press the RETURN key on the Sorcerer. The program should load in less than one minute.

Should the program fail to load correctly, an adjustment in volume setting may be necessary. Note the volume setting that loads the program correctly, and use it for future reference. There is a second copy of MARTIAN INVADERS on the tape following the first.

After the program has been loaded and the proprietary message has been displayed for a few seconds, the invading Martians will appear on the video, and the game starts. You must be ready to play.

## **KEY PRESS CONTROLS**

There are three keys that control the action of your gun. These keys are located on the numeric keypad. The 4 key (also the left arrow key) moves the gun to the left, the 6 key (the right arrow key) moves it to the right, and the 8 key (the up arrow key) fires the gun.

Any combination of these keys may be pressed simultaneously with the expected results. For example, holding down the 4 and 8 keys moves the gun to the left and shoots it at the same time. If both the 4 and 6 keys are held down simultaneously, the gun will remain stationary.

## **OBJECT OF THE GAME**

The object of the game is to achieve the highest score that you can. This is done by shooting down as many Martian saucers and members of the Martian invading force as you can. At the same time, you must avoid having your gun struck by any of the bombs that the Martians drop on you. If your gun is hit, it is destroyed and the game is over. The game is also over when any member of the invading force lands (reaches the bottom row of the screen). To start a new game, press the RETURN key.

## **SCORING**

Destroying a Martian saucer is worth a random value between 50 and 150 points. Destroying a member of the invading force from one of the two bottom rows is worth 15 points. Eliminating an invader from one of the original top two rows scores 20 points.

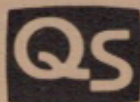
## STRATEGY

There are many possible approaches to playing the game of MARTIAN INVADERS. To help get you started, here are a few hints from some players who have run up some big scores against those pesky Martians.

Notice that when any one of the invading Martians hits an edge of the screen, the whole force descends one level. It is good strategy to shoot at the Martians at one edge of the group. This technique delays the descent of the Martians and gives the player more time to shoot them down.

Once most of the invading force has been destroyed, it is good strategy to aim at the saucer because the score for hitting the saucer is so much higher than the score for hitting an invader. Put off destroying the last member of the invading force as long as you can, because when he is gone, another full force will appear.

After playing Martian Invaders an hour or two, most players gain enough skill to get a score over 2000. Expert players have scored over 5000. Luck as well as skill is required for a high score, since certain events such as Martian bombs and saucer appearances occur randomly. Good luck!!



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